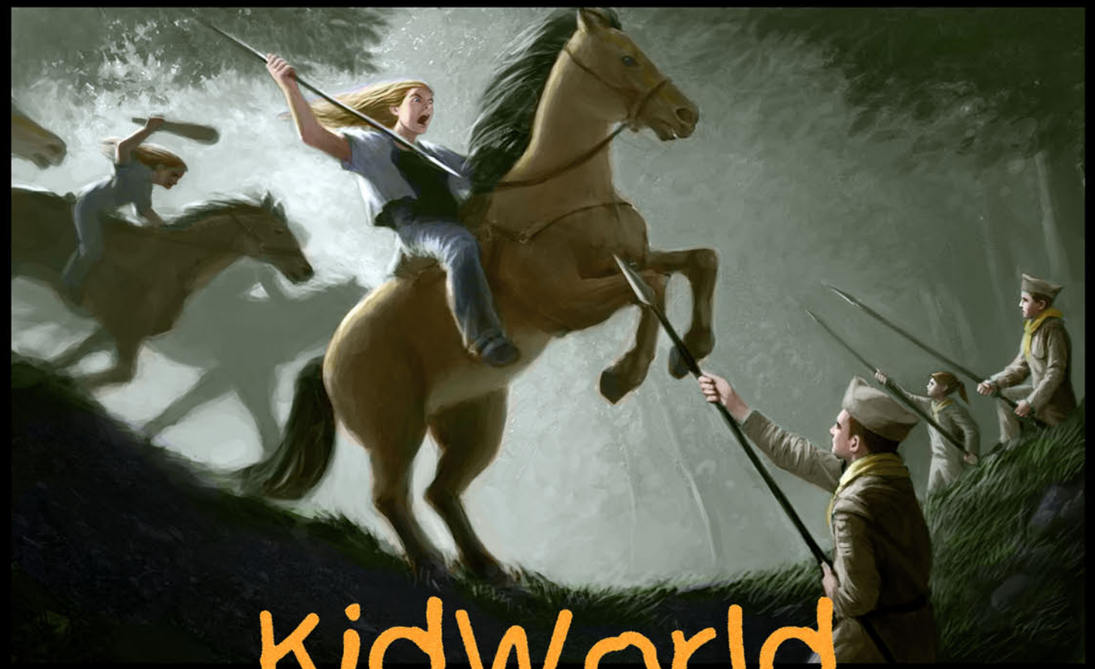


KidWorld

Mom and dad died. Most of the adults died. Those adults who survived all went blind. We found out that they needed us, needed our ability to see, so badly that they were willing to take us from our homes and lock us up in chains. We learned we were strong and smart enough to escape. We learned to run from adults, and in many cases we taught them to run from us.

A world run by kids is a scary place to live. There are diseases, wild animals and traps. There are cults, gangs and rogue military units. And then there are kids. Sometimes kids can be mean, and that can be dangerous. And sometimes kids try to do what they think is the right thing, and that can be even worse.

-A complete game; no other products needed to play.

-A starkly realistic, fully realized world, detailing every possible danger in a land ruled by kids.

-Flexible, yet realistic, character creation system.

-Play as a kid, a semi-blind adolescent or a fully blind adult.

-Create the players' home community with community creation rules or hit the road and see what awaits you.

-Includes KidNight, an optional supernatural horror setting based on the beliefs of kids.

-Also includes KidWorld-L, a light character creation and rule system suitable for light or live-action play.

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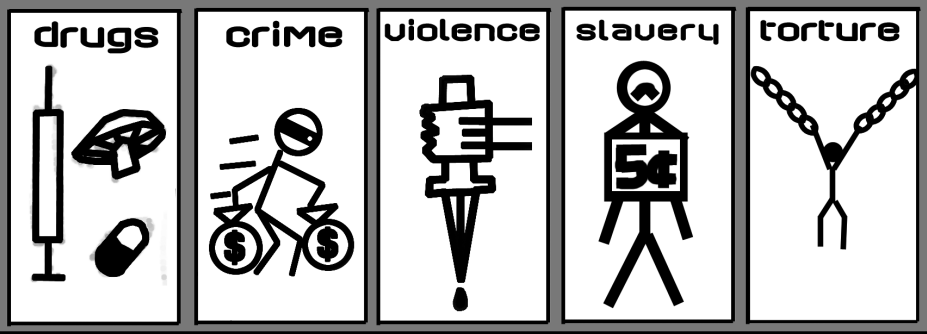
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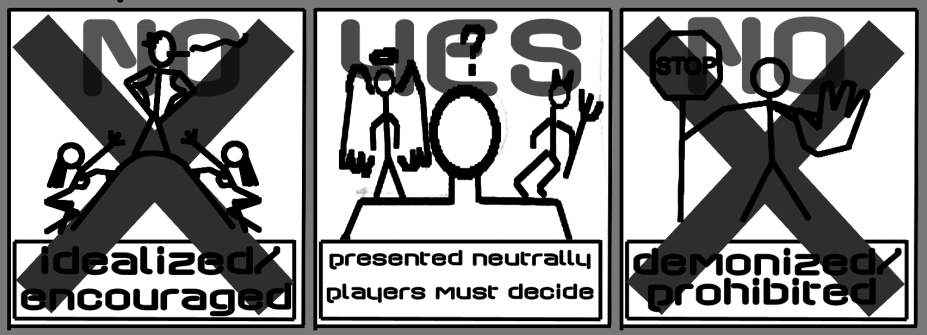
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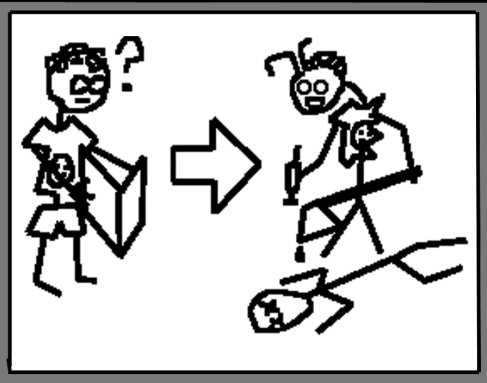
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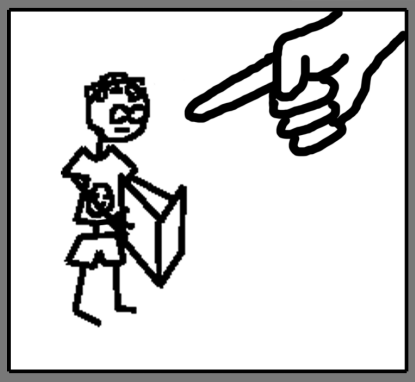


NOT RECCOMENDED

for people with

POOR CRITICAL THINKING SKILLS





This book has been voluntarily rated:

HEY KID!
DROP THAT BOOK!

Vuru Enterprises

Organic Rule Components

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KidWorld In Brief

Style- KidWorld is a dark and desperate place where people have nobody they can turn to for help and may have to do terrible things to survive. It is a shattered society where PC's do not know what they will run into when they wander into the next town. It is a world of great variety, where peaceful democracies exist just miles away from cruel dictatorships. Above all it is a world where human nature: the kindness, curiosity and hope for the future along with the cruelty, prejudice and tendency to give in to peer pressure, have come to the forefront and pulse in raw form across KidWorld.

Background- KidWorld takes place 4 years after the emergence of the Plague. This mysterious disease quickly spread throughout the world. A majority of the world's adults died and all those that survived were struck blind. As adults were going blind and realized that kids were not, there was widespread fear that America's enemies would create child armies and use them to invade the country. So as to not be caught defenseless, the army scrambled to capture kids and induct them into the army. Yet the army grabbed more kids than they could control or care for. The kids rebelled and escaped. This led to a society in which both kids and adults thought their only option was to enslave or be enslaved. There are four basic types of communities in KidWorld:

-Those where there are only kids. Adults have either not shown up or have been driven away. This is by far the most common kind. Kid communities range from those who are peaceful and prosperous to those ruled by violence, prejudice and madness.

-Communities ruled by kids where kids enslave adults, using them for manual labor or taking advantage of their knowledge but never really trusting them.

-Communities where there are only adults. They most likely want kids to live with them and help them but are unable to find any willing to. Most survive by subsistence farming.

-Communities where adults enslave kids, using them as their eyes and keeping them in bondage to prevent escapes.

The Plague is still in the people of KidWorld: sighted kids know they will slowly go blind as they approach physical maturity.

