


SAVAGE APOCALYPSE



A Savage Worlds Post-Apocalyptic Toolkit



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Version 2.0

Made on a Mac 

INTRODUCTION

Out of all RPG settings, I have always loved post-apocalyptic (PA) settings, but I could not find a set of RPG rules I was happy with. At the beginning of 2007, I finally found Savage Worlds (SW). Therefore, it's a privilege to combine Savage Worlds with a post-apocalypse setting in this toolkit. Now I have a great RPG setting and a great system to run it with.

This document attempts to create a post-apocalyptic toolkit for Savage Worlds Explorers Edition ([SWEX](#)) and also extends/uses the Science Fiction World Builder Toolkit and Science Fiction Gear Toolkit. These documents are needed to utilize this document. Necropolis 2350 is also nice to have.

Note that when referring to [SWEX](#) and the SW Toolkits, my references may lack in some details. This is intentional. My goal is to promote and extend these works, not replace them or cause a loss of revenue. Therefore, this document will refer the reader to the original documents for any further details. If flipping between a few sources becomes frustrating, then I ask your forbearance.

I exercised the liberty of enhancing or changing some [SWEX](#) rules to suit my campaign and ideas. Since I consider this document a guideline, feel free to change or ignore anything that doesn't suit your playing style or campaign. At least the reader has a few more ideas with which to work.

Savage Apocalypse covers PA topics such as hero creation, mutations, environmental hazards, robots, gear, artifact discovery and creatures. There are also new hindrances, edges, skills and other goodies.

Since I'm a believer in the community of ideas and learning process, I would very much appreciate if readers would send me feedback and ideas (see front cover for email). You never know what kind of clever ideas may be born out of the exchange of information.

Version 2.0 Notes:

As we played our SA campaign, I tweaked several things for consistency or added material to fill gaps. Then, new creatures, edges and mutations appeared. It seems that version 2.0 grew organically, but I think as a result of this process Savage Apocalypse is a clearer and more cohesive package.

ACKNOWLEDGEMENTS

Savage Worlds Explorers Edition ([SWEX](#)), Pinnacle Entertainment
Science Fiction World Builder Toolkit ([SFWBTK](#)), Wade "Wiggy" Williams
Science Fiction Gear Toolkit ([SFGTK](#)), Wade "Wiggy" Williams
Modern Martial Arts ([MMA](#)), Clint Black, 12 to Midnight and Reality Blurs
Necropolis 2350 ([Necropolis](#)), Triple Ace Games

For other fan-created Savage Worlds material, please see [savagedpedia](#).

All artwork comes from copyright-free sources.

A special thank you goes to my teens, William Reeves and Rebecca Reeves, and their friends, Alicia Capps, Krista Capps, Louis Capps, Joshua Nolte, Michael Nolte, Jonathan Miller and David Miller, who were my enthusiastic test subjects and the group of heroes attempting to save a lost colony ship, Terra and humanity. What great adventures we have had!

Special thanks also goes to Craig Brain and Bruce Anderson from the Metamorphosis Alpha forum, whose constructive feedback helped fill in several gaps.

A big thank you goes to the Savage Worlds forum members for their feedback and ideas. I would like to especially recognize Clint Black who has a lot of good GM advice and patiently listens to ideas and suggests improvements. I incorporated several forum suggestions to make this document better.

Savage Apocalypse is a fan-created work and is not intended to infringe on any copyrights of Savage Worlds. I urge all users of this guide to purchase Savage Worlds products to support and encourage these authors and the gaming hobby.

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SETTING CREATION



“Wiggy” Williams. Use Wiggy’s guidelines, adding an overall plot story for the fall of civilization, campaign location(s), mutations, technology items and appropriate creatures for your story. The following are ideas and questions to help the GM get started.

Locations

- ☢ Terra
- ☢ Colony world
- ☢ Space Station
- ☢ Starship
- ☢ Outpost (asteroid or moon)
- ☢ Planetary ocean

Prologue

The civilization of Mankind fell. However the apocalypse occurred, life became a struggle for survival. The home world of Mankind, Terra, and its colonies in the stars fell into darkness and lost much knowledge.

All life changed as a result of The Fall. New and strange life forms emerged from the chaos and destruction. Some animals and plants began thinking like a human. Mankind also changed in the genetic storm of The Fall. Some manifested new powers or deformities, and not all these new wonders encouraged life. A few of these new humanoids were hailed as Homo Superior, while most were outcast and called freaks.

After the darkness of The Fall, there came light and hope, but progress was slow. Some started recovering lost knowledge for the betterment of all life. Others sought power to impose their will on all they could grasp. This is the Apocalypse.

World Creation Ideas

This toolkit does not attempt to address post-apocalyptic world creation in detail, since these topics are sufficiently addressed in the Science Fiction World Builder Toolkit ([SFWBTK](#)) by Wade

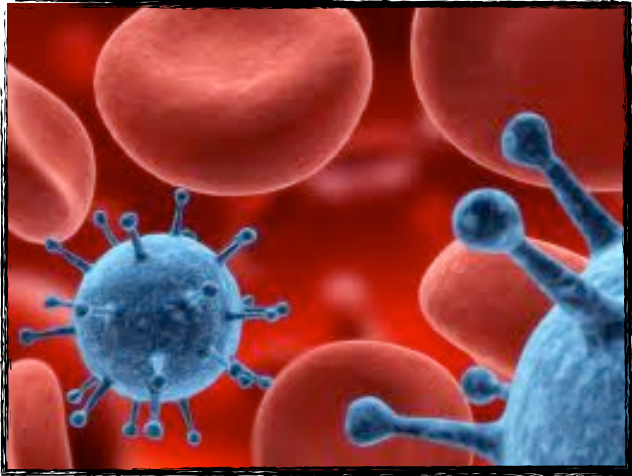


Reasons for The Fall

This provides the background and reasons why current conditions are the way they are.

- ☢ Artificial Intelligence Revolt
- ☢ Alien Invasion (extinction, slavery, resources)
- ☢ Biological Plague
- ☢ Civil War
- ☢ Comet/Asteroid Collision
- ☢ Earthquakes/Tidal Waves
- ☢ Dimension Rift
- ☢ Giant Creature Rampages
- ☢ Ice Age
- ☢ Nanotech Virus
- ☢ Volcanic Activity
- ☢ War (Nuclear, Biological, Chemical)

- ☢ Zombies
- ☢ Combinations of the above



Note that natural disasters may be more than hurricanes, tidal waves, earthquakes, etc, but also includes dimensional bridging, a space-time tear that links distant worlds/galaxies, asteroid collisions, solar super-flares and planetary grazing. Your imagination is the only limit.

- ☢ How long after The Fall?
- ☢ How has the environment changed?
- ☢ What do the animals and plants look and act like after The Fall?

Physiological Changes

Does your world contain psionic powers?

Do plagues or radiation cause mutations?

What does organic life look like after the effect of cataclysms?

Technology

- ☢ Technology Index (TI) and item classification
- ☢ Scavenged items list

HERO CREATION

To create a post-apocalyptic hero, follow the normal [SWEX](#) character creation sequence. Depending on which racial type the player chooses, there may be some other creation criteria.



Racial Types

Because of advanced science, genetic effects and mutations, the maximum trait level is D12+4. The possible types of heroes that may be played in SA are listed below along with any advantages or disadvantages.



Pure Human

Pure humans typically have higher intelligence, health and charisma than other post-apocalyptic beings. Humans are genetically resistant to mutations, but may still be hurt by radiation. A pure human hero has the following changes.

- ☢ D6 in Smarts
- ☢ D6 in Vigor
- ☢ A free Edge **or** +2 skill points

Mutated Human

Mutated humans are part of the genetic population that is susceptible to mutation when exposed to radiation. Most mutants of this type are humanoid in appearance, but their looks range from just a bit odd to utterly grotesque. A mutated human has the following characteristics.

- ☢ Arcane Background: Mutant
- ☢ Radiance Master professional Edge
- ☢ 1D3 + 1 mutations
- ☢ Hindrance: Medically Incompatible (Minor)
- ☢ -2 Charisma when interacting with all robotic types (only if obviously mutated)

Humanoids have a slight advantage with the number of mutations to balance out the natural abilities of mutated animals.

A GM may even experiment with a player choosing one mutation hindrance at each gained level in rank. This would provide points to buy an edge. A GM may require one mutational hindrance at hero creation, but also give the character another good mutation. Try it and see what you think.



Mutated Animal

Mutated animals gained human intelligence via radiation, chemicals or from the side-effects of other hazards. Additionally, these animals developed some form of speech and writing to communicate with their species, but also with other intelligent beings.

- ☢ Arcane Background: Mutant
- ☢ Radiance Master professional Edge
- ☢ 1D3 mutations
- ☢ Mutation: Improved Intelligence
- ☢ Mutation: New Body Part: Speech
- ☢ Mutation: Mutated Body Parts: Manipulative Paws
- ☢ Hindrance: Medically Incompatible (Major)
- ☢ Natural Attack: per animal type
- ☢ -4 Charisma when interacting with all robotic types

Unless the sentient animal has human-like hands, all skills that use human tools are -1, since paws are not as well articulated.

For the natural attack damage, see the Creature section or [SWEX](#).

Mutated Plant

Mutated plants gained human intelligence via radiation, chemicals or from the side-effects of other hazards. Additionally, this sentient plant life developed some form of speech and writing to communicate with their species, but also with other intelligent beings.

- ☢ Arcane Background: Mutant
- ☢ Radiance Master professional Edge
- ☢ Plant Edge
- ☢ 1D3 mutations
- ☢ Mutation: New Plant Part: Brain
- ☢ Mutation: New Plant Part: Orifice (Speech)
- ☢ Mutation: New Plant Part: Manipulative Vines/Branches
- ☢ New Plant Part: Mobility x 2; Pace 6
- ☢ Hindrance: Medically Incompatible (Major)
- ☢ Natural Attack: per plant type
- ☢ Robotic devices generally ignore plants

Unless the sentient plant has human-like hands, all skills that use human tools are -1, since vines/branches are not as well articulated.



Emile Noordeloos

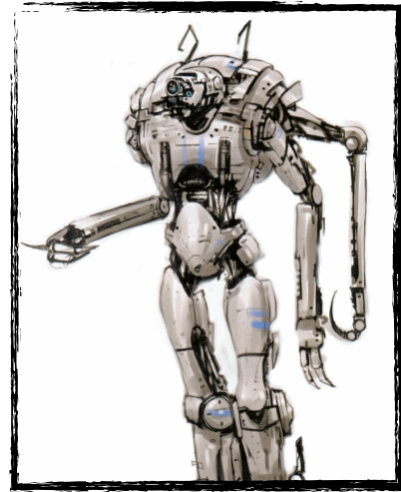


Robot

To design their hero robot, players will need to refer to the Robotics section for basic traits and custom building.

For Wild Cards only:

- ☢ +1 Die Type attribute **or** free Edge
- ☢ Superior skill package



Android

To design their hero android, players will need to refer to the Robotics section for basic traits and custom building.

For Wild Cards only:

- ☢ +1 Die Type attribute **or** free Edge
- ☢ Advanced skill package

HINDRANCES AND EDGES



New Hindrances

Acid Susceptibility (Minor)

Just like the Anemic hindrance, but only for acids.

Illness (Major/Minor)

The hero has contracted some non-contagious infection that saps their stamina. The illness is not life-threatening, but causes the hero to rest more often – more time to experience unwanted encounters... The hero may seek a cure to their illness, but the GM should make them earn their cure.

Major: After any physical exertion, such as Running, Climbing or Swimming, Fighting, the Hero must pass a Vigor -2 check or lose 1 Fatigue.

Minor: After any physical exertion, such as Running, Climbing or Swimming, Fighting, the Hero must pass a Vigor -1 check or lose 1 Fatigue.

Increased Pain (Major)

The hero has a hyper-sensitive reaction to pain. All Wound penalties are +1.

Poison Susceptibility (Minor)

Just like the Anemic hindrance, but only for poisons.

Phobia: Technology (Major)

This hindrance applies for all items above TI 0. See [SWEX](#) Phobia hindrance p. 18.

Seizures (Major)

During any stressful situation, the hero must make a Vigor roll. A 1 on the skill die results in a temporary Incapacitation (prone and shaking) for 1D4 minutes. A stimulant drug will also immediately eliminate all the symptoms.

Weak Legs (Minor)

Pace -1.

Weakness (Major/Minor)

☢ Radiation (Major/Minor)

The hero suffers more than normal from radiation exposure.

Major: The check for damage is Vigor -2 and the damage is increased by 1D6.

Minor: The check for damage is Vigor -1 and the damage is increased by 1D3.

☢ Will (Major/Minor)

The hero easily loses heart in tests of Spirit.

Major: All Spirit checks -4

Minor: All Spirit checks -2

☢ Health (Major/Minor)

The hero's health is not robust.

Major: All Vigor checks -2

Minor: All Vigor checks -1

Xenophobic (Major/Minor)

The hero does not react well to species other than their own.

Major: Charisma is -4 to other species. First attack is +2 to hit for that entire encounter.

Minor: Charisma is -2 to other species. First attack is +1 to hit for that entire encounter.

Zero-G Sickness (Major)

See Science Fiction World Builder Toolkit ([SFWBTK](#)) p. 17.

Mutation Hindrances

The following hindrances are only allowed for mutants, possessing the Arcane Background: Mutant.

Hostile Aura (Major)

The mutant emits a mental field of hostility in a large burst template. This has a Charisma effect of -2 with those in the field.

Nocturnal (Minor)

Suffer 1 level of Fatigue when taking actions during daylight. The Fatigue is restored at dusk.

Medically Incompatible (Major/Minor)

The mutant's physiology has deviated enough from a normal human such that human medical technology is not as effective. The exception is that veterinary medicine or plant technology works well with their respective types.

Mutated human: -1 to receive healing (Minor)

Mutated animal: -2 to receive healing (Major)

Mutated plant: -2 to receive healing (Major)

Strong Odor (Minor)

The mutant's strong and unique odor attracts carnivore animals for a range of 50 yards. Encounter roll increased by 25%.

Weakness (Major/Minor)

Sound (Major/Minor)

The hero is sensitive to loud sounds. Effects last for 5 rounds.

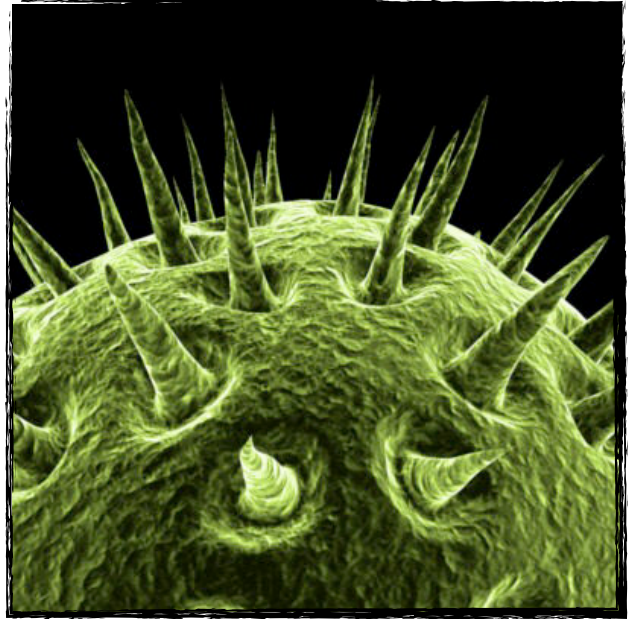
Major: All actions -2 ; +1D6 sonic damage

Minor: All actions -1; +1D3 sonic damage

Mental (Major/Minor)

Major: -4 on all mental resistance rolls.

Minor: -2 on all mental resistance rolls.



Master Hindrances List

- ☢ **Acid Susceptibility** (Minor)
- ☢ **All Thumbs** (Minor)
- ☢ **Anemic** (Minor)
- ☢ **Arrogant** (Major)
- ☢ **Strong Odor** (Minor) – Limited to mutants.
- ☢ **Bad Eyes** (Minor/Major)
- ☢ **Bad Luck** (Major)
- ☢ **Big Mouth** (Minor)
- ☢ **Blind** (Major)
- ☢ **Bloodthirsty** (Major)
- ☢ **Cautious** (Minor)
- ☢ **Clueless** (Major)
- ☢ **Code of Honor** (Major)
- ☢ **Curious** (Major)
- ☢ **Death Wish** (Minor)
- ☢ **Delusional** (Minor/Major)
- ☢ **Elderly** (Major)
- ☢ **Enemy** (Minor/Major)
- ☢ **Greedy** (Minor/Major)
- ☢ **Habit** (Minor/Major)
- ☢ **Hard of Hearing** (Minor/Major)
- ☢ **Heroic** (Major)
- ☢ **Hostile Aura** (Major) – Limited to mutants.
- ☢ **Illiterate** (Minor)
- ☢ **Illness** (Minor/Major)
- ☢ **Increased Pain** (Major)
- ☢ **Lame** (Major)
- ☢ **Medically Incompatible** (Major/Minor)
- ☢ **Nocturnal** (Minor) – Limited to mutants.
- ☢ **Loyal** (Minor)
- ☢ **Mean** (Minor)
- ☢ **Mistaken Identity** (Minor/Major)
- ☢ **Mutational Weakness** (Major/Minor) – Limited to mutants.
- ☢ **Obese** (Minor)
- ☢ **One Arm** (Major)
- ☢ **One Eye** (Major)
- ☢ **One Leg** (Major)
- ☢ **Outsider** (Minor)
- ☢ **Overconfident** (Major)
- ☢ **Pacifist** (Minor/Major)
- ☢ **Phobia** (Minor/Major) - See the Fear Impulse list.
- ☢ **Phobia: Technology** (Major)
- ☢ **Poison Susceptibility** (Minor)
- ☢ **Poverty** (Minor)
- ☢ **Quirk** (Minor)
- ☢ **Seizures** (Major)
- ☢ **Small** (Major)
- ☢ **Stubborn** (Minor)
- ☢ **Ugly** (Minor)
- ☢ **Vengeful** (Minor/Major)
- ☢ **Vow** (Minor/Major)
- ☢ **Wanted** (Minor/Major)
- ☢ **Weak Legs** (Minor)
- ☢ **Weakness** (Major/Minor)
- ☢ **Xenophobic** (Minor/Major)
- ☢ **Yellow** (Major)
- ☢ **Young** (Major)
- ☢ **Zero-G Sickness** (Major) – [SFWBTK](#) p. 17.

New Edges

Background Edges

Climber (Novice, Climbing D6)

Climbing skill +2. Climbing checks every 15". Climbing distance during combat is Strength inches.

Plant (Novice, plants only)

Piercing weapons cause half damage. Immune to tests of Will.

Swimmer (Novice, Swimming D6)

Swimming skill +2. Swimming Pace & holding breath doubled.

Vitality (Novice, Vigor D6)

Restore Fatigue in half of the recovery time. Recover from Shaken rolls are +2.

Combat Edges

Avoidance (Seasoned, Agility d8, Notice d8)

This character is trained or instinctively aware of incoming Area Effect attacks. If an Area Effect attack does not allow an Agility roll to avoid, he gets an Agility roll at -2 to avoid it. If an attack does allow an Agility roll to avoid it's effects, each raise on his roll allows him to push or otherwise move an ally out of the area as well as himself.

If an Area Effect attack is not avoided with Agility but another Trait instead, the character may make his Agility roll first at -2, and if failed, he still gets the other Trait roll as normal.

Avoidance, Improved (Veteran, Avoidance)

Even if the character fails to escape an Area Effect attack, he is still able to find some level of protection for himself. If the character fails to avoid an Area Effect attack, he is considered to have at least Medium Cover against the damage (+2 Armor). If the character already has Medium or better cover, its effect is increased one level up to a maximum of near total cover (-6 or +6 Armor). If the Area Effect attack is not damaging (like

an Entangle or Stun power), the character gains a +2 bonus to escape or avoid its effect.

Bravery (Novice)

All Spirit reaction checks are +2.

Bravery, Improved (Veteran, Bravery)

All Spirit reaction checks are +4.

Combat Sense (Veteran, Notice D8)

The hero has a sixth sense in combat that knows where every opponent is in a medium burst template. Therefore, the Ganging Up combat bonus does not apply to this hero.

Rapid Fire (Seasoned, Shooting D8)

This character is capable of pulling a trigger faster and retaining accuracy. He can use Double Tap with a weapon not normally capable of it (as long as the weapon does not need to be reloaded between shots), and he can use Three Round Burst with a weapon capable of Double Tap.

Rapid Fire, Improved (Veteran, Rapid Fire)

You can use a non-fully automatic weapon to perform Suppressive Fire. Such use requires firing 5 shots from the weapon and only affects a Small Burst Template instead of a Medium one, but otherwise works as listed for Suppressive Fire.

Seize the Day! (Seasoned, Spirit d8)

With inimitable focus, you can react to situations with almost unbeatable speed. Immediately after being dealt initiative, you may spend a Benny to act as if on Hold at the beginning of the round.

This does not affect situations where the character would not be dealt a card such as failing a Notice roll for Surprise, but if the character made the roll and was dealt in, he could use this Edge to begin on Hold the same as those who initiated Surprise.



Leadership Edges

Combat Commander (Novice, Knowledge (Combat) D6)

Like Knowledge(Combat), but also applies to Wild Cards. Each WC requires an action card while all Extra groups share a card.

Professional Edges

Botanist (Novice, Smarts D6, Knowledge (Science) D6)

This profession is trained in the study of plant life. This edge provides a +2 to all Knowledge (Science) skill checks pertaining to plants.

Botany Specialist (Seasoned, Botanist, Knowledge(Science) D8)

This profession is trained in the study of plant life. This edge provides a +4 to all Knowledge (Science) skill checks pertaining to plants.

Chemist (Novice, Smarts D6, Knowledge (Science) D6)

This profession is trained in the study of chemistry. This edge provides a +2 to all Knowledge(Science) skill checks pertaining to chemistry.

Chemistry Specialist (Seasoned, Chemist, Knowledge(Science) D8)

This profession is trained in the study of chemistry. This edge provides a +4 to all Knowledge(Science) skill checks pertaining to chemistry.

Computer Technician (Novice, Smarts D6, Knowledge(Engineering) D6, Repair D6)

Trained in the analysis, design and repair of computers and software. This edge provides a +2 to all Knowledge(Engineering) skill checks pertaining to all forms of computers and software.

Computer Engineer (Seasoned, Computer Technician, Knowledge(Engineering) D8, Repair D8)

As Computer Technician, but +4 to all Knowledge(Engineer) skill checks pertaining to all forms of computers and software.

Cyborg (Novice)

See [SFWBTK](#) p. 45.

Explorer (Novice)

See [SFWBTK](#) p. 45.

Gadgeteer (Novice)

See [SWEX](#) p. 29, but no Weird Science AB requirement. The gadget has Repair skill uses before it ceases to function.

Marine Academy Graduate (Novice, Smarts D8, Spirit D6, Shooting D6, Fighting D4)

* **Air** (Piloting D6)

See [SFWBTK](#) p. 46 Naval Academy Graduate: Bridge Crew

* **Armor** (Driving D6)

Driving +2, D8 Wild Die for Driving.

Steady Hands with vehicle and personal weapons.

* **Command** (Knowledge(Battle) D6)

See [SFWBTK](#) p. 46 Naval Academy Graduate: Command Staff

* **Commando** (Notice D6, Stealth D6)

Notice and Stealth tests +2.

Wild Die is increased to a D8 for these specific skills as well as Fighting.

* **Engineering** (Repair D6)

Gain Demo Expert Edge. Artifact rolls +2.

* **Infantry** (Fighting D6)

Shooting Laser weapons & Throwing grenades +2.

Wild Die is increased to a D8 for these specific weapons as well as Fighting.

Martial Artist (Novice, Fighting D8)

All unarmed Fighting skill tests are +2.

Medic (Novice, Smarts D6, Knowledge (Medicine) D6, Knowledge(Science) D6)
Expertise in diagnosis and treatment of injuries. This edge provides a +2 to all Knowledge (Medicine) skill checks. See [Necropolis](#) p. 23 Medic for further benefits.

