

BROKEN EARTH



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Broken Earth

Savage Worlds Player's Guide

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Contents

Welcome to Broken Earth	8	Gear	31
An Overview of the World	8	Trade	31
Themes of the Campaign	9	Pricing Gear	31
Religion in Broken Earth	10	Rarity	31
Characters	11	Gear Notes	32
Making Your Character	12	Arcane Backgrounds	37
Races	12	Super Science	37
Skills	14	Psionics	37
Mutation Hindrances	14	New Powers	38
Edges	14	Setting Rules	39
Apprentice Story Keeper	18	Travel and Exploration	39
Explorer	19	Hexes	39
Hunter	20	Locations	39
Merc with No Name	21	Scavenging	40
Super Scientist	22	Community Building Rules	40
Wright Family Cousin	23		
Starting Communities	24		
Axe Tribe	24		
The Iron Shelter	27		
Wright Town	28		
Secondary Communities	30		

About Kickstarter

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About Kicking it Forward

During our crowd-funding campaign, Sneak Attack Press took the Kicking it Forward pledge. This is a grass-roots effort (not associated with Kickstarter) in which creators with successful crowd-funded projects give something back. As part of the pledge we will use 5% of the lifetime profits (after expenses) of this book to help fund other crowd-funded projects. For more information about Kicking it Forward, visit www.kickingitforward.org.

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It began . . . I don't remember exactly. I could tell for months my parents were worried. Always talking in hushed tones when they thought I wasn't listening. Then they told me we were moving; told me not to ask questions.

I was scared my first journey down into this hell-hole. I was so scared. The elevator just kept going down into the dark, into the belly of a dragon.

I remember the day it all ended. All the grownups were huddled around the TV, and I imagined myself grown-up, so I watched too. "Nuclear warheads," I remember. And a lot of country names: Israel, Iran, Korea, Russia, China. Back then I couldn't find them on a map, but about now I reckon that's the only place you'll find them.

People call it the Great War. In wars people fight. But here all they did was push a few buttons and commit suicide. It didn't take long before the signal went black—an hour, maybe less. I looked at my parents and I knew we were never going back; never going to see another rainbow or hear another bird.

But I hear things might be changing up there. It's too late for me here, but maybe not for you. Maybe you'll get a chance to go upstairs, and make right by the world once again.

-Glen Everett, last person in the Iron Shelter born before the War.

The day that fire rained from the sky was a dark day, but in some ways it was just the beginning . . .

Winters are hard, we all know that. But that first winter after the skies rained fire was the worst ever seen. Our ancestors were freezing and starving. Plants and animals that did not die from the fire were dying from the cold, leaving the ancestors nothing to eat.

The ancestors traveled in search of food. It was hard going, and they lost many along the way, but if they had remained where they were, they would surely all have died.

Two weeks after they set out, a sudden blizzard came upon them all. One of the ancestors, the one we call "the Hunter", got separated from the rest. The swirling snow blinded him and the howling wind deafened him. The Hunter wandered with hands outstretched, hoping to find his tribe by touch, but he could not find them.

Then, through the blowing snow, the Hunter thought he saw the figure of a man. As he drew nearer, he saw it was not an ordinary man. It was a giant. It was Palbun. The snow eased and he saw before Palbun stood the largest bull moose the Hunter had ever seen.

The moose spoke to the Hunter. "I am old," said the moose, "and I lived a good life. I sired many children. Palbun told me of your people's plight. I give you my body," said the moose, "take it and feed your people."

The Hunter thanked the moose for his sacrifice. He raised his bow and notched an arrow. With one shot the moose fell. His spirit went with Palbun, and his flesh remained with the Hunter.

Then, as suddenly as it began, the blizzard stopped. The Hunter saw the other ancestors no more than a stone's throw away.

That night the ancestors feasted on the meat from the noble moose, but however much they ate, there seemed to always be more. It was truly a gift from the great Palbun, and it gave the ancestors strength to survive that winter.

The ancestors knew this was a holy place, and that is why we gather here every year, to give thanks to Palbun, and to celebrate the gift he gave us all those years ago. He has given us many things: the gift of the axe, the gift of the tree. But this was the most precious: the gift of survival.

-Freya Erdrich, Story Keeper of the Santloose Band of the Axe Tribe

My father was born the day that the world ended.

I never knew my grandfather. My father didn't talk about him much. "He was a survivor." That's what my dad said. He said it in the way that made you ask what Gramps did to survive. Not out loud though.

There was higher quality salvage then. I remember my first gun. We found it in some pawn shop in what was left of Bemidji. Tribal territory now. Bless those tribals. I wanted the Desert Eagle, but dad said it was too big for me. Probably right. He gave me a .22 Smith & Wesson instead. Found some boxes of ammo, some that were still good. You don't find that anymore.

But in pretty much every way, you kids have got it easy. Nice safe routes with nice safe towns along the way. When I began, we lived our life on the road, and never knew if the survivor camp we were heading to was still going to be there. Raiders outnumbered farmers, and the monsters didn't stay on their side of the river.

It was my dad that cleaned up this region, drove the raiders south, and established the trade routes. When he finally settled down in one place, the people flocked to it, because they knew he'd keep them safe. My father didn't need Wright Town, but Wright Town sure needed him.

My father built this company. He built this town. He built this family. I'll be damned if I let anybody undo what he did.

-Jed Wright, Head of the Wright Trading Company

Welcome to Broken Earth

Broken Earth is an adventure setting that takes place in a post-apocalyptic version of Earth. It deals with a small fraction of the world, what was once the northern Midwest of the United States, and a tiny bit of southern Central Canada. As an adventure setting, *Broken Earth* includes many compelling locations and adventures, but also gives the heroes freedom to explore the world.

The first six chapters of this book are designed with players in mind. Characters begin with a limited knowledge of the world beyond, so these chapters purposefully omit a lot of knowledge about the world, such as a detailed pre-war history and where psionic powers came from.

Broken Earth uses the Savage Worlds rules system and you'll need that book to play, in addition to this book.

An Overview of the World

Earth has undergone a lot of changes since the present era. This section gives a brief overview of the spirit of *Broken Earth*. You can find specific details about what your character knows in Chapter 3: Starting Communities.

Sparse Population

Earth's population is roughly one thousandth of the modern population (roughly equal to what it was in 4,000 BCE). Most communities number fewer than a hundred people. A town of a thousand people is a metropolis, and ten-thousand is an empire. The population isn't distributed evenly, and there are many parts of the world where you can travel for weeks without seeing another human. Also, the distribution doesn't match the modern spread; in fact it's often inverted, as many population centers in our present world were top targets in the Great War.

Mutation and Monsters

In the immediate aftermath of the Great War, intense biological changes swept through the world. Evolution went into overdrive, as many new plant and animal species appeared in just a single generation. In the age of *Broken Earth* most of the changes have stabilized and entire species are no longer appearing, though minor mutations periodically occur.

We Are Not Alone

Humans are no longer the only sapient species in the world. We weren't exempt from the mutations that took place and have a genetic offshoot, commonly called freaks, who have oddly colored leathery skin and who are highly resistant to radiation.

The changes have also affected one of humanity's close relatives. A strain of chimpanzee has developed human-like intelligence, full bipedalism, and human-like manual dexterity, but has also retained the chimpanzees' strength and ferocity. This new race, called simians, now works either alongside of or in opposition to humans.

Artificial intelligence has also advanced to the point where it's comparable to human intelligence. While these machines aren't self-replicating, and many have fallen into disrepair, enough still exist that they occasionally interact with humanity.

There may be other intelligent races on *Broken Earth*, but they aren't common to the PCs' starting region.

Powers of Mind

Something in the Great War unlocked hidden powers of the mind. While it's rare, some humans, freaks, and simians have developed psionic powers that allow them to read thoughts, glimpse the future, or move items with their minds.

There are even a few species of animals that have developed psionic powers, though these animals typically have only a small range of powers.

Technology Lost

After the devastation of the Great War, humanity was focused on survival, and many advances in technology were lost. This is partially a knowledge loss, but is also caused by the loss of infrastructure, as many forms of technology we depend on today require highly specialized manufacturing equipment and material resources that come from all around the world. Only a few communities are able to produce electricity, and there are no new petroleum products being created.

However, many people of *Broken Earth* take advantage of the technology created before the War. They frequently use and live in pre-war buildings, ride pre-war bicycles, and defend themselves with pre-war guns.

Return to Subsistence Societies

Between the population drop, and the loss of technology, most people's lives focus on getting enough to eat. They may be hunters and gatherers, farmers, fisher folk, or herders. A small number of people work other jobs like craftsmen, traders, and scrappers, and most of those people live in the larger towns of *Broken Earth*.

As a result of the return to a subsistence lifestyle, literacy rates dropped dramatically. While some farmers pass down knowledge of reading and writing to their children, many are uneducated. Those with more specialized occupations are more likely to know how to read. The best scrappers know that reading helps them find the best scrap.

Of course PCs are exceptional individuals. They're likely to be literate and have more advanced skills.

Nasty, Brutish, and Short

The average life span in *Broken Earth* is about fifty years. Raiders and mutant monsters take their toll, but the lack of medical care is a bigger factor. Diseases once cured with simple antibiotics can devastate whole villages. Cancer rates are higher as a result of the increased background radiation. Child birth and infant mortality are also higher than in modern times.

Because of this, citizens of *Broken Earth* grow up faster than they do in the early twenty-first century. Children

work from a young age, and can be married as early as sixteen.

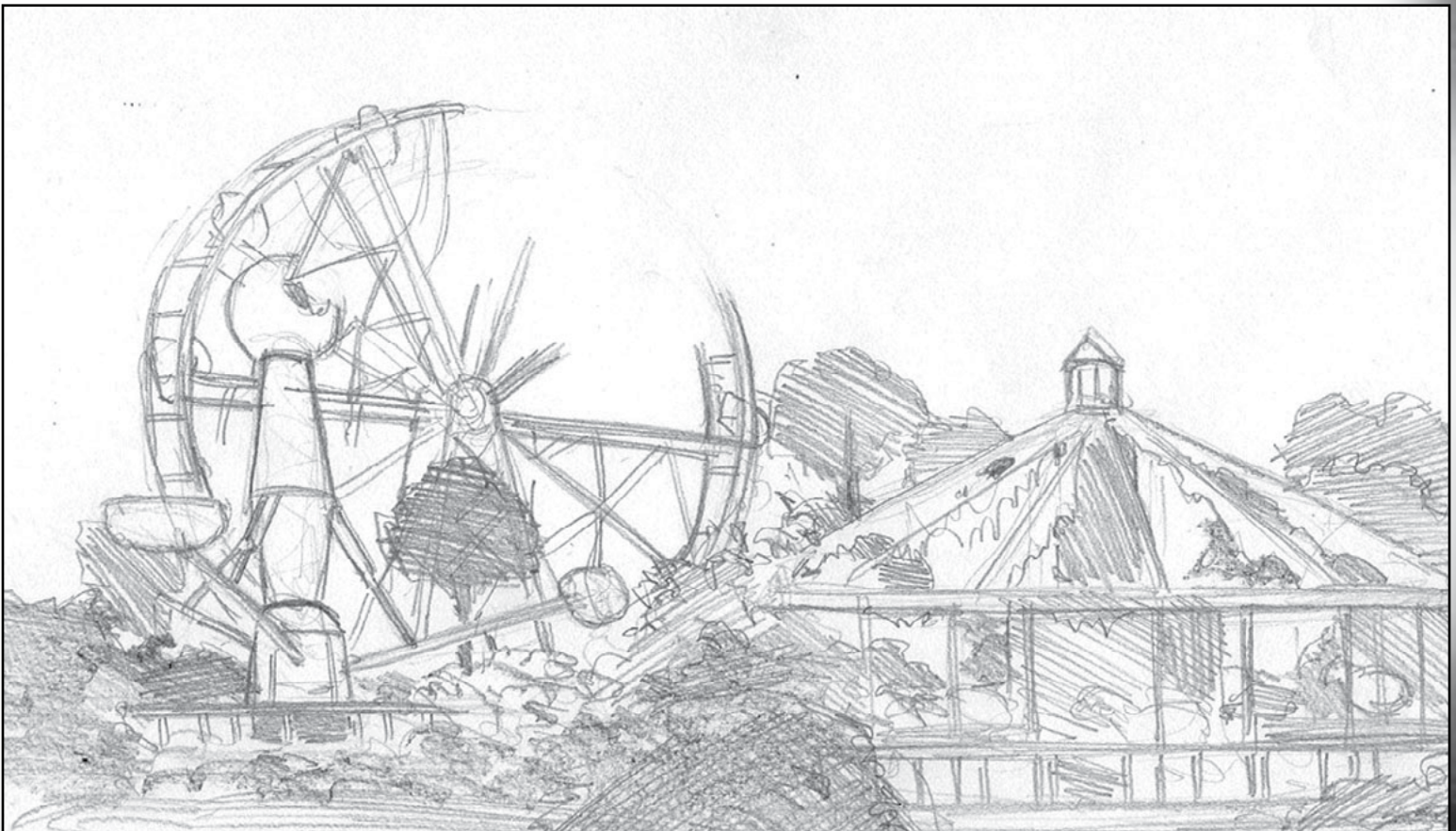
Themes of the Campaign

The post-apocalyptic genre features a wide range of styles and sub-genres, ranging from the silly to the terrifying. To help keep players on the same page, this section discusses the default assumptions about theme and tone.

Exploration and Discovery

While *Broken Earth* takes place on Earth, it isn't the earth we know today. The Great War, the survivors, mutant creatures, and time itself have all reshaped the land. What's more, people live in relatively isolated communities, and few know what the world is like more than twenty miles away from their own town. What was once an easy car ride is now an arduous journey lasting weeks. In the adventure, PCs will explore this strange new world.

As they explore the current world, they may uncover secrets of the ones that went before. There are many remnants and ruins from "ancient" times, but most people know only a little bit about the world from before the War. At best, most people see ruins as a source of scavenged supplies. At worst, they view them with fear and superstition as a form of "dark magic."



Rebuilding a Broken World

The world is in rough shape, but it's not so irredeemable that the PCs can't make a difference. Indeed, early on in the adventure the heroes can help bring people together to form a new community. This community is likely to serve as an impetus for much of the PCs' adventuring, as they seek out new resources and alliances to help the community survive and prosper.

A Serious Place

There are plenty of gonzo post-apocalyptic RPGs out there, but *Broken Earth* isn't one of them. It tries to maintain a serious tone and treats the characters as though they were real people making real choices. This is one reason why most mutant creatures are members of new species, not just one-time monstrosities.

This is not to say that you should never laugh while playing *Broken Earth*, but it should be humor grounded in real world assumptions. PCs might joke with each other, or an NPC might behave in a humorous way, just as players joke with each other and there are some people you cannot help but laugh at. It's not, however, the kind of setting where you'll find a giant talking cockroach dressed up like Santa Claus.

Scientific Trappings

Broken Earth uses scientific-sounding explanations to justify all the strange creatures and PC abilities in this new land. While some characters might refer to it as "magic," it's only because they don't understand the technology behind it. There's no magic in the traditional fantasy RPG sense.

If exposed to close scrutiny, much of the science doesn't hold up (or is at best extremely improbable), but in the in-game universe it's all perfectly reasonable.

Religion in Broken Earth

Religion survived the apocalypse similar to how the rest of civilization survived: in broken pieces. Most pre-war religions still exist in one form or another, but they've splintered and evolved, and they lack any organized structure. For example, characters might be Catholic and own a weathered copy of the Bible. They might even gather in a church once a week to read passages and sing hymns. The church hierarchy, however, is non-existent. There are no ecclesiastical schools for priests to attend. If there is a pope somewhere, nobody in North America knows who he is. There are also plenty of people who follow no religion, either simply because they have not been exposed to it, or because they consciously reject it.