Tech Level- Electricity grids have failed, national and international trade (including agricultural trade) has stopped, and consumables that are not being replenished (e.g. gasoline, ammunition, pharmaceuticals) are becoming increasingly rare. A few communities have created a source of electricity (e.g. solar panels, a windmill or even hand-cranked generators) to run appliances and even communicate with other communities via short-wave radio. It is primarily communities where adults enslave kids which have this high level of tech (since they have the knowledge to design the tech and sight to implement it). Most communities, however, rely on candles and bonfires for light, scrounge in abandoned buildings for tools, weapons and clothing and have only books, acoustic instruments and each other for entertainment.

Some communities have figured out how to grow food or gather it from the wild, and this food is often traded to other communities. Some adult communities, who plant and gather by feel, are only barely able to create enough food to keep themselves alive. Not enough people are producing food and many (mostly kids) are forced to use up rapidly diminishing stores of preserved Pre-Plague food to avoid starvation.

Many adult communities use slavery to deal with their lack of sight. They force kids to navigate for them, read for them, repair technology for them, even perform surgery for them. Those adult communities without kid slaves are forced to come up with creative means of doing things without sight. Some of these innovations include: sentries attached to a web of strings that allow them to feel any intruders, bicycles attached to rope and pulley systems so that blind adults can bike around communities at high speed, clay bas-relief maps with "you are here" stars at every street-corner, and many more.

Organizations- Most communities are completely autonomous. Some have very little contact with other communities, others have contact mostly via traveling traders. Because travel is arduous and long distance communication rare, there are very few organizations that can extend their reach beyond a town or city. Among those rare organizations are remnants of the military, cults (including the doomsday cult that has claimed responsibility for the Plague) and new religions (including God's War, an anti-adult religion originating from Miami).



Dangers- Threats to the residents of KidWorld include wild animals, diseases, traps (both recent and those created during the initial chaos to protect from looters), apocalyptic cults, slavers, bandits and eye eaters (adults who eat the eyes of children to temporarily regain vision). Yet the most common danger in KidWorld is kids. Some kids are dangerous for the same reasons typical of adults (fanaticism, prejudice, cruelty, greed, desperation). Yet kids are most dangerous because of their propensity to give in to peer pressure. Kids often do or believe things just because other kids do and this can lead kid communities into insane or grossly immoral behavior.





Player Characters- PCs can either play sighted children, partially blind adolescents or fully blind adults. The primary goal of all PCs is to survive. Secondary goals may include finding lost family, trying to rebuild civilization or trying to find a cure for the Plague. Kid character classes correspond to "professions" or primary means of survival, e.g. Builders build, Horse Riders have horses, Scouts have wilderness survival skills, etc. Adult classes correspond to the strengths that have most helped the PC survive to this point: Brains have survived through knowledge or quick wits, Brawns have survived via physical strength or ability to defend themselves and Mouths by being able to organize or manipulate people.





Character Creation- Players choose an age. This sets the amount of attribute points, caps on certain attributes and possible blindness penalties. Then players choose a character class, which sets skill costs and resources. The class system is very flexible, making certain options cheaper but not rigidly defining who the character is or what the character can do. Players then buy skills and equipment and round out the PC with advantages and disadvantages. Experience points can be used to increase attributes and skills. They also cause kids to age (200 XP = one birthday), giving more attributes but also moving kid PCs closer to being blind adults.





Game Mechanics- All mechanics are based on a simple system. The sum of attribute + skill or other factor + 1d20 must be equal to or higher than the difficulty of the proposed action. Opposed rolls are made when two actions are in conflict with each other: each party tries to get more above their difficulty than the other party. Fighting is made up of opposed actions and reactions with different difficulties and effects. In combat, for each round each character gets one action to make against an enemy and one reaction if someone else does something to them.



Setting Options- KidNight is an optional appendix in which the beliefs of kids concerning luck, wishes, ghosts, monsters, etc. are true. Kids have access to supernatural skills and other supernatural character creation options. KidSurreal is an optional setting in which, instead of a Plague, the perfect summer afternoon has dilated kids' sense of time to such a degree that kid empires can rise and fall before adults even get around to noticing what kids are doing.

IntroduCtion

Dear Sahara,

If you're reading this then you've most likely escaped from, or were let go from, wherever the military took you and you made your way back here, hoping to find us. Unfortunately, the fact that you're reading this means we are dead. I'm sorry. I'm sorry that your mother and I can't be here for you, to comfort and protect and teach you.



I was not the best father. I should have spent more time with you. I should not have allowed myself to get frustrated so easily. But you have to know this: since the day you were born it has been my greatest wish that you would thrive and find happiness in your life. If there ever comes a time when you have to do something really hard in order to survive, and you're not sure if you can do it, I want you to think "Mom and dad's last wish was that I survive, so I'm going to do what I have to."





We believe in you, Sahara. We believe that you are a smart and good and brave person. We believe that no matter how bad things get you will figure out a way to get by. If anyone tries to convince you that you aren't good enough, ignore them.



You've probably already figured out that this world isn't fair. The good guys don't always win just because they're good. It's not fair that a kid should die, but that doesn't mean it won't happen. You can't just expect that nothing terrible will happen to you, you have to fight every day to keep it from happening.



Don't trust anyone, even if they act nice, even if they give you things or tell you they love you. Since you can see, a lot of adults will think you're a valuable commodity, something to be captured and locked away. You are not a slave. You are not on this Earth to sacrifice your freedom to keep other people alive.



And don't forget that you are more than just a kid, you are the future of the human race. Just by living, just by surviving until you're a grownup and can have kids of your own, you're not just helping yourself, you're helping to keep alive the culture and society and knowledge that countless generations have fought for.



There's so much more I wish I could teach you: about right and wrong, science, health, logic, self-defense, standing up to peer pressure, the birds and the bees, dealing with tragedy. There are so many things to be learned about getting by in this world. You'll figure them out on your own, though. I believe you can. I believe you will. You have to.

Love always,
Dad

A Brief History of Childhood

Sometime around the middle of the 1800s, an incredible change happened in the view of Americans towards children. Previously, the view had been informed by Puritanism, and especially Calvinism. Americans believed that human nature is essentially sinful and that humans have to be taught to control their evil impulses. In this view of things, children are just small, ignorant adults who have not yet learned self-control. Child labor in this era was perfectly acceptable because children had no less duty to contribute to their families than adults did.

After the change, however, people started to view children as beautiful "innocents" who, if left to their own devices, would live in their own personal gardens of eden. Childhood became seen as it's own unique stage of development. Play was seen as healthy and "children's books" emerged as a genre.

This incredible shift reflected a change in the view of human nature. At the beginning of the century, people thought that children were born corrupt and had to be taught to be good by the society. At the end of the century, people believed that children were born innocent and good and were later corrupted by society.

The next major development was evolutionary psychology, in which scientists tried to view the behavior of children in terms of how those behaviors would have helped our ancestors survive. Play, it turned out, is not just a form of entertainment, it is how kids learn to deal with the dangers and challenges of the world. Tickle fights teach kids to protect vital areas from attack. Running, jumping and climbing build strength and coordination. Hide-and-seek and chase games teach kids to hunt and to avoid predators. Playing at forts teaches kids to find or build shelter. Social games, such as playing house, ready kids for adult roles in society. Telling scary stories prepare kids to deal with fear and surprise.

In the instinct to play, evolutionary psychologists see the best training program ever created. And in watching kids, evolutionary psychologists believe they can see the world evolution is training us to live in: a dangerous world of predators, natural hazards and impediments and a constantly changing social order.

So what is the true nature of children? Are they tiny monsters who need to learn to restrain their violent and selfish impulses before they can be useful members of society? Are they innocent beings who, if not for the influence of the corrupt adult world, would create a peaceful and egalitarian eden? Are they learning machines whose every waking moment is spent on a curriculum designed to prepare them for the world of survival of the fittest? Or are all of these theories, in their own way, true? KidWorld was designed to let players explore these questions.

The man walked down the lonely road, cane clicking on the asphalt ahead of him. He had long hair, a scruffy beard, wore a dusty and torn trenchcoat.

"Stop!" yelled the boy who was the leader. The man stopped. "I've got a bow and arrow aimed right at your heart. Turn around and go away."

"Where do you kids live?" the man asked.

"We're not telling you that! Shut up and go away."

"You live in the school?"

"That's none of your business."

"You been to the gym? You know what's written on the wall along the top of bleachers? 'Don't trust grown-ups'"

"How do you know that?"

"Because I wrote it."

"What do you mean you wrote it?" the boy demanded, his aggressive front cracking.

"When the Plague started, I was just a teenager. I went to this school."