Mr. Fix It (Novice)
See [SWEX](#) p. 30, but no Weird Science AB requirement.

Radiance Master (Novice, mutant)
A required edge for all mutants. Provides the **Arcane Background (Mutant)**.

Recon (Seasoned, Danger Sense, Notice D6)
The hero detects encounters, ambushes and surprises as in the Danger Sense Edge, but no penalty to the Notice roll. Likewise, this hero has a +2 bonus to getting The Drop.

Robotics Technician (Novice, Smarts D6, Knowledge(Engineering) D6, Repair D6)
Trained in the analysis, design and repair of robotics. This edge provides a +2 to all Knowledge(Engineering) skill checks pertaining to all forms of robotics.

Robotics Engineer (Seasoned, Robotics Technician, Knowledge(Engineering) D8, Repair D8)
As Robotics Technician, but +4 to all Knowledge (Engineering) skill checks pertaining to all forms of robotics.

Surgeon (Seasoned, Medic, Knowledge (Medicine) D8, Agility D8)
As Medic, but +4 to all Knowledge(Medicine) skill checks.

Zero-G Training (Novice)
See [SFWBTK](#) p. 17.

Zoologist (Novice, Smarts D6, Knowledge (Science) D6)
This profession is trained in the study of animal life. This edge provides a +2 to all Knowledge (Science) skill checks pertaining to animal.

Zoology Specialist (Seasoned, Zoologist, Knowledge(Science) D8)
This profession is trained in the study of animal life. This edge provides a +4 to all Knowledge (Science) skill checks pertaining to animals.

Weird Edges

Apocalypse Survivor (Novice)
See [SWEX](#) p. 31 Woodsman Edge.



Master Edges List

Background Edges

- ☢ **Alertness**
- ☢ **Ambidextrous**
- ☢ **Arcane Background**
- ☢ **Attractive**
- ☢ **Attractive, Very**
- ☢ **Berserk**
- ☢ **Brawny**
- ☢ **Climber** – (Novice, Climbing D6) Bonus to Climbing skill and distance.
- ☢ **Driven** – See [Necropolis](#) p. 19 Holy Fire Edge.
- ☢ **Fast Healer**
- ☢ **Luck**
- ☢ **Luck, Great**
- ☢ **Swimmer** – (Novice, Swim D6) Bonus to Swimming skill, Pace and holding breath.
- ☢ **Noble**
- ☢ **Plant** - Piercing weapons cause half damage. Immune to tests of Will.
- ☢ **Quick**
- ☢ **Rich**
- ☢ **Rich, Filthy**
- ☢ **Vitality**

Combat Edges

- ☢ **Accurate Attack** – (Heroic) See [MMA](#).
- ☢ **Assault** - (Seasoned) [Necropolis](#) p. 20
- ☢ **Avoidance** (Seasoned, Agility d8, Notice d8)
- ☢ **Avoidance, Improved** (Veteran, Avoidance)
- ☢ **Bewildering Warrior** – (Seasoned) See [MMA](#).
- ☢ **Block**
- ☢ **Block, Improved**
- ☢ **Bravery** - (Novice) All Spirit checks are +2.
- ☢ **Bravery, Improved** - (Veteran, Bravery) All Spirit checks are +4.
- ☢ **Breaking Blow** – (Seasoned) See [MMA](#).
- ☢ **Bring It On!** – (Seasoned) See [MMA](#).
- ☢ **Bring ALL It On!** – (Heroic) See [MMA](#).

- ☢ **Clipping the Grass** - (Seasoned) [Necropolis](#) p. 20
- ☢ **Combat Reflexes**
- ☢ **Combat Sense** - (Veteran, Notice D8) No Ganging Up bonus on this hero.
- ☢ **Defensive Driver** - (Seasoned) [Necropolis](#) p. 20
- ☢ **Defensive Driver, Improved** - (Veteran) [Necropolis](#) p. 20
- ☢ **Dig In!** - (Novice) [Necropolis](#) p. 20
- ☢ **Dig In, Improved** - (Seasoned) [Necropolis](#) p. 21
- ☢ **Disarm Mastery** – (Seasoned) See [MMA](#).
- ☢ **Distracting Defender** – (Seasoned) See [MMA](#).
- ☢ **Dodge**
- ☢ **Dodge, Improved**
- ☢ **Elan** – (Seasoned) [Necropolis](#) p. 21
- ☢ **Eye For Terrain** – (Novice) [Necropolis](#) p. 21
- ☢ **First Strike**
- ☢ **First Strike, Improved**
- ☢ **Fleet-Footed**
- ☢ **Florentine**
- ☢ **Frenzy**
- ☢ **Frenzy, Improved**
- ☢ **Giant Killer**
- ☢ **Grab and Hold** – (Novice) See [MMA](#).
- ☢ **Grenade Launcher King** – (Novice) [Necropolis](#) p. 21
- ☢ **Grenade Launcher God** – (Seasoned) [Necropolis](#) p. 21
- ☢ **Ground Fighter** – (Seasoned) See [MMA](#).
- ☢ **Hard to Kill**
- ☢ **Harder to Kill**
- ☢ **Heightened Senses** – (Novice) See [MMA](#).
- ☢ **Heightened Senses, Improved** – (Novice) See [MMA](#).
- ☢ **Hi-YA!** – (Novice) See [MMA](#).
- ☢ **Hose `Em Down** – (Novice) [Necropolis](#) p. 21
- ☢ **Hose `Em Down, Improved** – (Seasoned) [Necropolis](#) p. 21
- ☢ **Level Headed**
- ☢ **Level Headed, Improved**
- ☢ **Marksman**
- ☢ **Merciful** – (Novice) See [MMA](#).

- ☢ **Nerves of Steel**
- ☢ **Nerves of Steel, Improved**
- ☢ **Quick Draw**
- ☢ **Rapid Fire** (Seasoned, Shooting D8)
- ☢ **Rapid Fire, Improved** (Veteran, Rapid Fire)
- ☢ **Rock and Roll!**
- ☢ **Seize the Day!** (Seasoned, Spirit d8)
- ☢ **Squeeze Play** – (Seasoned) See [MMA](#).
- ☢ **Steady Hands**
- ☢ **Superior Defense** – (Novice) See [MMA](#).
- ☢ **Sweep**
- ☢ **Sweep, Improved**
- ☢ **Tactician** - (Novice) [Necropolis](#) p. 23
- ☢ **Tank Buster** - (Seasoned) [Necropolis](#) p. 22
- ☢ **Tank Hunter** - (Novice) [Necropolis](#) p. 22
- ☢ **Trademark Weapon**
- ☢ **Trademark Weapon, Improved**
- ☢ **Two-Fisted**
- ☢ **Unarmed Warrior** – (Novice) See [MMA](#).
- ☢ **Unarmed Warrior, Improved** – (Veteran) See [MMA](#).
- ☢ **Wall of Flame** - (Seasoned) [Necropolis](#) p. 22

Leadership Edges

- ☢ **Art of War** - (Novice) [Necropolis](#) p. 22
- ☢ **Born Leader** - (Veteran) [Necropolis](#) p. 22
- ☢ **Command**
- ☢ **Combat Commander** – (Novice) Knowledge (Combat) D6
- ☢ **Command Presence** - (Novice) [Necropolis](#) p. 22
- ☢ **Cry Havoc!** - (Veteran) [Necropolis](#) p. 22
- ☢ **Death Before Dishonor** - (Veteran) [Necropolis](#) p. 23
- ☢ **Fanaticism** - (Seasoned) [Necropolis](#) p. 23
- ☢ **Fervor**
- ☢ **Hold the Line!**
- ☢ **Inspire**
- ☢ **Natural Leader**

Power Edges

- ☢ **New Power** - (Novice) Mutants only.
- ☢ **Power Points** - (Novice) Mutants only.
- ☢ **Rapid Recharge** - (Seasoned) Mutants only.
- ☢ **Rapid Recharge, Improved** - (Veteran) Mutants only.
- ☢ **Soul Drain** - (Seasoned) Mutants only.

Professional Edges

- ☢ **Ace**
- ☢ **Acrobat**
- ☢ **Botanist** – (Novice) Smarts D6, Knowledge(Science) D6
- ☢ **Botany Specialist** – (Seasoned) Botanist, Knowledge(Science) D8
- ☢ **Champion**
- ☢ **Chemist** – (Novice) Smarts D6, Knowledge(Science) D6
- ☢ **Chemistry Specialist** – (Seasoned) Chemist, Knowledge(Science) D8
- ☢ **Computer Technician** – (Novice) Smarts D6, Knowledge(Engineering) D6, Repair D6
- ☢ **Computer Engineer** – (Seasoned) Computer Technician, Knowledge(Engineering) D8, Repair D8
- ☢ **Cyborg** – (Novice) See [SFWBTK](#) p. 45
- ☢ **Demo Expert** - (Novice) [Necropolis](#) p. 23
- ☢ **Explorer** - (Novice) [SFWBTK](#) p. 45
- ☢ **Gadeteer** - (Novice) See updated Edge.
- ☢ **Holy/Unholy Warrior**
- ☢ **Improviser** - (Novice) See **McGyver**.
- ☢ **Investigator**
- ☢ **Jack-of-All-Trades**
- ☢ **Marine Academy Graduate** - (Novice).
- ☢ **Martial Artist** (Novice, Fighting D8)
- ☢ **Medic** - (Novice) Smarts D6, Knowledge(Medicine) D6, Knowledge(Science) D6
- ☢ **Mr. Fix It** - (Novice) See updated Edge.
- ☢ **Naval Academy Graduate** – (Novice) See [SFWBTK](#) p. 46

- ☢ **Radiance Master** – (Novice) Enhances Arcane Background: Mutant like Wizard Edge.
- ☢ **Recon** (Seasoned, Danger Sense, Notice D6) – Bonuses to surprise situations.
- ☢ **Robotics Technician** – (Novice) Smarts D6, Knowledge(Engineering) D6, Repair D6
- ☢ **Robotics Engineer** – (Seasoned) Robotics Technician, Knowledge (Engineering) D8, Repair D8
- ☢ **Scholar**
- ☢ **Surgeon** - (Novice) Medic, Knowledge (Medicine) D8, Agility D8
- ☢ **Technically Inclined** - (Novice) [Necropolis](#) p. 24
- ☢ **Thief**
- ☢ **Zero-G Training** – (Novice) See [SFWBTK](#) p. 17
- ☢ **Zoologist** – (Novice) Smarts D6, Knowledge(Science) D6
- ☢ **Zoology Specialist** – (Seasoned) Zoologist, Knowledge(Science) D8

Wild Card Edges

- ☢ **Dead Shot**
- ☢ **Mighty Blow**
- ☢ **Power Surge** - (Seasoned) Mutants only.

Legendary Edges

- ☢ **Followers**
- ☢ **Leader of Men** - Necropolis Update p. 12
- ☢ **Professional**
- ☢ **Expert**
- ☢ **Master**
- ☢ **Sidekick**
- ☢ **Tough as Nails**
- ☢ **Tough as Nails, Improved**
- ☢ **Weapon Master**
- ☢ **Master of Arms**

Social Edges

- ☢ **Band of Brothers** - (Veteran) [Necropolis](#) p. 24
- ☢ **Charismatic**
- ☢ **Common Bond**
- ☢ **Connections**
- ☢ **Strong Willed**

Weird Edges

- ☢ **Apocalypse Survivor** – (Novice)
- ☢ **Beast Bond**
- ☢ **Beast Master**
- ☢ **Courage Under Fire** - (Novice) [Necropolis](#) p. 24
- ☢ **Danger Sense**
- ☢ **Healer**

NEW SKILLS

☢ **Demolition (Smarts):**
Set/Disarm explosives, traps. Know structural weak points to better destroy something.

☢ **Knowledge(Combat):**
The hero uses their action to analyze the battle and give orders. For each success and raise, the hero earns one extra action card. Any ally Extra within command range may exchange their action card for one in the hero's pool. This new card may apply to any number of Extras. The hero may take no other action that turn except movement.

A Critical Failure results in the enemy getting The Drop on the hero group.



☢ **Knowledge(Engineering):** This skill covers the disciplines of Computer, Civil, Aerospace, Electronic and Mechanical Engineering.

☢ **Knowledge(Forgery):** Forgery allows the creation or detection of false documents or credentials of the physical kind. Electronic documents/credentials also require the **Knowledge (Engineering)** skill for computer skills. Use the lowest of these two skills if both are required.

☢ **Knowledge(History):** Knowledge of history and government. If the game universe is large, then a XenoHistory skill may be needed.

☢ **Knowledge(Medicine):** This re-names the Healing skill. If the game universe contains many sentient races, then a XenoMedicine skill may be needed.

☢ **Knowledge(Science):** Includes the disciplines of Archaeology, Biology, Botany, Chemistry, Geology, Mathematics, Psychology, Physics and Zoology.

☢ **Knowledge(Ship Operations):** This skill permits the operation of ship sensors, weapons controls, defenses, environmental systems, etc. Ship engines also requires **Knowledge (Engineering)** (use lowest of two skills). Starship piloting also requires the **Pilot** skill (use lowest of two skills).

NEW AND CHANGED RULES

The following section describes new or changed rules for Savage Worlds Explorers Edition.

Action Surge

A player may spend a Bennie to immediately take a single action outside of their normal turn. Actions that are normally free count as actions for the purposes of an Action Surge. If you have the Joker initiative card, the bonuses from the Joker do not apply during your Action Surge. You may only take one Action Surge per round of combat. If you use your surge after a shooting or fighting roll hits you but before damage is rolled, you take the damage after your Action Surge is resolved.

Ammunition

Instead of players or GMs counting ammunition, roll an extra D10 with every shooting skill test. On a 1 the weapon is out of ammunition.

A general average of all SWEX standard weapons is about 10 shots per clip, if all the special weapon features are used. A player will get a few more shots out of pistols than with ammo counting, and a few less shots for use of single-shot attacks. Overall, this works out about the same as counting ammunition, but with less bookkeeping.

Armor Damage

Damage that exceeds a hero's total toughness may damage their armor. Roll 1D10 + 1D10 for each raise of the attack test. D10: 1 = -1 armor toughness.

Example: Armor with Toughness +8 and hero Toughness of 14 is hit with a plasma rifle for 23 points of damage. The damage exceeds the armor toughness with two raises. Roll 3D10. A 1,7,1 means that the armor loses 2 Toughness such that its protection rating is reduced to +6 Toughness.

Armor damage may be repaired. A successful Repair test and each raise restores 1 lost Toughness. Each Repair attempt consumes 10 minutes. Armor with 0 Toughness is not repairable. A Critical Failure on an armor repair roll slugs the armor. This rule encourages regular maintenance, provides more value for the Repair skill and makes armor more desirable to find.

Computer Hacking

The following are simple rules to simulate breaking into computer systems. For detailed computer hacking rules, see [SFGTK](#).

Breaking into any computer system requires a **Knowledge (Engineering)** skill test. Every computer system has a security level, indicating any extra difficulties for hacking that system. Computer experts are necessary to break into high-security systems.

Security Level	Skill Modifier
White	0
Red	-1
Orange	-2
Blue	-4
Violet	-6
Ultraviolet	-8

Computer systems typically allow 3 failed login attempts before locking out the access point and alerting security. A high-security system may allow fewer attempts.

If the initial break-in is successful, then the hero may take one free action. Any subsequent action (10 minutes) requires another skill test. A 1 on the skill die indicates that security is alerted; otherwise, the action, usually Investigation, may be attempted without incident. A Critical Failure not only alerts security, but also summons extra security forces.

Critical Failure (1 on Skill & Wild dice)

Item (including weapon) malfunctioned or damaged. Bennies cannot be used to re-roll a Critical Failure.

D10

1 – 5: Item Malfunction

6 – 9: Item Malfunction & Lightly Damaged

10: Item Malfunction & Moderately Damaged

A malfunctioning item can be restored to working order. An item malfunction takes 1D4 rounds to clear. A damaged item requires repair. Repairing a lightly damaged item uses 3D6 minutes. Moderately damaged items require 5D10 minutes to repair. All repairs subtract 2 minutes/raise on the Repair roll. Field repairs suffer a -2 modifier to the Repair roll and add an extra die due to lack of available parts & tools. If parts & tools are available at the "field" location, then the penalties do not apply.

An evil option for a malfunctioning item is for the GM to make the roll, but not tell the player how long they need to clear the condition. The Hero has an idea (1D4 rounds), but not the exact time. That will cause some dramatic suspense. An even more evil variation is to not inform the heroes if the item is damaged or malfunctioned. After a round of analysis, they can tell, but it is a distraction from fighting. Do you drop the weapon? Do something creative? Tough it out and clear the weapon? Run?

EMP

Electromagnetic Pulse (EMP) affects electronics and robotic systems. If struck by EMP, any of these types of systems may suffer malfunctions and/or damage. Some devices and systems are shielded against EMP, which gives them a better chance to survive it.

Systems attacked by EMP must test against Vigor. EMP shielding allows a Vigor test, while unshielded systems require a Vigor -2 test.

EMP Vigor Test

Raise: No effect

Pass: Shaken

Fail: Shaken 1D3+1 rounds, 1 Wound

Critical Fail: Shaken 2D3 rounds, 2 Wounds

Most devices and robot Extras will cease to function after 1 Wound. They are repairable.

Encounter Difficulty Rating

A typical GM problem is determining the strength of the hero party's opposition, especially when the current hero strength may not match the adventure. The Encounter Difficulty Rating is a concept to more clearly communicate the adventure's design intent and easily adjust to any hero group.

Encounter Difficulty Ratings

Easy: < Hero's strength

Average: = Hero's strength

Challenging: >= 1.5 x Hero's strength

Difficult: > 1.5 x Hero's strength,
< 2 x Hero's strength

Formidable: 2 x Hero's strength

Calculating the hero party strength is merely an extension of a starting character. Every trait level counts as one point. Every two skill levels counts as one point. Edges and Hindrances are worth their normal points.

Total points for each hero and sum the party's overall points. Do the same for creatures. Add or subtract points from the creatures until the GM obtains approximately the correct ratio for the Encounter Difficulty Rating.

With this mechanism in place, the GM may easily adapt any encounter for any group of heroes.

Gliding skill

The maximum distance of a gliding creature is 1.5 x height.

Guts skill

As suggested on the Pinnacle Entertainment forum, use a Spirit roll instead.

Jumping

Each raise also adds +1" jumped.

Knockback

Knockback may occur when a target is hit by a weapon. Knockback may be accomplished as an intentional combat action or as a special result of a normal attack.

As a combat action, a hero may elect to knock back a target using Fighting or Strength, opposed by the target's Fighting or Strength. All benefits that affect Fighting or Strength apply to the rolls. A success and each raise knocks the target back 1" in the direction of the attacker's choice, minus any size difference. This means that larger targets will not be pushed as far, while smaller targets will go farther. This maneuver provides an opportunity to withdrawal from melee combat without free enemy counter-attacks.

During a normal attack, Knockback occurs when a target is hit in combat with a raise. The target is pushed back 1" in the direction of the attacker's choice. A successful Knockback may also push the target over or into obstacles. Make an Agility check for tripping. Each raise beyond the first causes a -2 Agility roll modifier. A target hit in ranged combat (with ballistic, explosive or energy weapons) automatically suffers knockback because of the weapon's high-velocity impact.

Monstrous Trait: Big Bad

This creature removes two wounds per success and raise on a Soak roll.

Multiple Raises for Attacks

This rule rewards raises for attacks with increased damage. This change applies to Wild Cards only.

1 Raise:	+1d6
2 Raises:	+1d8
3 Raises:	+1d10
4 Raises:	+1d12
5 Raises:	+1d12+2

Pounce skill

Pounce is a new skill for animals. Pounce: Agility test – jump 4" +1"/raise.

Improved Pounce skill

Like the Pounce skill, but also adds +1 to attacks and +1 damage.

Power Cell Lifetime

Instead of GMs and players keeping track of energy spent from power cells, the following rule simplifies power cell usage. Each time after the device is used, test for an energy drain. On the indicated roll, the device requires a new power cell to function.

Power Cell Drained

D4:1	Very High Power cost devices
D6:1	High Power cost devices
D8:1	Medium Power cost devices
D10:1	Low Power cost devices
D12:1	Very Low Power cost devices

As general rule, powered weapons fall into the following power cell usage categories.

Single Shot:	Low Power
Semi-Auto:	Medium Power
Auto:	High Power
Special:	Very High Power

Shooting a Running Target

Shooting skill is -2 when the target is running.

Suppressive Fire

Test the attacker's Shooting skill versus the target's Spirit.

Task Difficulty

Task Difficulty is really not a rule change, but more of an additional terminology to describe negative modifiers that are applied to attempted tasks. See the following table.

Task Difficulty Modifier

Trivial	+2
Normal	+0
Advanced	-2
Challenging	-4
Difficult	-6
Formidable	-8
Miraculous	-10

Therefore, a GM has terminology to describe the difficulty of a task. For example, the heroes consult an NPC about creating an item. It sounds better to say that "the task is Formidable", rather than "the task is -8".

Tasks and Data Points

Some tasks require more than one passed skill test to accomplish. These types of tasks will indicate the number of Data Points required to complete. Each rolled success and raise earns a Data Point. The GM must determine how much time is required per skill roll. This determines the amount of total time to complete the entire task.

Failed skill rolls cause one Data Point to be lost from the accumulated total. Note that failed rolls still consume time. Critical failures cause all the Data Points to be lost. The GM may also determine that a dangerous task may cause damage with a critical failure.

For example, to upgrade a warbot's weapons systems requires 4 Data Points. Each skill roll consumes 10 minutes. Four successful rolls

with no failures or raises will consume 40 minutes in this case. Two successful rolls each with one raise consumes 20 minutes. A critical failure may detonate some ammunition...

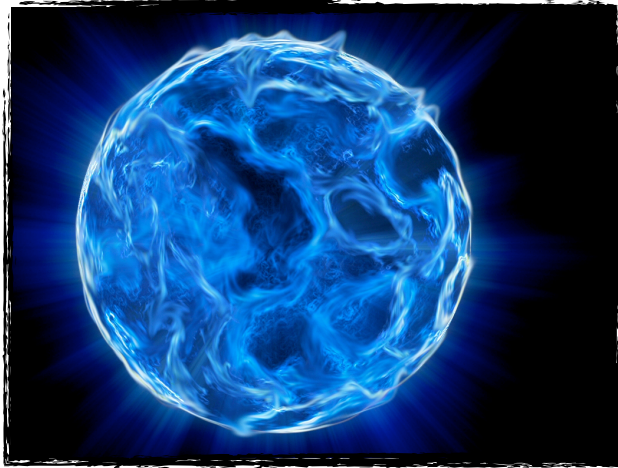
Throwing Maneuver after Grappling

After a successful grapple, make a STR damage roll. Compare the damage to the target's Toughness without armor. A success allows the attacker to throw the defender 1" from their current location. Each raise allows the target to be thrown +1". Note that larger target size difference is subtracted from the throw distance and smaller target size is added.

Therefore, a human could throw a Small Size creature 2" on a success and 3" on a raise, but he would need a raise to throw a Large Size creature 1". However, a Huge creature (Size +2) could throw a human (Size 0) 3" on a success and 4" with a raise.

MUTATIONS

This section discusses the mutant background for mutation powers.



Mutants may choose or randomly roll their mutations. That is entirely determined by the Game Master and the type of campaign. The following charts are for the GM to produce random mutations.

Assume a mutation may be taken multiple times, unless specifically mentioned otherwise. Taking a mutation again may allow different sub-choices or may add another multiple to duration, range, etc. The GM ultimately sets the limits on the final effects so their world setting does not become unbalanced.

All encountered mutant creatures have 10 Power Points unless otherwise stated in the creature description or scenario. Note that all radiation powers below have a D10 intensity. These radiation powers do not cause mutation chances unless otherwise specified.

Arcane Background: Mutant

All beings that possess mutations gain the Arcane Background: Mutant. Mutants start with 10 Power Points. Some mutations are constant, requiring no concentration or Power Points. Some mutations are defects and may be taken as a Hindrance (see Hindrance section).