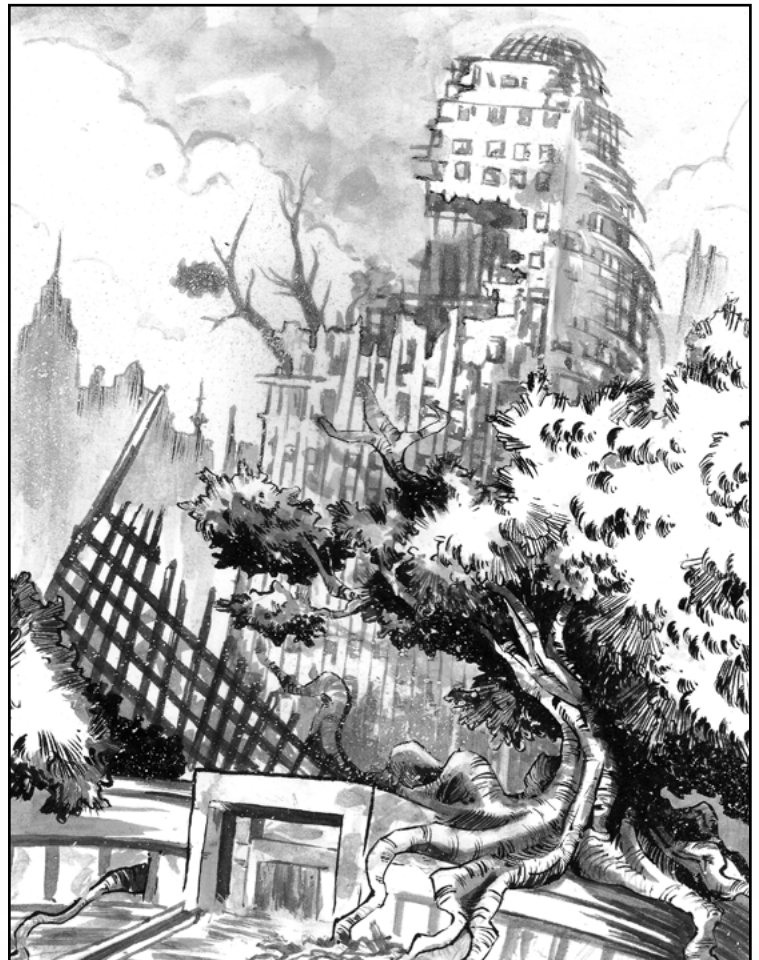
There are also new religions that have developed on *Broken Earth*, or ones that have changed so much that they are worth mentioning here.

Way of the Axe

The Axe Tribe has developed a form of animism that incorporates many pre-war traditions, including Christian, Ojibwe, and Odinist ideas, along with images from popular folklore, and discoveries made through observation. The Way teaches of many powerful spirits that should be treated with respect, but the most respected among the tribe is Palbun. Palbun once walked the land as a giant. He wielded a massive axe and was accompanied by his mighty war cow.

The Revealed

Many who survived the Great War took it as a clear sign that the end times had begun and that the Day of Judgment was soon at hand. Many of these faithful soon found each other and began calling themselves the Revealed. The Revealed believe they were spared from the apocalypse so they might redeem the world's remaining sinners before the final days.



Characters

Creating a character in *Broken Earth* follows the same rules as creating a character for any other Savage Worlds game, though as always some details like skills and Edges are modified to fit the setting. To get you started, here are a few common character concepts.

Amnestic Synth: You awoke without knowing who you were or where you came from. You know how to do things: how to talk, how to drive, how to kill. But you don't know how you know. Now you search this empty land, looking for clues about your past.

Aspiring Explorer: You've never been more than a few miles from the small farm where you grew up. Traders and random odd travelers have been your only window to the outside world, but that's a murky window at best. You need to see the world for yourself, and find out what else is out there.

Caravan Guard: People and goods need to go from one place to another, and the way in between isn't always safe. That's why they've hired you. If there's any trouble, from raiders or mutant beasts, your job is to kill it before it kills your employer or takes his stuff.

Chem-Head: Before the Great War, scientists unlocked the secrets of the human body. They developed drugs to unleash its maximum potential and when that wasn't enough they introduced new genes to push that potential even further. Most of this technology was lost, but you've unearthed a small fraction of it. It's not much, but it gives you an edge, and you know there's more information out there.

Ex-Raider: They took you young, and made you one of their own. They taught you the rules of life: the strong take, and the weak die. You believed it, so you took from anybody you could and didn't give it a second thought. Until somebody stronger than you took what was yours, and somebody weaker than you saved your life. There must be a better way out there. You're going to find it or die trying.

Farmer: Guns. Chems. All that other ancient tech. It doesn't mean a thing if you starve to death. Food is king, and you're the one growing it. You've got plenty to feed your family, and with the rest you can get whatever you want.

Psychic: Your mind is open. With a thought you can move objects, read thoughts, or heal a wound. You've learned to be careful about using your powers. Those with closed minds are either jealous or scared.

Psychics in *Broken Earth* display a range of powers, from telepathy, to telekinesis, to psychic healing. Those with the gifts are just as varied, from compassionate healers, to defenders of the weak, to power mad despots.

Shaman-in-Training: You were born under a favorable omen. The elders watched with keen eye, and you showed much promise, so the shaman took you under her wing. She taught you many secrets of healing, listening to the forest, and even understanding how the strange squiggles the ancients painted make sounds and words. Now she says you've learned all she can teach you, the last lessons you can only learn on your own.

Tinkerer: Most people are happy enough to scavenge from the ruins and make use of scrap however they can. Not you. You want to take it apart and put it back together again. You want to understand it, and you want to make it your own. You've found wonders out there that you're just beginning to comprehend, but you know there's something else even more impressive just up in those next ruins.

Trader: People want what they haven't got. It a universal law just as sure as gravity. Whatever they want, you're the one to bring it to them. You bring scrap to the farmers and food to the scrappers. Steel to the tribals and fur to the city folk. Of course you keep a cut for yourself. You deserve it.

Tribal Hunter: The ancients destroyed themselves by reaching too high. You lead a life connected to the land. When you need a tool, you craft it. When you need shelter, you build it. And when you need food, you kill it.

Scrapper: Some people see the ruins as reminders of the heights humans can aspire to. Some see them as a reminder of God's wrath for reaching too high. You see it as way to feed your family. You harvest scrap and trade it. You've found enough to keep you going, but you want more. You want out of the scrap pit, and you just need one big score to get you there.

Sheltered Historian: You've read all the books in the library. You know all that anybody can know about the world before the War, but there are still so many questions left unanswered. That's why you need to venture out. You need to glean what you can from those ruins and chronicle it so future generations can learn from the past.

Making Your Character

Once you have an idea of what you want to play, it's time to figure out your hero's statistics.

1) Race

Humans are the most common race in *Broken Earth* but we're no longer alone. The new races are presented on page 12.

2) Traits

The standard rules for purchasing attributes and skills apply in *Broken Earth*. All the standard skills are available, except the Arcane skills not part of the setting (Magic, Miracles, and Super Powers).

3) Special Abilities

Most Hindrances and Edges available in the standard game still exist in *Broken Earth*. *Broken Earth* also introduces a range of new Edges including Mutation Edges and some Background Edges that are limited to PCs from certain starting communities.

4) Gear

A hero starts with gear worth 500 in Trade. As most of the world has fallen back to a barter economy, Trade is an abstract measure of the value of goods, rather than any hard currency.

5) Background

Finish up your character by adding some background details. This should include the community that the PC comes from, and may also include information about what his family was like, and what he did before embarking on an adventuring career.

Don't worry if you don't flesh out every single detail of your character's background. You can fill in additional information as the campaign progresses.

6) Featured NPC

In addition to your own character, you should also create a non-player character that your PC has ties to. You don't need to create statistics for your NPC (though you certainly could), you just need to describe who they are and what their relationship is to your hero. The featured NPC will play an important role throughout the adventure and will help tie your character into the game world.

The NPC should be somebody that your PC cares about and would take risks to protect. It should also be somebody present in the hero's life. Good examples include friends, family members, mentors, and romantic interests.

Once you've created your featured NPC, give a description to your GM on a piece of paper or an index card. The GM's section has more information about how these NPCs feature in the adventure.

Races

There are four races available to PCs in *Broken Earth*. Humans are by far the most numerous. After the Great War, there were also a mutant offshoot of humanity, intelligent apes, and techno-organic machines.

Freaks

The radiation and genetically engineered viruses released during the War birthed many mutant species. Most of quickly died, but a few lived on and bred true. Humans have one such offshoot: the freaks. The term was initially given to these mutants by those who hated and feared them, but they have come to embrace it as their own.

Freaks average the same height as humans, but tend to be slightly stockier. Their skin comes in various shades of gray, from snow-white to ebony-black. Parts of their skin have a rough toad-like texture. Nearly always the shoulders and top of the head have these bumpy formations, and some freaks have it covering their whole body save their face and palms. Their eye pigmentation is also inhuman, typically found in shades of red, orange, or yellow. Freaks are completely devoid of hair.

Freak societies vary just as much as human societies do. Some freaks live among the more tolerant human settlements that dot the wastes. In areas where humans are more hostile, freaks band together and live in their own communities. Being naturally resistant to radiation, freaks often live in areas where the radiation levels are high enough to keep most humans at bay. In areas where human majorities hate or fear the freaks, they're often persecuted and even hunted, and must live life on the run. A few communities of freaks believe that they are the "next step in evolution." The so-called "normal" humans will soon go the way of the Neanderthal, and many of these freaks are happy to help them along the way.

Racial Edges and Hindrances

Freakish: Many communities are prejudiced towards freaks and other mutants. In such communities, freaks suffer a -2 penalty to Charisma and may face other forms of discrimination.

Radiation Resistant: Freaks gain a +4 bonus Vigor tests to resist radiation.

Tough: Freaks' stocky build and thick skin grant them a +1 to Toughness.

Not Built for Speed: Freaks cannot sprint as fast as most humans. They have a 1d4 for their running die. (Fleet Footed increases this to d8 instead of d10.)



Simians

Simians are mutated chimpanzees that have obtained human-like intelligence. Those who study the times before the Great War theorize that they might be a product of genetic engineering conducted by the US military, they might have descended from test subjects given memory enhancing drugs, or they might just be products of random post-war mutation. Most simians are found on the east and west coasts of the United States, though a few have made their way to the central parts of the continent.

Simians greatly resemble the great apes they descend from, though their hands and legs are more human-like and they are fully bipedal. Their bodies are covered with fine black hair, and they have brown eyes. They stand slightly shorter than humans, averaging just over five feet tall.

Simians are highly social and usually live in small close-knit communities. These communities typically have informal hierarchies where certain simians serve as leaders and protectors, and in return take first pick of the spoils. These hierarchies can be fluid, and a leader who makes bad decisions soon finds that other members of the community no longer listen to his orders. Simians are just as likely to live in ruined cities as forests.

Most simians prefer to live in their own communities, and don't socially mingle with humans, though a number of communities recognize the value of having good relations and trade with the humans that live nearby. In areas where resources are scarce, simians and humans frequently come into conflict.

In their adolescence and early adulthood, many simians venture out from their home communities to explore more of the world around them. This might just mean that they visit nearby human communities, but other simians venture further, scavenging from ruins and engaging human communities.

Racial Edges and Hindrances

Strong: Simians are stronger than humans and begin with a d6 in Strength.

Low Light Vision: Simians ignore penalties for Dim and Dark lighting conditions.

Natural Climbers: Simians begin with a d6 in Climb. Additionally they move an additional 2" with a successful Climb check.

Less Educated: Simian communities are superstitious of "modern" or "futuristic" technology, and traditionally don't teach much technology to their young. Simians begin with the Illiterate Hindrance, and cannot take the following skills at the time of character creation: Driving, Lockpicking, Knowledge (Computers, Electronics, Science, and the like), Piloting, Repair. You can buy this off with two character creation points, or as an Advance.

Synths

Leading up to the Great War many militaries, including the United States', experimented with synthetic, techno-organic beings, commonly called synths. Synths were designed to work as intelligence gathering agents and assassins. They could duplicate a subject down to the DNA level, but with brains that could be programed to carry out any mission. Though classified as top secret, a few well-connected scientists were able to procure synth technology and use it for their own purposes.

After the War, hundreds of synths remained in stasis, awaiting orders that would never come. Over the years, synths occasionally awaken. Sometimes they are programed with artificial memories, but other times they are blank slates, seeming to have amnesia. About

half of all synths know their artificial origin, but an equal number believe themselves to be human.

Synths appear in all ways to be human, and in many ways they are. Synths begin as artificial skeletal frames with robotic brains upon which human tissues are grown. They have human muscles, organs, and skin.

Racial Edges and Hindrances

Quirky: While synths appear and act almost human, their programming is not always perfect. All synths begin with the Quirk Hindrance to reflect an oddity in their programming.

Programing: Synths receive a free d6 in one skill, to reflect their initial programming, and can speak a number of languages equal to their Smarts.

Reinforced Skeleton: Synths take half damage from falls, and gain a +2 to Vigor tests to soak damage.

Untainted: As an artificial race, synths are not tainted by mutations that ravage many creatures of the apocalypse. They cannot take Mutation Edges or Arcane Background (Psionics).

Skills

Skills are largely unchanged from the Savage Worlds core book.

Knowledge (Smarts)

Knowledge functions the same as it does in the core rules, but it's worth noting that the following focuses are more common in *Broken Earth*: Battle, Biology, Computers, Demolitions, Electronics, Geography, Mechanics, Pre-War History, Post-War History, Technology. Technology is a general catch-all that represents knowing what technology is, but not necessarily how it works.

Mutation Hindrances

While some mutations grant heroes advantages, the vast majority are detrimental to a human's survival. Below are several mutations that serve as Hindrances. In addition to their listed penalties, in communities hostile towards mutants, visible mutations impose a cumulative -1 penalty to Charisma.

Festering Sores (Major)

The character's body is covered with sores that never seem to completely heal. This not only makes the character hard to look at, but causes pain whenever the character wears heavy clothing. The hero suffers a -2 penalty to Charisma, and if he wears any sort of armor, he also suffers a -1 penalty to all Trait tests.

Heat/Cold Susceptibility (Minor)

The hero has difficulty regulating his body temperature, making him prone to extreme swings in temperature. He suffers a -2 penalty to Vigor tests when resisting extremely hot or cold temperatures.

Lethargy (Minor)

The character is extremely slow to get moving. When dealing initiative cards, the character receives two and must take the lowest. The character cannot take the Level Headed or Quick Edges, or benefit from any other effects that enhance initiative.

Light Sensitivity (Major)

The character's eyes are sensitive to normal lighting conditions. He doesn't suffer penalties in Dim light, but suffers a -1 penalty to attacks rolls in normal light.

Mind Slave (Minor)

The character's mind is particularly susceptible to telepathic attacks and mind influencing drugs. When he's the target of powers that affect the mind, he suffers a -2 penalty to any opposed roll.

Weak Immune System (Minor)

The character's immune system isn't as strong as most characters. He suffers a -2 penalty to Vigor tests to resist poison and disease.

Edges

A few Edges are slightly different or unavailable in the world of *Broken Earth*, and these are listed along with the new Edges.

Background Edges

Some Background Edges presented here are tied to certain communities on *Broken Earth*, and to select one of these Edges the PC must be a member (or former member) of that community. At the GM's option, characters who join a new community may become eligible for Edges from their new community.

Arcane Background

Characters may select Psionics, Weird Science, or Extreme Chemistry as Arcane Backgrounds. For more on Arcane Backgrounds, see Chapter 5. Any Edges that require other Backgrounds aren't available.

Axe Thrower

Requirements: Novice, Axe Tribe, Strength d6+, Throwing d6+

When your character uses a throwing axe, the range increases to 4/8/16. Additionally she gains three free throwing axes.

Axe Fighter

Requirements: Novice, Axe Tribe, Strength d8+, Fighting d6+

When your character wields an axe, he gains +1 to Parry. Additionally he gains one free battle axe.

Axe Master

Requirements: Veteran, Axe Tribe, Strength d8+, Fighting d8+, Throwing d8+, Strength d8+, Axe Thrower, Axe Fighter

When your character makes a Fighting or Throwing attack with an axe, increase his wild die by one die type.