"No way you were a teenager."

"It's the beard. It makes me look old. I'm not really that much older than you. I saw what the adults were doing, how they were going crazy, willing to do anything to cling to their power, so when I had to leave the school I tried to warn the kids that would come after me."

Eventually, the kids decided the adult was okay. They took him back to the school, they fed him. They told him stories about all the things they had done or seen. They talked about how great it would be to have an adult around: someone who could tell them what to do when they got sick, and how to repair things, and who could lift heavy things and reach high things, and help protect them from other kids. They went to sleep on their cots feeling, for the first time in years, hopeful.

He got up in the middle of the night. He got a rock and felt his way to each cot. At each cot he quickly, swiftly, rapped each skull with the rock. His intent was to keep them from waking as he did his business, not kill them, yet several died instantly or shortly after he hit them.

Then he went back down the line, and used a knife to pop out each kid's eye. He ate a couple straight off. The rest he put in a thermos he had filled with cold water from a stream earlier in the day.

As he was almost done, one of the kids woke up. She screamed and cried, and when she figured out what had been done to her she screamed and cried even more. When the adult was done he went and stood over the girl. "You should have listened to the sign."

"But..." she sobbed, "...but you're the one who wrote it."

"No. I killed the kids who wrote it; did that last time I was through here. Don't feel bad, they weren't smart enough to remember their own warning either."



The grownup waved the barrel of her shotgun back and forth. The metal glinted in the light of the kids' torches. She sat in an old easy-chair. Between her and the kids was a wall of empty food cans that was at least waist-high to every kid there.



"You don't come any closer!" she demanded, her voice cracking from years without use. "I hear one of these cans make the tiniest clink and I shoot."



The kids were silent for a while. They scanned the room in the light of their torches, looking for a way past the barrier of empty cans. They looked greedily at the stacks of cans and plastic jugs of water stacked behind the woman. Their experienced scavenger's eyes could tell instantly that the cans behind her were unopened.



The leader of the kids put a hand over his mouth, trying to throw his voice in case she shot at the first thing she heard. "Listen lady," he said, and although she moved the shotgun towards him she didn't shoot, so he continued, "You've got a lot of food here. We're hungry and this food could feed us for a long time. You're being selfish keeping it here just for you."



"Go away," she said, "Get your own food. You can see. You can hunt, grow food, whatever you want. I need this food, it's all I have. It's the only way I can survive. If you take it from me, you're killing me. I don't care if you are kids, I'll shoot you before I let you do that."



The leader of the kids stamped his foot angrily. "You have to share! You have a ton of food and we've been eating lizards and bugs to survive. If you don't want to share… we'll fucking make you share!"



"Go away!" the grownup screeched, "Go away or I'll start shooting!"



The kids went back up the stairs and were once again in the residential backyard where they had first discovered the entrance to the bomb shelter.



"Now what?" Cody asked Tom, the leader of the expedition.

Tom thought about it and said "Cody, start a fire. The rest of you gather anything you can find that will burn. If she won't share, we'll cook her alive and when she's all dead we'll take her food and her gun."

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Chapter One: Character Creation

Character Creation Steps in Brief

1. **Character Concept:** Decide on basic concept and details about PC, e.g. gender, appearance, personality.

2. **Age**: Choose an age: 7-15 (kid) or 16 and older (adult), choice effects stats, blindness penalties.

3. **Cognitive Deficits/Nostalgia**: Grownups choose 3 things the PC misses. Kids choose a number (1-4) of deficits to thinking based on age.

4. **Attributes**: Adults split 90 points between 9 attributes (min 1, max 20). Kids get a number of attribute points based on their age. Some attributes are capped at the kid's current age, others are capped at 20. Both can choose optional sub-attributes (cost or give 1 bonus point).

5. **Character Class**: Chose from one of 9 (if a kid) or 3 (if a grownup) character classes. Class represents how PC has learned to survive in KidWorld. Class sets access to skills, equipment, sometimes special advantages and disadvantages.

6. **Skills:** Spend 100 Skill Points, skill costs set by Character Class. Can buy 1 to 5 levels of any skill.

7. **Equipment**: Purchase equipment with CF (set by character class). Cannot buy Rare or Extremely Rare items without taking a special advantage.

8. **Advantages & Disadvantages**: Round out character by taking advantages (cost BP), disadvantages (give BP) or by having less or more attribute points, health attribute points, skill points, or CF.

9. **Character Advancement**: Use XP to gain experience levels and improve the PC. Each 200 XP earned equals a kid's birthday.

Advanced Character Creation

The order of character creation steps listed here is recommended for people not yet completely familiar with the ORC character creation system. Advanced players may want to take it in a different order, e.g. start with advantages and disadvantages, then choose character class, then skills and equipment, then attributes. Although not as simple, taking character creation out of order can be more flexible.

Using Bonus Points

PCs start with 0 Bonus Points (BPs). In order to buy something that **costs** BP the PC must choose some other character creation option that **gives** BPs.

For more on using Bonus Points, see Advantages and Disadvantages, p.79.

Step One: Character Concept



In Brief- Decide on basic concept and details about PC, e.g. gender, appearance, personality.



First, create a general idea of who your character is. Important things to consider:



Age: This is the first and most important consideration. PCs can be anything from 7 and up, and each age has its own benefits and problems. As a younger child, the PC will be weaker and less mature, but will have a lot of time to develop skills and experience before blindness starts setting in. Older kids may be stronger and wiser, but only have a few years before they start losing their vision. Adolescents are partially blind and often have trouble fitting into either kid or adult communities. Adults are completely blind but have access to skills, wisdom and physical abilities far beyond even the most prodigious kid.



Name: What is the PC's given name and what do people call the PC?



Pre-Plague Life: What was the PC like before the Plague? If an adult, what was the PC's occupation? If a kid, what was the PC like before the Plague: a soccer player, a TV addict, a troublemaker, a teacher's pet? What was the PC's family situation before the Plague?



Personality: Is the PC outgoing or shy? Optimistic or pessimistic? Polite or blunt? Altruistic or selfish? Principled or deciding each moral dilemma on its own merits?



Appearance/Style: What is the PC's gender and ethnic background? What type of hairstyle and types of clothes does the PC like to wear? Does the PC have any noticeable scars, piercings or tattoos?



Goals: What are the PC's immediate and/or long-term goals (besides the immediate goal everyone shares of trying to stay alive)? Does the PC want to learn? To seek out a better home? To become the leader of a community? To find lost family? To find a way to help cure the Plague? To gain a reputation as a master of one's craft? To make friends and allies? To stockpile as many useful items as possible?

Step One - Kid Creation Example

We decide we want a pre-adolescent girl named Kylie watts. We decide that before the Plague she was a responsible kid and a good student. She is neither especially outgoing nor especially shy. She is usually polite and is preoccupied with "doing the right thing" although she doesn't always know what the right thing is. She is African American with hair in a short ponytail and wears a pink vinyl jacket, black leather gloves, jeans and boots.



Step One - Adult Creation Example

We decide we want a mid-thirties male named Charlie Vullmun who will be a sort of preacher. We decide he doesn't completely believe what he's preaching, and preaches mostly as a means of survival. We decide his nickname will be "Preach." He's very extraverted. He's a bit of a liar, although mostly he wants to help people. We decide he's a tall Caucasian male. He has light-brown hair, cut to his shoulders, and a beard. He wears a black minister's uniform.



Step Two: Age

In Brief- Choose an age: 7-15 (kid) or 16 and older (adult), choice effects stats, blindness penalties.



Choose the PC's age. If the PC is 16 or older, the PC is a "grownup" and uses grownup options for character creation. If the PC is 7 to 15, the PC is a "kid" and certain character options (amount of attribute points, amount of health attribute points, blindness penalty) are done differently.



Different Ages, Comparable Experience

When choosing an age for a PC, keep in mind that all kid PCs, regardless of age, have been spending the same number of years learning to survive KidWorld, and so can have comparable levels of the skills important in KidWorld. Also keep in mind that the younger the PC, the more prodigious they had to have been to survive. Fewer younger kids survived, and those that have survived were more likely to be tougher, smarter and braver than most kids their age.

This is not to say that kids of different ages are equal. Their size and their psychological maturity makes a big difference. Yet their experience and skills may be comparable.





Seven is the New Adult

Kids rarely think in terms of age limits, but sometime around seven-years-old is when a kid's status changes in most kid communities. Before seven, kids are rarely able to, nor want to, survive on their own. Kids younger than seven typically look to older kids to protect them and help them find food. Those who are lucky have a Nurturer or older sibling. Others must beg for help from whatever older kid is in a good mood.