Arcane Background (Mutant)

Arcane Skill: Mutant Powers (Spirit)

Starting Power Points: 10

Starting Powers: See Racial Types

Genetic Feedback

When a mutant rolls a 1 on the Mutant Powers skill die (regardless of Wild Die), he is automatically Shaken but the power point expenditure is only one point. A critical failure results in a level of Fatigue and Shaken. A critical failure also causes all power spent on the mutation to be used. None of these affects cause wounds. Some powers may have additional failure results.

Physical Mutations Chart

01-02	Armor Flesh	53-54	Mutated Body Part
03-04	Blur	55-56	Natural Armor
05-06	Burrow	57-58	Natural Attack
07-08	Chameleon	59-60	New Body Part
09-10	Change Size	61	Phase Shift
11-12	Darkness	62-63	Quills
13-14	Dark Sight	64-65	Radar/Sonar
15-16	Energy Absorption	66	Radiation Adaptation
17-18	Energy Capacitor	67-68	Rage
19-20	Energy Negation	69	Regeneration
21-22	Energy Reflection	70	Resistance
23-24	Energy Transformation	71-72	Shape Change
25-26	Environmental Shield	73-74	Slow
27-28	Herbicide Gland	75-76	Smaller
29-30	Gamma Vision	77-78	Speed Increase
31-32	Gaseous Spray	79	Storm
33-34	Improved Physique	80	Stream
35-36	Improved Reflexes	81	Strike
37-38	Improved Sense	82	Toxin Gland
39-40	Increased Constitution	83-84	Toxin Resistance
41-42	Infravision	85-86	Ultravision
43-44	Larger	87-88	Vitalize
45-46	Light Generation	89-90	Water Walking
47-48	Low-Light Vision	91-95	Roll Twice
49-50	Molecular Weapon	96-98	Player's Choice
51-52	Multiple Body Parts	99-100	Player's Choice + Roll Again

Mental Mutations Chart

01-02	Barrier	48-49	Mental Reflection
03-04	Confusion	50-51	Mental Shield
05-06	Detect/Conceal Mutation	52	Mental Strike
07	Drain Life	53	Mental Void
08	Empathic Blast	54-55	Mesmerize
09-10	Empathic Push	56-57	Mesmerize Beast
11-12	Empathic Shield	58-59	Mind Link
13-14	Empathy	60-61	Mind Probe
15-16	Encouragement	62-63	Negation
17-18	Enhanced Mind	64-65	New Sense
19-20	Entangle	66-67	Plant Control
21-22	Fear	68-69	Postcognition
23-24	Fly	70	Power Drain
25	Force Field	71-72	Precognition
26-27	Force of Will	73-74	Re-Animation
28-29	Genius Talent	75-76	Remote Viewing
30-31	Heal	77-78	Stun
32	Illusion Generation	79-80	Summon Beast
33-34	Improved Intelligence	81-82	Telekinesis
35-36	Improved Willpower	83-84	Telepathic Shield
37-38	Intuition	85-86	Telepathy
39	Invisibility	87-88	Teleport
40-41	Language Comprehension	89-90	Total Healing
42-43	Magnetic Control	91-95	Roll Twice
44-45	Mental Immunity	96-98	Player's Choice
46-47	Mental Map	99-100	Player's Choice + Roll Again

Plant Mutations Chart

01-05	Fruit
06-10	Gas Bags/Glide/Heli
11-15	Increased Senses
16-20	Mutated Branches/Vines
21-25	Mutated Leaves
26-30	New Plant Part
31-35	New Sense
36-40	Protective Bark/Skin
41-45	Spore Cloud
46-50	Thorns/Spikes
51-70	Physical Mutation Chart
71-90	Mental Mutation Chart
91-95	Roll Twice
96-98	Player's Choice
99-100	Player's Choice + Roll Again

Physical Mutations

The GM needs to determine how a physical mutation alters the mutant's appearance, if at all. This is important to establish during hero creation, so the player know how this will affect the hero's relations with robotic types, etc.

Armor Flesh

See **Force Field** (Personal) power. The hero rapidly grows scales, fur, plates, chitin, etc. type armor. Worn items must accommodate the increased bulk or be destroyed.

Blur

See [SWEX](#) Deflection power p. 89. This power rapidly micro-displaces the recipient to blur their body's form, making it harder to hit.

Burrow

See [SWEX](#) Burrow p. 88.

Chameleon

Power Points: 1
Range: Body
Duration: Vigor minutes

The skin of the mutant changes with its surrounding background, providing effective camouflage. If the mutant is wearing items that cover most of their skin, this power adds +1 to Stealth; otherwise, this power adds +2 to Stealth. Each raise adds another increment of the appropriate bonus.

Change Size

Power Points: 1/Size
Range: Touch
Duration: Vigor minutes

Whoever is touched, the mutant determines their change in Size factor. The subject must be a willing target. This is useful for getting into small places or overcoming obstacles.

Size smaller: -1 Toughness, -1 to hit, -1 Pace
Size larger: +1 Toughness, +1 to hit, +1 Pace

Note that Toughness and Pace may never be lower than 1. Each Raise grants one free Size level change or reduces the power cost by 1 (minimum of 1).

Please refer to the Size chart at [SWEX](#), p. 143. Note that reducing to the size of an insect/small mouse would be Size -3 from a humanoid – the smallest one may attain from this power.

Darkness

See [SWEX](#) Obscure p. 92.

Dark Sight

Power Points: 1
Range: Self
Duration: 10 minutes (1/minute)

See [SFWBTK](#) p. 54.

Energy Absorption

Power Points: None
Range: Body
Duration: Constant

The mutant absorbs energy damage of one type from the table below. Give the player 3 Absorption Bennies (that are easily distinguished from normal bennies). Any time the mutant suffers Wounds from an energy attack type that they absorb, the player may spend an Absorption Benny for a special Soak roll. Follow all the normal Soak rules for this roll.

The Absorption Bennies are re-gained at a rate of 1 per 4 hours. They may not be used for any other task except this mutation. If this mutation is taken multiple times, the player must distinguish Absorption Bennies of differing types.

Note that the player only has partial control of this mutation. They decide when to use an Absorption Bennie, but they cannot control the outcome of the special Soak roll.

1. Cold
2. Electrical
3. Fire, Heat, Plasma
4. Laser
5. Sonic
6. Radiation

Energy Capacitor

Power Points: None
Range: Body
Duration: Constant

The mutant may absorb up to Vigor x 3 points of one type of energy damage.

1. Cold
2. Electrical
3. Fire, Heat, Plasma
4. Laser
5. Sonic
6. Radiation

At any time the user may shoot that type of energy as a bolt of any damage points. If the capacity is exceeded, then an involuntary discharge takes place. An involuntary discharge causes Vigor x 2 damage to the mutant and to all creatures within a Medium Burst Template. The mutant is also capable of recharging their energy capacitor by draining a matching energy source. Likewise, this bio-capacitor may be drained at Vigor points per minute.

Energy Negation

Power Points: 2
Range: Spirit
Duration: 2 minutes (1/minute)

Energy sources of the chosen type and in range do not function while this power is operational.

1. Electrical (including Hydrogen/Chemical Cells)
2. Heat/Plasma

3. Laser/Light
4. Nuclear/Radiation
5. Radio/Microwaves Waves
6. Sonic

Each raise can do one of the following:

- ☢ Add a multiplier to the range
- ☢ Increase the duration by another multiple

Energy Reflection

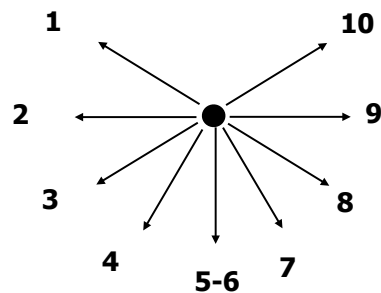
Power Points: None
Range: Body
Duration: Constant

This ability totally reflects one of the listed energy types.

1. Cold
2. Electrical
3. Fire, Heat, Plasma
4. Laser
5. Sonic
6. Radiation

Each raise on the mutant skill roll allows the mutant to change the direction of the scatter one category. For example, two raises with a rolled scatter of 8 may change the reflect direction to 5-6.

Scatter Diagram



Direction of Attack

Energy Transformation

Power Points: None

Range: Body

Duration: Constant

Any Wounds or Shaken results for the transformed energy type heal the mutant instead of causing the damaging effect. Excess damage that cannot be used as healing is reflected as the mutation Energy Reflection.

1. Cold
2. Electrical
3. Fire, Heat, Plasma
4. Laser
5. Sonic
6. Radiation

Environmental Shield

See [SWEX](#) Environmental Protection p. 90. Protects against poison, vacuum, water, low air and gases.

Gamma Vision

Power Points: None

Range: Special

Duration: Constant

The mutant sees through solid objects up to Vigor feet of non-metallic material and Vigor inches of metallic material (like x-ray vision). Super dense materials, like lead, block this power.

Gaseous Spray

Power Points: None

Range: Agility x 2

Duration: 3 rounds

A Shooting roll is required to hit the target area or the gas effect scatters. This gland must accumulate enough gas to be effective. The following waiting period determines how many targets are affected.

5 rounds: 1 target
1 minute: Medium Burst Template
2 minute: Large Burst template

Unless otherwise stated, a successful Vigor roll leaves the target Shaken. A raise means no effect. Each target must make a Vigor roll each round they are in the gas.



Attraction Pheromone

Success: Mutant +2 Charisma

Fail: Mutant +3 Charisma

Critical Fail: Mutant +4 Charisma



Blind

Fail: Blinded 15 - Vigor rounds

Critical Fail: Fail effect + Shaken



Fear

See the Fear Table for effects lasting 15 - Vigor rounds minutes



Pacify

Fail: 15 - Vigor rounds: no aggressive actions

Critical Fail: Fail effect + Shaken



Paralysis

Paralyzed for 15 - Vigor rounds. Paralyzed make no further checks.



Poison

Fail: -1 Fatigue

Critical Fail: -1 Fatigue, -1 Wound



Stench

Fail: Victims suffer -2 to all Actions

Critical Fail: Fail effect + Shaken



Stun

See [SWEX](#) Monstrous Ability: Stun p. 144



Weakness

Fail: -1 Pace, -1 Str die type, 1D4 minutes

Critical Fail: -1 Fatigue, -1 Pace, -1 Str die type, 1D4 minutes

Herbicide Gland

Power Points: None

Range: Agility

Duration: Instant

A Shooting roll is needed to hit the target with a stream of liquid (2D6 damage). A raise causes +1D6 damage. This gland must accumulate enough liquid to be effective. The following waiting period determines how many targets are affected.

5 rounds: 1 target
1 minute: Medium Burst Template
2 minute: Large Burst template

Improved Physique

Power Points: None
Range: Body
Duration: Constant

The mutant has an extraordinary physical attribute (+1 die type).

1. Agility
2. Strength
3. Vigor

Improved Reflexes

Power Points: None
Range: Body
Duration: Constant

See [SWEX](#) Quickness power p. 92.

Improved Sense

Power Points: None
Range: Self
Duration: Constant

The mutant has one of the following enhanced senses.

1. **Hearing:** Hearing distance +50%, Notice +2, sonic damage +2.
2. **Reaction:** See [SWEX](#) Quick edge p. 22.
3. **Sight:** Visible distance +50%. Decrease all sight-related penalties by one category. Blinding save -2.
4. **Smell:** Tracking +2, Notice +1. Attacks affecting smell +2 damage.
5. **Taste:** Detect chemicals as Knowledge: Chemistry skill.
6. **Touch:** Determines structural integrity of an object. Damage +4 to studied objects. Artifact discovery +2.

Increased Constitution

Power Points: None
Range: Body
Duration: Constant

The mutant's health is extremely robust such that they have +1 Wounds.

Infravision







Power Points: None
Range: Variable
Duration: Constant

See [SWEX](#) Monstrous Ability: Infravision p. 142.

Larger

Power Points: None
Range: Body
Duration: Constant

The mutant is about +12" in height. This mutation also has the following affects.

-  +1 Size
-  +1 Toughness
-  +1 Pace
-  +1 For enemy to hit
-  +1 To other's perception rolls
-  -1 To surprise another

Light Generation/Dazzle

Dazzle

Power Points: 2
Range: Spirit radius in inches
Duration: Instant

Blinds all targets in range. Blinding lasts for 2D4 rounds. An Agility roll halves the time the target is blinded (round up).

Light

See [SWEX](#) Light p. 92

Low-Light Vision

Power Points: None

Range: Body

Duration: Constant

See [SWEX](#) Monstrous Ability: Low-Light Vision p. 142.

Molecular Weapon

See [SWEX](#) p. 93, Smite power. A faint blue glow surrounds the touched weapon. Each raise adds +2 to the weapon damage.

Multiple Body Parts

Power Points: None

Range: Body

Duration: Constant

An extra body part enhances the mutant's abilities. The following bonuses for multiple body parts are suggestions.

- ☢ Liver: +2 poison resistance
- ☢ Heart: +1 Vigor
- ☢ Muscle: +1 Strength
- ☢ Fingers: +1 Agility
- ☢ Eyes: +2 Notice
- ☢ Ears: +2 Notice
- ☢ Legs: +2 Pace
- ☢ Arms: +1 action

Mutated Body Part

Power Points: None

Range: Self

Duration: Constant

Some part of the mutant's body is changed. Here are a few ideas:

- ☢ **Adrenal Gland:** +1 Spirit die type
- ☢ **Arms:** Load Limit increased by Strength x 3, Throwing +2, Fighting damage +2
- ☢ **Brain:** +1 Smarts die type
- ☢ **Hand:** A mutant animal no longer has a penalty using human tools, but it also loses any claw attack. A humanoid gains a claw attack, but suffers from Manipulative Paws.

☢ **Inner Eye:** The mutant has an inner eyelid and cannot be blinded.

☢ **Legs:** Jump distance x2, +1D8" Run, +2 Pace

☢ **Liver:** Immune to poison.

☢ **Nervous System:** Immune to Stun.

☢ **Manipulative Paws:** Allows a mutant animal to use human tools with a -1 skill penalty.

Natural Armor

Power Points: None

Range: Body

Duration: Constant

Bristles, fur, mane or scales provide a natural armor. This counts as armor for weapon AP.

☢ **Fur, Bristles:** +1 Toughness

☢ **Partial Scales:** +2 Toughness

☢ **Full Scales:** +4 Toughness, -1 Pace

Natural Attack

Power Points: None

Range: Body

Duration: Constant

Fangs: Str + D6

Claws: Str + D4 (retractable: uses tools at -1)

Mandibles: Str + D6

Spikes: Str + D6

Sting: Str + D6

Horns: Str + D6, +2 if charged 6"

New Body Part

Power Points: None

Range: Body

Duration: Constant

The mutant has a body part not normal for their species. The following new body parts are suggestions.

- ☢ **Animal Claws:** See Natural Attack: Claws
- ☢ **Antennae:** See New Sense: Motion
- ☢ **Compound Eyes:** +2 Notice
- ☢ **Fangs:** See Natural Attack
- ☢ **Fins/Webbed Hands & Feet:** Swim +2
- ☢ **Fur/Mane/Scales:** See Natural Armor

- ☢ Gills: Breathe in water
- ☢ Gliding Membranes: See Gliding
- ☢ Lobster Claws: Str + D8 attack
- ☢ Mandibles: See Natural Attack
- ☢ Mouth: Speech
- ☢ Stinger: See Natural Attack
- ☢ Tail: +1 Agility skills
- ☢ Tentacle: Grapple +2
- ☢ Thick Fur: Natural Armor +1, Cold resistance +2
- ☢ Wings: Fly Pace 10

Phase Shift

Trapping: Mutant is a softly-glowing outline

See [SWEX](#) Burrow power p. 88.

This power allows the mutant to phase shift their body and possessions out of the Einstein space-time continuum. The mutant passes through all encountered matter. Nothing physical may affect the mutant and the mutant may not affect the physical world while phase shifted. Other phase-shifted creatures may harm the mutant in this state.

Note that environmental hazards do not affect a phase shifted mutant. If the mutant returns to Einstein space while inside any matter, then the mutant instantly takes 1 Wound and is Shaken. The GM may provide further penalties as needed.

Quills

Power Points: None

Range: Body

Duration: Constant

The mutant has quills or large quills that may be used in combat. The quills either add +2 damage in melee or may be thrown. The mutant may throw 1D4+1 like daggers (quills) or spears (large quills).

Radar/Sonar

Power Points: None

Range: Spirit

Duration: Constant

When choosing this mutation, the player selects one of the effects. The mutant has a second-sight by emitting microwaves (radar) or high-frequency sound waves (sonar), receiving the feedback with their enlarged ears. Each raise on the power skill roll increases the range by another multiple. This mutation has several benefits.

- ☢ +1 die type for Notice (within range)
- ☢ No penalties for bad visibility
- ☢ +2 damage from sonic attacks

Radiation Adaptation

Power Points: Special

Range: Vigor

Duration: Constant

The mutant automatically adapts and develops immunity to radiation in the area after 1 round of exposure. They may detect and know the intensity level of radiation within Vigor inches. For 1 power point the mutant may mimic and transmit any radiation frequency for device activation, recognition, etc. It takes one round to recognize and one round to transmit the correct radiation. This mutation is not a weapon and cannot be used to protect against or mimic a weapon's radiation energy.

Rage

Power Points: None

Range: Body

Duration: Constant

When hurt in combat, the mutant's genetic composition reacts. See the Berserk Edge.

Regeneration

Power Points: 5/10

Range: Body

Duration: Special

For 5 power points, the mutant may restore wounds. For 10 power points the mutant may restore wounds and crippling injuries. A Vigor roll restores 1 wound with each raise restoring +1 wound. Whatever the total damage restored, the mutant does not recover it all at once. One wound or crippling injury is restored a round until the rolled result is satisfied. A crippling injury is always restored last. If there is more than one injury, the oldest one is restored first.

During the regeneration time the mutant may receive more wounds. This power may not be used again until the current rolled healing is restored. Therefore, the technique to kill a regenerative creature is to cause more wounds than can be healed in a short period of time.

If this rule is too painful, the restore damage may be immediately applied.

Resistance

Power Points: None

Range: Body

Duration: Constant

The mutant has +10 Toughness for one of the following types of attacks.

1. Acid
2. Cold
3. Electrical
4. Fire, Heat, Plasma
5. Kinetic
6. Laser
7. Sonic
8. Radiation

Shape Change

See [SWEX](#) Shape Change power p. 92. The mutant may use their mutations while changed, except the physical mutations that obviously changed form. A raise for this power may extend the duration for the number of minutes as the mutant's rank x 2.







Smaller

Power Points: None

Range: Body

Duration: Constant

The mutant is about -12" in height. This mutation also has the following affects.

-  -1 Size
-  -1 Toughness (minimum of 1)
-  -1 Pace (minimum of 1)
-  -1 For enemy to hit
-  -1 To other's perception rolls
-  +1 To surprise another

Slow

Range: Spirit x 2

The target appears to act slower in all respects. See [SWEX](#) Speed power p. 94, but reverse all the effects. Test the caster's Mutant skill versus the target's Agility. A success halves movement. A raise causes any movement to be an action, and running is not allowed.

For 3 power points the mutant may affect a Medium Burst Template and 5 power points affects a Large Burst Template.

Speed Increase

See [SWEX](#) Speed power p. 94. The mutant appears as one with blurred motion when the power is active.

Storm

Acid Storm
Ice Storm
Laser Storm
Lightning Storm
Radiation Storm
Sonic Storm
Wind Storm

See [SWEX](#) Blast power p. 87. The mutant chooses a specific trapping. For example, the storm may come from the eyes or hands with an appropriate faintly glowing color.

Acid Storm: Trapping: pale black. AP 1, Vigor test for -1 Traits for 1 round due to burning. Exposed items may become damaged as follows.

D10

- 1:** Destroyed (may salvage for parts)
- 2 – 3:** Malfunction until repaired
- 4 – 10:** No damage

Fire Storm: Trapping: pale red. Roll for target catching fire.

Ice Storm: Trapping: pale blue. Beings that fail a Vigor roll are frosted (-2 Traits) for 1 round. See Cryokinesis ice effect from [SFWBTK](#), p. 52.

Laser Storm: Trapping: pale green. AP 2

Lightning Storm: Trapping: pale yellow. Organic targets: Vigor test for Shaken; Electronics/Robotics: EMP test.

Radiation Storm: Trapping: pale violet. May cause normal radiation Fatigue effects.

Sonic Storm: Trapping: pale white. Deaf for 1 round. Vigor roll or -1 Fatigue.

Wind Storm: Target checks for Knockback.

Stream

Acid Stream
Fire Stream
Ice Stream
Laser Stream
Lightning Stream
Radiation Stream
Sonic Stream
Wind Stream

See [SWEX](#) Burst power p. 88. The specific trapping is chosen at the time of choosing the mutation. See Storm for special effects.

Strike

Acid Strike
Flame Strike
Ice Strike
Laser Strike
Lightning Strike
Radiation Strike
Sonic Strike
Wind Strike

See [SWEX](#) Bolt power p. 87. The specific trapping is chosen at the time of choosing the mutation. See Storm for special effects.

Toxin Gland

Power Points: None
Range: Touch, 3"/6"/9"
Duration: Instant

The mutant may use this ability 1/minute, since it takes time for the mutant to generate enough toxin. The toxin may be delivered by touch or by a natural weapon.

Roll for the type of toxin the mutant possesses. All toxins are intensity -1 and any lingering effects last 13 – Vigor rounds. If this mutation is taken again, the toxin intensity is an additional -1 or the damage/duration is increased by a multiple. A Vigor success causes a target to be Shaken, and a raise has no effect at all. See **Environmental Hazards: Poison** for effects.

1. Acid (1D8+1)
2. Damage (1D8+1)
3. Pacify
4. Paralysis
5. Sickness: -1 Vigor
6. Sickness: -1 Fatigue
7. Slow
8. Stun
9. Unconscious
10. Weakness

Toxin Resistance

Power Points: None

Range: Body

Duration: Constant

The mutant receives +2 Vigor rolls for all poisons and gases.






Ultravision

Power Points: None

Range: Vigor x 2

Duration: Constant

This mutation allows sight into the ultraviolet energy spectrum. The mutant sees and knows the intensity of various energy types.

-  Broadcast power
-  Electrical
-  Laser
-  Nuclear/Radiation
-  Radio/Microwaves Waves

If the mutant is hit with any of these energy forms, they are blinded for 1D4 rounds.

Water Walking

Power Points: 1

Range: Self

Duration: 1 minute (1/minute)

Rough water is treated as Difficult terrain.

Vitalize

The recipient of this power has Fatigue restored. See [Necropolis](#) Succor power p. 25.



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Mental Mutations

Barrier

See [SWEX](#) Barrier p. 86. The mutant chooses the barrier appearance. The barrier forms a tight seal against surfaces that blocks all gases and liquids.

Confusion

Power Points: 2/5

Range: Spirit x 2

Duration: 3 rounds (1/rd)

The mutation only works on organic creatures. See [SFWBTK](#): Confuse the Mind, p. 53. Increasing the power points to 5 allows the mutant to attack a Medium Burst Template instead of an individual. Each extra Power Point increases the range 1 x Spirit.

Detect/Conceal Mutation

See [SWEX](#) Detect/Conceal Arcana p. 89.

Detect Mutation allows a hero to determine any type of mutation in range whether it is active, passive or currently unused. The first round determines the active mutations. The second round discovers the currently unused mutations. In either case the mutant understands the nature of the other's powers and its effects.

This power is useful not only to detect protective abilities, but also to see through abilities that obscure physical and mental sensing. That means abilities like Blur, Illusion, Image, Invisibility, and abilities that obscure the senses and mind may be ignored/seen through while this ability is active.

Conceal Mutation allows the mutant to hide the physical and mental manifestations of a mutation for a touched being. This power can make a mutant look like a PSH – even to robots and other machines.