Born in the Library

Requirements: Novice, Iron Shelter, Knowledge (Pre-War History) d6+

Your spent most of her free time in the Iron Shelter's extensive library. She gains a +2 bonus to a Knowledge skill of your choice, and +2 to Investigate checks when she has a sizable library to draw from.

Additionally, she begins play with an atlas.

Dark Eyed

Requirements: Novice, Iron Shelter

Your hero's eyes have adjusted to a lifetime spent underground in dimly lit conditions. He gains Low Light Vision, and suffers penalties in only pitch blackness.

In addition he begins play with a crank action LED flashlight.

Nano Bots

Requirements: Novice, Synth

Microscopic machines in the character's blood help heal her. She gains a +2 bonus to Vigor tests for natural healing or to avoid dying, and others gain a +2 bonus to rolls to heal her.

Noble

The Noble Edge is not available for starting characters in *Broken Earth*, though the Wright Family Edge is quite similar.

Scrapper

Requirements: Novice, Wright Town, Notice d8+

Your character knows which salvage is most valuable, and can spot treasures that others overlook. She gains a +2 to Notice checks when trying to locate a specific item, and when overseeing general salvage she gains one additional Build per week.

In addition she begins with an extra 500 Trade.

Sub-Dermal Blades

Requirements: Novice, Synth

Your character has metallic blades grafted to his skeleton. He normally keeps them retracted below his skin, but he can unleash them in battle to attack his enemies. He has one blade in each arm and each blade deals d6+Str damage.

Wright Family

Requirements: Novice, Wright Town

By blood or marriage, your character is a Wright, a member of the powerful family that controls the area around what was once Duluth. She begins with triple the normal starting wealth, and benefits from special treatment in Wright Town, granting her a +2 Charisma bonus when you are in areas where the Wright Company wields influence.

She's also expected to promote the Wright Company's interests and follow the commands of her elders. If she tries to break away, the family will hunt her down and bring her back one way or another.

Wright Family Elite

Requirements: Novice, Wright Town, Wright Family

Your character's a rising star in the Wright family, and many expect Jed Wright is grooming her to head the family after he's gone. She begins with five times the normal starting wealth, and benefits from special treatment in Wright Town, granting her a +4 Charisma bonus when she's in areas where the Wright Company wields influence.

She has even more family responsibilities than most of her relatives. Jed Wright often personally assigns her to important missions.

Combat Edges

Armored Skin

Requirements: Novice, Freak, Vigor d6+

Your skin is even rougher and more callused than most freaks. The character gains +2 Armor on his entire body. This bonus doesn't stack with worn armor.

Heavily Armored Skin

Requirements: Seasoned, Freak, Vigor d8+

The character's skin grows thicker and harder, forming tough plates in patches. The character's Armor increases to +4. This bonus doesn't stack with worn armor.

Climb to Safety

Requirements: Novice, Simian, Climbing d6+

Your hero can scamper upwards to get to safety. You gain a +2 bonus to Climbing checks, and if you successfully use Climbing to withdraw from adjacent melee combatants, they don't gain a free attack against your character.

Mutation Edges

Radiation and genetically engineered viruses unleashed in the Great War not only destroyed many lives, they also caused some of the survivors to change at the genetic level. While most of these genetic changes resulted in deformity, sickness, and death, a few proved advantageous. Just as Wild Cards enjoy greater luck with everything else, they're also more likely to benefit from mutations.

Most communities on *Broken Earth* have come to accept mutants as part of the new way of life, but some view them with fear and suspicion. In such communities, heroes with Mutation Edges suffer a -1 penalty to Charisma for every Mutation Edge or Hindrance.

Adrenalin Jolt

Requirements: Novice

Your hero has an overactive adrenal system that he can trigger at will.

This effectively gives the character the *Boost/Lower* power, but he can only use it to boost his own Strength or Agility or skills based on those abilities, and the hero can use the power as a free action (once per turn). The PC has 5 Power Points to use for this purpose and uses Stamina to make the check instead of a skill check.

Big

Requirements: Novice

The character is unusually large, growing seven to eight feet tall. Your hero has a +1 Size, which he also adds to his Toughness.

Really Big

Requirement: Novice, Big

Your hero is extremely large, over eight feet tall. Your hero has a +2 Size, which he also adds to his Toughness,

Claws

Requirement: Novice

Your character grows sharp and deadly claws. These function as natural weapons and deal Str+d6 damage. The claws may or may not be retractable, but in either case they don't interfere with any other tasks.

Low Light Vision

Requirement: Novice

The character gains Low Light Vision and takes no penalty for illumination except for complete darkness.

Fangs

Requirement: Novice

Your character's teeth include sharp fangs that can tear through foes. These fangs count as natural weapons and cause Str+d6 damage.

Poisonous Fangs

Requirement: Novice, Fangs

You produce a potent poison that you can inject into your targets on a successful bite. If your target is Shaken or suffers a wound, it must immediately make a Vigor test. If it fails, it takes one wound and dies within 2d6 minutes. If it succeeds, it suffers one wound and is exhausted for 24 hours. On a raise it's only exhausted for 24 hours.

Gills

Requirement: Novice

Your hero gains gills on either the neck or back. The gills allow him to breathe underwater as well as on land. The character can survive underwater indefinitely with no need to hold his breath. Your character also gains a +1 bonus to Swimming checks.

Scent

Requirement: Novice

Your hero's sense of smell is developed well beyond the normal human range. The character can identify individuals by scent, and gains a +2 bonus to Notice and Tracking checks when smell would be beneficial.

Tail

Requirement: Novice

The character gains a tail that enhances balance. He gains a +2 to Agility tests that require balance and a +2 bonus to Agility tricks.

Prehensile Tail

Requirements: Novice, Tail

The hero's tail develops a strong grip. This gives the character a +2 bonus on Climbing tests and allows him

to hold objects with the tail. Despite its usefulness, the tail is not as versatile as a hand, so skills performed with a tail suffer a -2 penalty.

Ultra Immune System

Requirement: Novice

The character's immune system is extremely hardy and resistant to all kinds of threats. The character gains a +2 bonus to Vigor tests to resist disease and poison.

Professional Edges

In addition to the Professional Edges in the Savage Worlds book, there are several more that are focused on psionic powers.

Psi-Knights

Requirements: Novice, Arcane Background (Psionics), Psionics d8+, Fighting d8+

Psi-knights are warriors who have trained to perfect both their mind and body. They can channel their psionic powers to create weapons of pure energy and enhance their physical prowess.

Psi-knights can create a psychic weapon made of telekinetic force. The weapon's appearance reflects the personality of the owner, though it typically appears as a glowing sword, axe, or hammer. The psychic weapon is a one handed melee weapon that deals Int+Str damage.

In addition when taking this Edge, psi-knights can change the Trappings of one of the following powers to activate as a free action but work only on themselves: *armor, boost/lower trait, deflection, healing, speed, wall walker.*

Pyro

Requirements: Novice, Arcane Background (Psionics), Psionics d8+

The hero is adept at controlling flames. Whenever he gets a raise with a psionic power that has pyrokinetic Trappings, the target automatically catches on fire and takes 1d10 damage each round until the fire is put out.

In addition the character can create a small fire, equal to a single match, without expending any Power Points.

Teek

Requirements: Novice, Arcane Background (Psionics), Psionics d8+

This hero has an increased control over telekinetic force. Double the range of any power with telekinetic Trappings.

In addition, the character may move small, unattended objects weighing one pound and within range equal to the character's Smarts without spending any Power Points.



Teep

Requirements: Novice, Arcane Background (Psionics), Psionics d8+

The hero is a powerful telepath. When using powers with telepathy Trappings, he doesn't suffer any penalties for cover or darkness, as long as he knows where the target is.

In addition, the character can broadcast telepathic messages to any creatures within a range equal to the character's Smarts, without spending any Power Points.

Mental Healer

Requirements: Novice, Arcane Background (Psionics), Healing d6+, Psionics d6+

The character has mastered the arts of manipulating life energy, and can do so without even touching the target. Any powers with the ki master Trappings that normally have a range of touch instead have a range of Smarts. Powers with a duration measured in rounds last one more round.

Additionally, a character can stabilize any character that is currently bleeding out (including himself) that is within a range equal to his Smarts. This doesn't require any Power Points.

Apprentice Story Keeper

"If you listen closely, you can hear the heartbeat of the earth."

Race: Freak

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

Skills: Boating d4, Fighting d4, Healing d6, Knowledge (Post-War History) d4, Notice d6, Persuasion d6, Psionics d8, Stealth d4, Survival d6

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

Hindrances: Freakish, Not Built for Speed, Pacifist (Minor), Poverty, Vow (Major, heal those in need, including enemies)

Edges: Arcane Background (Psionics), Radiation Resistant

Gear: Staff (Str+d4), assortment of medicinal plants, pocket guide to edible and medicinal plants, dried food (3 days), 22 in trade goods.

Powers: 10 Power Points, *boost/lower trait, confusion, healing*

Background

At an early age, the elders of the Axe Tribe realized you had great potential. You had a spark of mystical power that, with nurturing, could bloom into a powerful gift. Freya Erdrich, Story Keeper of the Santloose band took you as her apprentice. Under her tutelage, you learned many things, including the history of your people, the properties of medicinal plants, and how to read. You also learned to control the powers within you to manipulate other people's life energies.

Most importantly you learned that there is still much out there that you don't understand. You see the rest of the tribe look to you as though your powers give you wisdom, but you know just how foolish you really are. You try to help them as best as you can, but you fear you'll lead them astray.



Explorer

"There's a whole new world out there, just beyond the river bend, and I wish I could be part of that world."

Race: Human

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

Skills: Climbing d4, Fighting d6, Investigation d4, Knowledge (Geography) d6+2, Knowledge (Pre-War History) d6, Notice d6, Persuasion d4, Shooting d8, Survival d4+1

Charisma: -; **Pace:** 6, **Parry:** 5, **Toughness:** 6 (1)

Hindrances: Curious, Big Mouth, Phobia (Minor, spiders)

Edges: Born in the Library

Gear: Crossbow (2d6, 15/30/60, AP 2), 20 quarrels, survival knife d6 (Str+d4), leather jacket (+1), motorcycle helmet (+3), atlas, backpack, sleeping bag, canteen, compass, dried food (5 days), fuzzy dice.

Background

You lived your whole life cooped up in the Iron Shelter. From a young age you poured over maps of the world above. You memorized every road and river for miles around the shelter, and dreamed of what the land was like. When you weren't reading the maps, you were watching the ancient videos preserved from before the war. You have a particular soft spot for those animated films where the characters spontaneously burst into song.

At this point you would do just about anything to get out. You have even thought of defying the council and making the eight-hour climb up the ladder to the surface without seeking anybody's permission.



Hunter

"Our prey is in sight."

Race: Simian

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

Skills: Climbing d6, Fighting d6, Shooting d8, Stealth d6 (+2 in wilderness), Survival d8 (+2 in wilderness), Tracking d8 (+2 in wilderness)

Charisma: -; **Pace:** 6, **Parry:** 5, **Toughness:** 6 (1)

Hindrances: Heroic, Illiterate, Less Educated, Vengeful, Vow (to protect the Axe Tribe)

Edges: Low Light Vision, Natural Climber, Woodsman

Gear: Bow (2d6, 12/24/48), 30 arrows, axe (Str+d6), leather armor (+1), quiver, water skin, bed roll, dried food (1 day), spool of string, 24 in trade goods.

Background

You came from the east when you were just a child. Your parents were running from something; you're not quite sure what. When they reached the land of the Axe Tribe, the Santloose band kindly took you in, and you've lived as a member of the tribe ever since.

You were raised to respect the forest. It contains life-sustaining food, but also a thousand ways to kill you. You've learned to be wary of the ruins of the ancients that still poke their way through much of the forest. They sometimes hold useful items to tempt people inside, but they are filled with traps, demons, and vengeful spirits.

You are a provider for your tribe, and as you come into adulthood, you must also become a protector, keeping it safe from monsters and mortals alike.



Merc with No Name

"Who do you want exterminated?"

Race: Synth

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

Skills: Driving d4, Fighting d8, Healing d4, Intimidation d6, Lockpicking d4, Notice d6, Piloting d4, Shooting d8, Stealth d4, Tracking d6

Charisma: -; **Pace:** 6, **Parry:** 6, **Toughness:** 6 (+1)

Hindrances: Clueless, Loyal, Quirk (says affirmative, negative, and exterminate instead of yes, no, and kill), Untainted, Vengeful

Edges: Ambidextrous, Programing, Re-enforced Skeleton

Gear: Short sword (Str+d6), Bow (2d6, 12/24/48), Dagger d8 (Str+d4), leather armor (+1), bedroll.

Background

The first thing you remember is waking up in the ruins that people from Wright Town call "monster country." A friendly scrapper took pity on you, and now you're trying to make sense of this world.

You don't know how, but you've got skills. Mostly they make you good in a fight. So you've put together enough scrap to get a few weapons, and now you're looking for work as a guard, soldier, or anything else that will pay.



Super Scientist

"Hand me that sprocket. I want to poke something with it."

Race: Human

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

Skills: Knowledge (Computers) d6, Knowledge (Electronics) d6, Knowledge (Mechanics) d6, Notice d4, Shooting d8, Taunt d6, Weird Science d8

Charisma: -; **Pace:** 6, **Parry:** 2, **Toughness:** 5

Hindrances: Bad Eyes, Curious, Quirk

Edges: Arcane Background (Weird Science), New Power

Gear: Sling (Str+d4, 4/8/16), dagger d4-2 (Str+d4), crank powered flashlight, crowbar, flint and steel, glasses, suitcase (wheeled), sleeping bag, hammer, pulley, rope (50'), umbrella.

Powers: 10 Power Points, *bolt*, *deflection*

Background

You were born in the darkest depths of the Iron Shelter. From an early age you showed an aptitude for machines and electronics.

Naturally you were assigned to maintain and repair all the crucial systems that keep the Iron Shelter running. In your spare time you experimented with every piece of pre-war technology that the council would allow. You succeeded in converting a laser pistol and personal force-field from using disposable energy cells into a rechargeable battery. They can even be solar powered, if you ever see the sun.

You think that you've learned just about everything you can in the shelter, but you're sure there's more lost tech out there someplace. If only the council would let you search for some of it.



Wright Family Cousin

"All those smelly people need my help."

Race: Human

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

Skills: Boating d4, Fighting d4, Notice d6, Persuasion d8, Riding d6, Shooting d6, Streetwise d6, Taunt d6

Charisma: +2 (+4 in Wright Town); **Pace:** 6, **Parry:** 4, **Toughness:** 5

Hindrances: Anemic, Cautious, Code of Honor

Edges: Attractive, Command, Wright Family

Gear: Revolver (2d6+1), 30 bullets, horse, saddle, backpack, sleeping bag, magic eight ball, 129 in trade goods.

Background

You grew up in a life of privilege, never wanting for food, warmth, or shelter. You were a rising star in the Wright family. You had a gift with words and a face like an angel. Your cousin Sally has even sent you as an apprentice on the trade circuit.

You could have gone far in the Wright Company, but then you started to question the way things were done. While you reclined in your solar heated room with a plate full of fish and fried potatoes, you saw scrappers starving and freezing in the cold. You realized that the only thing that saves you from that fate is an accident of birth, and you've decided you want to find a way to help people in need.

You just haven't quite figured out how.



Starting Communities

As you create your character, you should select a starting community. There are three primary communities that PCs might come from. The Axe Tribe is a band of hunters and gatherers with little use for ancient technology. The Iron Shelter houses the descendants of people who took refuge in a refurbished iron mine to protect them from the Great War. Wright Town is a company town dedicated to salvaging from the ruins of an ancient city and trading the salvage to the people nearby.

These major communities play a large role early on in the adventure, and have built in prologues to bring the group together. There are also secondary communities that play roles later in the adventure, but these require more work from the player and the GM to get the PCs involved in the story. If none of these communities appeal to you, you can talk to your GM and see if you can find another way to join the story.

Axe Tribe

National parks had little strategic military value, so when the Great War came, the Boundary Waters parks between Minnesota and Ontario fared much better than most. Many who survived the initial attack fled to this area. Slowly they met up and formed communities. One such band is the Axe Tribe, named after their favorite weapon and tool.