Seven if about the youngest any kids is able to survive on his or her own. After seven there is increasing pressure for a kid to learn a means of survival. A nine or ten year old who depends on older kids to help them survive will be laughed at.

And as kids fall under more and more pressure to survive on their own, their identities become more and more entwined with their "career." A six-year-old might be "Fred who likes trains" but at nine he might be "Fred the Builder." Before seven, kids tend to be called "little kids," afterwards just "kids"

Age	7	8	9	10	11	12	13	14	15	16+
Penalty to sight based AWR	None	None	None	None	-4	-10	-16	-22	-26	Auto Fail
Penalty to action/reaction rolls	None	None	None	None	-2	-5	-8	-11	-13	-15
Avg. Height (boys)	4'2"	4'3"	4'5"	4'7"	4'9"	4"11	5'2"	5'5"	5'7"	
Avg. Height (girls)	4'	4'3"	4'5"	4'8"	4'11"	5'1"	5'2"	5'3"	5'5"	
Avg. Weight in lbs. (boys)	55	61	69	75	85	89	99	124	135	
Avg. Weight in lbs. (girls)	54	61	69	77	88	94	103	119	124	
Cognitive Deficits	4	4	3	3	2	2	1	1	1	0
Total Attribute Points	45	50	55	60	65	70	75	80	85	90
Points Per Attribute	5	~5.5	~6	~6.5	~7	~8	~8.5	~9	~9.5	10
Health Attribute Points	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12





Step Two - Kid Creation Example

We decide to make Kylie 10. Consulting the tables we see she has no sight penalties. The average 10-year-old is 4'8" and 77 pounds. We decide she'll be a touch taller (5') but a little skinny (75 lbs.).

Step Two - Adult Creation Example

Since Charlie is an adult, it doesn't make a difference, as far as game mechanics are concerned, what age we choose. We choose 35.

Step Three: Cognitive Deficits/Nostalgia

In Brief: Grownups choose 3 things the PC misses. Kids choose a number (1-4) of deficits to thinking based on age.

Grownups

Choose the three things the PC misses most about the pre-Plague world (besides the obvious "sight"). It could be something mundane (e.g. "watching TV"), something personal (e.g. "my husband") or something abstract (e.g. "believing the human race has a bright future.")

Kids

Choose a number of Cognitive Deficits based on the PC's current age:

Age 7-8	4 Cognitive Deficits
Age 9-10	3 Cognitive Deficits
Age 11-12	2 Cognitive Deficits
Age 13-15	1 Cognitive Deficit

Deficits are not merely a belief, they are an overly simplistic (or just plain wrong) way of understanding how the universe works. Even if the deficit is proven wrong in one situation, the PC will continue to make the same mistake in other situations until the PC's mind matures enough to stop making this type of mistake.

Choose from the following deficits:

All-Knowing- The PC is incapable of conceiving of there being anything he or she does not know, except for small details. For instance, a PC exploring a building may acknowledge not knowing what is in the closet before him, but will believe that he knows all the various things that might be in the closet and that nothing in the closet could surprise or confuse him. The PC also believes he or she could accomplish anything that anyone else could given enough time and the right equipment (e.g. "I could build a robot if I had the time and parts.")

Childish Deity- The PC believes that whatever deity is in charge of the universe has the same personality as the PC and the PC's age-mates, e.g. is prone to arbitrary prejudices, good and bad moods, vengefulness, a need to be liked, etc.

Contagion- This is the assumption that strong qualities can infect other things. For instance, a place where a murder happened is, by contagion, a dangerous place. Symbols are also contagious: drawing a picture of yourself dead might make you sick.

Conventional Morality- The PC believes that there is right and wrong, and that people who break moral rules deserve punishment. However, the PC believes that right and wrong is whatever the PC's peers believe is right or wrong. For example, if the PC's peers believe that torture is morally acceptable, the PC will believe it (even if seeing someone tortured makes the PC throw up).



Disgusting is Poison- The PC assumes that anything that appeals to the PC is healthy to eat and anything that doesn't is poisonous. The PC may think vegetables will hurt him or her but will think that candies found on the ground are okay.



Equal Intelligences- The PC is unable to imagine anyone having less or more intelligence than the PC. The PC can't conceive of being outsmarted by a grownup and tends to think that smaller kids, animals and computers have intelligence (if not skills and knowledge) equal to that of the PC.



Evil Strangers- The PC assumes (until proven otherwise) that anyone that the PC doesn't know is more evil than someone the PC does know. The PC is always wary of strangers, and the stranger they are the more evil they are assumed to be.



Ghosts- This is the assumption that life is not something that can be entirely extinguished. Thus, dead bodies and animal carcasses might wake up if shouted at loud enough and human presences remain, to a degree, after their physical bodies are gone. This is not so much a positive belief in the supernatural, but a failure to understand death as an absolute.



Injuries are Deadly- The PC has an unrealistic view of injuries, believing that minor injuries (especially anything that draws blood) or minor illnesses (e.g. colds) are life threatening.



Just World- The character assumes that the just outcome is the one that will happen, e.g. guilty people will be punished, the good guys will defeat the bad guys in the end, etc.



Lookism- This is the assumption that a person's physical appearance reflects internal qualities. E.g. an attractive person is probably nice, intelligent and honest while an ugly person is probably evil, stupid and deceitful.



Luck- This is the assumption that seemingly-random good things or bad things that happen to people are really caused by objects or procedures that are inherently lucky or unlucky. E.g. if a PC finds a cache of canned food, it wasn't just random chance, it was that the PC's new crowbar or peeing on the corner of a building before exploring it must be lucky.

Monsters- The PC assumes that any place that scares the PC (e.g. a dark closet, a graveyard, a garage piled with corpses) must contain some malevolent entity of unknown abilities and motivations. The more vulnerable the PC feels (e.g. alone, in the dark, unarmed) the more the PC believes that monsters are nearby and ready to attack.



No Accidental Death- The PC cannot conceive of certain activities as having a chance of causing the PC's death. In the PC's mind, something is either certain to cause death (e.g. jumping off a 20 story building) or has no chance of causing the PC's death. Juggling knives, for instance, may cause a painful injury, but because it isn't certain to cause death it will never cause death.



Paranoia- This is the assumption that seemingly-random good things or bad things that happen to the PC are the result of manipulation by other people. E.g. if the PC bumped her head on a cabinet, she would believe that it was placed there specifically to injure someone's head, or if the PC finds a cache of canned food the PC will believe someone placed it there for her.



Pre-Conventional Morality- The PC believes that what is morally right and wrong is dictated solely by whoever is capable of inflicting punishment. Thus, if the PC is capable of inflicting punishment on others then whatever the PC says is morally right. If the PC is being ruled over by grownups or bigger kids, then whatever would draw their punishment is immoral and whatever wouldn't is morally acceptable.



Racism- The PC will always assume that any member of any race will conform to popular stereotypes and/or the example of those of that race the PC has known or heard about in the past. E.g. if the last African-Americans the PC dealt with were bandits, the PC will assume that all African-Americans are violent and thieving.





Sexism- The PC assumes that all members of a gender will conform to popular stereotypes about that gender. E.g. girls are wimpy, talkative, picky, afraid of hardship and empathetic. Boys are stupid, violent, brave, stubborn and incautious.



Social Self-Worth- The PC assumes that his or her worth as a person, right to life and happiness is entirely dependent upon whether or not other people like the PC.



Wishing- The PC assumes that if someone wants or needs something badly enough he or she will get it.

Step Three - Kid Creation Example

We've decided that Kylie is 10, so she must have 3 Cognitive Deficits. We choose Just World, Lookism and Social Self-Worth.

Step Three - Adult Creation Example

Charlie is an adult and so we must choose 3 things he misses about the pre-Plague world. We choose driving, bars and a sense of physical security.

Step Four: Attributes

In Brief: Adults split 90 points between 9 attributes (min 1, max 20). Kids get a number of attribute points based on their age. Some attributes are capped at the kid's current age, others are capped at 20. Both can choose optional sub-attributes (cost or give 1 bonus point).

Adults have 10 points per attribute (90 points total) to distribute between the nine attributes listed below.