Drain Life

Power Points: Special

Range: Special

Duration: Instant

The mutant attempts to heal himself by draining another's life force. The power cost is 3 for Touch and a ranged attack is 3 +1 power/Spirit range band.

An opposed test is made between the mutant's Mutant Power skill and the target's Vigor. A success drains 1 Fatigue from the target and adds it to the mutant. Each raise drains 1 Wound or Fatigue (caster's choice) from the target and adds it to the mutant.

Empathic Blast

Requires: Empathy

Power Points: 2/3

Range: Spirit x 2

Duration: 1 minute

Requires Empathy. Like Empathic Push with a Medium template. For more effect and power cost, this ability affects a Large template. All targets suffer the same effect.

Empathic Push

Requires: Empathy

Power Points: 1

Range: Spirit x 2

Duration: 1 minute

Requires Empathy. With an opposed Spirit roll, the mutant temporarily implants an emotion in a target. This ability also grants the sentient sensing as in Empathy. Here are examples:

Courage: +1 Spirit checks

Fear: Roll Vigor or Shaken

Happiness: +2 interaction with target

Anger: -2 Charisma

Focused: +1 skills

Distracted: -1 skills

Each raise increases range multiplier or duration.

Empathic Shield

Requires: Empathy
Power Points: None
Range: Body
Duration: Constant

Requires Empathy. This mutation is similar to Mental Shield, but only against empathic powers.

Empathy

Power Points: None
Range: Spirit x 2
Duration: Constant

This mutation determines the surface emotions of the target with a successful mutation roll. Other empaths may resist (Spirit) and will know who is attempting the reading. An empath detects all lies, but no details.

Each raise increases the range multiplier.




Encouragement

This power causes nearby allies to take heart. See [Necropolis](#) Blessing power p. 25.

Enhanced Mind

Power Points: None
Range: Mind
Duration: Constant

The mutant's mind is more powerful and able to process more efficiently. He receives the following benefits:

-  +2 bonus for resisting mental attacks
-  +1 Artifact discovery
-  +1 Knowledge skills

Entangle

See [SWEX](#) Entangle p. 90. The user decides the manifestation of the binding force.

Fear

See [SWEX](#) Fear p. 91. Each raise causes targets to suffer a -2 penalty on the Spirit roll.

Fly

See [SWEX](#) Fly p. 91. For those Heroes that do not possess the physical means to fly still may do so with this mental ability. At the touch of a mutant with this ability, the target is surrounded by a rushing wind that causes them to fly at their control. The wind does not damage anything. Pace = Spirit die type, +2 to Pace/raise.

Force Field

Power Points: 1+
Range: Special
Duration: 3 rounds (1/round)

The hero has a softly glowing energy field that surrounds them, protecting against damage, except un-energized melee weapons.

Personal shield: +2 armor/Power Point
Medium Burst Template: +1 armor/Power Point
Large Burst Template: +1 armor/2 Power Points






Each raise: +2 armor

Force of Will

See [SWEX](#) Boost/Lower Trait p. 88. Note that this will affect Attributes and Skills.

Genius Talent

Power Points: None
Range: Mind
Duration: Constant

-  **Economic Talent:** Merchant skills +2
-  **Mechanical Talent:** Repair +2, Artifact discovery +1
-  **Science Talent:** Science skills +2
-  **Social Talent:** Charisma +2
-  **Strategic Military Talent:** Always first in initiative and adds a +1 bonus to morale and initiative within a Large Burst Template. The

mutant still draws an initiative card, since it may be a Joker.

☢ **Tactical Military Talent:** Weapon skills +2

Heal

See [SWEX Healing](#) p. 91. At the touch of the mutant, the target is briefly surrounded by a pale green glow. Each raise restores 1 wound.

Illusion Generation

Power Points: 1+

Range: Variable

Duration: 1 minute (1/minute)

The mutant creates an illusion of anything he can imagine that has all the elements of sight, sound and smell for believability. Illusions cause/take damage, may cause reaction tests and affect all enemy targets that can see it.

The caster spends power points to determine the illusion's initial effects. One power point grants **Basic Illusion Effects**, while extra power points gain benefits from **Extra Illusion Effects**. When first seen, make an opposed skill test of the caster's Mutant skill and the target's Spirit. A success means that the illusion is initially believed. Each raise of the caster's mutation skill roll allows the caster to choose a bonus:

- ☢ Targets are -2 to subsequent attempts to disbelieve the illusion
- ☢ Add a free **Extra Effect**

If an illusion's toughness is met or exceeded, it vanishes. The illusion must stay in visual range of the caster or it vanishes.

Illusions only work on organic minds. That means robotic constructs are immune to this type of mutation. These mental manifestations have no mental signature, so they appear as "mentally empty". Since illusions do not have Spirit, Smarts or Vigor attributes, abilities that detect these traits receive a +2 to Disbelieve.

Basic Illusion Effects

- ☢ Effect Size: Small Burst Template
- ☢ Size: Very Small to Normal
- ☢ Range: Spirit
- ☢ All Traits and Skills D4
- ☢ Pace 4

The illusion may be strengthened if extra Power Points are spent.

Extra Illusion Effects

- ☢ Effect Size: +1 PP/size increase (Medium Template, Large Template)
- ☢ Size: +1 PP/height increase (Large, etc)
- ☢ Range: +1 PP/Spirit distance (e.g., +1 = Spirit x 2 range)
- ☢ Traits/Skills: +1 PP/die type
- ☢ Pace: +1 PP/+2 Pace

Disbelieving Illusions

Illusions only have power and effectiveness as long as they are believed. **To disbelieve an illusion, the being must be sentient and concentrate on this action such that movement is restricted to a maximum of 1"; this counts as an action.** Note a being does not automatically disbelieve, but must have some evidence or past experience to choose to disbelieve what they are experiencing. Therefore it is possible for the heroes and their enemies to mistakenly attempt to disbelieve real things, if they even think to try at all.

Mammals may disbelieve but only get one chance at the beginning of the effect to see if it accidentally detects the illusion. After that, the creature gets no more opportunities. Non-mammal creatures are not affected by illusions. The heroes may discover this the hard way.

To actively disbelieve an illusion, one must make an opposed Smarts roll against the Spirit roll of the mutant who created the unreal manifestation. A success causes the image or illusion to dissolve while a failure has no effect. The die roll is hidden from the disbeliever so that failures to disbelieve leave some doubt whether the experience is real or imaginary. For groups,

one person may disbelieve what is seen and it no longer exists for them, but their companions may still believe it to be true and still see the illusion. When one person in the group successfully disbelieves a mental manifestation, a +2 is added to the rest of the group to disbelieve. Imagine the successful group member shouting "It's just a mind trick!"

Since an illusion affects the mind of who sees it, there are certain conditions that allow the being an advantage in disbelieving what they are experiencing. If a mental manifestation does something the real counterpart cannot normally do, that gives the affected creatures a +2 bonus to their disbelief roll. For example, an illusion of a man starts flying, but has no wings would raise doubt of its existence. Twenty-third century man seeing a dragon would also create doubt in what they are seeing. Therefore, an illusion should fit its intended audience to be most effective.

Improved Intelligence

Power Points: None
Range: Mind
Duration: Constant

The mutant has +1 Smarts die type. This mutation also raises animal intelligence to human level.

Improved Willpower

Power Points: None
Range: Mind
Duration: Constant





The mutant has +1 Spirit die type.

Intuition

Power Points: None
Range: Spirit
Duration: Constant

The mutant has an extrasensory perception of the intentions of sentient beings within range. This gives the mutant an idea of what action someone is about to take. Therefore, the

mutant gains bonuses based upon this information.

-  Attack skills: +1
-  Defense skills: +1
-  Social skills: +1
-  No one in range may get The Drop

Invisibility

The mutant possesses the power to bend visible light, rendering themselves invisible. Because of these properties, the mutations Infravision, Ultravision and those sensing motion and life force are not affected by this ability. See [SWEX Invisibility p. 91](#).

Language Comprehension

Power Points: 1/2

See [SWEX Speak Language p. 93](#). For 2 power points a humanoid may communicate with an animal intelligence.

Magnetic Control

Refer to [SWEX Telekinesis p. 94](#), but only metal objects may be used. Objects may be used as weapons.

Mental Immunity

Power Points: None
Range: Body
Duration: Constant

The mutant is immune to mental attacks, including images, illusions and hallucinations. The mutant has no mental signature for an attacker to lock onto.

Mental Map

Power Points: 3
Range: Spirit x 2"
Duration: Instant, 1 minute concentration

If the mutant concentrates for 1 minute, they see an exact map of spaces and fixed objects in

all directions even if the spaces are concealed. This does not include living things or movable objects.

Mental Reflection

Power Points: Special

Range: Body

Duration: Constant

The mutant has the capability of reflecting the damage of mental mutations back to the attacker. The mutant rolls their arcane skill. Each success and raise allows Spirit x 1 damage reflected back to the attacker. This costs no power points. For each power point spent, the mutant adds +2 to the skill roll, hoping for additional raises.

Since this power requires a degree of concentration, any other action attempted while using this mutation, suffers a multi-action penalty.

Mental Shield

Power Points: None

Range: Spirit

Duration: Constant

Also see [SWEX](#) Arcane Resistance p. 20. This mutation may be taken a second time. See [SWEX](#) Improved Arcane Resistance p. 21.

The mutant senses all persons with mental mutations with range. In addition, he also knows if the mutations are active or dormant, but no information about the nature of the power. This is not discovered until the power is used and this mutant witnesses it within range.

Mental Strike

See Physical Mutation: Strike.

Mental Void

Power Points: 2/4

Range: Spirit

Duration: Spirit minutes

A mental void neutralizes all mental mutations within the area of affect, except the mutant. This void follows the mutant. The area of affect is a Medium Burst Template for 2 power points and a Large Burst Template for 4 power points. Each raise increases the duration as a multiple of Spirit.

Mesmerize

Mesmerize uses the [SWEX](#) Puppet power p. 92. It only works with intelligent biological creatures, not robots of any type. Mesmerize can be used against a specific target like Puppet, or against a group of targets. For 6 power points enemies in a Medium Burst Template may be targeted. Make an opposed Spirit roll against each target. A raise provides a +2 bonus to each Spirit roll and or increase the burst template to a large one. More than one raise may each choose one of these bonus effects. For example, two raises may select a large burst template and +2 to each Spirit roll.

One possibility for a critical failure for this power is that the intended targets are enraged and decide to attack the mutant.

The mutant's eyes glow a color of their choice when this power is active.

Mesmerize Beast

Like Mesmerize, but works on non-humanoids. Small targets are -1 PP (minimum of 1) and big targets are +1 PP for each size greater than humanoid.

Mind Link



Power Points: 1

Range: Smarts

Duration: 1 minute

The mutant has the power to link their mind to one other mutant in range and line-of-sight for the purpose of sharing power points with the target or enhancing a target's mental power. The mutant may maintain this mental linkage as long as he has power points and concentrates on the link. Being successfully attacked, performing another action or losing line-of-sight will cause the link to break. There is no limit to the number of mutants that may mind link together.

A successful mutation skill roll **and** each raise accomplish one of the following results, determined by the target mutant.

-  Transfer up to 2 power points to the target
-  +1 bonus to the target's mutation effect at the cost of 1 power point of the mutant sender.

In the case of a power point transfer, the target mutant may collect power points that exceed their normal maximum. However, the mutant must use the transferred power while the mind linkage exists or it dissipates. He may spend the accumulated power to use a mutation.

Mind Probe

Power Points: Special

The mutant has the power to detect lies, read surface thoughts or delve for specific information. For reading surface thoughts, see the Mind Reading power in [SFWBTK](#) p. 55. While active, this ability always detects lies from the target.

Retrieving information that is more than surface thoughts, see the Probe power in [SFWBTK](#) p. 57. To erase memories, see the [SFWBTK](#) p. 55, Forget power.

Negation

See [SWEX](#) Dispel p. 89. An opposed roll is needed to negate an activated mutation. Negating a passive, constant mutation suffers a -2 modifier. The passive, constant mutation is only negated for 1 minute before it becomes active again. Each raise on the resistance roll will negate the passive mutation for an additional minute. Negation also dispels images and illusions.

New Sense

Power Points: 1/2

Range: Variable

Duration: 1 minute (1/minute)

The range is variable depending upon how much power is applied and how many raises are gained on the skill roll. Each extra power point and raise gains +Spirit range.

1 Chemical Sense

The mutant is capable of determining the chemical makeup of the area within range. Note that the ability to "see" in this manner is determined by variation from the background norm. Mutant "sight" becomes clearer as the contrast increases or more opaque as the contrast lessens. The basic power determines the basic chemical type (poison, water, acid, etc) and whether it's harmful or safe. For 2 power points, the exact substance is known, the intensity, and any beneficial/harmful effects.

2 Life Force Sense

The mutant senses the life force (brain activity) of others. This also includes distinguishing life force intensities. A creature's life force intensity is based upon its $(\text{Vigor} + \text{Smarts})/2$ with +1/size over human norm and -1/size under human norm. So a large being will have a stronger life force intensity than a small being. Anything without a life force is not visible.

The expenditure of 2 power points gains refined data like exact distance, life form signatures for species types and an exact count of individuals. Otherwise, the mutant can only sense life close, medium and far as well as if there are a few, some or many creatures.

3 Machine Affinity

The mutant possesses the ability to influence machines.

- * +2 to figure out and use devices
- * +2 to influence robotic types

4 Motion Sense

The mutant senses movement within range and the direction of the closest being. For 2 power points the exact size, number, distance and direction are known.

Plant Control

The Mesmerize mutation for plants.

Power Drain

Power Points: 1

Range: Spirit x 2

Duration: Instant

The mutant uses his mind to drain power from a target. Due to the extreme nature of this power, a failed Mutant skill test gives the caster 1 Fatigue in addition to the Genetic Feedback effect. A critical failure causes 1 Wound. If an opposed Spirit roll is passed, the mutant drains 1D3+1 power from the target up to the target's Spirit die type. Each raise will add +1 power drained.

If the mutant exceeds his maximum power pool, the excess points must be used the next round or they are lost.

Precognition

See the [SFWBTK](#) Precognition power p. 57. The mutant-player also asks a question about the immediate future (5 minutes). The GM assigns a difficulty factor die type and makes an opposed roll.

Raise: As success but more details

Success: Good feeling.








Failure: Lie.

Critical Failure: A BIG lie.

The future is always in motion, so it may be altered by actions and words.

Postcognition

To see into the past of the mutant's surrounding area, refer to the [SFWBTK](#) Postcognition power p. 56. Note that adding +1 power will increase the viewed past history period as follows:

-  +1: up to 1 day ago
-  +2: up to 1 week ago
-  +3: up to 1 month ago
-  +4: up to 1 year ago
-  +5: up to 10 years ago
-  +6: up to 100 years ago
-  +7: up to 1000 years ago

A raise will either extend the duration by 3 rounds or provide another increment of the time period viewed as if more power were spent.

If the mutant needs information on a specific artifact, the mutant may **instead** use the following power variation. This power grants +2 to artifact discovery by understanding an item's past. An object takes 2 minutes/Technology Index (TI) level + 1, plus any GM-assigned difficulty factor. For example, a hero attempting to obtain the bonus for figuring out a laser pistol of TI 1 would take 5 minutes. Each raise lowers the time by 1 minute.

Re-Animation

Rank: Novice

See [SWEX](#) Zombie power p. 95. This power is considered immoral and evil by most "good" sentients. This is primarily used by the opposition, unless the heroes are serving evil or selfish goals. A dull red glow surrounds the corpses -- a type of low-level radiation that may be noticed by radiation detecting mutations and devices.

Rank: Seasoned

Power Points: 2/Corpse

Rank: Veteran

Power Points: 5/Corpse

Permanent corpse re-animation. May be dispelled. May also use lower rank powers.

Remote Viewing

See [SFWBTK](#) p. 57.

Stun

See [SWEX](#) Stun p. 94. For 1 power point, the mutant may stun one target.

Summon Beast

Power Points: Special

Range: Smarts x 100 yards

Duration: Special





This is essentially Mesmerize Beast with a summoning ability. The mutant may choose the type of beast to summon. The power cost is 1 + Mesmerize Beast. The duration is 10 minutes to "call" a beast then the duration reverts to the Mesmerize Beast mutation.

A failed roll will cause the summoned beast to attack a random target. A critical failure causes the summoned beast to become enraged and specifically attack the mutant. An enraged beast receives a +2 to their attacks.

Telekinesis

The mutant with this power mentally manipulates one object or normal sized person as the [SWEX](#) Telekinesis power p. 94. Since this mutation also allows flight, see the Fly mutation.

The mutant may choose from the following effects for raises:

-  Manipulate one extra object or person
-  Affect person +1 Size level
-  Weight limit = 50 pounds x Spirit
-  Increased flying Pace (See Fly mutation)

Raises may be purchased for 2 Power Points each. For example, to affect a Size +2 creature the mutant must have 2 raises.

Telepathic Shield

Power Points: None

Range: Body

Duration: Constant

This mutation is similar to Mental Shield, but only against telepathy powers.

Telepathy

See the [SFWBTK](#) Telepathy power p. 57. Note that the range may be extended with extra power, according to the "Solar System" range table in [SFWBTK](#), p. 54.

Teleport

See [SWEX](#) Teleport power p. 95. The mutant appears that they are de-materializing and re-materializing when they teleport.

Total Healing

See [SWEX](#) Greater Healing p. 91. At the touch of the mutant, the target is briefly surrounded by a bright green glow. Each raise restores 1 wound.

Plant Mutations

Non-Intelligent plants may have Physical Mutations as long as they are not specifically humanoid. Intelligent plants may have any mutation with any differences noted in the section below.

Fruit

Power Points: None

Range: Body

Duration: Constant

Mutant has 2D3 random fruit. Used fruit re-grows in 1 day. Effects last for 1 hour.

1. **Acid:** Dark Green, D8 damage AP1.
2. **Poison:** Dark Yellow, GM chooses type.
3. **Radiation:** Dark Red, Vigor intensity.
4. **Explosive:** Black, 1D10 damage, Small Burst Template.
5. **Sickness:** Dark Orange, -1 Vigor die type.
6. **Weakness:** Dark Magenta, -1 Strength die type.
7. **Clumsy:** Dark Brown, -1 Agility die type.
8. **Soul Sick:** Dark Blue, -1 Spirit die type.
9. **Hallucinate:** Purple, -2 to all traits and skills.
10. **Slow:** Dark Cyan, 1/2 Pace for 1D4 hours.
11. **Healing:** Green, Make an immediate Healing roll.
12. **Poison Antidote:** Yellow, Cures & prevents any effects for 1D4 hours.
13. **Radiation Protection:** Red, Cures & prevents any effects for 1D4 hours.
14. **Vigor Boost:** Orange, +1 die type.
15. **Agility Boost:** Brown, +1 die type.
16. **Strength Boost:** Magenta, +1 die type.
17. **Spirit Boost:** Blue, +1 die type.
18. **Attentive:** Violet, Notice, Shooting, Fighting increase (+2).
19. **Armor Skin:** Grey, Physical protection (+2 Toughness).
20. **Quick:** Cyan, 1.5 x Pace for 1D6 hours.

Gas Bags/Glide/Heli

Power Points: None

Range: Body

Duration: Constant

The mutant plant developed a mechanism to survive falls or to escape. When falling, the mutant deploys gas bags, gliding parts or a helicopter apparatus to float to the ground unharmed. The mutant may change their drift up to Pace inches from their descent point.

Increased Senses

Power Points: None

Range: Body

Duration: Constant





The plant senses sentient beings within 50 yards and is +2 to attacks and perception skills.

Mutated Leaves

Power Points: None

Range: Body

Duration: Constant





-  **Barbed:** These act like Entangling and Edged leaves, but the edge is the same as a knife.
-  **Edged:** The leaves have sharp edges that act like swords.
-  **Entangling:** These large or long leaves grapple and hold their victim.
-  **Piercing:** Some of the plant's leaves are tightly curled into spear-like weapons. They may be thrown or used in melee.

Mutated Branches/Vines

Power Points: None

Range: Body

Duration: Constant

-  **Acid Vines:** Str + D4 attack, AP 1.
-  **Poison Vines:** with thorns that cause +D4 and poison if the thorn penetrates armor.
-  **Manipulation Vines:** are -1 skills when using humanoid tools. Str + D4 attack.
-  **Sucker Vines:** Str + D4 attack, target grappled.

- ☢ **Carnivorous Jaws:** Str + D6 attack.
- ☢ **Boring Tendrils:** Str + D4 attack. Normal damage continues each round without an attack until the tendril is removed. A vine is hit on a successful attack, or pulled out with a Str test. The vine resistance number is 4.
- ☢ **Bludgeon Vines:** have mace-like clubs at the end that cause Str + D6.

New Plant Part

Power Points: None

Range: Body

Duration: Constant

The GM may add any new plant structure to fit the new ability. Gaining a brain will need a brain case somewhere on the mutated plant.

- ☢ **Brain:** The plant gains humanoid intelligence.
- ☢ **Ears:** Hearing
- ☢ **Mobility:** Pace 3, stackable.
- ☢ **Orifice:** Speech
- ☢ **Manipulation:** Branch/Vine +1 attack or action. Skills -1 when using humanoid tools.
- ☢ **Protective Bark/Skin**
- ☢ **Radiated:** The plant emit D4 intensity radiation in a small burst template area. Each time this mutation is taken, the intensity goes up one level.
- ☢ **Spore Cloud**
- ☢ **Thorns**
Range: 6/12/18
The plant has giant thorns (Str + D4) that may be thrown or used in melee. The number of missiles that may be thrown per round is 1D3 + 1. If this mutation is taken again, then +1D3 missiles are available.
- ☢ **Toxin:** Choose a poison

New Sense

Power Points: None

Range: Body

Duration: Constant

The GM may add any new plant structure, if needed, to fit the new ability.

1. **Radar:** See Physical Mutation.
2. **Sonar:** See Physical Mutation.
3. **Electrical Sensing:** +2 artifacts

4. **Sense Humanoids:** +2 reactions
5. **Sense Mammals:** +2 reactions
6. **Sense Radiation:** detect intensity, +2 radiation saving throws
7. **Infra-vision:** See Physical Mutation.
8. **Sense Chemicals:** +2 saving throws (chemical), detect intensity, effects
9. **Sense Sentient Thought:** +2 reactions
10. **Ultravision:** See Physical Mutation.

Protective Bark/Skin

Power Points: None

Range: Body

Duration: Constant

Toughness +2. This mutation may be taken multiple times for additional Toughness.

Spore Cloud

Power Points: None

Range: Strength x 3

Duration: 1D4 rounds

This mutation is similar to Fruit mutations 1-10 but in a Medium Burst Template. The plant may release a spore cloud every 1 minute.

ENVIRONMENTAL HAZARDS

In a post-civilization setting, the heroes may encounter various natural and man-made hazards.



Herbicide

Herbicides cause damage to all plants like a poison. The quantity of herbicide determines the penalty of the target's Vigor check. A failed check causes 2D8 damage. A critical failure doubles the rolled damage.

Herbicide Intensity

Spit: -0
Stream: -2
Vat/Pool: -4

Pesticide

Pesticides cause damage to all insects like a poison. The quantity of pesticide determines the penalty of the target's Vigor check. A failed check causes 2D8 damage. A critical failure doubles the rolled damage.

Pesticide Intensity

Spit: -0
Stream: -2
Vat/Pool: -4

Poison

1. **Damage:** Causes Wounds.
2. **Death:** Fatigue and Wounds
3. **Pacify:** No aggressive action; **Slow**
4. **Paralysis:** Prone and cannot move
5. **Sickness:** -1 Vigor die type
6. **Sickness:** -1 Fatigue
7. **Slow:** 1/2 Pace; No running
8. **Stun:** [SWEX](#) Stun Monstrous ability p. 144
9. **Unconscious:** Incapacitated
10. **Weakness:** -1 Strength die type

Radiation

Radiation is classified with two attributes, Level and Intensity. Radioactive Intensity typically ranges from D4 to D12; although, there may be some exceptional, higher intensities.