The Axe Tribe lives off the land, hunting, fishing, and gathering. They're also very talented wood craftsmen, particularly adept at making dug-out and birchbark canoes, which they use to navigate the lakes and rivers of their homeland. They're semi-nomadic, and move their homes with the season. All tribe members are expected to know how to wield an axe, both in battle and to fell trees. (At large gatherings, tree chopping is a favorite competition.)

Most members of the Axe Tribe are human, though any who can prove themselves worthy are inducted into the tribe, including a good number of freaks, and even a few simians. The tribe reveres most with psionic powers as blessed by the gods, however they fear telepathic abilities and see the power to pry into others' minds as an evil power.

The Axe Tribe's spiritual beliefs are an eclectic blend of many pre-war religions, but one especially notable element is their reverence for Palbun. They believe that he is a giant who once roamed the earth accompanied by his bull steer. His skill with the axe is legendary. The Axe Tribe has crafted many statues of Palbun at holy sites, but

the holiest of all are the statues that survive from before the War.

As the Axe Tribe grew, it split into several smaller bands that number anywhere from two dozen to two hundred members. All of the bands are friendly toward each other and tribesfolk. The adventure assumes PCs come from the Santloose, the easternmost band in the Axe Tribe. Youngsters from the Santloose frequently go on exploration missions to discover the lands to the south.

History

When the bombs fell during the Great War, few fell directly on northern Minnesota, but that didn't mean people there were safe. Many died slow deaths from fallout or disease, and with the loss of modern infrastructure, many starved or froze during the harsh Minnesota winter. Worst of all, scarcity brought out the worst in many people, and many died at the hands of their former neighbors.

Despite all this terror, some managed to survive. The ancestors of the Axe Tribe were some of those lucky survivors. They came from many backgrounds, including loggers, members of the Leech Lake band of Ojibwa, survivalists, campers, and others who were just lucky enough to find the community.

The first years were hard for the survivors, but they adjusted to the new world they found themselves in, transitioning to a hunter and gatherer society. Their single focus was survival, and these were the lessons they passed on to their children, neglecting other trivial skills like reading, mathematics, and history. The first generation raised after the Great War lived through a chaotic time, and while they lost much of their pre-war culture, slivers of it remained and formed the basis of a new culture, the Axe Tribe.

Councils

The Axe Tribe has an informal system of government. There are no elected or declared leaders, but members who are given more respect or deference and looked to for leadership. When there are decisions to be made that affect the whole band, they call a council to discuss the topic.

There are no rules about who may attend a council, though elders and those who are particularly skilled are expected to attend, as is anybody who might be affected by the decision. The more important the decision, the

more people arrive. While youth may attend to listen, they're expected to keep their opinions to themselves.

Councils start by somebody knowledgeable explaining what they must decide, then attendees take turns in speaking, asking questions, making suggestions, or trying to convince people to join their side.

Once everybody has spoken, an elder will call for a vote. This is a voice vote, and if the votes are close, they put off the decision in the belief that more time to consider will result in better decisions.

Traditions of the Axe Tribe

In the generations that have passed since the Great War, the Axe Tribe has developed many traditions. Many of these have roots in pre-war society, but others were forged from the harsh conditions of *Broken Earth*.

Marriage Traditions

As in many societies, marriage is one of the most important events in the life of somebody from the Axe Tribe, and it is surrounded in both taboo and ritual.

The most significant taboo is that people of the Axe Tribe aren't supposed to marry somebody within the same band, so a woman born into the Santloose band is required to marry somebody from either the Missi or Ligfor band (or somebody from a minor band). While few people think about it in these terms, this taboo both prevents inbreeding and connects the bands to each other, which keeps the peace between them. Occasionally, young people try to get around this taboo by having one of the couple found a new band which the other will marry into.

People usually meet potential spouses at the Great Gathering, which occurs every midsummer. Young people in search of a spouse will also sometimes live with another band for several months, often staying with a male relative who married into that clan.

Once two people agree to marry each other, they go to the bride's parents to request permission. Assuming the parents accept, the husband-to-be leaves his band and lives with the bride's family while they construct a house of their own. Either of the couple is free to end the engagement for any reason during this time. Once the house is complete, they celebrate the marriage with a day of feasting, dancing, and storytelling. This completes the marriage ceremony, and from then on the two are husband and wife, and continue to live with the wife's band. It is extremely rare for somebody to divorce once they are married, but it is possible. If a man loses a wife by either death or divorce he may choose to return to his own band or remain with his former-wife's band.

The Great Gathering

Every year at midsummer, members of each band gather at the Holiest Statue of Palbun for a week of feasting, games, trading, and stories. Every member of the Axe Tribe is expected to attend the Great Gathering at some point during their life. Typically tribesfolk start to attend in their teenage years, and continue until responsibilities at home make it impractical.

Funeral Rites

Typically the Axe Tribe sends their dead to the afterlife through cremation. Ideally they are placed in a canoe which is loaded with kindling, and the boat is then lit on fire and left to drift down river. If this is impractical (usually due to the lack of a canoe or river), the dead are simply burned in a funeral pyre. Friends and family gather to share stories of the dead, sing songs, and eat and drink the dead's favorite food.

Vision Quest

When members of the Axe Tribe reach adulthood, they're expected to go on a vision quest as part of their rite of passage. As part of this, they go into the forest and spend several days fasting and meditating until they experience a vision. For safety the youth often travel with groups of others on a vision quest, but those who are not going through the ritual are not permitted to be present. After their visions, the questers return to the tribe and share their visions with the elders, who help to interpret them as a sign of the tribe members' future.

It's rumored that occasionally desperate adolescents make up a vision, but of course that would demonstrate a lack of dedication.

Bands

The Axe Tribe is divided into several smaller bands, all of which live in the woods of what was once northern Minnesota or southern Central Canada. They share a common culture, but there are slight differences between the bands.

Santloose Band

The adventure assumes PCs come from the Santloose band of the Axe Tribe, the easternmost of the three major bands. As it's closest to Wright Town, it also has the most contact with people from outside the Axe Tribe, and they frequently trade with members of the Wright family. The band has nearly one hundred members.

Missi Band

The Missi Band is the largest band of the Axe Tribe, numbering over two hundred people. They're based in the southwest of the Axe Tribe's range and roam the upper Mississippi River and winter near Leech Lake.

The Missi band is also the most conservative band on average. They hold strongest to the belief that they should avoid pre-war ruins and eschew technology if they don't know how it works.

Ligfor Band

The Ligfor band is the northernmost of the major bands of the Axe Tribe, living around what was once the border of Minnesota and Ontario. They are even more concerned with cold weather than the rest of the Axe Tribe (which is quite concerned with cold weather), and they are expert fur trappers and tanners. The Ligfor band is the smallest of the major bands, numbering just over fifty members.

Minor Bands

In addition to the three major bands, there are a few minor bands of the Axe Tribe. These number less than twenty people and are often a single family. Some minor bands were formed by ambitious tribesfolk who wanted to venture into unoccupied territory. Others are

just a loophole to get around the marriage taboo. The marriage taboo dictates that people from the same band should not marry, but it does not stop them from falling in love. Most young couples simply accept that they cannot be together, and find somebody else. A few go to great lengths to stay together. One member (usually the woman) founds her own band, which also means that she no longer belongs to her original band. Thus she is free to marry somebody from the original band. The loophole comes with a price, since the new band is expected to move to new territory and is not able to rely on their former community for support. These "bands of convenience" are also unlikely to attract other members (unlike "bands of expansion" which usually attract a handful of others).

World-View

The typical member of the Axe Tribe holds the following beliefs, though as always PCs need not be typical.

- Most of life is spent hunting, gathering, and crafting tools and shelter.
- The world is filled with spirits, both helpful and dangerous.
- Psionic powers are divine gifts and are used to benefit the community.
- Advanced technology is a form of dark magic.
- Most ruins are haunted by ghosts of the ancients.
- Don't trust any machines if you cannot understand how they work.
- Most are illiterate, except for the story keepers and their apprentices.
- All members of the Axe Tribe are valued according to the skills they prove.
- Your clothes are mostly tanned hides and furs.
- Your tools are primarily made from plants and animals, with some metal items built from scrap or traded from Wright Town.
- You live in a log cabin during the winter, and a tent covered with leather or birch bark during the summer.

Axe Tribe Slang

Always-People: Humans genetically similar to those from before the Great War.

Burned-People: Freaks

Chopper: A strong person, assertive, a person of action.

Day of Fire or Day the Sky Rained Fire: The Great War

Dull: Weak, unskilled.

Foundling: Members who were not born into the Axe Tribe, but later join it.

Mookoosh: Idiot.

Outser: Anybody who is not a member of the Axe Tribe.

Snag: Romantic partner.

Vultures: People who harvest scrap from ruins.



The Iron Shelter

The Iron Shelter is so named because it was converted from an underground iron mine. Before the Great War, a group of academics and scientists foresaw the very real threat of nuclear war. Hoping to preserve human civilization, they refitted the mine with a miniature nuclear reactor and recycling systems for water and air. They stockpiled food and set aside a section for indoor gardening complete with powerful lamps. Finally, they gathered massive libraries of reference materials, textbooks, technical manuals, historical accounts, and popular fiction; anything that would help future generations understand what human civilization was like before the fall. They hoped to one day return to the world above, but if need be they believed they could maintain a small population indefinitely.

When the missiles flew, the Iron Shelter closed itself off from the outside world, and the hundred inhabitants escaped the destruction that followed. For decades everything proceeded as planned. Through careful rationing and proper recycling, the inhabitants of the shelter lived completely cut off from the world outside.

But all that is about to change.

History

Things were looking bad before the Great War, and many sought a way to avoid it. One such attempt was started by a group of university students and professors. They sought to establish a long-term shelter deep beneath the earth. For the site they chose the Soudun underground iron mine. This mine was already being used for physics experiments, and there was plenty of unused mine space that the new project could expand into.

They sought funding under the pretense of an experiment studying the ability to create a self-sustaining community, the kind that would be necessary for long-term space flight. They began fitting the mine with living quarters, subterranean gardens, and a micro nuclear reactor to power it all.

Almost everything was in place when the Great War broke out. Almost. People scrambled to get their friends and families into the shelter and to find last minute supplies. Fights erupted at the mine entrance about who was allowed in. Finally the cage screeched to the bottom of the mine shaft for the final time.

For a few days the sheltered watched broadcasts from the surface, showing images of death and destruction. Then there was nothing left but static.

The survivors were on their own. They soon formed new rules to govern their isolated society, creating a constitution. In many ways this mirrored the laws of the American society they came from, but they also added crucial laws governing population control. The founders

thought they might be down in the mine for generations, and their resources were finite, so they instituted strict controls to ensure that they didn't overuse their resources.

Daily Life

Inhabitants of the shelter spend most of their time maintaining the shelter's electrical and mechanical equipment, tending to the indoor gardens, and learning about pre-war society in the shelter's library. While the shelter is filled with books and computer files describing nearly every aspect of pre-war life, their knowledge is purely academic. While they might have thousands of pictures of everything from dogs to spacecraft, nobody who currently lives in the shelter has heard the call of a wild animal, smelled dew on the grass, or seen a sunset.

Democracy

The Iron Shelter is governed by an elected council of five people that act as both legislators and executives. They serve five-year terms, with one slot up for election every year in a five year cycle. Because they tend to govern well and stay clear of controversies, incumbents almost always win reelections, and most contentious elections occur when there is an open seat.

The current members of the council are Jack Reynolds, Samantha Vang, Marguerite Olsen, Frank Muhammad, and Ernesto Morales. Though legally they all have equal power, Jack Reynolds and Samantha Vang are looked to as the primary leaders.

Most of the day-to-day work of the council is bureaucratic bookkeeping like tracking food production and consumption and ensuring all key labor roles are filled. Only rarely do they deal with major decisions or create new laws. When they do, Jack Reynolds tends to be the conservative voice while Samantha Vang argues for change.

Apprenticeship

Because of tight population controls, there are never more than a handful of children in the Iron Shelter at any time. Young children are educated together in a school that resembles the one-room school house of old. Here they learn the basics of reading, math, history, and science, as well as information about life in the Iron Shelter.

When the youths turn thirteen, they leave school to start what is called their "rotation" where they try a range of the different jobs that are vital to keeping the shelter functioning, including engineering, medical, agriculture, inventory, and food preparation. This rotation typically takes two years to complete, at which point the youths begin their apprenticeship. The council assigns the youth a job based on their aptitude and interests, as well as

the needs of the shelter. The teens learn their trade by working alongside experienced members of the society. While it is possible to appeal the council's assignment of apprenticeship, doing so is rare, and would require extraordinary circumstances.

Rumors of Return

In the months leading up to the start of the *Broken Earth* adventure, rumors circulate that the council is considering an expedition to explore the surface. This has sparked a vibrant debate among the citizens of the Iron Shelter.

Many would happily remain in the shelter and forget about the world above. Compared to much of the rest of the world, life in the Iron Shelter is safe and peaceful. The inhabitants are safe from marauders and mutants. They're well educated, and thanks to strict population controls, there's always enough food to eat.

Others, however, are less enthralled with life in the Iron Shelter. Boredom is one of the chief reasons, though few admit it. Others dislike many of the stifling rules, like the strict limit on how many children a couple can have or how much energy they can consume. They also point out that with a small population genetic diversity will become a problem in only a few more generations, and there's no way to refuel the reactor.

The most powerful argument however, is that they should be a beacon of hope. They should return to the surface not for themselves, but because they alone have the knowledge that the rest of humanity needs to once again return to a productive, safe, and prosperous civilization.

World-View

The extreme isolation of the Iron Shelter has led to a common world-view among most people in the shelter.

- You live in a community of one hundred people. You've known them your whole life.
- You've never met anybody from outside the shelter.
- Of all the communities in *Broken Earth*, the Iron Shelter is probably closest in culture to the modern day.
- You know a lot of things about the world before the war, but almost all of it is theoretical, not practical.
- You've never seen a plant larger than a corn stalk or an animal larger than a beetle.
- You understand what technology is, and might even know how it works.
- There were no psionics, freaks, or mutant monsters in the world you've read about.
- Everything you own was originally made before your parents were born. They've been mended and repaired countless times.

Iron Shelter Slang

Brighty: Happy, excited, full of energy.

Broken: Dumb.

Deep: Safe, secure.

Iron: Strong, impressive, true.

Kell: Cool, interesting.

Rack or Rack-It: An interjection to express anger or frustration (similar to darn).

Sheltered: People who are native to the Iron Shelter.

Surfacer: People who live on the surface.

Wright Town

As humanity slowly started to crawl its way out from disaster, many returned to former large cities to reclaim the remnants of technology they had lost. Many died in the process, falling victim to radiation or mutant beasts, but those who escaped danger found wonders from the old world and prospered.

This is the fate of the Wright family, who returned to the ruins of what was once Duluth. They combed the ruins, and not only found many tools that they could use, they began trading their goods to the small number of settlements beginning to form in what was once northern Minnesota. Over the decades, the Wright Family Trading Company has expanded to include not only members of the family itself, but also hundreds of employees who scour the landscape for scrap, protect caravans, and provide other support roles. The actual buying and selling is still reserved for members of the Wright family, which now includes several branches.

History of Wright Town

According to family lore, Jed Wright's father, Anthony Wright, was born the day the Great War ended. His parents were survivalists who had stockpiled enough food and ammunition to see them through the end of the world. Little else is known about them, as Anthony's children never met their grandparents, and he refused to even mention their names.

Anthony started out fending for himself, hunting and gathering food, and salvaging what he could from the ruins. As he grew up he started to realize that he could do more serving as an intermediary. He learned what people needed, found it someplace else, transported it, and took his cut. Not long after he started trading, Anthony met a fisherwoman named Sable. The two fell in love and were soon married. Their children became the first employees of the Wright Trading Company.

As Jed Wright and his siblings grew, so too did the Wright Trading Company. They established a base outside of the ruins of Duluth and hired a dozen scrappers to sift through the ruins for anything usable. They set up



regular trade routes with nearby fishing and farming communities.