Kids start with a number of attribute points based on the PC's age as follows:

Age	7	8	9	10	11	12	13	14	15
Total Attribute Points	45	50	55	60	65	70	75	80	85
Points Per Attribute	5	~5.5	~6	~6.5	~7	~8	~8.5	~9	~9.5

You must spend at least 1 point on each attribute. Adults can spend a maximum of 20 points for each attribute. Kids can spend a maximum of 20 on some attributes (ADJ, AGY, AWR, END). Others (CHM, INL, SPD, STH, WIL) are capped and you can't spend more than the PC's current age. Example: *Joey is 9. He can spend 20 points on AGY if he wants, but can't spend any more than 9 on STH.*

Later character creation options can subsequently increase an attribute to more than it's cap or reduce it to less than 1. If a character buys 20 Strength with attribute points and then takes an advantage which gives her +5 Strength, she will have 25 Strength. GMs must define the effects of negative attributes (for instance, -5 Strength may mean that the character can not move or even breathe unaided).

1 represents the lowest the attribute can be without the person being actually disabled.

7 represents the average attribute for the average PC-age kid.

10 represents the average for a healthy young adult.

20 represents the highest an adult can achieve without extraordinary special training.

Reason for Attribute Caps

Because kids have less starting attribute points, the average attribute for any kid will be less than that of an adult. And any adult might be lower in any attribute than a kid: an adult with 1 STH will be significantly weaker than a 7 year old PC with 5 STH. Yet there are many attributes in which it is impossible for a kid to reach the same heights an adult can. What follows are the reasons why reach attribute is capped or not capped:

Adjustment- Not capped because kids can grow to be just as confident and comfortable with the new state of the world as adults.

Agility- Not capped because, although they tend to be clumsier, extraordinary kids can do great acts of agility (e.g. child gymnasts).

Awareness- Not capped, because children can be as observant as adults, and often notice things that adults do not.

Charm- Capped, because kids lack the sheer volume of experience dealing with people, and depth of understanding of the human psyche, necessary to make an extraordinary charmer/manipulator.

Endurance- Not capped, because kids can exert themselves for just as long as adults, and some are as good at fighting off diseases as any adult.

Intelligence- Capped, not because kids have a lesser ability to learn (there are many child prodigies), but because they have not yet had the experience in thinking, have not yet developed the repertoire of cognitive strategies, to put them in the same league as the world's extraordinary adult minds.

Speed- Capped because short legs limits maximum running speed.

Strength- Capped because the size of a person's body limits the maximum physical strength they can exert.

Willpower- Capped, because low will is the essence of what it is to be a child, and developing willpower is the essence of what it is to grow up. Crying, temper tantrums, panicking about some perceived danger, all are evidence of immature willpower.

Adjustment (ADJ)- This represents how well the PC has adjusted to the drastic changes everyone's lives have gone through in the last few years. High ADJ means the PC is very well adjusted to, even comfortable with, the state of the world and his or her own life. Very low ADJ means the PC has experienced too many traumas, seen too many horrors, had his or her conception of what life is like ripped away violently too many times, and is on the edge of losing it permanently. ADJ is also used for rolls to stop doing anything that helps distract the PC from his or her current situation. **No Cap.**



Agility (AGY)- This represents limberness, coordination, balance and speed of physical reactions. Agility is used when a character needs to move silently, keep his or her balance or scale a wall. **No Cap.**



Awareness (AWR)- This represents the ability to notice things. This is not the acuity of one's senses, but the ability to be aware of important details. Awareness is used whenever characters need to notice a clue, avoid an ambush or perceive the effects of a drug. **No Cap.**



Charm (CHM)- This represents likeability, social presence, persuasiveness and ability to read people. Charm is used when a character needs to put on an act, convince an audience or seduce someone. Just as Intelligence doesn't represent cleverness, charm doesn't prevent a character from saying something that gets the group in trouble or from saying something that saves the day. **Capped at PC's Current Age.**



Endurance (END)- This represents stamina for intense physical exertion as well as the body's ability to fight disease and resist toxins. Endurance is used when a character needs to hold his or her breath, go on a long hike or survive a serious illness. **No Cap.**



Intelligence (INL)- This represents the speed at which the mind reacts, ability with abstract thought, learning, creativity and memory. Intelligence is used when a character wants to perform a knowledge based skill, understand a complicated philosophical text or win at a strategy game. Intelligence is not cleverness or wisdom: any PC can come up with a clever plan or completely miss the obvious no matter what his or her intelligence is. **Capped at PC's Current Age.**



Speed (SPD)- This represents the ability to run and leap as well as the damage a character can do with a kick. The character's kick can do the following blunt damage:

SPD	1-5	6-15	16-19	20+
Damage	½	1	1½	2

Capped at PC's Current Age.



Strength (STH)- This represents upper body strength, including strength of grip and back muscles. A character would use strength to yank away someone's weapon, lift a heavy object or do damage with hand-to-hand weapons. Characters with high or low strength get plusses or minuses with blunt weapons as follows:

STH	1-5	6-10	11-15	16+
± to Damage	-1	0	+1	+2

The character's punches do the following blunt damage:

STH	1-5	6-10	11-15	16+
Damage	0	½	1	2

Capped at PC's Current Age.



Willpower (WIL)- This represents the ability to resist emotions, discomfort and psychological manipulation. Will would be used to control emotions, resist pain, stay conscious or battle against drug addiction. **Capped at PC's Current Age.**

Health Attributes

Adults have 12 points to divide up between three additional attributes: Body, Blood and Incapacity (minimum 1, maximum 6). Kids have the following amounts to spend (also at min. 1, max. 6):

Age	7	8	9	10	11	12	13	14	15
Points	7.5	8	8.5	9	9.5	10	10.5	11	11.5



Body Points (BDY) represent the amount of blunt damage characters can take before they start losing Blood Points (when all BDY is gone, blunt weapons do double their normal damage to BLD).



Blood Points (BLD) represent the amount of damage characters can take to their vital systems (heart, blood supply, etc.) before they are mortally wounded. When all BLD is gone, damage is done to INCY.



Incapacity (INCY) represents the character's ability to act even after taking fatal injuries. After a mortal injury, damage is done to INCY (END is also lost). When a character's INCY reaches 0, he or she becomes incapacitated: unable to fight or perform any other useful action. See the section on Using Health Attributes (p.102) for more information.



Fractional Health Attributes



BLD, BDY and INCY are the only game statistic that can be purchased in fractions, and are generally the only game statistic that should ever be a fraction.

BLD, BDY and INCY can only be purchased in half point increments (you can't, for instance, buy a third of a health attribute point). If a PC is given a number of points to distribute that contains a fraction (e.g. 7.5) then at least one of BLD, BDY or INCY must be given a half a point (e.g. you can distribute 7.5 as 2.5 BLD, 3 BLD, 2 INCY).



Players can, if they choose, even split a whole health attribute point when distributing points. E.g. a PC with 7 points could distribute them as 3 BLD, 2.5 BDY, 1.5 INCY. Or a PC with 7.5 points could distribute them as 3.5 BLD, 2.5 BDY and 1.5 INCY.



Math with fractional health attributes is the same as math with whole health attributes. If you have 2.5 BLD and take 4 bladed damage, you will have 0 BLD left and 1.5 of that damage will go to INCY.



In terms of determining the effect of an injury, having ½ point of BLD is still "more than 0 BLD" and the same holds true for BDY and INCY.

Most, but not all, things that effect health attributes will effect them as wholes. There are a few things that effect health attributes in fractions (e.g. the Hunting Knife does 2½ bladed damage) and they do the same total change whether the PC has a fractional health attribute or not.

Sub-Attributes

This is an optional way to give even more depth to a PC. You can choose to have the PC be very good or very bad at one specific aspect of an attribute. Say, for instance, a PC is not very strong (5 Strength) but his character class (Builder) causes him to use his hands a lot so the player wants the character to have strong hands. For one extra attribute point the PC will have +3 to any Strength roll using hands alone. For an opposed strength roll to keep a hold of something, for instance, the PC would have 8 Strength. The PC might also want a bad back (-3 Strength) which would give one attribute point but the PC would have only 2 Strength for lifting and carrying objects. Available sub-attributes are listed below each attribute.

Sub-Attributes can not be used to raise an attribute to more than the PC's max for that attribute (20 or age) or reduce it to less than 1. Sub-Attributes move with the attributes, so if the character in the preceeding example works out and increases his Strength by 3 (to 8 STH) he would now have 11 STH with his hands and 5 STH with his back.

Reminder: Sub-Attributes cannot bring a person to above his or her current cap for that attribute.

AGY:

Good/Poor Balance: ±3 to any save vs. loss of balance.

Good/Poor Precision: ±3 to any roll which involves manipulation of small objects.

Good/Poor Climbing: ±3 to any climbing roll.

Good/Poor Prowling: ±3 to any prowling roll.