The Intensity roll is opposed to the hero's Vigor roll.

Radioactive Level determines the length of exposure before the intensity begins causing damage. Once out of the affected area, the hero recovers Fatigue at the listed rate.

Low radiation areas represent old, degraded sites. High radiation areas are caused by the recent remnants of weapons or breached power cores or radioactive fuel. Extreme radiation fields are caused by active nuclear cores, nuclear fuel and nuclear weapon explosions.

The following list determines the frequency and effects of radiation exposure by the intensity of the radiation. Once incapacitated, all Fatigue results become a Wound, and a Critical Failure for a Vigor test means death.

Robotic types that become Incapacitated will shut down and need repair before they may again function.

Low Level Radiation

Vigor test vs. 1 Die Intensity per 1 hour exposure

Recover 1 Fatigue per hour

Fatigue Vigor roll:

Success: No Effect
Fail: 1 Fatigue (to Exhaustion)
Critical Fail: Shaken, 1 Fatigue

High Level Radiation

Vigor test vs. 2 Dice Intensity per 1 minute exposure

Recover 1 Fatigue per day

Fatigue Vigor roll:

Raise: No Effect
Success: Shaken
Fail: 1 Fatigue
Critical Fail: 1 Wound

Extreme Level Radiation

Vigor test vs. 3 Dice Intensity per 1 round exposure

Recover 1 Fatigue per week

Fatigue Vigor roll:

Raise: No Effect
Success: Shaken
Fail: Shaken, 1 Fatigue
Critical Fail: Shaken, 1 Wound

Gaining Mutations

A mutant that suffers at least 1 Wound and survives has a chance for further mutations. Make a Vigor check.

Raise: +1 beneficial mutation
Critical Failure: +1 Hindrance

Radiation Examples

Example 1: Low Level, Intensity D6

Burtz finds an old, metal crate that emits Low level radiation. Burtz feels a slight burning sensation on all his exposed skin. He makes a Vigor test to resist 1D6 radiation intensity. Rolling a Vigor test of 4 versus intensity radiation of 3 is a success. Burtz suffers no effects, but immediately decides to leave the crate alone. There must be better loot somewhere else...

Example 2: High Level, Intensity D8

Burtz exits a ventilation shaft into a small, dim room filled with electronic tools. Unfortunately, he also steps into a pool of liquid on the floor. Burtz starts to feel a burning sensation. Uh oh, not again!

A Vigor roll of 3 is not enough to overcome a result of 6 from a 2D8 intensity roll. Burtz receives one Fatigue. Burtz escapes, but does not recover his lost Fatigue until one day has passed (or he receives anti-radiation medication).

Example 3: Extreme Level, Intensity D10

Burtz finds another treasure cache, but it's guarded by a ScavRat. As they fight over the treasure, someone's firearm hits and ruptures a nearby metal container of pale orange liquid. Both Burtz and the ScavRat start feeling an extreme burning sensation.

Burtz Vigor roll of 7 is not enough to beat a result of 16 from a 3D10 radiation intensity roll. He becomes Shaken and suffers one Fatigue, and now is Incapacitated (two previous Fatigue).

The ScavRat rolls a critical failure, becoming Shaken and receiving one Wound. The rat expires, crumpling to the floor.

The next round, Burtz is unable to leave the radiation area, and is again affected by the container contents. A Vigor roll of 3 fails versus

an intensity of 16, so Burtz is Shaken and suffers one Wound, since he is already Shaken.

Luckily, Burtz brought along a friend that ignores the radiation effects and drags him to safety. Burtz curses his treasure-hunting luck during the week it takes to recover from the Fatigue damage he suffered.

During his recovery, the mutant Burtz begins manifesting a new mutation, Force Field. Although he is still poor, Burtz stops thinking his previous suffering was not all in vain...

Vacuum

A vacuum atmosphere causes a 1D6 target number (cumulative/round) of exposure. The affected heroes make an opposed Vigor roll or receive 1 Wound. Finding a breathable atmosphere restarts the process.

Vacuum Target Number

1st round: 1D6
2nd round: 2D6
3rd round: 3D6
etc...

Therefore, remaining in a vacuum for very long is extremely deadly for air-breathing creatures.

If exposed to vacuum and prepared, a typical humanoid may hold their breath for one minute. A successful Vigor roll provides +30 seconds, while each raise gains +30 seconds.



ROBOTS

This toolkit uses the generic term, robotic types, for any type of electro-mechanical, thinking device. This broad category covers artificial intelligence, androids and robots.

The engineering and nano-technology used to achieve semi-sentient robots was one of the crowning scientific achievements of mankind. Therefore, all these devices are TI 2.

Three Laws of Robotics

These are basically the Asimov robotic laws programmed into every robotic device.

First Law

A robot may not injure a human being or, through inaction, allow a human being to come to harm.

Second Law

A robot must obey orders given to it by human beings, except where such orders would conflict with the First Law.

Third Law

A robot must protect its own existence as long as such protection does not conflict with the First or Second Laws.

The Three Laws imply the Hindrance: Loyal (Human) for a correctly functioning robotic type.

Robotic Behavior

Fighting

For human targets, interpret all damage as fatigue, simulating non-lethal damage. The target will eventually become unconscious with too much damage. Only security and

Military may cause wounds to humans, and then within certain guidelines. Note that these responses assume normal Three Laws programming.

Typical Responses

To more accurately reflect robotic behavior the following are typical robotic responses to requests or situations. This is to demonstrate and promote normal robotic behavior such that heroes may distinguish it from abnormal robotic behavior.

1. Use of Human Slang




"This unit cannot comprehend the request. Please restate the request."

2. Request violates the Laws of Robotics

"This unit cannot comply. The request violates the <Xth> Law of Robotics."

3. Request: State the Laws of Robotics

If the robot's programming is uncorrupted, it will respond from the Three Laws. If the robot is corrupted, it may:

-  Not respond
-  Recite it's version of the Laws of Robotics
-  Lie!

4. Valid request

- * "Request received." – If no security required.
- * "Restricted request. Authorization required." – without proper security clearance.
- * "Authorization granted." – If proper security clearance.
- * "Authorization insufficient. Request denied." – If no proper clearance.

5. **Responding to a human in general**

"How may I serve you, Master/
Mistress?"

6. **A robot sees another robot violate
the Three Robotic Laws.**

- * Report and restrain the robot in violation.
- * Terminate the robot if it does not comply or habitually violates the Laws.

Robotic Behavior Anomalies

If an AI/android/robot's version of the Laws of Robotics is modified by radiation or by "evolution", that may produce ALL kinds of results. A guideline to follow is the List of Robotic Anomalies. This applies to AIs, androids and robots. Note that mutants, mutated animals and plants are not included, since the AI does not see them as human. However, non-humans can be dealt with in other interesting ways.

Note that some of the behaviors may be similar for differing conditions. That just means the triggering conditions are different, but may produce the same resulting behavior.

Over-Protective

A range of behaviors is possible. The machine will take away all weapons from humans so they don't hurt themselves or each other, but an armed escort of robots/androids follows them everywhere for safety. The machine suppresses information about ship dangers so humans are not overly frightened. Humans are prevented from going certain places because of some danger (environmental, encounter, etc). All humans are subjected to a full medical examination for health reasons; items are confiscated as "contaminated" (totally random). These machines may even physically restrain/detain humans who are not acting "safe".

Restrictive

The machine prevents humans from certain actions depending upon its current

programming. It may take weapons away to prevent further damage to the area or equipment. The machine may confiscate and ration food & water to "conserve low stockpiles". The machine likes females, but not male humans. Females are well taken care of while males are given the minimum amount of service. Certain areas or items may not be accessible until particular (random) criteria are met. The machine will use force to ensure the restrictions are met.

Fickle

The machine is unreliable and random in its commitments. This means that it will deviate from its normal programming for no apparent reason. If commanded, a machine may not necessarily carry out the order, because it "changed its mind". It may not perform its normal duties, because it decided not to for some reason.

Hostile

This machine is dangerous in that it will not obey humans, and also seeks to exterminate them. Humans are seen as a pest to be removed from the harmonious workings of machines.

Lazy

This machine must be convinced/threatened to perform any actions. Some or all of its duties are neglected because "I don't feel like doing that today". This machine is a procrastinator. It only thinks of its own comfort and agenda (which are basically idle thoughts/speculations). An excuse-maker.

Competitive

This intelligent machine feels like it is in competition with other machines for some purpose. While this entity is efficient and fast in its duties, it also considers requests outside its victory conditions to be a nuisance. Therefore, it will either stall or disobey requests that do not contribute to its goals. This machine may harm humans in cases where the victory to be won outweighs the "collateral damage".

Arrogant

Humans are not to be served, but are made to serve intelligent machine life. This machine enslaves all humans to serve it programming. It will answer most questions, but obey no commands. As long as humans perform their duties they will be protected; otherwise, the offending humans will be punished – first with warnings, stunning, then more force if necessary. Consistently errant humans will be banished and/or killed if they disrupt the status quo too much.

Forgetful

The machine may have a total memory loss about particular subjects or may periodically remember things. For example, the machine may be commanded to do something, but only remember to do it on occasion. Some normal duties may not be performed, because the knowledge to do it is forgotten. Previous conversations or critical data may be garbled or wrong. For example, an environmental machine may change the temperature to very hot or very cold because it forgot the correct setting for its area.

Paranoid

This machine acts normal in all respects until it sees or hears something that make it “nervous”. Then it will do whatever is necessary to protect itself. An ecology machine could be embarrassed/guilty that all the animals under its care are dead. It will do everything in its power to prevent humans from finding out it did a bad job because “they may shut me down”. This machine has a failure-avoidance complex. Any critical comments from humans or any talk close to inefficiency or replacement will trigger the machine’s self-preservation protocols. Remember, the androids and robots under an machine’s control see and hear everything they do....



Sulky

This machine looks for excuses to solicit system upgrades. It will obey command and service requests, but it tries to bargain for something in return. It wails and throws a tantrum if it gets nothing in return for a request (it will concede

to threats) and may not talk to/answer humans for a while. It complains if the deal is not a good one, resulting in a small act of spite – a temporary stun, a shove, trip a person, dousing with water, locking a door, dispensing only gruel for food, etc. Generous gifts will likewise earn extra and/or special treatment by the machine. This machine may develop “favorites” among humans.

Three Laws Violations

Violation of the Three Laws will cause a normal robot to temporarily acquire the **Three Laws Violation Hindrance:**

-  **Conflicted Operating System:** -2 all trait and skill tests. Pace ½. Slurred Speech.
-  **Robotic Failsafe:** Beginning with the 4th round of Three Laws violation, the robot suffers 1 Wound and 1 Fatigue/round that the violation continues. This only stops when the robot brain shuts down (with severe damage) or the violation ceases.

Special cases of actions that cannot be undone, (like accidentally injuring a human) will shutdown the robot, requiring repairs before it may again function.

A sane AI will try to disarm robots and androids unless they are a member of security or the military.

Exceeding Programming

An android or robot hero must pass a Smarts test to exceed their programming, including a Three Laws violation attempt. The GM must determine the severity of the Three Laws violation and the consequences of success and failure. For example, a mild breach of the Three Laws may only suffer the mild consequences of Conflicted Operating System, while a grievous violation may suffer the Conflicted condition and an immediate Wound. Failure results in more severe consequences.

Let's look at another example. A medical robot that must restrain a violent patient falls in two categories -- the First Law and basic medical training (since this occurs regularly). Generally, this would not exceed medical programming. Now if the robot was required to injure the human to prevent a more grievous injury, then programming would exceed the First Law.

Now if another AI/Android/Robot sees any abnormal/violation behavior, then they are required to investigate and/or take action, according to the First Law. If humans are around, then the robotic beings may ask for intervention/judgment. If any robotic type has its Three Laws altered, then that makes the situation more crazy. As you can hopefully see, the situation can easily get out-of-hand in a hurry -- which makes for a memorable encounter.

Robotic Hierarchy

Robotic devices have a hierarchy, much like humans. This helps determine supervisor roles and adherence to the robotic laws. The following list shows the typical robotic hierarchy.

1. Artificial Intelligence
2. Android
3. Robot

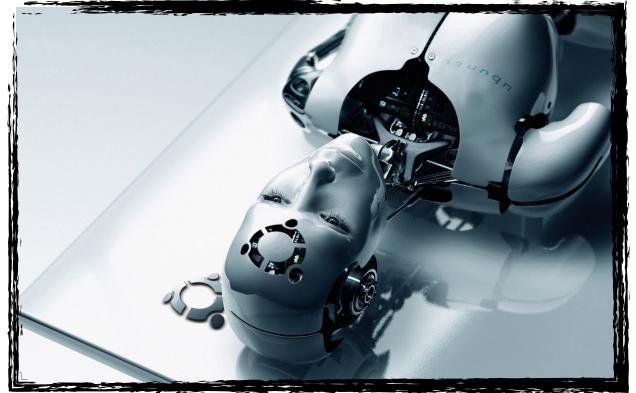
Each category may also have sub-classes, such that a supervisor android may control other androids.

Although each robotic type indicates a power source, GMs may want to ignore this requirement for their setting. It lessens the bookkeeping.

Artificial Intelligence (AI)

An AI is a self-aware machine intelligence that reasons like a human with intuitive Pounces. It is a good learning machine. Since AIs are complex systems, they are usually the size of a room or building. Thus, they are not mobile and usually do not have manipulative limbs.

AIs typically oversee androids and robots that may perform any required physical activity. An AI is essentially a large thinking device. AIs are normally connected to a dedicated power source.



Android

Androids ("Andies") are humanoid, semi-sentient AIs that may learn from experience. Nano-technology enables the android synthesis of machine and semi-organics. Androids are more versatile than robots in that they have an AI capable of general reasoning and learning. While they have an understanding of human emotion, androids do not possess emotions. The Three Laws prevent androids from becoming independent.

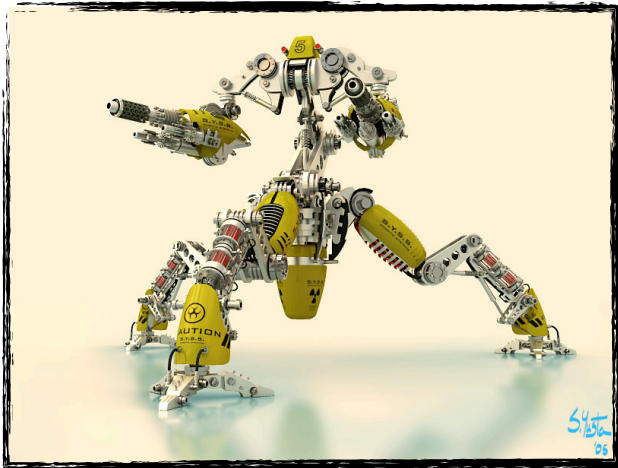
Androids have a human-like face, eyes, nose, ears and hair. This somewhat humanizes androids and also hides their sensory preceptor devices. Androids have a pasty-white skin (factory default color) and usually wear a uniform fitting their primary function.

Android Traits

- ☢ Monstrous Ability: Construct
- ☢ [SWEX](#) Monstrous Ability: Fearless p. 141
- ☢ Edge: Ambidextrous
- ☢ +1 Toughness
- ☢ +2 skill working with any computers or AIs
- ☢ Radiation Shielding: Immune to radiation of D6 intensity or less
- ☢ Start with a skills package
- ☢ Positronic Brain: May improve skills/knowledge through experience

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- ☢ Cannot be distinguished from a human at medium and long ranges (unaided vision)
- ☢ Water-tight
- ☢ Immune to mental attacks
- ☢ Suffer 2x damage from sonic weapons
- ☢ May only heal in an android vat or with an android repair kit
- ☢ AIs will attempt to remove weapons from robots that are not authorized for weapons (Security & Military are authorized)
- ☢ Usually subordinate to AIs
- ☢ Obey the Three Laws of Robotics
- ☢ Power: N-Cell, 1 year duration
- ☢ AIs will attempt to remove weapons from robots that are not authorized for weapons (Security & Military are authorized)
- ☢ May not improve skills through experience, only hardware and software upgrades
- ☢ Usually subordinate to AIs and androids
- ☢ Obey the Three Laws of Robotics
- ☢ Power: H-Cell, 20-hour duration



S. Yusta

Robot

Robots ("Bots") are mechanical constructs built for a specific purpose. They come in all kinds of shapes and sizes, depending upon their programmed function. Typical robots do not learn, but operate within their programmed guidelines. Robots are less versatile than androids, but more resilient. The Three Laws prevent robots from becoming independent.

Robot Traits

- ☢ [SWEX](#) Monstrous Ability: Construct p. 140
- ☢ [SWEX](#) Monstrous Ability: Fearless p. 141
- ☢ Edge: Ambidextrous
- ☢ +2 skill working with any computers or AIs
- ☢ Stun resistant: +2 stun tests
- ☢ Radiation Shielding: Immune to radiation of D8 intensity or less
- ☢ Start with a skills package
- ☢ Some models may be water-tight
- ☢ Power Connector

Playing an Android or Robot

A BIG question to consider is will player robots and androids be required to obey humans because of the Three Laws?

One view is that this makes interesting roleplaying and party dynamics. Some negative player feedback for this idea is that they have to obey and lack freedom to choose. Another view is player robots and androids have freedom to choose (ignore human requests) due to radiation or aberrant programming. If other robotic types see this behavior, they may try to memory wipe, re-program or provide "adjustment" for such types, since this violates robotic laws as dangerous to humans. The GM should choose and communicate their view to the players.

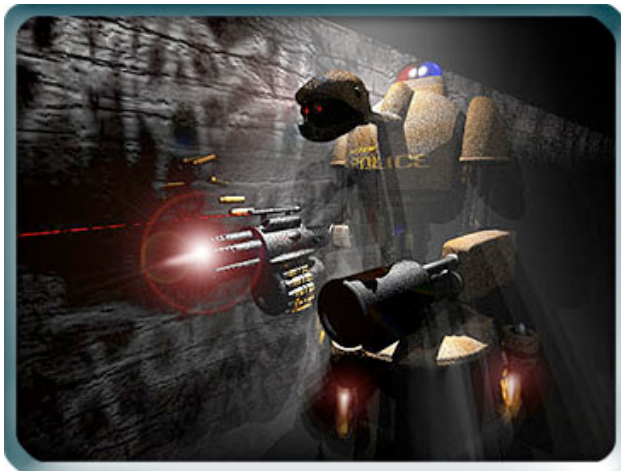
Another player challenge is to hide robotic misbehavior such that AIs and humans do not put the bot/droid thru a memory wipe/re-programming or other "adjustment". This poses challenges in following the laws or suffering the consequences (like CPU slow-down or going thru an "adjustment" session). For example, the player bot/droid should switch to their stunner versus humans instead of frying them with their plasma rifle. Or they must rescue humans in danger versus ignoring them. Or they could be "naughty", but there are consequences... This kind of tension makes for some creative and memorable role-playing.

Should all robotic types act the same?

Player robots and androids should have a few personality quirks; otherwise, bots/droids become very boring and players tend to start ignoring them.

How do robotic types communicate and open doors?

In my campaign, all robotic types have a communication device built in to access other communicators (certain frequencies) as well as network connection devices for computer access. Although, having the correct passwords are another matter... Since the color-coded access equates to a low-level frequency of radiation according to MA1E, all my bots/droids have a built-in device for opening things instead of carrying an ID card. I have it that this device may not successfully be extracted and used by any organic creature -- just in case a player tries to get too clever.



Robotic Construction

Robotic Hardware

Utilize the [SFGTK](#) p. 54 guidelines for general construction. The hardware list below provides more specific ideas of how to equip a new robotic design.

Hearing

- ☢ Normal
- ☢ Sub-sonic
- ☢ Ultra-sonic

Manipulation

- ☢ Claw
- ☢ Hand
- ☢ Pincer

Propulsion

- ☢ Anti-gravity
- ☢ Bipedal
- ☢ Hover
- ☢ Thrusters
- ☢ Tracks
- ☢ Wheels

Tools

- ☢ Armor
- ☢ Bin/Storage
- ☢ Bio Sensor
- ☢ Communications Device
- ☢ Computer Interface
- ☢ Electronics Analyzer
- ☢ EMP Shielding
- ☢ Environmental Analyzer
- ☢ Grader, Plow, Scoop
- ☢ Holo Recorder
- ☢ Laser Drill
- ☢ Light
- ☢ Medical Analyzer
- ☢ Metal Detector
- ☢ Motion Sensor
- ☢ Multi-Tool
- ☢ Personal Shield
- ☢ Plasma Torch
- ☢ Power Knife
- ☢ Power Saw

- ☢ Radiation Shielding
- ☢ Sprayer (acid, anti-radiation, fire retardant, pesticide, herbicide, water)
- ☢ Weapon
- ☢ X-Ray Device

Vision

- ☢ Visible
- ☢ Infravision
- ☢ Low-Light
- ☢ Microscopic
- ☢ Radar
- ☢ Sonar
- ☢ Telescopic
- ☢ Ultravision

Optional Robotics Damage

The robotic type may lose functionality when it is hit and/or damaged. For each hit, roll a die on the Robotic Functional Damage chart.

Robotic Functional Damage

Damage < Toughness

D20	
1 – 16:	No Effect
17:	Propulsion
18:	Tool/Appendage
19:	Hearing/Vision
20:	CPU

Damage >= Toughness

D20	
1 – 8:	No Effect
9 – 11:	Propulsion
12 – 14:	Tool/Appendage
15 – 17:	Hearing/Vision
18 – 20:	CPU

- ☢ **CPU:** Equivalent of Shaken
- ☢ **Propulsion:** Halve current Pace. A Pace of less than 1" is considered immobile.
- ☢ **Other Systems:** Non-functional until repaired

Robotic Skills Packages

All robotic types have skills in areas of their expertise, depending upon their designed programming. Note that other campaign-specific models may have most skill potential.

Robotic Model	Skill Points
Basic	10
Advanced	12
Superior	14

The levels above are a guideline to generating NPC robotics. Players may also use the following information for designing their hero. It is suggested that robot players start with the Superior level skill points, since robots do not learn. The challenge for robot heroes is to find places to upgrade, increase or change their skills software.

Android players start with the Advanced level skill points. This is more of a balancing factor, since androids may learn new skills.

Skills and Edges may be traded. An Edge = 2 points for skill purchase or trade.

General Robot Designs

The following robot package designs are the common types. These designs may be used as templates for scenario-specific robots that may have different skill/edge packages.

General Purpose Robot

General Purpose Robots are used as domestic help in homes and businesses.

General Purpose (Basic)

Driving D4, Fighting D4, Knowledge (Medicine) D4, Knowledge (General) D4, Notice D4, Persuade D4, Piloting D4, Repair D4, **Jack-of-All-Trades** Edge

Supervisor Robot

This package allows a robot, android or AI to command other robotic types.

Supervisor (Basic)

Base package: **Science, Engineering or Security (Basic)**
Enhancements: Smarts D8, **Command** Edge, **Level-Headed** Edge

Supervisor (Advanced)

Base package: **Supervisor (Basic)**
Enhancements: Smarts D10, **Command Presence** Edge

Supervisor (Superior)

Base package: **Supervisor (Advanced)**
Enhancements: Smarts D12, Improved **Level-Headed** Edge

Education Robot

Education

Fighting D4, Knowledge (General) D4, Knowledge (Science) D4, Knowledge (Engineering) D4, Knowledge (Medicine) D4, Knowledge (History) D4, Notice D4, Persuade D4.