The Wright family weren't the only ones with this idea, and early on several other scavengers and traders attempted to compete with the Wright family, but the family didn't tolerate friendly competition. The Wright Company either convinced traders to work for them, pushed them out of the territory, or the rival traders were executed "for the crime of unlicensed trading."

On his deathbed, Anthony Wright named Jed his successor; to lead of the Wright Trading Company. Unfortunately Jed's brother Ben thought he should control the company. The brothers' arguments turned to brawls and soon to bloodshed. The families fought for a year and a half, and the violence didn't end until Ben and all of his children were dead.

The brothers' war hurt the Wright family, and for some time it looked like they might fall from power, but in the twenty-four years since then, the company has grown even stronger and has regained its place as the de facto power in the north.

Corporate Government

Though they still see themselves a business, the Wright Company has become a de facto government, which controls a small town with the apt (if unimaginative)

name of Wright Town. Jed Wright is the patriarch of the Wright family and as CEO of the Wright Trading Company is also the de facto leader of Wright Town. He is assisted by several family members, including his daughter Sally who oversees the traders and his younger brother Jack who oversees salvage.

Like most company towns, most of the employees who live in Wright Town are constantly in debt, since the Wright Company (which operates all the stores in town) sets prices to squeeze all they can out of their employees. Most of the employees are scrappers, and while they are paid based on what they find (and only if they find something), the Wright Family considers all the salvage in the town to be their property, and anybody who "steals" is punished harshly.

The Wright Company is concerned with governing only as it affects their business. They maintain enough order to make sure that conditions are safe for their customers and workers. They maintain roads and ports, but otherwise care little for infrastructure, or education. They dole out punishments for major crimes like theft and murder with speed but little due process. There are now jails, and punishments usually involve branding, losing a hand, or execution.

The Wrights and the Have-Nots

Members of the Wright family live comfortable lives. Not only do they never worry about their next meal, they enjoy luxuries like books, guns, and even the occasional use of a gas-powered generator. They are the closest thing the region has to royalty.

Most other people in Wright Town live in pretty squalid conditions. They barely scrape together enough to keep themselves fed, and many go into debt to the Wrights to make it through the winter. A lack of sanitation and modern medicine also makes disease and parasites common throughout the town.

There is a very small band between the Wrights and the toiling masses. Most of these people survive by working for the Wright family in ways that they deem more important. These include caravan guards, smiths, and mechanics. Most of these people dream of marrying into the Wright family. When people marry a Wright, they always take the Wright name, whether male or female.

A Community of Loners

Wright Town has the least community cohesion of all the communities in the region. They don't necessarily share a history, culture, or creed. Many squabble with their neighbors, competing over food, land, and scrap. Others do their best to form smaller cooperative communities within the ruins of Duluth.

World-View

Because Wright Town is less homogeneous than the other major communities, the world-views of the citizens are more varied, but here are a few guidelines of what they might believe.

- For good or ill, the Wright family is the most powerful force you know of.
- There are monsters out there, waiting to strike.
- Raiders and thugs can be just as dangerous as any monster.
- Some people have psionic powers. You may or may not understand them.
- You know of advanced technology. You might consider it magic.
- You've probably seen people from nearby communities like Moose Town or Agate, and maybe even far off travelers from places like Freaky Town.
- Ruins often contain useful and valuable items hidden among the rubble.
- Your clothes are a mix of alpaca wool, leathers, and furs.
- Most of your tools and household good are scavenged or made from scrap.
- You probably live in the ruins of a building that you have cleaned up and modified for your own purposes.

Wright Town Slang

Ainch: Pre-war.

Babble: Knowledge, information, especially related to pre-war information.

'Canic: Somebody able to fix pre-war machines.

Chem-Head: Somebody who knows a lot about chemistry, particularly pharmaceuticals.

Dirter: Farmer

The Family/The Fam: The Wright family

Rusty: Unintelligent, slow, incompetent

Scraper: Somebody who makes their living harvesting scrap from ruins.

The Sea: Lake Superior

Techno: Cool, new, interesting

Tribal: People who exist by hunting and gathering (such as those from the Axe Tribe).

Secondary Communities

If you are not interested in one of the primary communities, your character might come from one of the secondary communities listed below. These are considered "secondary" not because they are necessarily smaller or less powerful, but because they are farther from the start of the adventure and the PCs are not likely to visit them until later in the adventure. Because of this, you may also need to work harder to incorporate your character into the adventure.

Farming or Fishing Communities: There are several farming or fishing communities near where the action begins, including Sandy, Moose Town, Agate, and Madeline. These are simply collections of farmers or fisher folk who live relatively near to each other for their own protection. They only have one or maybe two buildings other than the houses, and are supported by Wright Town.

FreakyTown: A community that dwells in the remains of Minneapolis. Because of high radiation levels, they are exclusively freaks. They mostly keep to themselves, but some want to either explore or conquer neighboring communities.

Golden Empire: A large (by post-apocalyptic standards) power that controls several towns in the remains of Iowa. The Empire is powered by slave labor and a surprisingly large supply of diesel fuel.

Kingdom of Geneva: A fortified town in southern Wisconsin that protects the surrounding farms and villages from raiders and mutant monsters. The Kingdom has patterned itself after both historical texts about medieval Europe, and fantasy fiction set in similar worlds (and many don't know the difference).

Scrap City: The ruins of what was once Chicago. The city is divided by several clans of scrappers who compete over territory and trading privileges.

Gear

Broken Earth features a wide range of gear for PCs, from a range of technology levels. For example, while firearms still exist, they are no longer being produced, and as such are rare and valuable. Many people use weapons that are easy to manufacture, like spears and bows. Most items in the core *Savage Worlds* book are available in *Broken Earth*, though some are more easily found than others.

Trade

The vast majority of people in *Broken Earth* use a barter system to exchange goods and services, as there is little that people are willing to put their full faith and credit in. For PCs to acquire items, they need to have something tangible to give in exchange. Some items are more easily traded than others. If somebody is willing to part with something, food is almost always an option, especially if it's something that preserves well. That being said, PCs don't need to list every item they have. It's okay to simply list a value in Trade goods.

There are a few exceptions to the barter system, but they are typically highly localized to their community. For example the Wright Trading Company pays its workers in "notes of credit" that they can redeem at company stores in exchange for things they need. To any place outside of Wright Town however, these notes are just scraps of worthless paper. As PCs explore further out, they may encounter other communities that have their own currencies.

Pricing Gear

The items in this section list a standard price in "Trade." This is an abstract value for the times, and in general people are likely to exchange two items with the same Trade value. These values are just averages and any item could be worth more or less depending on who the PCs sell it to.

The equipment lists in the *Savage Worlds* core rules give gear prices on the assumption that PCs will only take gear from a specific time period. This is not the core assumption of *Broken Earth*, however. Because most manufacturing technology was lost after the Great War, few "modern" items are being created, but some still survive and can be bought or scavenged. Most new items are roughly equal to the medieval era or Renaissance level of technology.

The item charts here give the cost of many items heroes can trade for in *Broken Earth*. For items not listed in the books, you can use the following guidelines. Anything from the medieval era uses the price listed, black powder items cost double the listed price, modern items cost triple, and futuristic items cost five times the listed price (if available).

Rarity

Some items in *Broken Earth* are easy to find when scavenging or trading. Some are almost impossible to obtain. The item's rarity represents how easy or difficult equipment is to find, and it can be Very Common, Common, Uncommon, Rare, or Very Rare.

In general, PCs can find Very Common items easily. Such items are extremely cheap and sometimes so readily available that there is no market for them. This includes scrap materials and unworked wood.

Common items are easily produced in the post-apocalyptic society, including food, clothes, and many weapons like spears, axes, and bows. Common items are typically available for purchase at a reasonably sized community.

Uncommon items are difficult to manufacture after the apocalypse, but can still be found in many ruins. They include many kinds of firearms and armor.

Rare items all date back to pre-war society and were uncommon even then. These include many military items and highly-advanced technology. It also includes fragile or biodegradable objects that were unlikely to survive the apocalypse, like books or medication.

Very Rare items were rare before the apocalypse and now are unknown to most denizens of *Broken Earth*. Most Very Rare items are "futuristic" technologies, such as laser weapons, advanced robots, and super drugs.

Buying Rare Items

PCs can trade for Common and Very Common items in just about every place that people gather to trade. Uncommon and Rare items require more work to find and might not be available. To locate somebody who will trade for these items, make a Streetwise test. Looking for Uncommon items imposes a -2 penalty to the roll, and looking for Rare items imposes a -4. Very Rare equipment is only available at specific locations.

Additionally the GM might simply say that certain items are unavailable.

Gear Notes

Unless otherwise noted, the gear described here follows all the rules described in the *Savage Worlds* rule book.

Tranquilizer Gun: Tranquilizer guns fire darts filled with powerful sedatives rather than bullets. When attacking, subtract the target's armor from the attack. Instead of suffering damage, the target must make a Vigor test at -2 or fall unconscious.

Electronics and Batteries: Many electronics can be powered by batteries. Instead of keeping track of the exact type of battery needed, just assume there is a 10% chance that any given battery matches the device. A Repair test at -2 and one day of work allows a PC to modify a device to accept a different kind of battery.

Vehicles

Fuel Efficiency: This number represents how many hexes a vehicle can travel on one gallon of fuel (for more on hex movement see page 39). The GM is free to rule that the

vehicle uses up more fuel under certain circumstances, such as during a chase or combat.

Winter Travel: Some vehicles are designed to be used on snow rather than roads. These vehicles suffer no penalty to movement during winter, but cannot be used at other times.

Super Drugs

Super drugs duplicate the effect of arcane powers. Using the drug requires an action, but no roll is needed. Unless otherwise noted, assume the power works as though the skill test resulted in a standard success.

Firearms

The modern world has far too many different firearms to list here, and there may be many more developed in *Broken Earth*, before the Great War. Because of this, we list firearms generically, rather than by specific make and model. If you want, you can use these generic names, or

Hand Weapons

Type	Damage	Weight	Trade	Rarity	Notes
Axe	Str+d6	2	200	C	
Bang stick	3d6	2	600	U	Uses a shotgun shell that must be reloaded after use (1 action)
Battle Axe	Str+d8	10	300	C	
Bayonet	Str+d4	1	200	U	A bayonet attached to a rifle increases damage to Str+d6, Parry 1, Reach 1, 2 hands
Club	Str+d4	1	20	VC	
Dagger	Str+d4	1	25	C	
Great Axe	Str+d10	15	500	U	AP 1, Parry -1, 2 hands
Great Sword	Str+d10	12	40	U	Parry +1. 2 hands
Flail	Str+d6	8	200	C	Ignores Shield Parry and Cover bonus
Halberd	Str+d8	15	250	U	Reach 1, 2 hands
Katana	Str+d6+2	6	1000	R	AP 2
Lance	Str+d8	10	300	C	AP 2 when charging, Reach 2, only usable when mounted
Long Sword	Str+d8	10	300	C	
Maul	Str+d8	20	400	C	AP 2 vs. rigid armor, Parry -1, 2 hands
Monomolecular Knife	Str+d4+2	1	750	VR	AP 2, cannot be thrown
Monomolecular Sword	Str+d8+2	8	500	VR	AP 4
Pike	Str+d8	25	400	C	Reach 2, 2 hands
Rapier	Str+d4	3	300	C	Parry +1
Short Sword	Str+d6	4	200	C	
Staff	Str+4	8	10	VC	Parry +1, Reach 1, 2 hands
Spear	Str+d6	5	100	C	Parry +1, Reach 1, 2 hands
Survival Knife	Str+d4	3	150	U	Contains supplies that add +1 to Survival skills
War Hammer	Str+d6	8	250	C	AP 1 vs. rigid armor

you can give the guns specific descriptions, and even alter the stats to reflect specific weapons (shots and weight can both vary widely).

Ammo is also generic. You can keep it this way to make the PCs' lives easier, or require them to find specific calibers of bullets to go with specific weapons.

Flavorful Scrap

A snow globe from Bemidji. A vinyl LP of Handel's Water Music. A single tattered page from Horton Hears a Who! A few items of little practical value but lots of flavor can help define a character. Feel free to give your characters a few such items at no cost to the PCs.

Ranged Weapons

Type	Range	Damage	RoF	Cost	Weight	Rarity	Shots	Min Str	Notes
Atlatl	6/12/24	Str+d6	1	100	4	C	1	-	Spear thrower
Axe, Throwing	3/6/12	Str+d6	1	75	2	C	-	-	
Bow	12/24/48	2d6	1	250	3	C	1	d6	
Crossbow	15/30/60	2d6	1	350	10	C	1	d6	AP 2, action to reload
Black Powder Musket	15/30/60	2d8	1	900	8	U	1	d6	2 actions to reload
Knife/Dagger	3/6/12	Str+d4	1	25	1	C	-	-	
Laser Pistol	15/30/60	3d6	1	4,000	4	VR	24	-	Semi-Auto
Laser Rifle	30/60/120	3d6	3	6,000	8	VR	24	d6	Auto, 3RB
Machine Gun, Light	30/60/120	2d8+1	3	5,000	30	R	250	-	AP 2, Auto, Snapfire
Machine Gun, Heavy	50/100/200	2d10	3	7,500	84	R	200	-	AP 4, Auto, May not move, HW
Pistol, Light Automatic	12/24/48	2d6	1	1,100	3	R	17	-	AP 1, Semi-Auto
Pistol, Heavy Automatic	15/30/60	2d8	1	1,500	8	R	7	-	AP 2, Semi-Auto
Pistol, Black Powder	5/10/20	2d6+1	1	650	3	U	1	-	2 actions to reload
Pistol, Revolver	12/24/48	2d6+1	1	1,000	3	U	6	-	AP 1
Rifle, Assault	24/48/96	2d8	3	2,000	8	R	30	d6	AP 2, Auto, 3RB
Rifle, Anti-Material	50/100/200	2d10	1	3,500	35	R	11	d8	AP4, Snapfire, HW
Rifle, Hunting	24/48/96	2d8	1	1,250	8	U	7	-	AP 2
Rifle, Sniper	30/60/120	2d10	1	2,000	11	R	7	d8	AP 2, Snapfire
Shotgun	12/24/48	1-3d6	1	1,400	8	U	6	-	See Savage Worlds core book
Sling	4/8/16	Str+d4	1	10	1	VC	-	-	
Spear	3/6/12	St+d6	1	100	5	C	d6		
Submachine Gun	12/24/48	2d6	3	1,500	10	R	32	-	AP 1, Auto
Tranquilizer Gun	24/48/96	Special	1	1,200	8	U	1	d6	See notes

Special Weapons

Type	Range	Damage	RoF	AP	Cost	Rarity	Burst	Weight	Notes
Cannon	50/100/200	3d6+1	4	1	2,000	U	None	-	Heavy Weapon
Catapult	24/48/96	3d6	1/3	4	1,500	U	MBT	-	Heavy Weapon
Flamethrower	Cone Template	2d10	1	-	3,000	R	Cone	70	Ignores Armor
Grenade	5/10/20	3d6	-	-	500	R	MBT	2	
Rocket Launcher	24/48/96	4d8	1	9	5,000	R	MBT	10	Heavy Weapon, Snapfire
Mine, Anti-Personnel	-	2d6+2	-	-	500	R	SBT	10	
Mine, Anti-Tank	-	4d6	-	5	750	R	MBT	20	Heavy Weapon

Armor

Type	Armor	Weight	Cost	Rarity	Notes
Leather Armor	+1	15	50	C	Covers torso, arms, legs
Leather Jacket	+1	3	10	C	Covers torso
Chain Coat	+2	25	300	U	Covers torso, arms, legs
Chain Shirt	+2	15	200	U	Covers torso
Breast Plate	+3	25	400	U	Covers torso
Full Plate	+3	50	900	U	Covers torso, arms, legs
Steel Helmet	+3	8	150	U	Covers head
Kevlar Vest	+2/+4	8	1,250	R	Covers torso, negates 4 AP
Kevlar Vest w/inserts	+4/+8	12	7,500	R	Covers torso, negates 4 AP
Full tactile armor	+6/+12	20	15,000	VR	Covers full body
Combat helmet	+4	5	400	R	50% chance vs. head shots
Hardhat	+2	2	50	C	50% chance vs. head shot
Motorcycle helmet	+3	5	250	U	50% chance vs. head shots