AWR:

Good/Poor Introspection: ±3 to any AWR roll to notice anything going on in the character's own head.

Good/Poor People Sense: ±3 to any AWR roll to notice what people are doing, not doing or saying (this does not include sensing people prowling).

Good/Poor Back Watching: ±3 to any AWR roll to notice anything happening behind the character.

Good/Poor Detail Sense: ±3 to any AWR roll to notice small details on/in something the character is observing.

CHM:

Good/Poor Self-Confidence: ±3 to first impression rolls to present himself or herself as self-confident.

Friendly/Unfriendly: ±3 to all first impression rolls to present himself or herself as a friendly or likeable person.

Good/Poor Seduction: ±3 to any seduction roll.

Good/Poor Actor: ±3 to any acting roll.

Good/Poor With Animals: ±3 to any CHM roll involving animals.

Good/Poor With Authorities: ±3 to any CHM roll involving people in positions of power.

Sub-Attributes Continued

Good/Poor With Plain Folk: ±3 to any CHM roll involving people who consider themselves simple or average.

Good/Poor With Outcasts: ±3 to any CHM roll involving people who consider themselves to be at the bottom of or outside of the social ladder.

END:

Good/Poor With Heat: ±3 to any save vs. heat exhaustion.

Good/Poor With Cold: ±3 to any save vs. hypothermia.

Good/Poor At Disease Contraction: ±3 to any save vs. disease contraction.

Good/Poor At Fighting Off Diseases: ±3 to any save vs. disease progression.

Good/Poor Lung Capacity: ±3 END when the character is holding his/her breath.

INL:

Quick/Slow Thinker: ±3 to any roll based on the speed of mental reaction (not including combat).

Good/Poor Memory: ±3 to any roll to remember or memorize something.

Good/Poor Skepticism: ±3 to any roll to figure out illusion, hallucination, forgery, etc.

SPD:

Good/Poor Jumping: ±3 to any jumping roll.

Good/Poor Kicking: The character does kick damage as if he or she had ±3 SPD.

Good/Poor Long-Distance Running: ±3 to SPD when the PC is running long distances.

Good/Poor Sprinting: ±3 to SPD when the PC is sprinting.

STH:

Good/Poor Back: ±3 to any STH rolls to lift heavy objects.

Good/Poor Hands: ±3 to any STH rolls using only the character's grip.

Good/Poor Bulk: ±3 to any STH roll using the whole weight of the character's body (e.g. a football tackle, knocking down a door, etc.)

Good/Poor Punching: The character does punch damage as if he or she had ±3 STH.

WIL:

Good/Poor With Addiction: ±3 to any WIL roll to resist psychological addiction or drug cravings.

Good/Poor With Drug Effects: ±3 to any WIL roll to save vs. drug effects.

Weak/Strong Stomach: ±3 to any save vs. nausea.

Good/Poor With Distracting Pain: ±3 to save vs. distracting pain (see p.101).

Good/Poor With Shocking Pain: ±3 to any save vs. shocking pain (see p.101).

Good/Poor Temper: ±3 to any save vs. anger.

Step Four - Kid Creation Example

Checking the tables, we see that, as a ten-year-old, Kylie should have 60 points for attributes (approximately 6.5 each) and 9 points for Health Attributes. Thinking back to her character concept, she is meant to be polite, so we think her Charm (CHM) should be higher than average. We also envision her as being a little stronger than some kids her age.

To make the math easier, we start by listing each attribute (ADJ, AGY, AWR, CHM, END, INL, SPD, STH, WIL) and give each one 6 points. This adds up to 54 (9 x 6) and gives us 6 points left to spend. We put stars next to CHM, INL, SPD, STH and WIL to remind us that these attributes are capped at her current age. From our 6 points, we add 4 to STH (bringing it to 10, the maximum we can raise it to) and 2 to CHM (bringing it to 8). She is as strong as the average healthy young adult (quite an accomplishment for a ten-year-old) and she is less charming than the average adult but more charming than the average kid. Good strength isn't very useful if you're clumsy, so we take 2 points away from AWR and 3 away from ADJ and give those points to AGY, bringing AGY to 11 (AGY is not capped and so can go as high as 20). Our end result is 3 ADJ, 11 AGY, 4 AWR, 8 CHM, 6 INL, 10 STH, 6 SPD, 6 WIL.

We consult the table and see that ten-year-olds get 9 Health Attribute Points, which would come to 3 BLD, 3 BDY and 3 INCY if spread evenly. Since she had high strength, we imagine she's a bit burly, so we take half a point from INCY and add it to BDY, making 3 BLD, 3½ BDY and 2½ INCY.

Step Four - Adult Creation Example

As an adult, Charlie starts with 90 attribute points (10 each if spread evenly) and 12 Health Attribute points. As a adult, his cap for each attribute is 20. We start by listing 10 for each attribute, then adjusting them. We want him to be very charming and smart and less physically powerful. We take 2 from STH, 4 from SPD, 2 from AGY and 4 from END, giving us 13 points to work with. We put 8 of them in CHM and 5 in INL. We also decide that, as a blind adult, AWR will be more important than WIL and ADJ so we take 2 points from each and put them in AWR. This leaves us with 8 ADJ, 8 AGY, 14 AWR, 18 CHM, 5 END, 15 INL, 6 SPD, 8 STH and 8 WIL. He is better than the average kid in everything except Endurance and Speed. He is better than the average adult in Awareness, Charm and Intelligence.

His 12 Health Attribute Points would divide up to 4 for each of the health stats, but we decide to make him more resistant to bladed weapons by increasing his Blood. We take 1 point from BDY and half a point from INCY, giving him 3 BDY, 5½ BLD and 3½ INCY.



Step Five: Character Class

In Brief: Chose from one of 9 (if a kid) or 3 (if a grownup) character classes. Class represents how PC has learned to survive in KidWorld. Class sets access to skills, equipment, sometimes special advantages and disadvantages.



Choose the character class your character will begin the game as. This will determine the character's standing in society, his or her money, educational resources and access to special training and abilities. Character classes can change in the course of the game (see Changing Character Classes, p.92).



Many character classes have special advantages and disadvantages that are only available to members of that character class. Some of these special advantages and disadvantages are mandatory. Others are optional (PCs can spend points or get points by taking them).



Character Classes in Brief

Kids

Builders- Kids who survive by building and fixing shelters, traps, defenses, etc.



Cadets- Kids who have been trained by a military or paramilitary organization.

Ferals- Kids who have learned to survive on their own with little or no human contact.

Horse Riders- Kids who own, care for, and ride horses.



Inheritors- Kids who have taken over the roles of pre-Plague adults, hoping to recreate that world.

Nurturers- Kids who care for and provide protection to smaller kids.

Radicals- Kids who do whatever they want and survive by being clever, brave and disregarding rules.



Scouts- Kids who learn the wilderness and become masters of survival.

Students- Kids who strive to teach themselves the secrets of the pre-Plague world, mostly by finding and reading books.



Adults

Brains- Grownups that have survived using their intellect and knowledge.

Brawns- Grownups that have survived using their physical strength and combat abilities.

Mouths- Grownups that have survived using their charisma and strong leadership ability.

Kid Classes

Builders

In Brief- Kids who survive by building and fixing shelters, traps, defenses, etc.

Other Names- Architects, Contractors, Crafters, Engineers, Fixers

Favorable Stereotypes- Intelligent, artistic, helpful, technical.

Unfavorable Stereotypes- Consumed, geeky, prefer gadgets over people.

Origins- As kids learned to live on their own, many found a need for a safe place to lock away their goods and to sleep at night. As kid communities grew more powerful, many began to look beyond these basic needs and wanted grander things: tree houses, swimming pools, lookout towers, etc. Builders are those who trained themselves to take on these engineering projects.

Some, before the Plague, assisted a parent in the garage or shop. Some loved taking apart appliances and computers just to put them back together. Some Builders were aces in woodshop or similar classes. Others developed their skills after the Plague, teaching themselves through trial and error to make shelters and set traps to defend their home turf.

Lifestyle- Builders rely on creativity and wit to solve engineering problems. Builders are known to go out on scrounging missions into ruins, dumps, junkyards and abandoned buildings, collecting spare parts that they could use to fix things. Some are known to amass a large collection of strangely shaped, unknown pieces hoping to someday find out where they came from or how they can be put to use in a new creation.

Like most kids, Builders can be obsessive about their projects, working on them to the exclusion of all other needs. Yet they also have kids' susceptibility to frustration and so they often leave many unfinished projects in their wake.