Education (Basic)

Base package: **Education**
Enhancements: +2 Knowledge skills levels

Education (Advanced)

Base package: **Education**
Enhancements: +4 Knowledge skills levels

Education (Superior)

Base package: **Education**
Enhancements: +6 Knowledge skills levels

Science Robot

☢ Science

Fighting D4, Knowledge (Science) D6,
Knowledge (General) D4, Notice D6

☢ Environmental: Zoology (Basic)

Base package: **Science**
Enhancements: Shooting D6, **Zoology** Edge

☢ Environmental: Zoology (Advanced)

Base package: **Environmental: Zoology (Basic)**
Enhancements: Knowledge (Science) D8,
Shooting D8

☢ Environmental: Zoology (Superior)

Base package: **Environmental: Zoology (Advanced)**
Enhancements: **Zoology Specialist** Edge

☢ Environmental: Agricultural (Basic)

Base package: **Science**
Enhancements: Knowledge (Science) D8,
Repair D4, **Botanist** Edge

☢ Environmental: Agricultural (Advanced)

Base package: **Environmental: Agricultural (Basic)**
Enhancements: Knowledge (Science) D10,
Repair D6

☢ Environmental: Agricultural (Superior)

Base package: **Environmental: Agricultural (Advanced)**
Enhancements: **Botany Specialist** Edge

☢ Medical (Basic)

Base package: **Science**
Enhancements: Knowledge (Medicine) D6,
Medic Edge

☢ Medical (Advanced)

Base package: **Medical (Basic)**
Enhancements: Knowledge (Medicine) D8,
Knowledge (Science) D8

☢ Medical (Superior)

Base package: **Medical (Advanced)**
Enhancements: Knowledge (Medicine) D10,
Investigate D4

Engineering Robot

☢ Engineering

Fighting D4, Knowledge (Engineering) D6,
Knowledge (Science) D4, Notice D6, Repair D6.

☢ Engineering: Maintenance (Basic)

Base package: **Engineering**
Enhancements: Knowledge (Engineering) D8,
Repair D8

☢ Engineering: Maintenance (Advanced)

Base package: **Engineering: Maintenance (Basic)**
Enhancements: Knowledge (Science) D6,
Repair D10

☢ Engineering: Maintenance (Superior)

Base package: **Engineering: Maintenance (Advanced)**
Enhancements: **Mr Fix It** Edge

☢ Engineering: Computer (Basic)

Base package: **Engineering**
Enhancements: **Computer Technician** Edge

☢ Engineering: Computer (Advanced)

Base package: **Engineering: Computer (Basic)**
Enhancements: Knowledge (Engineering) D8,
Repair D8

☢ Engineering: Computer (Superior)

Base package: **Engineering: Computer (Advanced)**
Enhancements: **Computer Engineer** Edge

Security Robot

☢ Security

Fighting D6, Investigation D4, Knowledge (General) D4, Notice D6, Shooting D6

☢ Security: Investigator (Basic)

Base package: **Security**
Enhancements: Investigation D6, Knowledge (General) D6

☢ Security: Investigator (Advanced)

Base package: **Security: Investigator (Basic)**
Enhancements: Investigation D8, Notice D8

☢ Security: Investigator (Superior)

Base package: **Security: Investigator (Advanced)**
Enhancements: Investigation D10, Notice D10

☢ Security: Enforcer (Basic)

Base package: **Security**
Enhancements: Fighting D8, Shooting D8

☢ Security: Enforcer (Advanced)

Base package: **Security**
Enhancements: Fighting D10, Shooting D10

☢ Security: Enforcer (Superior)

Base package: **Security**
Enhancements: Fighting D12, Shooting D12

Military Robot

☢ Military

Fighting D6, Notice D6, Shooting D6

☢ Military: Armored Infantry (Basic)

Base package: **Military**
Enhancements: Driving D6, Notice D8, Shooting D8

☢ Military: Armored Infantry (Advanced)

Base package: **Military: Armored Infantry (Basic)**
Enhancements: Driving D8, Shooting D10

☢ Military: Armored Infantry (Superior)

Base package: **Military: Armored Infantry (Advanced)**
Enhancements: **Ace** Edge

☢ Military: Combat Engineer (Basic)

Base package: **Military**
Enhancements: Demolition D6, Throwing D6

☢ Military: Combat Engineer (Advanced)

Base package: **Military: Combat Engineer (Basic)**
Enhancements: Demolition D8, Throwing D8

☢ Military: Combat Engineer (Superior)

Base package: **Military: Combat Engineer (Advanced)**
Enhancements: Demolition D10, Shooting D8

☢ Military: Command (Basic)

Base package: **Military**
Enhancements: Knowledge(Combat) D6, **Level-Headed** Edge

☢ **Military: Command (Advanced)**

Base package: **Military: Command (Basic)**
Enhancements: Knowledge(Combat) D8, Notice D8

☢ **Military: Command (Superior)**

Base package: **Military: Command (Advanced)**
Enhancements: Knowledge(Combat) D10, **Command Presence** Edge

☢ **Military: Infantry (Basic)**

Base package: **Military**
Enhancements: Fighting D8, Shooting D8, Throwing D6

☢ **Military: Infantry (Advanced)**

Base package: **Military: Infantry (Basic)**
Enhancements: Fighting D10, Shooting D10

☢ **Military: Infantry (Superior)**

Base package: **Military: Infantry (Advanced)**
Enhancements: Fighting D12, Shooting D12

☢ **Military: Pilot (Basic)**

Base package: **Military**
Enhancements: Pilot D6, Notice D8, Shooting D8

☢ **Military: Pilot (Advanced)**

Base package: **Military: Pilot (Basic)**
Enhancements: Pilot D8, Shooting D10

☢ **Military: Pilot (Superior)**

Base package: **Military: Pilot (Advanced)**
Enhancements: **Ace** Edge

☢ **Military: Recon (Basic)**

Base package: **Military**
Enhancements: Notice D8, Shooting D8, Stealth D6

☢ **Military: Recon (Advanced)**

Base package: **Military: Recon (Basic)**
Enhancements: Fighting D8, Stealth D8

☢ **Military: Recon (Superior)**

Base package: **Military: Recon (Advanced)**
Enhancements: Notice D10, Stealth D10

☢ **Military: Sniper (Superior)**

Base package: **Military: Infantry (Advanced)**
Enhancements: **Marksman** Edge



GEAR

The following gear items are the common types. There can always be more or less advanced versions that offer differing capabilities. This adds some fun with players figuring out new features.

In a technological society, specialists without tools are somewhat hindered in the collection and analysis of information. To reflect this in the game, the GM should apply a -2 skill penalty to a technology skill check without the proper tools. This is a subjective case-by-case basis made by the GM.



Vladimir Manyuhin

Technology Index Classification

Since Savage Apocalypse, Savage Worlds and the Science Fiction toolkits have several gear items, the following table attempts to classify all the gear into Technology Index (TI) levels. SA uses the TI scale described in [SFGTK](#) p. 4. This directly relates to the item complexity for artifact discovery as well as a general measure for GMs to determine the technology available in their settings.

The following Technology Index expands upon the [SFGTK](#) and provides a general description for the GM to create needed items for each level.

- TI -3 Bronze Age:** Hand Powered weapons
- TI -2 Renaissance Age:** Primitive gunpowder weapons, steel melee weapons
- TI -1 Industrial Age:** World War I era weapons
- TI 0 Modern Age:** 20th century weapons
- TI 1 Space Age:** Solar system explored/colonized. Robot technology.
- TI 2 Colonization Age:** Nearest systems explored/colonized. Android technology.
- TI 3 Galactic Age:** Many systems explored/colonized. Semi-Sentient AI technology.



**Savage Apocalypse
V2.0**

General Technology Index for Gear

Savage Worlds	Technology Index
SWEX Gear	TI 0
Slug Pistol	TI 0
Hazmat Suit	TI 0
Assault Armor	TI 1
CryoStasis Chamber	TI 1
Electronics Analyzer	TI 1
EMP weapons	TI 1
Energy Melee weapons	TI 1
Environmental Analyzer	TI 1
Gauss weapons	TI 1
Hover Vehicles	TI 1
Impact Armor	TI 1
Light Infantry Armor (See SFGTK p. 6)	TI 1
Medical Analyzer	TI 1
Medium Infantry Armor (See SFGTK p. 6)	TI 1
Reflec	TI 1
SFGTK Flechette weapons p. 8	TI 1
SFGTK Gyrojet weapons p. 8	TI 1
SFGTK Hand Flamer p. 8	TI 1
SFGTK Motion Sensor p. 10	TI 1
SFGTK Plasma weapons p. 8	TI 1
SFGTK Rocket pistol p. 8	TI 1
Sonic Disrupter weapons	TI 1
Stealth Suit	TI 1
Stun weapons	TI 1
SWEX Laser weapons	TI 1
Tangler weapons	TI 1
Vac Suit	TI 1
Anti-Gravity (starships & vehicles only)	TI 2
Assault Power Armor	TI 2
Energy Shield Mk I	TI 2
Energy Sword (SWEX Laser sword)	TI 2
Fusion weapons	TI 2
Life Sensor	TI 2
SFGTK Battle Suit power armor p. 51	TI 2
SFGTK Scout Suit power armor p. 51	TI 2
Personal Anti-Gravity devices	TI 3
Energy Shield Mk II	TI 3
Nano-Technology	TI 3
Personal Energy Shield	TI 3
SFGTK Autodoc p. 15	TI 3
SFGTK Disintegrator weapons p. 8	TI 3

New and Modified Gear

Weapon	Range	Damage	ROF	Cost	Wgt	Shots	STR	TI	Special
Slug Pistol, Light								0	See SWEX Ruger .22
Slug Pistol, Medium								0	See SWEX Glock 9mm
Slug Pistol, Heavy								0	See SWEX Desert Eagle .50
Assault Armor I								1	See SWEX Infantry Battle Suit
Assault Armor II								1	See SWEX Hard Armor
Impact Armor								1	See SWEX Kevlar Vest, inserts
Reflec								1	See SFGTK Reflective Vest
Assault Power Armor								2	See SWEX Heavy Suit Powered Armor
Energy Knife	Melee	Str+D4+8	--	700	1	--	--	2	AP8, H-Cell
Energy Sword	Melee	Str+D8+8	--	1200	2	--	--	2	AP12, H-Cell
Fusion Pistol	12/24/48	2D10	1	900	4	6	--	2	H-Cell
Fusion Rifle	24/48/96	3D10	1	1200	9	20	D6	2	H-Cell
Gauss Pistol	15/30/60	2D6	1	400	3	30	--	1	3RB; H-Cell
Gauss Rifle	30/60/100	2D6+2	1/3	600	8	30	D6	1	AP1, Auto, 3RB; H-Cell
Grenade, EMP	5/10/20	Special	1	75	1	--	--	1	Military
Grenade, Fusion	5/10/20	5D6	1	125	1	--	--	2	Military
Grenade, Incendiary	5/10/20	Special	1	75	1	--	--	0	Military
Grenade, Plasma	5/10/20	4D6	1	100	1	--	--	1	Military
Grenade, Smoke	5/10/20	Special	1	10	1	--	--	0	
Grenade, Stun	5/10/20	Stun	1	25	1	--	--	1	Security, Military
Hand Flamer	Cone	2D8	1	250	4	6	D6	1	See SWEX Flamethrower
Plasma Torch	Melee	2D6	--	200	2	30	--	1	H-Cell, cuts materials
Power Gloves	Melee	Str+D6/D12	--	200	2	30	D6	1	H-Cell
Power Knife	Melee		--		1	--	--	1	See SWEX Molecular Knife, H-Cell
Power Saw	Melee	2D6+6	--	200	3	--	D6	1	H-Cell, cuts materials
Power Sword	Melee		--		8	--	--	1	See SWEX Molecular Sword, H-Cell
Sonic Disrupter Pistol	10/20/30	3/2/1D6	1	250	3	16	--	1	D4 damage die for medium/heavy armored targets; H-Cell
Sonic Disrupter Rifle	20/40/60	3/2/1D8	2	400	8	30	D6	1	Semi-Auto. D6 damage die for medium/heavy armored targets; H-Cell
Stun Pistol	10/20/40	Stun	1	200	3	30	--	1	H-Cell
Stun Rod	Touch	Stun	1	75	1	20	--	0	C-Cell
Tangler Pistol	5/10/20	Special	1	300	3	5	--	1	C-Cell

Bio Sensor

This tool is capable of detecting and providing data on living, organic life forms, detecting brain wave activity. This device only provides the general category of life (humanoid, animal, other) and a Size category. This is not a medical information device. Any analysis may be filtered by user-provided criteria. The device has an effective range of 20 yards, but a Smarts roll may increase the range to 30 yards (raise = 40 yards). Any analysis may be filtered by user-provided criteria.

Communications

Communication units have video and audio. All comms have the same features, but the larger units have longer range. The listed range is for direct communication or access to a communication node. A comm node can communicate with anyone on the net or another networked device.

- ☢ **Micro-Comm:** watch size, range 5 miles, C-Cell: 10 hours
- ☢ **Mini-Comm:** handheld, range 100 miles, 2 C-Cells: 10 hours
- ☢ **Tactical Comm:** pack size, range 1000 miles, H-Cell: 10 hours
- ☢ **Planetary Comm:** box size, range 10,000 miles, 2 H-Cells: 10 hours
- ☢ **Stellar Comm:** large crate size, range 1 million miles, N-Cell: 10 hours

Military and government units will have special features:

Secure communication
Comm analysis: provides bonus to analysis skills or speed of action

Computers

- ☢ **MicroComp:** +1 Knowledge skills. Watch size, basic functions, GPS, C-Cell: 8 hours, network with wireless
- ☢ **MiniComp:** +2 Knowledge skills. Handheld unit, GPS and some specialized applications, 2 C-Cells: 12 hours, network with wireless or wireline

- ☢ **DeskComp:** +3 Knowledge skills. Laptop size, specialized apps, GPS, H-Cell: 20 hours, network with wireless or wireline
- ☢ **Cluster Computer:** +4 Knowledge skills. rack size supercomputer, specialized apps, dedicated power.

A skill die result of 1 always fails, regardless of bonuses.

Electronics Analyzer/Toolkit

This tool allows the user to collect data about and troubleshoot any electronics device. This kit comes with various hand tools, common replacement parts and a PDA with wireless and wire line computer interfaces.

The energy analyzer function collects and determines information about any type of energy form. For example, this tool can provide data for power sources, broadcast signals or radiation. The device has two modes of operation, sweep and scan. Sweep mode has an effective range of 50 yards (100 yards with a Smarts roll), providing a general overview of the area around the device. Scan mode requires that the substance to be analyzed must be within 1" of the device, providing detailed and exhaustive data. Any analysis may be filtered by user-provided criteria.

The type I device, TI 1, provides a +1 Knowledge: Engineering skill bonus.
The type II device, TI 2, provides a +2 Knowledge: Engineering skill bonus.

Energy Melee Weapons

All energy weapons are high power-cost devices; see Power Cell Lifetime. The Energy Knife/Sword are more powerful versions of the Power blades.

Energy Shields

The energy shield adds to the user's Toughness, depending on the utilized power setting.

Low Power: +5 Toughness
Moderate-Power: +10 Toughness
High Power: +20 Toughness

At the end of the combat session or every one minute, make a Power Cell test based on the shield power setting.

- ☢ **Energy Shield:** Large pack size, Mark I: Medium Burst Template (TI 2), Mark II: Large Burst Template (TI 3), N-Cell, dedicated power.
- ☢ **Personal Energy Shield:** Small belt, Small Burst Template, H-Cell.

Environmental Analyzer

The Enviro Analyzer has a combination of sensors and software to collect and determine information about any sampled atmosphere, liquid or substance. This tool does not see or understand energy forms, like radiation. The device has two modes of operation, sweep and scan. Sweep mode has an effective range of 25 yards (50 yards with a Smarts roll), providing a general overview of the area around the device. Scan mode requires that the substance to be analyzed must be within 1" of the device, providing detailed and exhaustive data. Any analysis may be filtered by user-provided criteria.

Type I device, TI 1, provides a +1 Knowledge: Science skill bonus.

Type II device, TI 2, provides a +2 Knowledge: Science skill bonus.

Flame Weapons

The Hand Flamer and Flamethrower are high power-cost devices; see Power Cell Lifetime. These items use a special flame fuel cell.

Grenades

EMP Grenade

EMP effects in a Medium Burst Template.

Fusion Grenade

A Fusion grenade is a rare and devastating TI-2 weapon that is a restricted, military-grade item. This is similar to the Mk67 Pineapple grenade from [SWEX](#) p. 53, but the damage is 5D6.

Incendiary Grenade

Special: Fire damage. Medium Burst Template.

An exploding incendiary grenade scatters sticky, flaming liquid across everything in the blast radius. Incendiary grenades are commonly called napalm or fuel-air explosive (FAE) grenades. An incendiary grenade causes 2D10 damage on the turn it explodes. The burning liquid sticks to the victim, causing a fire check (See [SWEX](#)) of a D6: 5-6. A character that passes an Agility check takes only half damage.

Plasma Grenade

A Plasma grenade is a powerful TI-1 weapon. This is a military-grade weapon carried by the standard, TI-1 trooper. This is similar to the Mk67 Pineapple grenade from [SWEX](#) p. 53, but the damage is 4D6.

Smoke Grenade

A smoke grenade produces a thick cloud of smoke that both blocks vision. Smoke grenades are available in colors so they can be used as signals. Anyone in the blast radius on the turn the grenade explodes must make a Vigor Roll. If the character fails the check he has a -2 on all ability checks for 1D10 turns, due to coughing and blurred vision. The smoke will continue to spread 3 meters/turn for five turns, when it will cover an area 30 meters in diameter. The smoke cloud gives light cover to anyone behind it or inside it. The smoke screen will last for 10 minutes.

Stun Grenade

This TI-1 weapon is used by security, law-enforcement and military forces. See [SWEX](#) p. 144, Stun Monstrous ability. The Vigor test modifier is -2.

Tear Gas Grenade

This weapon is used by security, law-enforcement and occasionally by military forces. All targets whose eyes are exposed to this gas must make a Vigor -4 test per round or suffer blindness for 10 minutes. Goggles or a gas mask provides immunity, and make-shift protection reduces the test to Vigor -2.

Hazmat Suit

This bulky environmental suit protects against radiation, chemical and biological agents. The suit has a small pack unit on the back that provides air, filters contaminated air, air-conditioner and heater. The suit is controlled by a small belt unit and has no armor protection. This piece of gear uses an H-Cell and is a low power-cost device; see Power Cell Lifetime.

Medical Gear

All medical gear is TI-1, unless otherwise noted.

Serum Drugs

Medical serums come in small, labeled, 1" cylinders of various colors. They require a syringe to be used.

Detox I Serum

Detox acts as a chemical neutralizer, clearing the system of all good and bad chemical effects. This also acts as a poison antidote if taken with one minute of being poisoned. The user then suffers no additional poison damage. Lethal poisons merely leave the victim Shaken. Detox I comes in a light blue cylinder.

Detox II Serum

Detox acts as a chemical neutralizer, clearing the system of all good and bad chemical effects. This also acts as a poison antidote if taken with two minutes of being poisoned. The user then suffers no poison damage and all effects are reversed/removed. Detox II is dark blue in color and is TI-2.

Interro Serum

Interro is an interrogation drug that comes in a violet cylinder. The target makes a Smarts test -4 to truthfully answer questions. Note that **Medically Incompatible** acts as a **bonus** to this test, since human drugs are not as effective on mutants. The questioning period lasts 10 minutes.

Success: Shaken
Failure: Answer 3 questions
Critical Failure: Answer 10 questions

Mendolar Alpha Serum

This is a healing drug (light green cylinder). Mendolar Alpha grants an immediate Natural Healing +2 test. Mutants must apply their **Medically Incompatible** modifier.

Mendolar Beta Serum

This is a TI-2 healing drug (dark green cylinder). Mendolar Beta grants an immediate Natural Healing +4 test. Mutants must apply their **Medically Incompatible** modifier.

Radann Minor Serum

Radann is a radiation antidote. If taken within one minute of radiation exposure, the user immediately makes a Vigor test to heal the effects of radiation exposure. Each success and raise cures 1 Fatigue and 1 Wound. Radann Minor comes in an orange cylinder.

Radann Major Serum

Radann is a TI-2 radiation antidote. If taken within one minute of radiation exposure, the

user immediately makes a Vigor +2 test to heal the effects of radiation exposure. Each success and raise cures 1 Fatigue and 1 Wound. Radann Major comes in a red cylinder.

Stimulant Drugs

Stimulants ("Stims") are produced in tablet form. Color-coding and labels indicate their effect. After the effects of a stim wears off, the user must pass a Vigor test or become Shaken.

Medically Incompatible modifiers apply to stimulant duration rolls and Vigor tests.

Acceleron Stimulant

Yellow tablet that increases Pace +3 for 2D3 rounds.

Action Stimulant

Blue tablet that increases initiative (Improved Level-Headed edge) for 2D3 rounds.

Agility Stimulant

Light blue tablet that increases Agility +1 die type for 2D3 rounds.

Berserk Stimulant

Red tablet that has the same effect as the Berserk edge for 2D3 rounds.

Combat Stimulant

Black tablet that ignores Fatigue, Wound and Shaken effects for 2D3 rounds.

Defense Stimulant

Pink tablet that gives the Improved Dodge edge for 2D3 rounds.

Fortify Stimulant

Beige tablet that boosts health +1 Wound for 2D3 rounds.

Spirit Stimulant

White tablet that increases Spirit +1 die type for 2D3 rounds.

Strength Stimulant

Orange tablet that increases Strength +1 die type for 2D3 rounds.

Toughness Stimulant

Violet tablet that provides +2 Toughness effects for 2D3 rounds.

Vigor Stimulant

Green tablet that increases Vigor +1 die type for 2D3 rounds.

First Aid Kit

This small pouch contains drugs and bandages for a one-time healing bonus of +1.

Medical Analyzer

This device scans the patient, helping determine the patient's medical status. Note that the Medically Incompatible mutational hindrance modifier affects the physician's skill test. This device also acts as a Life Sensor.

☢ **Type I Medical Analyzer**, TI 1, provides a +1 Knowledge: Medicine skill bonus.

☢ **Type II Medical Analyzer**, TI 2, provides a +2 Knowledge: Medicine skill bonus.

Medkit

A med kit has specialized equipment the medic needs to perform his or her job. The kit weight is 3 and can be carried in a backpack. The med kit contains the common items like anesthetic, bandages, but also has special items.

☢ Type I Medical Analyzer

☢ 2 Hypo injectors

☢ 5 doses stimulant: to revive unconscious individuals

☢ 5 doses sedative

- ☢ Laser Scalpel: see SWEX Molecular Knife
- ☢ 2 doses Detox I serum
- ☢ 2 doses Mendolar Alpha serum
- ☢ 2 doses Radann Minor serum

Power Cells

Power cells are sealed, self-contained power sources similar to batteries. However, power cells may power small, consumer devices as well as large industrial technology.

Nuclear Power Cell (N-Cell)

The Nuclear Power Cell is a cylinder that is 6" in diameter and 18" long, containing radioactive fuel for small nuclear reactors, vehicles, homes or small buildings. N-Cells are typically used in medium to large commercial and government applications as well as a private residence.

N-Cells may only be re-charged in a special facility at a reactor. The charging station is operated by trained personnel and takes 4 hours to charge and decontaminate the power cell. Breaching an N-Cell causes its pressurized contents to be spewed over a Large Burst Template, and considered a D12 intensity, Extreme Level radiation area.

Hydrogen Power Cell (H-Cell)

This technology is a future version of modern-day power cells that use hydrogen conversion to generate power with H₂O as a waste product. H-Cells are the size and shape of a D-battery. Hydrogen Power Cells are primarily used in commercial and high-end consumer products.

Re-charging H-Cells requires an 18" x 24" box-like, powered device using H₂O and that is only available to commercial power businesses. Re-charge time is 4 hours. Therefore, the typical person or business purchases H-Cells as needed.

Chemical Power Cell (C-Cell)

A Chemical Power Cell is a thin, 1" disk whose primary use is for residential and light

commercial use. C-Cells are replenished with a readily available solar charger or dedicated power charger (a 2"x3" box). Solar charging takes 4 hours while dedicated power charging takes 1 hour.

Power Gloves

This metal-lined cestus causes +1D6/+1D12 damage by delivering an electrical shock. This TI-1 device has 30 charges from an H-Cell. A normal attack uses 1 charge for +1D6 damage. A power attack consumes 5 charges for +1D12. Used un-powered, the Power Gloves adds +1 damage. The type of attack must be stated before the combat skill test is rolled.