Barding

Leather barding	+1	20	200	C	For horses
Plate barding	+3	30	1250	U	For horses

Shields

Small Shield	-	8	25	C	+1 Parry
Medium Shield	-	12	50	C	+1 Parry, +2 Armor to ranged shots
Large Shield	-	20	200	C	+2 Parry, +2 Armor to ranged shots

Ammunition

Ammo	Weight	Cost	Rarity	Notes
Arrow	1/5	1/2	C	
Arrow, Teflon	1/5	10	U	AP 2
Bullet, Small	3/50	15	U	One bullet, light pistols
Bullets, Medium	5/50	25	U	One bullet, heavy pistols and sub-machine guns
Bullet, Large	8/50	40	U	One bullet, rifles and machine guns
Laser Battery	1	3,000	VR	One complete magazine for laser pistol or rifle
Quarrel	1/5	2	C	
Shot and powder	1/10	5	U	For black powder weapons
Shotgun Shells	8/50	40	U	One Slug, Scatter shot or slugs
Sling Stones	1/10	1/20	VC	

Fuel

Fuel	Cost	Weight	Rarity	Notes
Gasoline	500	6	R	Gallon
Diesel	400	6	R	Gallon



Adventure Gear

Item	Cost	Weight	Rarity	Notes
Backpack	50	2	C	
Bedroll/ Sleeping Bag	25	4	C	
Binoculars	600	2	U	x20 magnification
Blanket	10	4	C	
Canteen/ Waterskin	5	1	C	
Clothes	20	-	C	
Compass	400	1	U	
Crowbar	10	2	C	+1 to Strength to pry open
Flint and Steel	3	1	U	
Grappling Hook	250	2	U	
Hammer	25	1	C	
Lockpicks	600	1	U	
Handcuffs (steel)	50	2	U	
Night vision goggles	3,000	3	U	No penalty for Dim or Dark
Handcuffs (zip ties)		5	U	
Quiver (20 arrows/ quarrels)	25	2	C	
Roller Skates/Inline Skates	100	3	U	Double Pace on smooth surfaces. Agility test when hit or fall prone.
Rope (per 10 ft)	20	5	C	
Shovel	10	5	C	
Soap	1	1/5	C	
Snow Shoes	100	5	C	Negate movement penalty in snow
Skis	200	6	C	Double Pace for overland movement in snow
Tool Kit	600	5	U	
Torch	5	1	C	1 hour, 4"
Umbrella	15	2	U	
Whistle	5	-	U	
Winter Gear	200	3	C	+2 to Vigor rolls to resist cold

Electronics

Battery	100	-	R	
Camera (digital)	1,500	1	U	1000 pictures/battery
Computer, Desktop	4,000	20	R	Requires electricity
Computer, Laptop	6,000	5	R	Requires electricity
Computer, Tablet	3,000	1	R	Requires electricity
Flashlight, battery	100	1	U	60 hours/battery, 10" beam
Flashlight, windup LED	200	1	U	Wind every 5 min, 5" beam
Geiger counter	1,400	4	U	60 hours/battery
Radio, Crank	2,500	3	U	Wind every 10 minutes
Radio, CB	4,000	5	U	Require electricity, 100 mile range
Walkie-Talkie, Basic	500	1	U	6 hours/battery, 2 mile range
Walkie-Talkie, Professional	1,500	2	U	40 hours/battery, 15 mile range

Animals & Tack

Horse	300	-	C	
War Horse	750	-	C	
Saddle	10	10	C	
Food				
Fresh Meal	1	-	C	
Preserved Meal	2	1/2	C	
Vodka (12 oz)	10	1	C	

Books

Book, Novel	100	1	U	
Book, Children's	200	1	U	
Book, Survival	1,000	1	R	+1 to Survival
Book, Technical	4,000	1	R	+1 to appropriate Knowledge
Map, Local	50	-	U	
Map, Atlas	500	-	R	

Land Vehicles

Vehicle	Acc/TS	Toughness	Crew	Cost	Fuel Efficiency	Rarity	Notes
Bicycle Pace x 3	4 (2)	1	1	250	-	C	Human powered
Dogsled	Animal's Pace	6 (2)	1+3	500	-	C	See dog/wolf in Savage Worlds core book, winter travel.
Wagon	Animal's Pace	10 (2)	1+3	1,000		C	See horse in Savage Worlds core book
Snow Mobile	15/32	8 (2)	1+1	6,000	1	U	Winter travel only
Dirt Bike	15/32	8 (2)	1	8,000	4	U	+4 Toughness vs. Jumps, Off Road (4WD)
Road Bike	20/36	8 (2)	1+1	6,000	6	U	
ATV	15/32	9(2)	1+1	9,000	3	U	4WD
Car	20/40	11 (3)	1+4	20,000	2	U	
SUV	20/40	14 (3)	1+7	40,000	1	U	4WD
Joint Light Tactical Vehicle	20/40	20 (10)	1+5	400,000	1	VR	4WD, Heavy Armor, Stabilizer, Heavy machine gun

Aircraft

Vehicle	Acc/TS	Toughness	Crew	Cost	Fuel Efficiency	Rarity	Notes
Single Prop Plane	20/48	12 (2)	1+3	150,000	1.5	R	Climb 1
Gyrocopter	10/24	11 (1)	1+1	100,000	1.5	R	Climb -1

Watercraft

Vehicle	Acc/TS	Toughness	Crew	Cost	Fuel Efficiency	Rarity	Notes
Canoe, Light	2/6	6 (2)	2+2	500	-	C	Small canoe for short quick voyages.
Canoe, Heavy	2/8	10 (2)	8+8	1,500	-	C	Large canoe for long journeys.
Motor Boat	10/30	10 (2)	1+7	30,000	1	R	
Small Sail Boat	2/4	11 (2)	1+7	10,000	-	R	
Large Sail Boat	1/6	13 (2)	3+12	50,000	-	R	

Super Drugs

Drug	Equivalent Power	Cost	Rarity	Notes
Black-I	Darksight	500	R	Cloudy eye drops
Buff	Boost for Strength	600	R	A syringe injected drug
H to O	Environmental Protection (underwater)	750	R	A blue gelcap
HealUp I	Healing	500	U	A drug-soaked adhesive patch placed over wounds
HealUp II	Healing with a raise	1,200	R	A stronger version of HealUp
HealUp Extreme	Greater Healing	5,000	R	A long adhesive strip that can be wrapped around wounds
Radish	Radiation Resistance	600	U	A chewable tablet taken orally
RePhresh	Succor	350	U	Bitter liquid taken orally
Tosser	Farsight	800	R	Clear eye drops
Quix	Speed	300	U	An auto-injecting pen (similar to an epee-pen) applied to the legs
Vroom	Quickness	1,500	R	An mist taken by inhaler

Arcane Backgrounds

There are three Arcane Backgrounds available to characters in *Broken Earth*. Two of these, Psionics and Super Science, follow rules in the Savage Worlds core book. In addition, the setting introduces a new Arcane Background: Extreme Chemistry.

Suitable Powers: Each Arcane Background, as well as the different psionic Trappings, has a list of suitable powers. These are the only powers that you can select with this Arcane Background.

Powers marked with an asterisk (*) are new powers introduced in this book.

Arcane Background (Extreme Chemistry)

Arcane Skill: Chemistry (Smarts)

Starting Power Points: 10

Starting Powers: 3

Characters with this background know how to mix chemical agents to produce powerful drugs that enhance the body beyond its normal limits. These characters typically found chemical formulas for super drugs developed by the US military. The characters are assumed to have a stock pile of basic chemicals that they constantly replenish during downtime, and they mix these chemicals to make any of the formulas they know.

Bad Trip: Any time a chemist rolls a 1 on his Chemistry die (regardless of his Wild Die) mixes the chms improperly. The target is Shaken. This can cause a wound.

Suitable Powers: *Armor, Boost/Lower Traits (boost only), Darksight, Disguise, Environmental Protection, Farsight, Greater Healing, Healing, Quickness, Radiation Resistance*, Speed, Succor, Warrior's Gift.*

Super Science

The Weird Science Arcane Background is available in *Broken Earth* but is called Super Science instead. This represents characters who have reclaimed pieces of extremely advanced (often military) pre-war technology such a lasers, rocket packs, or holographic projectors. PCs either found and repaired the item, or they found schematics that allowed them to develop their own.

Suitable Powers: *Armor, Barrier, Blast, Bolt, Boost/Lower Trait, Burst, Damage Field, Deflection, Disguise, Environmental Protection, Fly, Greater Healing, Havoc, Healing, Invisibility, Light/Obscure, Quickness, Pummel, Radiation Resistance*, Slumber, Smite, Speak Language, Speed, Stun, Succor.*

Psionics

In the wake of the Great War, a small number of survivors started to demonstrate psionic powers, including the power to read thoughts, move objects, create fire, and manipulate life energies.

Psionic Trappings

In the world of *Broken Earth*, psionic powers fall into four general categories, telepathy, telekinesis, pyrokinesis, and ki mastery. While psionists can take powers from any of these categories, many focus on one category over the others, and each has its own Trappings.

If players select a psionic power that could fit into more than one Trapping category, they must decide which category the power comes from. Additionally, for each power you may choose one of the further Trappings listed in each category.

Telepathy

Telepathy involves the manipulation of the mind. On the most basic level, this involves reading or projecting thoughts. Power telepaths can affect their foes' minds to trick their senses, or assault the brain directly, disabling and even killing the target.

Mental Assault: Damaging powers target the foes' mind directly. This ignores armor, but reduces the damage die by one type.

Subtle: Telepathy can be difficult to detect. On a raise the target and any observers cannot tell who made the attack, and (depending on the power) might not even know they were targeted.

Suitable Powers: *Beast Friend, Blast, Blind, Bolt, Burst, Confuse, Divination, Drain Power Points, Fear, Mind Trick*, Mind Reading, Puppet, Slumber, Speak Language, Stun, Telekinesis.*

Telekinesis

Telekinesis allows the character to manipulate physical objects with his mind. Some psionists can even batter their enemies with invisible bursts of psychic force.

Knock Down: On a raise, the telekinetic attack also knocks the target prone, in addition to any other effects.

Knock Back: On a raise, the telekinetic attack also pushes the target back 1d6.

Suitable Powers: *Armor, Barrier, Blast, Bolt, Burst, Deflection, Entangle, Fly, Havoc, Pummel, Smite, Telekinesis, Wall Walker.*

Pyrokinesis

Pyrokinesis allows the character to control heat and fire. Frequently pyrokinetics alter existing fire and cause materials to spontaneously combust.

All of the Fire/Heat Trappings from the Savage Worlds core book are suitable for pyrokinesis.

Suitable Powers: *Blast, Bolt, Burst, Damage Field, Elemental Manipulation (fire only), Light/Obscure (light only), Smite.*

Ki Mastery

Ki masters focus on the energies of the physical body. They can enhance the body's natural healing process, or enhance senses or physical abilities. A few can even use their mastery offensively to debilitate their foes.

Revitalizing Touch: If your character targets an ally who is Shaken, and the power gets a raise, the ally can make an immediate Spirit roll to recover from being Shaken.

Pressure Points: Reduce the range of the power to touch. When your character hits a target with an unarmed strike (regardless of how much damage you do), he may immediately use the chosen power on the target without suffering a multi-action penalty (he must still spend the Power Points). If the character has multiple powers with this Trapping, you may only use one per hit.

Suitable Powers: *Beast Friend, Blind, Boost/Lower Trait, Dark Sight, Disguise, Farsight, Greater Healing, Healing, Quickness, Radiation Resistance*, Speed, Succor, Warrior's Gift.*

New Powers

Two new powers are available in *Broken Earth*.

Mind Trick

Rank: Seasoned

Power Points: 3

Range: Smarts x 2

Duration: Special

Trappings: Telepathic influence

This power allows you to implant one "fact" into the target's head. You must communicate this fact to the target verbally when you use this power, and it must be able to understand you. The fact implanted should take the form of a short phrase or sentence, such as "I was never here," or "These aren't the robots you're looking for." Particularly outlandish claims like "Flying sharks are tracking you," grant the target a bonus to the opposed check as determined by the GM. *Mind Trick* is an opposed test using the character's Arcane skill against the target's Spirit. If successful the target believes the implanted information to be true, and acts accordingly. On a

standard success, the target believes this for one hour. With a raise they believe it for 1d6 hours, and with two or more raises they believe it for one full day.

Additional Targets: The character can affect up to five targets by spending a like amount of Power Points.

Radiation Resistance

Rank: Novice

Power Points: 1

Range: Touch

Duration: 24 hours

Trappings: Anti-radiation drugs, radiation shielding, increased natural resistance.

For the duration of this power, the target gains a +2 bonus to Vigor tests made to resist radiation. On a raise, this bonus increases to +4.

Additional Targets: The character can affect up to five targets by spending a like amount of Power Points.



Setting Rules

The *Broken Earth* setting uses the following additional rules.

Travel and Exploration

Characters will spend a lot of time traveling and exploring the land of *Broken Earth*. The rules for traveling in *Broken Earth* are modified from the rules in the *Savage Worlds* core book.

Terrain

In *Broken Earth*, terrain applies a fractional multiplier that applies to all forms of transportation, from walking to driving. These categories and their multipliers are as follows.

Ground	Speed	Terrain Type
Easy	x1	Plains, roads, ruined road, water
Medium	x3/4	Light forest, low hills
Hard	x1/2	Steep hills, sand, medium forest
Difficult	x1/4	Mountains, heavy forest

Walking

For overland travel, a character can walk a distance in miles per hour equal to one-half his Pace. Using items like skis or roller skates, increases the character's Pace for this purpose, but are still considered "walking."

Forced March

Normally characters can walk for eight hours each day. If they walk longer, have the characters make a Vigor test every hour. Failure means they suffer a level of Fatigue.

Wheeled Vehicles

Wheeled vehicles, from bicycles to SUVs, average a speed in miles per hour equal to their Top Speed. On repaired roads, multiply their Top Speed by 1.5. However, unless the vehicle has four-wheel drive or other off-road capabilities, it treats every terrain type other than roads and ruined roads as though it was one step closer to difficult. Such vehicles simply cannot pass through terrain that is already difficult. (A standard car cannot drive through a heavy forest.)

Water Vehicles

Motor and muscle powered water vehicles average their Top Speed in miles per hour. Sailing ships operate slightly differently. Instead of a flat miles per hour, have the captain (or whoever is in charge if the captain is resting) make a Boating check every eight hours. The result of the Boating check determines how far the ship traveled in that time. The main advantage of a sailing vessel is that it can operate 24 hours a day, with a crew taking shifts.

Boating Test Result	Miles Traveled
Failure	Top Speed x 3 miles
Success	Top Speed x 10 miles
Raise	Top Speed x 15 miles

Hexes

Broken Earth uses a standardized hex that measures roughly 12 miles (20 km) across. To make calculating travel time easier, simply treat moving from one hex to another as 12 miles (20 km) of movement. Assuming that PCs move eight hours per day, the following chart gives an idea of how many hexes per day the PCs can cover.

Movement	Easy	Average	Hard	Difficult
Slow character (Pace 4)	1	1	1/2	1/2
Standard character (Pace 6)	2	1	1/2	1/2
Horses (Pace 10)	3	3	2	1
Bicycles (Speed 18)	12	9	6	1
SUV (Speed 40)	26	20	13	6
Light Canoe (Speed 6)	4	3	2	1
Small Sail Boat (Speed 4)*	3	3	2	1
Single Engine Prop Plane	90	-	-	-

*Assumes eight hours of travel with standard success.

Locations

As the PCs explore *Broken Earth*, they find many interesting locations. Some of these locations are obvious, while others are hidden.

Characters find obvious locations by simply entering the hexes containing the locations. Obvious locations are most commonly large ruins or established settlements.