In larger cities, several Builders may set up shop in abandoned buildings, preferably near the local market. There, they hire out their skills to other kids in the community. Older Builders have been known to take on apprentices, but this can later lead to rivalry if the former apprentice competes for customers with the former master.

Builders trade their services for goods, and their abilities are in high demand. The most common services are creating, repairing or fortifying shelters for other kids. A highly sought after minority know enough to make electric generators based on solar panels, windmills, water wheels, or even an old donkey forced to walk around in a circle. Some Builders without electronics skills consult with or form partnerships with Students who have those skills. A few are able to learn blacksmithing and do a lot of trade making weapons and armor. Some kids specialize in smaller-scale repairs and fix tools and toys.

One of the most valuable things a Builder can create are 'forts': structures (often built with an existing building as a base) that, when locked, are nearly impregnable. Some kid communities will give up everything they own in exchange for a good fort. Builders sometimes put secret 'back doors' into forts that allow easy access to anyone who knows the fort's weakness. Builders may sell this knowledge to thieves or the fort owner's enemies, or may use it themselves.

Some Builders don't like the fact that the world built by adults is falling apart and take any opportunity to try to fix pre-Plague structures. Others can't resist the temptation to try to improve upon adult designs (often with results that would make an adult engineer cringe).

Builders may, every once in a while, undertake large projects: skating ramps, performance stages, execution machines, etc. It is usually only the leaders of the most successful communities that can afford to pay for such projects and the motive is usually either megalomania or a desire to "get rich" by charging admission to the new architectural marvels. Builders may also be asked to refurbish large homes, turning them into castles for community leaders or refurbish churches to become community cathedrals.

Slavery- In camps that enslave adults, Builders try to gain access to, and learn from, adults with actual engineering knowledge. In return, these slaves are usually well treated. In camps that enslave kids, adults force Builders to do their manual labor, as well as assisting adults with meticulous jobs, such as wiring, repairing computers, and plumbing.

Going Blind- As they start going blind, Builders lose the ability to deal with small details. Feeling starts to replace vision when dealing with small parts (e.g. screws) but touch is never as good as vision. Some make use of magnifying glasses. They can only work during the day when it is bright. Many seek out young apprentices to do all the fine detail work for them. Since they can no longer do fine details, many turn their efforts to larger projects, such as building forts and shelters. Many adolescent Builders surround their homes with traps to protect them from enemies they might not otherwise see. When they become blind adults, most will become Brains.



Population- Out of every 1000 kids, there are approximately 60 Builders. Boys and girls share equal numbers in this class.



Dark Side- As a Builder becomes more obsessed with a task, he or she can become dangerously isolated. A Builder may build himself or herself into the center of a vast fortress surrounded by dozens of traps. Other Builders realize how much their communities depend on them and begin demanding more food, more tools, and more protection for their services. Other Builders might start arms races between enemy communities, building bigger and better weapons and fortifications for each.





Goods- The PC starts with 30 cans of food and 20 CF worth of tools (p.65).

Skills

Skill Costs- Athletics 4, Care 8, Combat 17, Crafts 4, Naughty 5, Pets 7, Rapport 10, Scholastics 10, Sensory 15, Survival 9, Tech 10, War 14.



KidNight Builders

KidNight Skill Costs- Concentration 30, Dream 15, Imagination 25, Lore 15.



Advantages and Disadvantages

Home Fort (Costs 1 BP)- The PC owns and lives in a highly fortified building of his or her own design, complete with either traps or stationary weapons (e.g. catapults).



Metal Shop Student (1 BP)- PC can buy the endangered skill Blacksmithing during character creation.



Recommended Skills- Climbing, Shelter Making, Traditional Crafts, Trap Making: Human, Weapon Making.

Recommended Equipment- Carpentry Tools, Duct Tape, Rope (Work), Sheet-Metal Snips, Super Glue.

Recommended Reading- The Future: Loss of Infrastructure (p.162), Traps (p.195).

Cadets

In Brief- Kids who have been trained by a military or paramilitary organization.

Other Names- ROTCs, Mil-Kids, Millies, Storm Troopers, Generals, Little Soldiers.



Favorable Stereotypes- Loyal, honorable, steady, unflinching, high willpower.



Unfavorable Stereotypes- Fascist, cruel, conformist, unable to act independently, warlike.

Origin- Before the Plague, many of those who would become Cadets were part of Junior-ROTC (Reserve Officer Training Corps) programs in school or attended military schools. Many others had parents who were in the military (or in paramilitary groups) and learned the military way of life from their parents. When the Plague happened they saw that retaining a para-military structure was a good way to survive.





Others were normal kids who had no military interest or knowledge, but who were captured by adult military groups when the world first started realizing the value of kids. The kids were given an abbreviated military indoctrination and training and were generally prepared to be the new United States Army. However, as society continued to break down, the US military lost control of these kids. Eventually, kids were allowed to leave, or had no place to go when all the adults died, or killed all the adults or, most commonly, escaped. Some who left the military bases and camps turned their back on the military way of life. Others saw strength in it and went on to become Cadets, forming their own military organizations modeled after those of their former captors.





The third group who would become Cadets were ordinary kids with no military training who realized that kid-based military groups would have power in the new world order and joined-up. Their military training and indoctrination comes exclusively from other kids and from knowledge gleaned from books, movies, comic books, etc.



Lifestyle- Most Cadets live in old military bases or in military camps that were erected in the early days of the Plague. They survive, in large part, on old military caches of supplies. Others are set up on the edge of town, sending parties out to scavenge for goods and trade with non-Cadet kids. Cadets almost always keep themselves separate from other kids, and almost every place Cadets live is surrounded with barbed wire fences and sophisticated traps. Cadets often worry they will be attacked by a military force at least as sophisticated as themselves, so they are always prepared for a prolonged defense.

Cadets live a Spartan lifestyle. Most sleep in the same tent with several other kids. They are often forced to wake up early in the morning. They are assigned duties that seldom give them time to rest or play. Exercise and combat training are just some of their duties. Punishments are swift for any kind of disobedience or dereliction of duty. Depending on the community, punishments can range from pushups, to unpleasant duties such as night patrols, to flogging and, in a few groups, summary execution.

Rank and promotions are a big deal to Cadets. Cadets have systems of ranks (most often Second Lieutenant, First Lieutenant, Captain, Major, Lieutenant Colonel and Colonel) and have visual signifiers that allow them to instantly recognize what a person's rank is. There are also a small number of ribbons that Cadets wear proudly on their chests that signify different awards and different types of training. One Cadet looking at another might be able to instantly tell that the Cadet has trained in rifles and on boats and has been given an award for valor in combat. Every award or recognition makes it more likely that one will be given a promotion, and every promotion gives the Cadet more pleasant duties and power over more of his or her peers. Cadet groups pride themselves on being meritocracies, yet this is not always the case: it is often the most popular kids who get promotions, not those who have the most experience or would make the best leaders.

There are a few Cadets who don't belong to any military organization. They were kicked out for doing the wrong things, they went rogue from an organization whose philosophy they didn't agree with, or everyone else in their organization died. These Cadets, even though they are not in a military organization, still define themselves by the principles and skills they learned as a Cadet, and most still wear their uniforms and ribbons. In some communities these kids are referred to as "rogues" or "ronin."

Cadets wear as close as they can to the original JROTC or military-school uniforms. It is not always possible to wear a 'regulation' uniform, since uniforms are often destroyed or stained and there are no replacements (except in communities with very skilled tailors). Thus, most Cadets wear uniforms that are a little too small for them, that have numerous stains, patches and clumsily stitched repairs, supplemented by various random pieces of military surplus.

Slavery- Most enslaved Cadets are enslaved by remnants of the US Military, who still consider these "drafted" soldiers to be the best hope for their future ability to protect and rule the country. The adults punish any attempt to "go AWOL" severely. A kid's life is generally even more harsh in military adult-ruled communities, yet these communities have a surprisingly high level of loyalty among kid slaves. The primary reason is that the military uses indoctrination techniques that have evolved over centuries and that are quite good at teaching kids to follow orders without question.

When Cadet communities keep adult slaves, those slaves are most often the military personnel who once held the kids enslaved. However, since any disloyalty or disobedience to a superior is a sore spot to most Cadets, most create elaborate fictions to cover the fact that they have enslaved their former superiors. Some have held elaborate court martials and have officially demoted the adults to the lowest ranks. Others were officially "relieved of duty" because they were found "unfit to command." Others are considered prisoners of war and are treated with respect and care, even while they are given forced labor and locked away at night.