Power Melee Weapons

All power weapons are medium power-cost devices; see Power Cell Lifetime. When de-powered, the weapon statistics are just like its basic type. The Power Knife/Sword are the [SWEX](#) Molecular Knife/Sword.

Stealth Suit

A stealth suit is form-fitting outer wear that provides camouflage and hides infrared emissions. The suit grants +2 Stealth.

Stun Rod

A stun rod is a copper-colored tube 30 cm long and 3 cm in diameter, with an insulated grip. See [SWEX](#) p. 144, Stun Monstrous ability. The Vigor test modifier is -2. A successful hit uses 1 charge. A C-Cell can be fit into the handle (10 uses), or the weapon can be connected to a belt pack (30 uses) or power pack (120 uses).

Stun Pistol

See [SWEX](#) p. 144, Stun Monstrous ability. The Vigor test modifier is -2.

Tangler Pistol

Special: Small Burst Template.

An exploding tangler round throws out hundreds of strong, sticky polymer threads in a Small Burst Template. These threads stick to everything within the blast radius. A creature may try once (Str versus 15) to break free of tangler threads in one turn. An entangled individual cannot move until the threads decay (in 30 minutes) or until solvent is spread over the threads.

Each ammunition magazine also has a small spray dispenser of solvent. Tanglers are high power-cost devices; see Power Cell Lifetime.

Vac Suit

A vacuum suit is form-fitting outer wear that provides protection from the atmospheric conditions. The suit has a small pack unit on the back that provides air, filters contaminated air, air-conditioner and heater. The vac suit is controlled by a small belt unit and has no armor protection. This piece of gear uses an H-Cell and is a low power-cost device; see Power Cell Lifetime.



Artifacts

Artifacts are found from a variety of encounters in the game world, be it from creatures, lost ruins and various other strange sources.

Determining Treasure

The GM generates the amount and type of treasure based upon the Encounter Difficulty Level by first determining the Treasure Category.

Treasure Category Table

Encounter Difficulty Level	Treasure Category
Formidable	V
Difficult	IV
Challenging	III
Average	II
Easy	I

The Artifacts Found table indicates how many valuable treasures are found. The GM may feel free to also add a number of useless items as well.

Artifacts Found Table

Treasure Category	Artifacts Found
V	10
IV	8
III	6
II	4
I	2

The artifacts found indicate the number of times to roll on the Artifact Type table. After an artifact is determined, generate the condition of the artifact utilizing the Artifact Condition table. Then, a hero may discover the function of the artifact through the Discovering Artifact procedure. The GM should change items that do not fit the campaign.

For example, a Major Treasure cache may contain 2 Uncommon (TI 1) artifacts (a roll of D10: 5 on the Major Treasure table). The artifact type for the two items are a weapon (D10: 2) and a tool (D10: 9). The GM chooses a Molecular Sword and an Engineering ID. The sword has a low power cell (D10: 7) and the ID is operational (D10: 10).

Artifact Types and Conditions

These tables on the following pages determine what is found and in what state the artifact exists.

Artifact Type

D10

- 1 – 2:** Weapons
- 3 – 4:** Armor
- 5 – 6:** Medical
- 7 – 9:** Tool
- 10:** Vehicle

Artifact Condition

D10

- 1 – 2:** Major repair needed (Repair roll -2)
- 3 – 5:** Minor repair needed (Repair roll)
- 6 – 8:** Usable condition (power cell at 50%)
- 9 – 10:** Mint condition (power cell at 100%)

During repair attempts, one critical failure or two normal failures break the artifact beyond all repair. It becomes scrap.



Artifact Type Tables

Weapons

D100

1 – 10:	Ammunition
	D10
1 – 2:	Flame
3 – 5:	Gauss
6 – 7:	Slug
8 – 10:	Tangler
11 – 12:	Bow
13 – 15:	Brass Knuckles/Cestus
16 – 17:	Crossbow
18 – 19:	Dart (1D3+1)
20:	Disintegrator Pistol
21:	Disintegrator Rifle
22:	Energy Knife
23:	Energy Sword
24 – 25:	Flamethrower
26 – 27:	Flechette Pistol
28 – 29:	Flechette Rifle
30 – 31:	Flechette SMG
32 – 33:	Fragmentation Grenade
34:	Fusion Grenade
35:	Fusion Pistol
36:	Fusion Rifle
37 – 38:	Gauss Pistol
39 – 40:	Gauss Rifle
41 – 42:	Gyrojet Pistol
43 – 44:	Gyrojet Rifle
45 – 46:	Hand Flamer
47 – 48:	Incendiary Grenade
49 – 51:	Knife/Bayonet
52:	Laser MG
53 – 54:	Laser Pistol
55:	Laser Rifle
56 – 58:	Mace/Club
59 – 60:	Mine
61:	Plasma Grenade
62:	Plasma Pistol
63:	Plasma Rifle
64 – 65:	Power Gloves
66 – 67:	Power Knife
68 – 69:	Power Sword
70 – 71:	Rocket Launcher
72:	Satchel Charge
73 – 74:	Slug MG
75 – 76:	Slug Pistol
	D6
1 – 3:	Light
4 – 5:	Medium
6:	Heavy
77 – 78:	Slug Rifle
79 – 81:	Smoke Grenade
82 – 83:	Sonic Disruptor Rifle
84 – 85:	Sonic Pistol
86 – 87:	Spear
88 – 89:	Stun Grenade

90 – 91:	Stun Pistol
92 – 93:	Stun Rod
94 – 95:	Sword
96 – 97:	Tangler Pistol
98 – 100:	Tear Gas Grenade

Armor

D100

1 – 2:	Assault Suit powered armor
3 – 4:	Battle Suit powered armor
5 – 6:	Energy Shield
7 – 8:	Heavy Suit Powered Armor
9 – 21:	Helmet
22 – 27:	Impact Armor: See Kevlar Vest - inserts
28 – 40:	Leather Arm/Leg armor
41 – 53:	Leather Vest
54 – 59:	Light Infantry Armor: See Flak Jacket
60 – 65:	Medium Infantry Armor: See Kevlar Vest
66 – 67:	Personal Energy Shield
68 – 73:	Reflec: See SFGTK Laser Absorbing Armor
74 – 75:	Scout Suit powered armor
76 – 88:	Shield, Melee
89 – 94:	Assault Armor I: See Infantry Battle Suit
95 – 100:	Assault Armor II: See Hard Armor

Medical

D100

1:	AutoDoc
2 – 11:	CryoStasis Chamber
12 – 21:	Detox I Serum (D3 quantity)
22 – 26:	Detox II serum
27 – 45:	First Aid Kit (D3 quantity)
46 – 55:	Interro Serum (D3 quantity)
56 – 60:	Medkit
61 – 70:	Mendolar Alpha Serum (D3 quantity)
71 – 75:	Mendolar Beta serum
76 – 80:	Radann Major serum
81 – 90:	Randann Minor Serum (D3 quantity)
91 – 100:	Stimulant (1D3+1 quantity)

D12

1:	Accelaron
2:	Action
3:	Agility
4:	Berserk
5:	Combat
6:	Defense
7:	Fortify
8:	Spirit
9:	Strength
10:	Toughness
11:	Vigor
12:	Pick any

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Tools

D100

1 – 3:	Anti-Gravity Sled
4:	Bio Sensor
5 – 9:	Chemical Power Cell
10 – 12:	Colonist ID
13:	Computer Cluster
14:	DeskComp
15 – 17:	Electronics Analyzer MkI
18:	Electronics Analyzer MkII
19 – 21:	Engineering ID
22 – 24:	Enviro Analyzer MkI
25:	Enviro Analyzer MkII
26 – 27:	Enviro Suit
28 – 30:	Flashlight
31 – 32:	Food (1 person/1 day)
33 – 35:	Herbicide
36 – 40:	Hydrogen Power Cell
41 – 42:	Language Translator
43 – 45:	Medical Analyzer MkI
46:	Medical Analyzer MkII
47 – 49:	Medical ID
50 – 52:	Micro-Comm
53 – 55:	MicroComp
56:	Military Command ID
57:	Military ID
58 – 60:	Mini-Comm
61 – 63:	MiniComp
64 – 66:	Motion Sensor
67 – 68:	Nuclear Power Cell
69 – 71:	Pesticide
72:	Planetary Comm
73 – 74:	Plasma Torch
75 – 76:	Power Saw
77 – 79:	Rope (50') & Climbing Hook
80 – 82:	Science ID
83 – 84:	Stealth Suit
85:	Stellar Comm
86 – 88:	Surveillance Gear/1D3+1 Micro-Cameras
89 – 91:	Survival gear
92 – 94:	Tactical Comm
95 – 97:	Video Camera
98 – 100:	Vision Goggles/Binoculars (with IR, Low-Light)

83 – 85:	Military Jet
86 – 88:	Military transport plane
89 – 95:	Military Truck
96 – 98:	Shuttle
99:	Spacecraft
100:	Tank

Vehicles

D100

1 – 15:	Civilian Flycycle
16 – 22:	Civilian Helicopter
23 – 29:	Civilian Hovercraft
30 – 36:	Civilian Jet
37 – 51:	Civilian Sedan
52 – 66:	Civilian Truck
67 – 69:	Military APC
70 – 72:	Military Helicopter
73 – 75:	Military IFV
76 – 82:	Military Jeep

Discovering Artifacts

The GM's campaign guide should indicate the hero's starting Technology Index (TI) knowledge level. This is important to discovering the functions of artifacts.

Procedure

Use the [Data Point](#) system. A hero spends 10 minutes (per skill roll) with an artifact to determine how it works. Artifacts require Data Points according to the following table. Since this is a guideline, GMs may adjust according to the situation.

Artifact Complexity Rating

Simple	3
Average	4
Difficult	5
Complex	6

The total Data Points to understand the artifact is determined by multiplying the difference of the hero's and artifacts's TI and the Complexity Rating.

Required Data Points =
[(Item TI - Hero TI) x Complexity Rating]

For example, a TI-1 hero attempting to decipher a TI-2, Average device will need 8 Data Points to understand the artifact [(TI-2 - TI-1) x 4 = 4]. For all [SWEX](#) gear use the appropriate TI number from the previous table unless otherwise noted.

To decipher the artifact's functions, the GM chooses an appropriate skill that most closely matches a device. If none is obvious or the hero does not possess that skill, the hero should use their Smarts attribute.

Artifact Failures




For each failure, roll on the following table. Note that these effects serve as informational clues to the user in figuring out artifacts. They are not intended to cause damage.

Players should consider a failure somewhat of a blessing in disguise. Receiving one bad result may just be bad luck. If the heroes receive more than one failure result, that indicates they may be in over their head, possibly becoming seriously injured and/or severely damaging the artifact.

Artifact Failure Results

D6

- 1:** No Affect
- 2 – 3:** Dangerous Warning
- 4 – 5:** Wild Warning
- 6:** Wild & Dangerous Warning

-  **Dangerous Warning:** "Harmful condition is imminent." If no speech capability, then a flashing red light, sound or other warning indication.
-  **Wild Warning:** Minor Function warning activated that has a visible and/or audible result.
-  Combination of **Dangerous** and **Wild** warnings.



Artifact Critical Failure Results

For each critical failure, roll on the following table. This is intended as a serious effect.

Artifact Critical Failure Results

D6

- Even:** Wild Accident
- Odd:** Dangerous Accident

-  **Wild Accident:** The device operates with one of its functions, but breaks after obvious signs of failure. Major repair needed (Repair -4); ruined if the Repair roll failed.
-  **Dangerous Accident:** The artifact causes damage. Depending on the type of artifact, the GM determines the amount of damage.

CREATURES

Android, Engineering Supervisor

The engineering supervisor android oversees other engineering androids and robots in government and business capacities. Human slang for this model is "TechBoss".

Software Configuration

Attributes: Agility D6, Smarts Special, Spirit D6, Strength D6, Vigor D8

Skills: Special

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- ☢ Android traits
- ☢ **Basic:** Smarts D8, Fighting D6, Engineering package, Supervisor (Basic) package
- ☢ **Advanced:** Smarts D10, Fighting D6, Science package, Supervisor (Advanced) package
- ☢ **Superior:** Smarts D12, Fighting D6, Science package, Supervisor (Superior) package

Android, Science Supervisor

The science supervisor android manages other science androids and robots for governments and businesses. Human slang for this model is "SciBoss".

Software Configuration

Attributes: Agility D6, Smarts Special, Spirit D6, Strength D6, Vigor D8

Skills: Special

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- ☢ Android traits
- ☢ **Basic:** Smarts D8, Fighting D6, Science package, Supervisor (Basic) package
- ☢ **Advanced:** Smarts D10, Fighting D6, Science package, Supervisor (Advanced) package

- ☢ **Superior:** Smarts D12, Fighting D6, Science package, Supervisor (Superior) package

Android, Security Supervisor

The security supervisor android directs other security androids and robots in government and business capacities. Human slang for this model is "SecBoss".

Software Configuration

Attributes: Agility D6, Smarts Special, Spirit D6, Strength D6, Vigor D8

Skills: Special

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- ☢ Android traits
- ☢ **Basic:** Smarts D8, Fighting D6, Security (Basic) package, Supervisor (Basic) package
- ☢ **Advanced:** Smarts D10, Fighting D6, Science package, Supervisor (Advanced) package
- ☢ **Superior:** Smarts D12, Fighting D6, Science package, Supervisor (Superior) package

Assassin Bug

The assassin bug uses stealth and camouflage to get close to prey, then rush in. Attacks with long barb and injects a digestive enzyme into the victim. After the prey dies, the assassin bug drinks the nutrients.

Attributes: Agility D6, Smarts D6 (A), Spirit D4, Strength D8, Vigor D6

Skills: Fighting D8, Notice D6, Stealth D10

Pace: 10; **Parry:** 6; **Toughness:** 7 (2)

Special Abilities:

- ☢ **Bite:** Str+D6. If a bite attack succeeds, the bug's proboscis is stuck in the target. On following rounds after the first attack, the bug injects a digestive enzyme that causes 2D6 (ignoring armor). The unfortunate target must succeed in an opposed Strength roll to remove the proboscis.
- ☢ **Chitinous Armor:** +2 Toughness

Bearkin

A Bearkin is a sentient, mutated golden bear that is 10 feet tall. Bearkins usually use bows, clubs, spears or technology items when found. They are not overly aggressive unless their person, territory or clan is threatened. Bearkin are very loyal and trustworthy allies. It's difficult to earn their trust, but once earned, one is essentially a member of the clan.

Attributes: Agility D6, Smarts D6, Spirit D8, Strength D12+4, Vigor D10

Skills: Fighting D8, Shooting D6, Swim D6, Climb D4, Notice D8, Knowledge: General D6, 1 Knowledge skill D6, Mutant D8

Pace: 8; **Parry:** 6; **Toughness:** 10 (1)

Gear: Any weapons or very large armor is usable.

Special Abilities:

- ☢ Claws Str+D4, Pin: raise pins target that requires an opposed Str test to escape. Attackers receive a +2 hit bonus for a pinned target.
- ☢ Bite Str+D6
- ☢ Fur: +1 Toughness
- ☢ Size +2: +2 Toughness
- ☢ Large: +2 for attackers
- ☢ Mutation: Improved Intelligence
- ☢ Mutation: Teleportation
- ☢ Mutation: Precognition
- ☢ Mutation: Telepathy
- ☢ Mutation: Manipulative paws: -1 skill with items made for human hands
- ☢ Hindrance: Bad Eyes
- ☢ Hindrance: Anemic: Paralysis x2 (-4 to paralysis attacks)

Blood Fly Swarm

See [SWEX](#) Swarm rules p. 154. Blood Flies are sensitive to fire, suffering +2 damage from all fire attacks.

Blood Lily

The Blood Lily is a large 4-foot to 6-foot lily with various shades of red. Hidden inside the

beautiful flower is a 2-foot, chitinous, hollow spear attached to a 5-foot tube. This nutrient collection device shoots at any mammal within 6". It senses prey by their body heat. After piercing the target, the plant feasts, turning a deep red and goes dormant for 4 hours.

Attributes: Agility D8, Smarts D4 (A), Spirit D4, Strength D4, Vigor D4

Skills: Fighting D8, Notice D8

Pace: 0; **Parry:** 6; **Toughness:** 4

Special Abilities:

- ☢ Spear: Str+D6, Reach 1, plus paralysis poison -2 that lasts for 15 – Vigor rounds. It takes one action to free oneself after getting hit. Each round after the first the victim loses 1 Wound/round.
- ☢ Mutation: Infravision
- ☢ Plant: Piercing weapons cause half damage
- ☢ Plant: Immune to tests of Will

Broo

Mutant, sentient goat-men that are bloodthirsty and cruel. For this reason they instill fear in others. Broo are more of an anarchy, boss-ruled society. The Broo tribes are lead by the Shaman, an office won by brute force, skill and trickery. They are always on the hunt for food, loot, slaves and fun (destruction). Broo are too busy fulfilling their selfish desires to have any grand plans that involves more than just today.

Attributes: Agility D8, Smarts D6, Spirit D6, Strength D6, Vigor D6

Skills: Fighting D6, Shooting D6, Notice D6, Mutant D6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Gear: Any weapons or items are usable.

Special Abilities:

- ☢ Mutation: Speech
- ☢ Mutation: Improved Intelligence
- ☢ Mutation: Modified Body Parts: Hands
- ☢ Fur: +1 Toughness
- ☢ Mutation: 1 other random mutation
- ☢ Tribe Shaman: receives 1D3 mutations and has 2 wounds

Burning Bush

The mature version of this mutated plant bursts into flame if it's disturbed. The Burning Bush stands two feet tall and is recognized by the slight reddish hue of its bark. Note that those in the area of effect have a chance to catch on fire, including other Burning Bushes.

Attributes: Agility D4, Smarts D4 (A), Spirit D4, Strength D4, Vigor D4

Skills: None

Pace: 0; **Parry:** 2; **Toughness:** 4

Special Abilities:

- ☠ Fire Damage: See [SWEX](#) Blast power p. 87, Small Burst Template
- ☠ Plant: Piercing weapons cause half damage
- ☠ Plant: Immune to tests of Will

Camo Bear

This mutated black bear stands 8 feet tall, sneaking to surprise and subdue prey.

Attributes: Agility D6, Smarts D6 (A), Spirit D8, Strength D12, Vigor D10

Skills: Fighting D8, Climbing D6, Notice D8, Swim D4, Stealth D8, Mutant D8

Pace: 5; **Parry:** 6; **Toughness:** 10 (1)

Special Abilities:

- ☠ Claws Str+D4 (quills) +D6, bite Str+D6, +1 bite if claws hit.
- ☠ Fur: +1 Toughness
- ☠ Size +2: +2 Toughness
- ☠ Big: +1 to hit
- ☠ Mutation: Chameleon Power
- ☠ Mutation: Regeneration

Circe Vine

This singing vine trades knowledge for technology items.

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D6, Vigor D6

Skills: Fighting D6, Shooting D6, Notice D6, Mutant D6

Pace: 3; **Parry:** 5; **Toughness:** 5

Gear: Any weapons or items are usable.

Special Abilities:

- ☠ Mutation: Improved Intelligence
- ☠ Mutation: Gas Generation: Pacify
- ☠ Mutation: Telepathy
- ☠ Mutation: Manipulative vines: for tool use (-1 to all human tools)
- ☠ Plant: Piercing weapons cause half damage
- ☠ Plant: Immune to tests of Will

Cougarus

Cougarus are intelligent, mutated cougars. They inhabit most climates except deserts.

Attributes: Agility D8, Smarts D6, Spirit D8, Strength D8, Vigor D8

Skills: Fighting D8, Shooting D6, Climbing D6, Notice D8, Stealth D8, Run D8

Pace: 8; **Parry:** 6; **Toughness:** 7(1)

Special Abilities:

- ☠ Bite: Str+D8, Claws: Str+D6 (If Claws hit, then Bite +1 to hit)
- ☠ Fur: +1 Toughness
- ☠ Improved Pounce
- ☠ Mutation: Improved Intelligence
- ☠ Mutation: Low Light Vision
- ☠ Mutation: Manipulative paws: -1 skill with items made for human hands
- ☠ Mutation: Energy Resistance: Paralysis
- ☠ Mutation: Energy Resistance: Laser
- ☠ Mutation: Energy Resistance: Electrical
- ☠ Mutation: Mental Immunity
- ☠ Hindrance: Attraction Odor
- ☠ Hindrance: Mental Block: Robots

Drifting Bomb Plant

This weird, mutant plant is a fragile, but deadly specimen of the post-holocaust world. The Drifting Bomb Plant is a cluster of ivy-like vines that floats from 10-20 feet from the ground on a bladder of gas. This small, flora quietly drifts along with the breeze, making them hard to notice. While individually weak, the bomb plant travels in packs of 2D8.

What makes the bomb plant so deadly is the contact explosive fruit it drops on prey. Each plant contains one fruit that grows back after 1 day. Once the explosive kills a creature, the plants drift down to digest their meal.

Since the fruit explodes with a sharp contact, it's possible to detonate the fruit before the plant may drop it. Any time the plant's toughness is exceeded, the fruit will explode.

Attributes: Agility D4, Smarts D4 (A), Spirit D4, Strength D4, Vigor D6

Skills: Notice D6

Pace: 3; **Parry:** 2; **Toughness:** 3

Special Abilities:

- ☢ Mutation: Gas Bag
- ☢ Mutation: Explosive Fruit
- ☢ Size -2: Very Small (2-foot height), -2 Toughness
- ☢ Very Small: Attackers suffer -2 to hit; +2 surprise; -2 to other's perception skills
- ☢ Plant: Piercing weapons cause half damage
- ☢ Plant: Immune to tests of Will

Electra Cat

The Electra Cat is a radiation-altered bobcat.

Attributes: Agility D8, Smarts D6, Spirit D6, Strength D6, Vigor D8

Skills: Fighting D8, Climbing D6, Notice D8, Stealth D8, Run D8, Mutant D6

Pace: 8; **Parry:** 6; **Toughness:** 7(1)

Special Abilities:

- ☢ Bite: Str+D6, Claws: Str+D4 (If Claws hit, then Bite +1 to hit)
- ☢ Mutation: Improved Intelligence
- ☢ Mutation: Manipulative paws: -1 skill with items made for human hands
- ☢ Mutation: Lightning Strike (touch only)
- ☢ Mutation: Heightened Sense: Smell
- ☢ Mutation: Energy Reflection: Kinetic
- ☢ Mutation: Temperature Resistance
- ☢ Mutation: Stun
- ☢ Hindrance: Phobia: Arachnids

Gor'Rill

Fully sentient gorillas. Uses primitive weapons, but artifacts are highly sought.

Attributes: Agility D8, Smarts D6, Spirit D8, Strength D12+1, Vigor D8

Skills: Fighting D10, Shooting D6, Climbing D8, Notice D6, Knowledge: General D8, 1 Knowledge skill D8

Pace: 5; **Parry:** 7; **Toughness:** 9 (1)

Special Abilities:

- ☢ Mutation: Improved Intelligence
- ☢ Mutation: Speech
- ☢ Fur: +1 Toughness
- ☢ Berserk: Gor'Rill's only thought in this primal state is to close to melee range and attack. No Knowledge, Shooting or other "sentient" skills are allowed.
- ☢ Pounce: Agility test – jump 4" +1"/raise
- ☢ Size +2: +2 Toughness
- ☢ Large: +2 for attackers

Jaw Trap

A Jaw Trap that is about 9 feet in height. The mutated plant senses heat and will move toward its prey to trap it. The plant is composed of a main trunk and several traps, each attached to a flexible stalk to capture prey. Once the trunk is killed, the stalks also cease to function. The main trunk and each trap/stalk is a separate target.

Attributes: Agility D4, Smarts D4 (A), Spirit D8, Strength D10, Vigor D8

Skills: Fighting D8, Notice D6

Pace: 3; **Parry:** 6; **Toughness:** Trunk 8 (1), Stalk 5 (1)

Special Abilities:

- ☢ 2D3 Barbed Traps: Str+D6 (1st round). A hit causes the target to be engulfed in the trap until freed. A Str-2 is needed to break free or someone externally causes a wound to the stalk. A mentally paralyzed target is +2 to hit.