Hidden locations require that the PCs search for them. This requires the PCs to move through the hex at half speed, and also requires them to pass a Trait test, usually Notice.

Winter

Snow impedes travel to the unprepared. Unless they have a form of transportation specifically designed for snow, such as snow shoes or a dogsled, treat all terrain types as though they were one level more difficult. Most lakes freeze over in winter, making boat travel more difficult (though skating becomes possible).

Additionally, the PCs need to fend with the cold hazard described in the Savage Worlds core rulebook.

Scavenging

There are a lot of ruins in *Broken Earth*, and while many of them have been picked over in the decades since the War, there is still much to be salvaged among the wastes.

There are two ways that PCs can try to scavenge scrap from the ruins. They can either search for a specific item, or they can just gather as much material as they can from a region.

Salvage Value: Different locations have different amounts of material PCs can find. The GM's section of *Broken Earth* gives locations a salvage value. This represents the size of the location before the War, how much the area has been picked over, and whether the area was protected from the elements.

Search for a Specific Item

PCs can search for specific items by making a Notice test. The PCs should add the location's salvage value to this test, however they will also subtract a number based on the rarity of the item, as described below. The rarity of the item also determines how long the PCs spend searching before they find the item. With a raise, they cut this time in half. If they fail, they spend the maximum time searching and don't find the item.

Very Rare Items are only found at specific locations.

Rarity	Notice penalty	Time Searching
Very Common	0	1d6 x 10 minutes
Common	-2	1d6 hours
Uncommon	-4	2d8 hours
Rare	-8	1d4 days

These, of course, are general guidelines, and the GM can modify values for specific locations, or simply rule that items cannot be found.

Scavenging mechanical and electronic items assumes that the PCs find broken but repairable salvage, since few of these items are in pristine condition. Fixing the item requires a Repair test with a modifier determined by the GM, based on the complexity of the item. Fixing it might also require additional parts and resources.

Harvesting Scrap

Many people in *Broken Earth* make their living harvesting scrap from ruins, and PCs are free to do the same.

Every week the PCs spend scrapping, they gain 1,000 Trade worth of scrap multiplied by the location's salvage value (or the location's salvage value in Build). Plus allow each PC a Notice test modified by the location's salvage value. For each success and raise the heroes find one notable item.

PCs can also ask people from their community to harvest scrap (if they have scrappers living there). They harvest scrap at the same rate, but have no chance of finding notable items.

Community Building Rules

Early on in the *Broken Earth* adventure, PCs will get a chance to establish and lead a small community. The following rules describe both how the PCs help the community grow, and what it can do to help them.

Community Statistics

Like heroes, communities have statistics they keep track of on their community sheet. These use familiar terms like Attributes and Edges, but operate a little differently.

Attributes

Each community has three attributes: Economy, Force, and Morale. These represent the community's collective ability to get things done, not a specific person's ability. Like a character's attributes, these are measured by die types. At the start, the PCs' community will have a d4 in each attribute.

Economy: This represents the community's ability to produce and trade goods. It might be modified by encouraging trade, exploiting natural resources, or by increasing manufacturing.

Force: Force represents the community's martial power, police force, and ability to protect itself. It is an aggregate of factors like personnel, weapons, fortifications, and an effective judicial system.

Morale: This represents both how happy the citizens of the community are, and also how well known it is

Notable Items

Red Joker	Draw two more cards
Ace of Clubs	Kevlar Vest With Inserts
King of Clubs	Kevlar Vest
Queen of Clubs	Full Plate
Jack of Clubs	Breast Plate
Ten of Clubs	Combat Helmet
Nine of Clubs	Bicycle
Eight of Clubs	Snowshoes
Seven of Clubs	Skis
Six of Clubs	Roller Skates/In Line Skates
Five of Clubs	Winter Gear
Four of Clubs	Saddle
Three of Clubs	Night vision goggles (active)
Two of Clubs	Binoculars

Ace of Heart	HealUp Extreme
King of Heart	Vroom
Queen of Hearts	HealUp II
Jack of Hearts	Tosser
Ten of Hearts	Radish
Nine of Hearts	Black-I
Eight of Hearts	HealUp I
Seven of Hearts	Quix
Six of Hearts	RePhresh
Five of Hearts	Buff
Four of Hearts	Antibiotics
Three of Hearts	Vodka
Two of Hearts	Freeze dried instant coffee

Black Joker	Draw three more cards
Ace of Diamonds	Laptop
King of Diamonds	Tablet
Queen of Diamonds	Digital camera
Jack of Diamonds	CB Radio
Ten of Diamonds	Crank radio
Nine of Diamonds	Basic Walkie Talkie
Eight of Diamonds	Windup LED flashlight
Seven of Diamonds	Battery flashlight
Six of Diamonds	Geiger Counter
Five of Diamonds	Map
Four of Diamonds	Children's book
Three of Diamonds	Technical book
Two of Diamonds	Battery

Ace of Spades	Shotgun
King of Spades	Hunting Rifle
Queen of Spades	Automatic Pistol
Jack of Spades	Revolver
Ten of Spades	Large Bullets
Nine of Spades	Medium Bullets
Eight of Spades	Katana
Seven of Spades	Great Axe
Six of Spades	Great Sword
Five of Spades	Crossbow
Four of Spades	Bow
Three of Spades	Battle Axe
Two of Spades	Survival Knife

among the surrounding communities. A community with a high Morale is more likely to attract and keep citizens.

Edges

A community gains special benefits from Edges just like PCs. Most of the time, the community gains these Edges through the PCs' actions. The Edges that the community starts with depend on what the PCs do early in the adventure. They fall into three general categories, Citizen Edges, Resource Edges, and Building Edges.

Citizen Edges: These represent benefits that the community gains based on the people who live there, such as getting more food from farmers, or more protection from soldiers.

Resource Edges: Resource Edges are gained when the community has access to particular physical

resources, such as stockpiles of advanced weapons or a library of books.

Building Edges: These are benefits that the community gains from certain buildings, such as walls or a hydroelectric power plant.

Resources

Communities have two primary resources, Build and Food.

Build: Build represents material resources that the community can use to construct buildings. It includes wood, stone, metal, and even more complex items like wire and turbines. One Build is worth roughly 1,000 Trade.

Food: Each Food represents a large amount of food that can be stockpiled. Each Food is roughly enough to feed 100 people for one week.

Communities and Acing

Unless otherwise noted, all dice rolled as part of managing the community can ace.

Projects

Most people in the community spend their days working on the basics. They farm, hunt, fix or replace tools that break, and build enough shelter for the people who live there. Assume that these happen without direction from the PCs.

Projects, however, are bigger tasks that go beyond daily maintenance. These projects typically benefit the whole community, such as infrastructure improvements, harvesting valuable resources, or settling new territory. NPCs typically only initiate a project when the PCs ask.

Groups

For every fifty people in the community, it has one Group that can work on a project. This doesn't mean that all fifty people work on the project. Most people are still working the basics, like fishing and farming, or they are too young or old to help out, while about eight to twelve people can focus on the project. The people in the Groups aren't always the same and the Group's exact make-up shifts due to the day-to-day needs of the community.

Speeding Up Projects

The community can speed up projects by sending more people to work on them. Divide the amount of time it normally takes to complete the project by the number of Groups working on it and round all fractions up.

Extra Help

If the community desperately needs more help to finish a project, they can take some people away from the basics to focus on a project. Putting people on extra projects like this consumes one Food and one Build every week. (This represents both the extra food and resources they consume, and the loss of what they would have produced.)

Ongoing Projects

Some projects are ongoing. These don't have any particular time frame, but instead give a weekly bonus until the Group is called to another project.

Types of Projects

Accompany PCs: A Group of up to eight NPCs can accompany the heroes on their adventures. The GM can

provide statistics based on the type of people living in the community.

Build a Road: The group can refurbish old roads or create new ones. Refurbishing a hex of ruined road requires two weeks and two Build. Building a new road requires four weeks and four Build.

Construction: This allows you to build major structures in the community, such as a watch tower, power plant, or hospital. Constructing buildings requires an investment of time and Build as listed in the section on Building Edges.

The GM also has the discretion to mandate that some or all of the Build needed to construct a building must come from a particular source, especially when it comes to high-tech equipment. For example it would be difficult to make a hydroelectric power station using only Build harvested from the forest.

Rebuilding a ruined structure (pre- or post-war) takes half the time and Build to construct.

Expand Territory: This expands the amount of territory that the community controls by one hex. This includes things like clearing land, building new homes, learning about the area, and people moving with their belongings to their new home. It does not include things like exploring sites described in the GM's section or driving out monsters that might lair there.

A community can control a maximum of one hex for every hundred people living there.

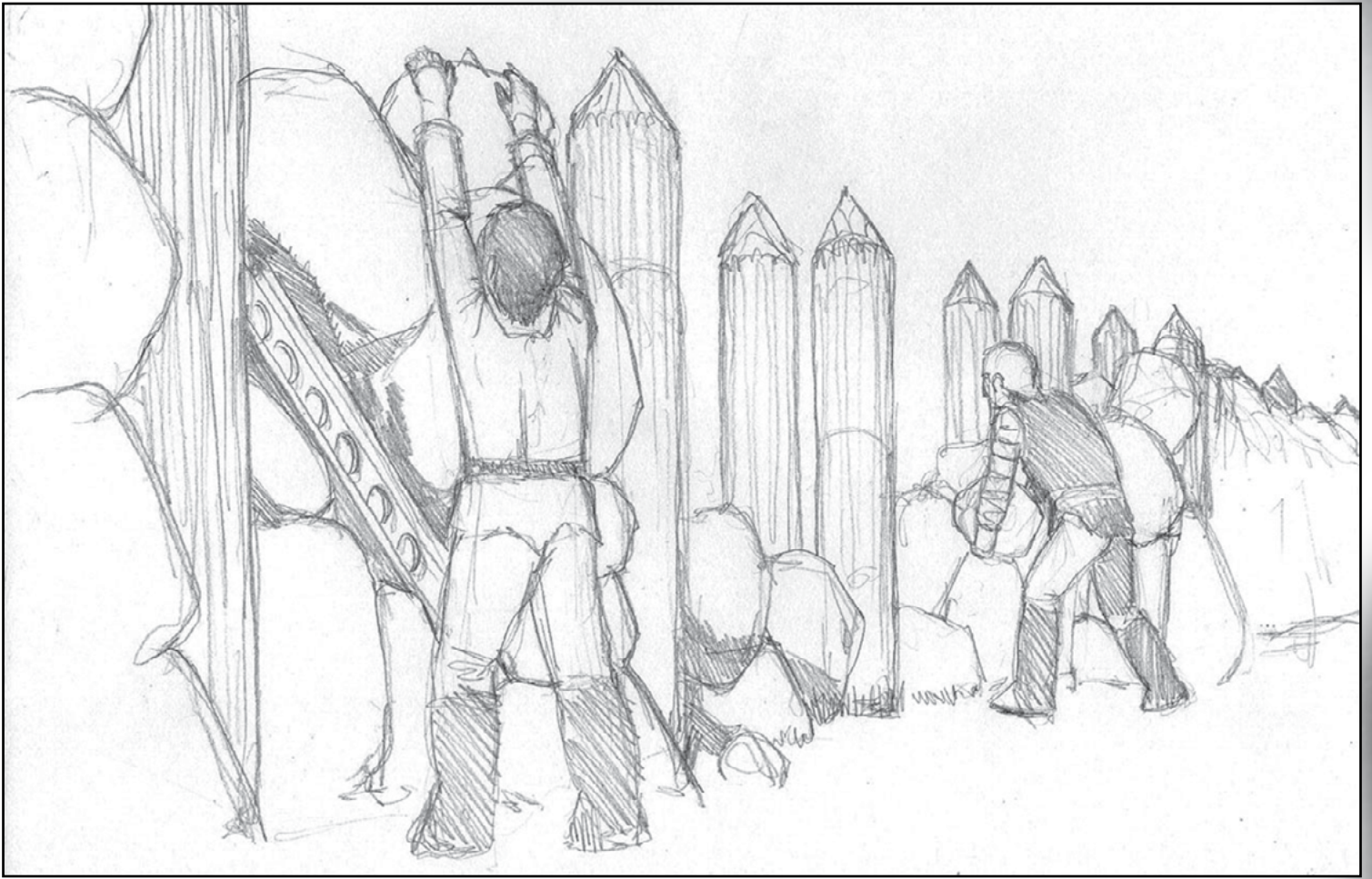
Requires: One month, one Build, and one Food.

Extra Patrol: The Group can patrol the area to protect it from mutants and raiders. One Group patrolling one hex grants a +1 bonus to Force checks made involving that hex. Every additional Group patrolling can either increase the bonus by +1 or double the number of hexes patrolled.

Harvest Resources: This allows the Group to gather resources, which can be anything from chopping trees to searching ancient ruins for scrap. The community can use the resources to build new structures, or to trade to other communities.

Most natural resources grant one Build for every week spent harvesting, though certain resources might grant more. When salvaging from ruins, the resources grant Build equal to their salvage value (the GM has this information). Some ruins have a limit on how much Groups can harvest from them, others can be harvested indefinitely.

Raise an Army: PCs can raise an army to fight their foes (using the Mass Battle Rules found in the Savage Worlds core book). Every Group represents a militia numbering the community's Force + 4. Like hurrying a task, PCs can raise additional forces for a cost of one Food and one Build per Group each week.



Community Edges

Just like PCs, communities gain Edges, however they do not gain them by earning XP, instead they gain them through the PCs' actions during the adventure. All Edges have benefits for the community and the PCs.

In addition to the Edges listed here, there are a few secret Community Edges listed in the GM's section of the book.

Citizen Edges

Communities gain these Edges based on the people living in the community. As the PCs recruit more people to join their community, they will gain more of these Edges.

Crafts Folk

Crafts folk have specialized skills such as pottery, blacksmithing, or weaving.

Community Benefit: The community's Economy increases by one die type. Additionally, once per year the community gains an additional 1d6 Build per hex it controls.

PC Benefit: PCs can requisition items appropriate to the craftspeople worth 50 Trade or less.

Herdsmen

Herdsmen maintain a large number of animals, whether they be sheep, goats, cattle, or alpacas.

Community Benefit: Once per year, the herd provides extra food, resources, or both, depending on the nature of the animal. For every hex the community controls, the herd produces either 1d8 Food, 1d8 Build, or 1d4 Food and Build. The GM determines exactly which benefit the community gains.

PC Benefit: PCs can freely requisition items made from the herded animals costing 50 Trade or less.

Engineer

Engineers know how to construct large, complex buildings.

Community Benefit: The community can construct buildings that require an engineer.

PC Benefit: Engineers can answer questions the PCs have about technology.

Farmers

Farmers know how to farm the land. Every fall, they bring in a harvest that lasts through the winter or can be traded to another community.

Community Benefit: Three times per year in the fall, the farmers can harvest 1d6 Food for every hex the community controls.

PC Benefit: The heroes can requisition enough provisions to feed themselves on a journey lasting up to two weeks.

Improved Farmers

The community not only has skilled farmers, it has knowledge of advanced farming techniques or special equipment to make the job easier.

Community Benefit: Three times in the fall, the farmers can harvest 1d8 Food for every hex the community controls. (Replaces benefit from Farmers.)

PC Benefit: The heroes can requisition enough provisions to feed themselves on a journey lasting up to four weeks.

Fisher Folk

The Fisher Folk Edge is gained from commercial fisher folk who catch more than needed, not just subsistence fishers (which would fall under the category of Foragers).

Community Benefit: A total of six times in summer and fall, the fisher folk catch 1d6 Food worth of fish for every hex the community controls that contains a lake.

PC Benefit: Fisher folk will shuttle the PCs to any location that can be reached in a day or less by boat.

Foragers

Foragers know how to find food in the wilderness by hunting, trapping, or fishing game and gathering edible plants.

Community Benefit: Each week during winter, the community can make an Economy test. For each success and raise, one hex the community controls doesn't require additional food.

PC Benefits: NPC foragers can accompany PCs on a journey, granting a +1 bonus to Survival checks made to search for food.

Lumberjacks

Lumberjacks chop down trees.

Community Benefit: The community can harvest resources from forests. Wood products are readily available in the community.

PC Benefit: The PCs can requisition woodworking tools or objects made of wood worth 50 Trade or less.

Docs

Docs can be anybody with conventional medical training, typically passed down from one doc to another. They encompass what we would refer to as doctors, nurses, physician assistants, midwives, and dentists.

Community Benefit: The community gains a +2 bonus to Economy rolls to resist epidemics. Treat NPCs' Vigor as though it were one higher for the purposes of seeing if NPCs survive a mass battle.

PC Benefit: Characters going through natural healing and receiving medical attention gain the bonus as though it were 1941 or better.

Mechanics

Mechanics are able to repair machines from hand pumps to combustion engines and can even craft new machines out of scrap.

Community Benefit: The community's Economy increases by one die type.

PC Benefit: The mechanics can repair wounds to the characters' vehicles free of charge.

Scrappers

Scrappers know what to look for in pre-war ruins and know how to get the material out.

Community Benefit: The community can harvest resources from ruins.

PC Benefit: PCs who ask for help from a scrapper gain a +1 bonus to Notice checks to find a specific item to salvage.



Soldiers

Soldiers are trained in weapons and tactics and have combat experience. They can also train other citizens in the basics of combat.

Community Benefit: The community's Force increases by one die type. In mass battles, forces from communities with Soldiers gain one additional battle token.

PC Benefit: PCs can request a like number of soldier NPCs to accompany them on their adventures. (This is independent of an Accompany the PCs project.)

Traders

Traders move in between settlements to trade all kinds of items.

Community Benefit: The community's Economy increases by one die type.

PC Benefit: PCs can request that the trader locate a specific Rare item, and the trader will find it within a month. The PC still needs to pay full price for the item. PCs cannot request a second item until the trader finds the first item.

Resource Edges

These Edges represent physical objects that the community possesses.

Books

This represents a large collection of books on a range of topics.

Community Benefit: Economy and Morale both increase by one die type.

PC Benefit: PCs who consult these books gain a +1 to Investigation checks.

Computerized Library

This represents a wealth of digital information that characters can access through a computer interface.

Community Benefit: Economy and Morale both increase by one die type.

PC Benefit: When PCs Advance, they can take two new Knowledge skills for a single Advance.

Basic Firearms

The community owns enough guns and ammunition to arm the town guard or militia. These are mostly black powder, or pre-war civilian weapons such as handguns and hunting rifles.

Community Benefit: Increase the community's Force by one die type. In mass battles, forces from the community gain one additional token. The community can only benefit from one kind of weapon.

Additionally, ammunition is readily available for sale in the community.

PC Benefit: Once each week the PCs can requisition a clip of ammunition for basic firearms.

Military Firearms

The town has more powerful weapons, probably pre-war military items, such as assault rifles, machine guns, and hand grenades.

Community Benefit: Increase the community's Force by two die types. In mass battles, forces from the community gain one additional token. The community can only benefit from one kind of weapon.

Additionally, ammunition is readily available for sale in the community.

PC Benefit: Once each week, the PCs can requisition a clip of ammunition for military firearms.

Laser Weapons

The community has enough laser weapons to outfit its fighting forces.

Community Benefit: Increase the community's Force by three die types. In mass battles, forces from the community gain one additional token. The community can only benefit from one kind of weapon.

Additionally, ammunition is readily available for sale in the community.

PC Benefit: Once each week, the PCs can requisition a laser battery.

Medicine Stockpile

The town has a large stockpile of medication that it can call on in times of need.

Community Benefit: The community gains a +2 bonus to Economy tests to resist epidemic events and other diseases.

PC Benefit: Characters going through natural healing and receiving medical attention gain the bonus as though it were 1941 or better.

Building Edges

The community gains these Edges from constructing the appropriate buildings in their community. Some hexes already contain buildings in them, and if the heroes' community takes control of the hex, they automatically gain the benefits of the building. Ruined buildings must be repaired before the community gains their benefits.

Fort

Requires: Walls, Watch Tower, 32 Build, 16 weeks

This is a fortified structure that armed forces can defend, and where civilians can flee in the event of an attack.

Community Benefit: The community's bonus to Force tests in the hex containing the fort increases to a +3 (includes the bonuses from the Watch Tower and Walls), and in mass battles, defending the hex counts as having a major terrain advantage.

Hospital

Requires: Medicine Stockpile, Docs, 20 Build, 20 weeks

This small hospital or clinic offers a range of medical treatments.

Community Benefit: The community gains a +4 bonus to Economy tests to resist epidemics and other forms of disease.

PC Benefit: Characters staying at the hospital for natural healing gain the benefits of medical attention from 2010 and beyond.

Hydroelectric Power Station

Requires: Engineer, 40 Build, 36 weeks; must be built in a hex containing a river.

This hydroelectric dam produces enough power for 1,000 citizens. The cost also includes electrical wiring to the hex and all hexes connected by roads.

Community Benefit: The community receives electricity. If this is the first electricity source, increase the community's Economy and Morale by a die type. It also allows the community to construct any buildings that require electricity.

PC Benefit: The PCs each receive one battery and can freely recharge all of their batteries.

Machine Shop

Requires: Mechanic, 14 Build, 8 weeks

A machine shop houses a great deal of specialized equipment that can be used to build and repair machines.

Community Benefit: Scrappers can harvest one additional Build worth of scrap from any ruins they scavenge.

PC Benefit: PCs gain a +2 bonus to Repair tests while using the machine shop.

Improved Machine Shop

Requires: Engineer, Mechanic, Electricity, 20 Build, 16 weeks

This shop has more advanced tools, including power tools, and possibly even computer diagnostics.

Community Benefit: Scrappers can harvest two additional Build worth of scrap from any ruins (this replaces the benefit for Machine Shop). The community's Economy increases by one die type.

PC Benefit: PCs gain a +4 bonus to Repair tests while using the improved Machine Shop (replaces bonus for Machine Shop), and repair take half the normal time.

Micro Nuclear Reactor

Requires: Engineer, 60 Build, 50 weeks, must have nuclear fuel.

This nuclear reactor produces enough power for 2,000 citizens. The cost also includes electrical wiring to the hex and all hexes connected by roads.

Community Benefit: The community receives electricity. If this is the first electricity source, increase the community's Economy and Morale by a die type. It also allows the community to construct any buildings that require electricity.

PC Benefit: The PCs can freely recharge any batteries while at the community.

Public School

Requires: Books or Computerized Library, 12 Build, 12 weeks

This is a public space for learning. All in the community are welcome, though there is a particular emphasis on educating young people.

Community Benefit: Once each year the community can add one new Citizen Edge without needing to recruit anybody.

PC Benefit: When they take an Advance, PCs may choose to learn two new skills at d4 instead of the normal one.

Shelter

Requires: 12 Build, 32 Weeks

This is a below ground shelter that citizens can flee to in times of desperation.

Community Benefit: When defending the shelter as part of a mass battle, the attacking forces lose any benefit from artillery or air support, and the defenders gain the benefit of a major terrain advantage.

Radio Tower

Requires: 12 Build, 8 weeks; electricity

The community builds a radio tower it can use to communicate over vast distances. They use this both for two-way communication and to broadcast to the surrounding area.

Community Benefit: The community's Morale and Force both increase one die type.

PC Benefit: The PCs receive a radio they can use to communicate with the community at a distance of up to 50 hexes (nearly anywhere described in this adventure).

Stadium

Requires: 22 Build, 18 Weeks

This is a large open space with lots of seating suitable for community gatherings, such as sports competitions, public performances, or important speeches.

Community Benefit: The community's Morale improves by two die types.

PC Benefit: PCs who make use of the stadium get a +2 bonus to Persuasion and Intimidate tests.

Walls

Requires: Watch Tower, 12 Build, 6 Weeks

The walls make it difficult for anybody to enter the community unnoticed.

Community Benefit: The community's bonus to Force tests in the hex increases to +2 (includes bonus from Watch Tower), and in mass battles, defenders in the hex counts as having a minor terrain advantage.

Watch Tower

Requires: 6 Build, 2 Weeks

This watch tower allows the town to see both friends and foes from farther away.

Community Benefit: The community gains a +1 bonus to Force checks made in the hex containing the watch tower. When defending the area during a mass battle, the defenders gain a slight terrain advantage.

Monthly Events

Every month (or cycle of the moon) the PCs' community checks to see if it receives new immigrants, and also to see if there is a random event.

Population Growth

Every month, the community makes a Morale test. For every success and raise, 1d6 additional people join the community for each hex that the community controls.

If the result of the Morale test is a one, the community instead loses 1d6 people.

Random Events

Every month the players draw a playing card to determine if a random event occurs, and if so what it might be. If the card drawn is a two through nine, there is no event. Otherwise consult the chart below. Even though players draw at the start of the month these events may happen at any time, as determined by the GM.

Artistic Success: One of the citizens creates a work of art that attracts attention. Until the event phase of next month, the community has a +1 to Morale rolls.

Bad Weather: Unusually bad weather hampers travel. While traveling, treat terrain as though it were one step closer to difficult.

Criminals: The community suffers a rash of thefts, assaults, or a high profile murder. Either the PCs

Random Events

Card	Event
Red Joker	Special Event
Black Joker	Wandering Wild Card

Ace of Clubs	Mutant Monsters
King of Clubs	Epidemic
Queen of Clubs	Natural Disaster
Jack of Clubs	Food Shortage
Ten of Clubs	Bad Weather

Ace of Diamonds	Economic Boom
King of Diamonds	Project Breakthrough
Queen of Diamonds	Great Find
Jack of Diamonds	Extra Resources
Ten of Diamonds	Good Weather

Ace of Heart	New Immigrants
King of Heart	Festival
Queen of Hearts	Food Surplus
Jack of Hearts	Diplomatic Overtures
Ten of Hearts	Artistic Success

Ace of Spades	Raiders
King of Spades	Criminals
Queen of Spades	Vandalism
Jack of Spades	Feud
Ten of Spades	Squatters

investigate or the community makes a Force test. On a failure they lose 2d6 Build and 1d4 people. On a success they lose 1d4 Build. On a raise they catch the criminals before the community suffers any ill effects.

Economic Boom: Trade and production go well. Make a number of Economy rolls equal to the number of hexes the community controls. The community gains the sum of this in Build.

Epidemic: Disease spreads through the community. Make an Economy test. This gains a +2 bonus for either Drug Stockpile or Docs, or a +4 bonus if the community has a hospital. On a failure the community loses 2d6 people per hex and the epidemic continues into the next month. On a success the epidemic ends, but only after 1d6 people die. On a raise the epidemic ends with no deaths.

Extra Resources: The community discovers additional resources, such as quality scrap or high quality

timber. They gain additional Build equal to an Economy roll.

Festival: The people of the community throw a celebration. Until the next random event, the community gains a +2 to Morale tests.

Feud: Several members of the community have problems getting along. Until the next random event, the community suffers a -1 penalty to Morale.

Food Shortage: The community experiences crop failures, droughts, pests, or other problems with food production. Lose 1d6 Food per hex the community controls.

Food Surplus: The community has bumper crops or a particularly good hunt. It gains an additional 1d6 Food per hex the community controls.

Good Weather: The community gains one additional Food for each of the following Citizen Edges it possesses: Farmers, Improved Farmers, Foragers, Fisher Folk.

Great Find: Somebody in the community finds a particularly valuable piece of scrap and offers it to the PCs to use. Draw another card and consult the Exceptional Find table on page 41.

Mutant Monsters: Mutant monsters prowl the city. Either the PCs hunt them down or the community makes a Force test. On a failure the monsters kill 2d4 people and continue to terrorize the community into the next month. On a success the community stops the monsters, but only after losing 1d4 people. With a raise the community stops the monsters before they kill anybody.

Natural Disaster: A natural disaster such as a fire, flood, or tornado damages one building in the community (determined by the GM). The community gains no benefit from the building until it is fixed, requiring a quarter of the normal time and Build.

New Immigrants: The community gains additional immigrants equal to the result of a Morale roll.

Construction Breakthrough: Workers have a breakthrough that greatly hastens construction. Until the next random event draw, Groups constructing buildings progress twice as fast as normal.

Raiders: Raiders terrorize the community. Either the PCs can hunt them down, or the community can make a

Force test. On a failure the community loses 1d8 people and 1d6 Build, and the raiders continue to bother the community into the next month. With a success the community stops the raiders, but in the process loses 1d6 citizens and 1d4 Build. With a raise the community stops the bandits before they do any significant damage.

Special Event: The community has a special event. These are described in more detail in the GM's section.

Squatters: People move into the community's area, but they don't contribute to the good of the community. Until they are successfully dealt with the community suffers a -1 penalty to Economy. PCs can either do this themselves, or the community can make a Force Test. On a failure the squatters continue into the next month. On a success, they leave. With a raise they are converted to useful members of the community, and the population increases by 2d6.

Vandalism: Vandals damage one of the construction projects in progress. Reduce progress on the project by 1d4 weeks.

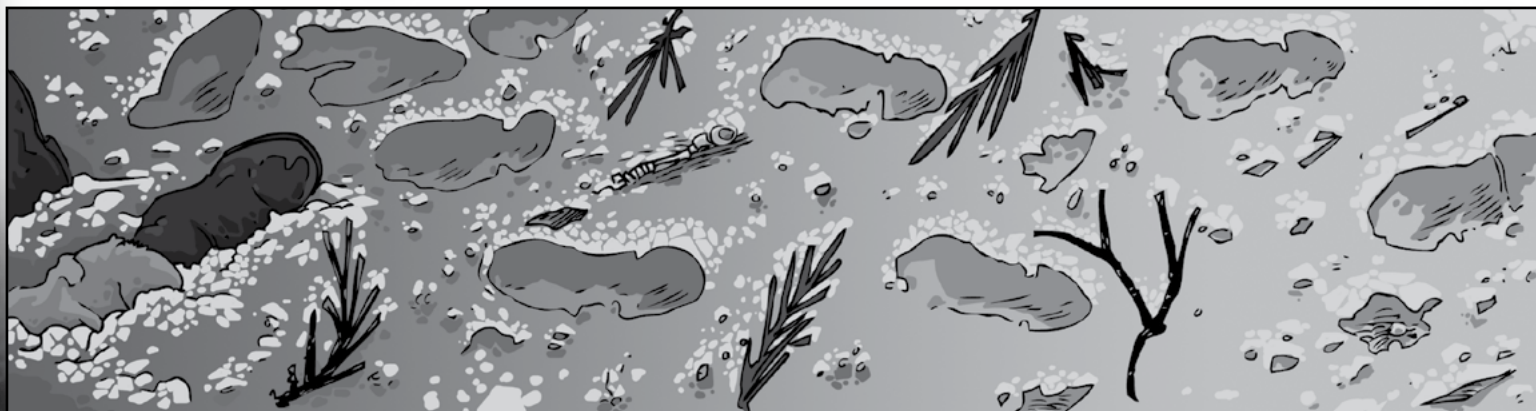
Wandering Wild Card: A wandering Wild Card NPC visits the community. The GM has more details about Wild Cards that might visit in the GM's section.

Winter

Winters are harsh in the area covered by *Broken Earth*. Snow makes travel difficult, food becomes scarce, and those without shelter can easily freeze to death.

Every week during winter, the community consumes one Food for every hex it controls.

Running Out of Food: If the community runs out of Food, its people risk death by starvation. The community makes an Economy test, with a penalty equal to the number of weeks that the community has been out of food. On a failure, 1d6 people per hex die of starvation or exposure and the community's Morale is reduced by one die type. On a success, no people die, but the community's Morale is still reduced. On a raise the community somehow scrapes together enough food and keeps its spirits up.



Community Name: _____ Population _____
Abilities: Economy _____, Morale _____, Force _____

Edges Citizen	Community Benefit	PC Benefit
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Resource	Community Benefit	PC Benefit
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Building	Community Benefit	PC Benefit
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Food _____ Projects	Build _____	Groups _____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Community Items of Note		
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____