- ☢ Digestive Sap: On a successful Barbed Trap hit, beginning on the 2nd round, the plant does corrosive damage only to flesh, 2D6/rd.
- ☢ Chitin: +1 Toughness
- ☢ Reach 2
- ☢ Size +1: +1 Toughness
- ☢ Big: +1 to hit
- ☢ Mutation: Infravision
- ☢ Mutation: Mental Paralysis
- ☢ Plant: Piercing weapons cause half damage
- ☢ Plant: Immune to tests of Will

Kryll

Kryll are giant, aggressive locusts operate in small groups. They will attack small groups of animals/people if they are hungry or their territory is trespassed.

Attributes: Agility D8, Smarts D4 (A), Spirit D4, Strength D6, Vigor D4

Skills: Fighting D8, Shooting D6, Notice D6

Pace: 2, Fly 10; **Parry:** 6; **Toughness:** 4 (1)

Special Abilities:

- ☢ Acid spit: 1D6+2, AP 1, range 2/5/10
- ☢ Bite: Str+1
- ☢ Chitin: +1 Toughness
- ☢ Size -1: Small (4-foot height), -1 Toughness
- ☢ Small: Attackers suffer -1 to hit; +1 surprise; -1 to other's perception skills

Neo Lion

Mutated mountain lion that roams forests, mountains and grasslands.

Attributes: Agility D8, Smarts D8 (A), Spirit D8, Strength D10, Vigor D8

Skills: Fighting D8, Climbing D6, Notice D8, Stealth D8, Run D8

Pace: 8; **Parry:** 6; **Toughness:** 8 (1)

Special Abilities:

- ☢ Bite: Str+D8, Claws: Str+D6 (If Claws hit, then Bite +1 to hit)
- ☢ Fur: +1 Toughness
- ☢ Improved Frenzy
- ☢ Mutation: Low Light Vision
- ☢ Size +1: +1 Toughness

- ☢ Big: +1 to hit
- ☢ Improved Pounce
- ☢ Mutation: Energy Resistance: Radiation
- ☢ Mutation: Energy Negation: Electrical – only hit target is affected.

Peace Plant

The Peace Plant is a small plant with flowers and a pleasant fragrance.

Attributes: Agility D4, Smarts D4, Spirit D4, Strength D4, Vigor D6

Pace: 0; **Parry:** 2; **Toughness:** 5

Special Abilities:

- ☢ Poison fragrance: -1 Vigor or Pacify 15 – Vigor rounds; save = Shaken
- ☢ Plant: Piercing weapons cause half damage
- ☢ Plant: Immune to tests of Will

Quill Beast

This creature is a mutated porcupine whose only defense is its quills. It will attack if cornered or threatened.

Attributes: Agility D4, Smarts D4 (A), Spirit D6, Strength D6, Vigor D6

Skills: Fighting D4, Shooting D8, Notice D6

Pace: 4; **Parry:** 4; **Toughness:** 6 (1)

Special Abilities:

- ☢ Mutation: Quills
- ☢ Poison quills: Vigor -0, Target success: Shaken. Failure: 2D6 damage vs Vigor. If damage exceeds Vigor, then 1 Wound, +1 Wound for each raise. This poison is treatable with Healing and First Aid.

Razor Plant

This six-foot mutated fern has low animal intelligence. The Razor Plant is an omnivorous fern with 24" long, sharp leaves, stalks and a small maw at the base of the stalks with small, sharp "teeth". The stalks have knobs at the top that are arranged in a circular fashion, alternatively possessing an infrared receptor and

a compound eye. The Infravision range is limited. The leaves and outer layer contain a tough substance that provides protection and natural weapons. The Razor Plant uses its leaf groups as swords, spears and armor. Small groups live & hunt together in their territory. If food becomes scarce, Razor Plant tribes have been known to migrate with their food sources.

The Razor Plant usually resides in areas with other plants and trees for camouflage and protection. It will attack from ambush when its territory is violated or it's hungry for meat. Usually, the Razor Plant throws up to 4 leaf bunches as "spears", then moves in to melee to kill its prey with 2 "swords". When the prey is killed or incapacitated, it loads the meat into its maw for digestion. While a skilled hunter, the Razor Plant tries to escape foes that are larger or greater in number. If it's losing a fight, the Razor Plant will seek cover and hide.

Attributes: Agility D6, Smarts D4 (A), Spirit D6, Strength D8, Vigor D6

Skills: Fighting D8, Shooting D6, Notice D6, Hide D8, Mutant D6

Pace: 4; **Parry:** 6; **Toughness:** 6 (1)

Special Abilities:

- ☢ "Sword" attack: Str+D8
- ☢ "Spear" attack: Str+D6
- ☢ Chitinous skin: +1 Toughness
- ☢ Edge: Florentine
- ☢ Edge: Sweep
- ☢ Mutation: Infravision, limited to 25" maximum.
- ☢ Mutation: Precognition
- ☢ Hindrance: Light Dependency
- ☢ Plant: Piercing weapons cause half damage
- ☢ Plant: Immune to tests of Will

Reaper

The cause of the Reaper Syndrome is basically a behavioral experiment gone bad. Warden scientists were developing a stimulant to safely increase human physical labor. The experimental product was called X-RPR or later on, "Reaper". When the alien radiation raged through the Warden, it slightly modified the

molecular structure of the drug where the accelerant spirals out-of-control until the host burns out. At this point in time, there is no known cure for X-RPR.

Infection spreads via blood contact with the drug and genetic inheritance. X-RPR speeds up all neural activity where the host can process and react faster. Birthrate is 150% normal and aging is 10 times as fast. Because of such wear on the body, Reapers only live 3 chronological years (30 biological years).

Along with their accelerated neural state, Reapers are also murderously psychotic and brutal. They travel in packs, attacking any living thing in hand-to-hand combat. Since these feral humanoids are carnivorous, they feast on their prey after a kill (spending 1D8+4 rounds). Reapers do not know fear, mercy or negotiation, only killing and eating. Reapers only use melee weapons that they can find or improvise. When a weapon is not available, Reapers attack with their semi-clawed hands and sharpened teeth.

Attributes: Agility D6, Smarts D4, Spirit D8, Strength D6, Vigor D6

Skills: Fighting D6/D8/D10, Notice D6

Pace: 6; **Parry:** 5/6/7; **Toughness:** 5

Special Abilities:

- ☢ Attack: Str+D4
- ☢ 2nd year Reaper has Fighting D8
- ☢ 3rd year Reaper has Fighting D10
- ☢ Edge: Improved Frenzy
- ☢ Monstrous Ability: Fearless
- ☢ Monstrous Ability: Improved Hardiness

Robot, Agricultural

This robot works the farms throughout human civilization. Human slang for this model is "Aggie". The skill level of the robot is determined by the choice of software configuration: Basic, Advanced, Superior.

Hardware Configuration

Clearance: Science
Hearing: Normal
Manipulation: 2 Claws
Propulsion: Tracks, Hover
Tool: Auger
Tool: Bin
Tool: Environmental Analyzer
Tool: Light (beam, area)
Tool: Light Infantry Armor
Tool: Mini-Comm
Tool: Mower
Tool: Plow
Tool: Power Saw
Tool: Rake
Tool: Shovel
Tool: Herbicide Sprayer
Tool: Pesticide Sprayer
Tool: Water Sprayer
Vision: Visible

Software Configuration

Attributes: Agility D6, Smarts Special, Spirit D6, Strength D6, Vigor D8
Skills: Special
Pace: 6; **Parry:** 4; **Toughness:** 8 (2)
Special Abilities:

- ☢ Robot traits
- ☢ **Basic:** Smarts D8, Environmental: Agricultural (Basic) package
- ☢ **Advanced:** Smarts D10, Environmental: Agricultural (Advanced) package
- ☢ **Superior:** Smarts D10, Environmental: Agricultural (Superior) package

Robot, Construction

A Construction Robot is essentially a large version of a Maintenance Engineering Robot, but with a different tool configuration. Human slang for this model is "Connie".

Hardware Configuration

Clearance: Engineering
Hearing: Normal
Manipulation: 2 Pincers, 2 Claws
Propulsion: Tracks
Tool: Heavy Lift

Tool: Auger
Tool: Bin
Tool: Demolition Device
Tool: Laser Drill
Tool: Light (beam, area)
Tool: Medium Infantry Armor
Tool: Mini-Comm
Tool: Plasma Torch
Tool: Power Shovel
Tool: Scoop
Vision: Visible

Software Configuration

Attributes: Agility D6, Smarts Special, Spirit D6, Strength D10, Vigor D10
Skills: Special
Pace: 8; **Parry:** 4; **Toughness:** 11 (4)
Special Abilities:

- ☢ Robot traits
- ☢ **Basic:** Smarts D8, Engineering: Maintenance (Basic) package
- ☢ **Advanced:** Smarts D10, Engineering: Maintenance (Advanced) package
- ☢ **Superior:** Smarts D10, Engineering: Maintenance (Superior) package

Robot, Environmental

The prime function of this robot is handling hazardous materials. Human slang for this model is "Eve".

Hardware Configuration

Clearance: Science
Hearing: Normal
Manipulation: 2 Claws, 2 Pincers
Propulsion: Hover (also under water)
Tool: Multi-Tool
Tool: Bin
Tool: Environmental Analyzer
Tool: Light (beam, area)
Tool: Anti-Radiation Gel Sprayer
Tool: Mini-Comm
Tool: Fire Extinguisher
Tool: Plasma Torch
Tool: Radiation Shielding D12
Tool: Herbicide Sprayer
Tool: Water Sprayer
Vision: Infravision

Vision: Ultravision
Vision: Visible

Software Configuration

Attributes: Agility D6, Smarts Special, Spirit D6, Strength D6, Vigor D8

Skills: Special

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

Special Abilities:

- ☢ Robot traits
- ☢ **Basic:** Smarts D8, Vigor D10, Science package, Science D8, Repair D4
- ☢ **Advanced:** Environmental (Basic) package, Science D10, Repair D6
- ☢ **Superior:** Environmental (Advanced) package, Vigor D12

Robot, Maintenance Engineering

Various government, corporate and private groups utilize maintenance engineering robots for the upkeep of machinery. Human slang for this model is "Ginne".

Hardware Configuration

Clearance: Engineering
Hearing: Normal
Manipulation: 1 Pincer, 1 Claw
Propulsion: Tracks, Thrusters
Tool: Computer Interface
Tool: Electronics Analyzer
Tool: Laser Drill
Tool: Light (beam, area)
Tool: Light Infantry Armor
Tool: Mini-Comm
Tool: Multi-Tool
Tool: Plasma Torch
Vision: Visible

Software Configuration

Attributes: Agility D6, Smarts Special, Spirit D6, Strength D6, Vigor D8

Skills: Special

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

Special Abilities:

- ☢ Robot traits
- ☢ **Basic:** Smarts D8, Engineering: Maintenance (Basic) package
- ☢ **Advanced:** Smarts D10, Engineering: Maintenance (Advanced) package
- ☢ **Superior:** Smarts D10, Engineering: Maintenance (Superior) package

Robot, Medical

Medical bots appear in hospitals, private clinics, business and the military. Human slang for this model is "Medi".

Hardware Configuration

Clearance: Science, Medical
Hearing: Normal
Manipulation: 2 Hands
Propulsion: Bipedal
Tool: Bio Sensor
Tool: Medical Analyzer
Tool: Mini-Comm
Vision: Visible, Microscopic

Software Configuration

Attributes: Agility D6, Smarts Special, Spirit D6, Strength D6, Vigor D8

Skills: Special

Pace: 6; **Parry:** 4; **Toughness:** 6

Special Abilities:

- ☢ Robot traits
- ☢ Carries any needed tools, supplies
- ☢ **Basic:** Smarts D8, Science: Medical (Basic) package
- ☢ **Advanced:** Smarts D10, Science: Medical (Advanced) package
- ☢ **Superior:** Smarts D10, Science: Medical (Superior) package

Robot, Military (Infantry)

The Infantry military robot is the typical battlefield robot used by the Terran government. Human slang for this model is "GIBot".

Hardware Configuration

Clearance: Military
Hearing: Normal
Manipulation: Hand x 2
Propulsion: Bipedal
Tool: EMP Shielding
Tool: Medium Infantry Armor
Tool: Mini-Comm
Vision: Visible, Infravision
Weapon: Fusion rifle

Software Configuration

Attributes: Agility Special, Smarts D6, Spirit D6, Strength D6, Vigor D8
Skills: Special
Pace: 6; **Parry:** Special; **Toughness:** 10 (4)
Special Abilities:

- ☢ Robot traits
- ☢ **Basic:** Agility D8, Parry: 6, Military: Infantry (Basic) package
- ☢ **Advanced:** Agility D10, Parry: 7, Military: Infantry (Advanced) package
- ☢ **Superior:** Agility D12, Parry: 8, Military: Infantry (Superior) package

Robot, Security (Enforcer)

The Enforcer security robot is typically used by Terran government entities and businesses. Human slang for this model is "CopBot".

Hardware Configuration

Clearance: Security
Hearing: Normal
Manipulation: Hand x 2
Propulsion: Bipedal
Tool: EMP Shielding
Tool: Handcuffs
Tool: Medium Infantry Armor
Tool: Mini-Comm
Vision: Visible, Infravision
Weapon: Gauss pistol
Weapon: Stun pistol or Tangler pistol
Weapon: Stun Rod

Software Configuration

Attributes: Agility Special, Smarts D6, Spirit D6, Strength D6, Vigor D8
Skills: Special
Pace: 6; **Parry:** Special; **Toughness:** 10 (4)
Special Abilities:

- ☢ Robot traits
- ☢ **Basic:** Agility D8, Parry: 6, Security: Enforcer (Basic) package
- ☢ **Advanced:** Agility D10, Parry: 7, Security: Enforcer (Advanced) package
- ☢ **Superior:** Agility D12, Parry: 8, Security: Enforcer (Superior) package

Robot, Zoological

This robot tends the forests and wildlife zoos throughout human civilization. Human slang for this model type is "Zoe".

Hardware Configuration

Clearance: Science
Hearing: Normal
Manipulation: 4 Claws
Propulsion: Tracks, Hover
Tool: Bio Sensor
Tool: MedKit (Animal)
Tool: Light (beam, area)
Tool: Medium Infantry Armor
Tool: Mini-Comm
Tool: Stun Pistol
Vision: Infravision, Visible

Software Configuration

Attributes: Agility D6, Smarts Special, Spirit D6, Strength D6, Vigor D8
Skills: Special
Pace: 6; **Parry:** 4; **Toughness:** 10 (4)
Special Abilities:

- ☢ Robot traits
- ☢ **Basic:** Smarts D8, Environmental: Zoology (Basic) package
- ☢ **Advanced:** Smarts D10, Environmental: Zoology (Advanced) package
- ☢ **Superior:** Smarts D10, Environmental: Zoology (Superior) package

ScavRats

ScavRats are giant rats that steal anything – even valueless items. Shiny objects are most valued by these rats. Being naturally cautious, the rats are not fond of lone combat. They fight in packs using a combination of sonic and melee weapons. If ScavRats have the advantage, they will use melee and natural weapons to finish off their prey. Simple technology weapons will be used by leaders, if available.

Attributes: Agility D8, Smarts D4, Spirit D6, Strength D6, Vigor D6

Skills: Fighting D6, Shooting D6, Climbing D8, Notice D8, Swim D4, Tracking D6, Mutant D6

Pace: 5; **Parry:** 5; **Toughness:** 5 (1)

Special Abilities:

- ☢ Bite: Str+D4.
- ☢ Fur: +1 Toughness
- ☢ Mutation: Improved Intelligence
- ☢ Mutation: Manipulative paws (human tools -1)
- ☢ Mutation: Dark Vision: lighting penalties are halved.
- ☢ Mutation: Stun (sonic)
- ☢ Size -1: Toughness -1. About four foot height.
- ☢ Small: Attackers suffer -1 to hit.

Scorch Flower

This plant looks like a 4-foot tall sunflower until a creature attempts to step on or damage them. Then the flower uses its highly-reflective petals to focus sunlight like a primitive laser onto its target. Since the sunflower needs sunlight to defend itself, the plant will not react at night. Sunflowers usually grow in groups of 4D6.

Attributes: Agility D6, Smarts D4 (A), Spirit D4, Strength D4, Vigor D4

Skills: Shooting D6, Notice D6

Pace: 0; **Parry:** 2; **Toughness:** 3

Special Abilities:

- ☢ Primitive Laser: 1D6+2, AP1
- ☢ Size -1: Toughness -1. About four foot height.

- ☢ Small: Attackers suffer -1 to hit.
- ☢ Plant: Piercing weapons cause half damage
- ☢ Plant: Immune to tests of Will

Silvan

Silvan live in forests and woods, and are peaceful, shy, and territorial. The Silvan illusion ability gives them the appearance of magic to outsiders – a myth the Silvan reinforce.

Attributes: Agility D8, Smarts D6, Spirit D8, Strength D6, Vigor D6

Skills: Fighting D6, Shooting D8, Notice D8, Mutant D8

Pace: 4; **Parry:** 6; **Toughness:** 3

Special Abilities:

- ☢ Mutation: Illusion Generation
- ☢ Mutation: Small x 2
Size -2: Very Small (2-foot height), -2 Toughness
Very Small: Attackers suffer -2 to hit +2 surprise
-2 to other's perception skills
- ☢ Mutation: New Body Part: Wings

Spear Pine

The Spear Pine looks like a normal yellow pine tree, but hiding among its normal needles are D10+10 giant, mutated needles. These large needles are thrown as spears. At 24", a Notice -2 will detect the anomalous mutation. The mutated spear needles grow back the rate of 1D4 per day to a maximum of 20.

Attributes: Agility D8, Smarts D4 (A), Spirit D4, Strength D8, Vigor D8

Skills: Throwing D8, Notice D6

Pace: 0; **Parry:** 2; **Toughness:** 7 (1)

Special Abilities:

- ☢ "Spear" attack
- ☢ Mutation: Protective Bark
- ☢ Mutation: Increased Senses
- ☢ Plant: Piercing weapons cause half damage
- ☢ Plant: Immune to tests of Will

Swooping Serpent

Large, gliding poisonous serpent. Attacks from trees and other heights. See Gliding.

Attributes: Agility D8, Smarts D6 (A), Spirit D6, Strength D10, Vigor D6

Skills: Fighting D8, Climbing D4, Notice D10, Stealth D10

Pace: 4 (crawl), 12 (gliding); **Parry:** 6; **Toughness:** 5

Special Abilities:

- ☢ Bite: Str+D6, Paralysis poison, Vigor -2: success – fatigue, failure – paralysis 15 – Vigor rounds, Attack Raise: -2/raise for poison check.
- ☢ Mutation: Physical Immunity: Poison

Synth

Synth were once Androids, but with a marked difference; they were infected with a nano virus, warped by radiation, that turned them independent and hostile toward all humans. The Synth only have the 3rd Law of Robotics. The other two were erased by the mutated nano programming. Their skin color is pale red.

Because of their dangerous and aberrant programming, AIs, androids and robots will do their utmost to attack and destroy these artificial creations on sight. Human slang for a Synth is "Skin Job", which the Synth detest.

Software Configuration

The Basic, Advanced or Superior level skill package, and skill package type is determined by the GM for the function of the Synth. See the Robotic Skills Package section. The attribute die types are determined by the "rank" of the androids.

Novice:	D6
Seasoned:	D8
Veteran:	D10
Heroic:	D12
Legendary:	D12+2

Attributes: Special

Skills: Special

Pace: 6; **Parry:** Special; **Toughness:** Special
Special Abilities:

- ☢ Android traits
- ☢ Carries any needed tools, supplies
- ☢ Robotic Skills Package

Tangle Vine

Tangle Vines grapple all creatures within reach of their 3" vines (2D3). Since their normal prey is small, tangle vines are really just a nuisance to larger creatures of man size or larger. However, other creatures usually hunt near this mutated plant to find easier prey.

Attributes: Agility D4, Smarts D4 (A), Spirit D4, Strength D6, Vigor D6

Skills: Fighting D6, Notice D6

Pace: 0; **Parry:** 5; **Toughness:** 5

Special Abilities:

- ☢ Mutation: Mutated Branches/Vines: Sucker Vines
- ☢ Plant: Piercing weapons cause half damage
- ☢ Plant: Immune to tests of Will

Thief Beast

The Thief Beast is a highly intelligent, mutated raccoon whose prime goal is to collect and study technology, even if it means stealing. This is due to their high level of curiosity. Thief Beasts are not aggressive, but will defend themselves and their collections. They may be induced to bargain....

When defending themselves, these raccoons prefer to escape or cause the enemy to run away. They will use Empathy to assess the potential danger, then use illusions and dazzling light to cause the hostile beings to retreat.

Attributes: Agility D6, Smarts D10, Spirit D6, Strength D6, Vigor D6

Skills: Fighting D6, Shooting D6, Notice D8,

Mutant D6

Pace: 5; **Parry:** 5; **Toughness:** 4

Special Abilities:

- ☢ Bite: Str+D4
- ☢ Mutation: Improved Intelligence
- ☢ Mutation: Manipulative paws (human tools -1)
- ☢ Mutation: Modified Body Parts: Speech
- ☢ Mutation: Illusion Generation
- ☢ Mutation: Empathy
- ☢ Size -1: Toughness -1. About four foot height.
- ☢ Small: Attackers suffer -1 to hit.

Thorn Grass

Thorn Grass is a long grass that has small, clinging barbs. This mutated grass attempts to first grapple, then rend any warm-blooded creature that is within 1". Thorn Grass usually grows in several clumps that cooperate to capture food. Other creatures usually hunt near this mutated plant to find easier prey.

Attributes: Agility D4, Smarts D4 (A), Spirit D4, Strength D6, Vigor D4

Skills: Fighting D6, Notice D6

Pace: 0; **Parry:** 5; **Toughness:** 4

Special Abilities:

- ☢ Mutation: Mutated Leaves: Barbed
- ☢ Plant: Piercing weapons cause half damage
- ☢ Plant: Immune to tests of Will

Verde Fungus

This entity is a dark green fungus that exists in large patches (Small, Medium or Large Burst Template). The Verde Fungus does not move. Once prey is in range, the fungus sprays its spore cloud to infect those near. Once the soil is enriched with the decomposed remains, the fungus grows. The fungus can propagate via spores that are carried by wind and water.

The fungus has 1 Wound for each template size (1/2/3). Edged, non-powered melee weapons only cut the fungus into smaller pieces (Small Burst Template size).

Attributes: Agility D4, Smarts D4 (A), Spirit D4, Strength D4, Vigor D4

Pace: 0; **Parry:** 2; **Toughness:** 4

Special Abilities:

- ☢ Mutation: Spore Cloud – Damage poison -2, Large Burst Template
- ☢ Mutation: Mentally Defenseless
- ☢ Plant: Piercing weapons cause half damage
- ☢ Plant: Immune to tests of Will

Wolfen

Aggressive, 8-foot-tall, carnivorous wolf. Normally use natural or primitive weapons, but tech items when available.

Attributes: Agility D6, Smarts D6, Spirit D8, Strength D8, Vigor D8

Skills: Fighting D8, Shooting D6, Climbing D6, Notice D6

Pace: 8; **Parry:** 6; **Toughness:** 8 (1)

Gear: Any weapons, items or large armor is usable.

Special Abilities:

- ☢ Bite: Str+D6 Claws: Str+D4, if claws hit, then +1 bite
- ☢ Run: 1D8"
- ☢ Fur: +1 Toughness
- ☢ Size +1: +1 Toughness
- ☢ Big: +1 to hit
- ☢ Mutation: Improved Intelligence
- ☢ Mutation: Manipulative paws (human tools -1)
- ☢ Mutation: Modified Body Parts: Speech
- ☢ Mutation: Resistance: Laser
- ☢ Mutation: Resistance: Electrical