Going Blind- Most Cadets hope that, by the time they start going blind, they will be in a position of command. Some adolescent Cadets are afraid to show weakness for fear of being overthrown and so go to great lengths to hide the extent to which they can or can't see. They often cover up for mistakes by pretending that they are exercising their authority (e.g. an adolescent Cadet calls a young private by the wrong name, the private says "I'm Billy, not George," and the adolescent Cadet bellows "I am your superior officer, if I say your name is George then your name is George goddamn it.") Their usefulness with firearms or on patrols is lessened, so they try to hang back and issue commands while others do the fighting or patrolling. When they become blind adults, most will become Mouths or Brawns.

Population- In an average kid-only community, there are about 50 Cadets for every 1,000 kids. There are significantly more male Cadets than female.

Dark Side- Many Cadet groups use their military strength to bully or conquer other groups. Some towns are ruled by a small group of Cadets who have the community under 'martial law.' Some Cadets live as bandits: living outside communities but entering by force on a regular basis to steal supplies from the kids or adults. Other Cadets get into gang-wars: fighting prolonged warfare against other groups for some minor slight or because of some wrong committed by parties that aren't even alive anymore. Sometimes two Cadet groups fight just to see who can be 'the' Cadet group of the area.



Goods- PC starts with 10 cans of food and 15 CF worth of weapons.



Skills

Skill Costs- Athletics 3, Care 9, Combat 14, Crafts 10, Naughty 5, Pets 7, Rapport 9, Scholastics 15, Sensory 15, Survival 6, Tech 15, War 7



KidNight Cadets

KidNight Skill Costs- Concentration 30, Dream 15, Imagination 25, Lore 15. Can purchase the skill Imaginary Weapon for 15 skill points per level.



Advantages and Disadvantages

Pistol (Optional Advantage, Costs 5 BP)- The PC starts play with a Pistol (Automatic) with 5 bullets, given to the PC by (or stolen from) the PC's superiors.



AWOL (Optional Disadvantage, Gives 4 BP)- The PC has gone Absent Without Leave from a large, powerful local Cadet community. They're actively looking for the PC and the PC faces stiff punishments if they catch him or her.



Recommended Skills- Pistol, Street Fighting: Armed, Camouflage, Military Command.



Recommended Equipment- Cammo Outfit, Binoculars, BB Gun, Kitchen Knife Spear.

Recommended Reading- Communities: Cadet Communities (p.124), Dangers From Adults: Military (p.178).



Horse Riders

In Brief- Kids who own, care for, and ride horses.

Other Names- Riders, Equestrians, Nomads, Cowboys, Cowgirls.

Favorable Stereotypes- Often willing to give a ride, well traveled, unafraid, always have interesting stuff to trade

Unfavorable Stereotypes- Arrogant, misanthropic, elitist, sexist, putting the well-being of his or her horse over that of people.

Origins- Some Horse Riders (especially in the interior states) grew up on ranches, where they learned how to care for and ride a horse from daily hands-on experience. Some (especially on the East and West coasts) were from upper-middle class or upper-class families and received a horse and riding lessons as a present. Others were simply able to steal a horse or lure in an escaped horse during the chaos of the Plague and taught themselves how to ride.

A Horse Rider must have formed a connection, a friendship, or at very least a good working relationship with his or her steed. Also, a kid must learn how to keep his or her horse fed, clean and healthy.

After the Plague, many Horse Riders took refuge in old ranches and stables. Yet most of these places were overgrazed and the Horse Riders were forced to go elsewhere. Many became nomads, going wherever there was fresh grass.

Lifestyles- Most Horse Riders are semi-nomadic. They are always ready to leave a place when they make too many enemies or the grass becomes overgrazed. Horse Riders usually make their money by delivering packages or messages, giving rides, or giving riding lessons. A few hire themselves out as mercenaries, acting as a community's cavalry. Others have found a niche catering to vain leaders of kid communities who wish to appear regal. The leaders ride through town on horseback with the Horse Rider leading the horse.

Some Horse Riders have taken a large grassy area as their home. They graze there and make regular trips to nearby urban areas to scrounge or trade. Other Horse Riders have taken over or created ranches and use their horses to herd animals. These are typically large areas of Midwest grassland enclosed by fences, with lakes or streams nearby.



When living among non-Horse Riders, Horse Riders often form together into small elite cliques. Joining these cliques often means a long period as an apprentice, doing chores such as grooming horses.

Slavery- Slavers realize that the horse and the rider are a valuable commodity, especially if they can be captured as a pair. Communities that enslave kids are not stupid enough to let Horse Riders go out riding by themselves. Instead, the horses are often used for physical labor (e.g. pulling plows or carriages) with the Horse Rider as its driver and attendant. Some kid-enslaving communities consider the horse more valuable than the Horse Rider and choose to beat the kid rather than the horse when one misbehaves.

Horse Riders in communities that enslave adults are often sent out on their horses to hunt down and bring back more adult slaves.

Going Blind- Adolescent Horse Riders are in a good position, compared to adolescents of other character classes, in that their horses can be their eyes. As they start to go blind, they tend to become less strict with their horses, letting the horses choose the best path to get to a destination. Partially-blind Horse Riders have a hard time training new horses and are dependent on their own trusted steed. Even more than younger Horse Riders, they live in fear of something happening to their horses. Horses will sometimes recognize timidness in a rider and may become more willful and disobedient as a rider goes blind. When they become blind adults, most will become Mouths.

Population- In an average kid-only community, there are about 20 Horse Riders for every 1,000 kids. In rural areas, there are slightly more girls than boys. In urban areas, Horse Riders are primarily girls.

Dark Side- Some Horse Rider groups become bandits, living outside of large communities, riding in at random times to pillage and raid those communities, then disappearing before the community can mount a defense. Others use their horses to overpower and rob travelers on lonely roads.

Other Horse Riders give little thought to the well being of their horses, forcing them to work harder and harder until the horse becomes too disobedient, gets injured or dies. Some Horse Riders who kill a horse through mistreatment immediately try to get another one, even if this means stealing a horse from another kid.

Some Horse Rider cliques know how desperate some smaller kids are to become Horse Riders. They may attract younger kids with the promise of a foal and training, but then force the kids to do menial labor, pay outrageous costs, even put up with abuse. At the end of this, the kid might or might not be given a horse.

Goods- Starts with 10 cans of food and a Saddle Horse or Stock Horse (p.55).

Skills

Skill Costs: Athletics 3, Care 8, Combat 17, Crafts 9, Naughty 5, Pets 4, Rapport 8, Scholastics 15, Sensory 15, Survival 6, Tech 14, War 13

Free Skills: Animal Husbandry (1), Horse Riding (1).



KidNight Horse Riders

Skill Costs- Concentration 30, Dream 15, Imagination 25, Lore 15.

Horse as Self (Mandatory Advantage)- Any supernatural skill that the PC can use to effect himself or herself (e.g. Flying) will effect the horse as well as the PC while the PC is riding or leading it.

Intelligent Steed (Optional Advantage, Costs 3 BP): The horse that the PC begins play with is an Intelligent Animal. See pg.212.

Fairy Steed (Optional Advantage, Costs 4 BP): The horse that the PC begins play with has been imprisoned in, and escaped from, the Fairy Lands. Treat the horse as a regular Saddle Horse (p.55) but with the following differences:

-The horse is emotionally unstable, prone to fear and unexpected rages. +10 difficulty for animal training rolls.

-The horse has the Separate mandatory advantages and disadvantages Removable Parts, Changing Features and Unstable Physics (p.233).









Advantages and Disadvantages



Hunting Horse (Optional Advantage, Costs 3 BP): The PC begins play with a Hunting Horse (p.55).

Racing Horse (Optional Advantage, Costs 5 BP): The PC begins play with a Racing Horse (p.55).

Pony (Optional Disadvantage, Gives 2 BP): The PC begins play with a Pony (p.55).



Untrained Horse (Optional Disadvantage, Gives 2 BP): The PC begins play with an Untrained Horse (p.55).

Recommended Skills- Roping, Animal Training, Read/Write, Veterinary Medicine.



Recommended Equipment- Horse Grooming Tools, Saddle, Polo Mallet, Book: Animal Husbandry (1), Book: Veterinary Medicine (1).

Recommended Reading- Communities: Horse Rider Communities (p.125), Non-Human Dangers: Wild Animals (p.188), Geography: Midwest (p.134).

Ferals

In Brief- Kids who have learned to survive on their own with little or no human contact.

Other Names- Wild Kids, Wolf Kids, Urchins, Rag Kids.



Favorable Stereotypes- Curious, rugged, survivors, cautious.



Unfavorable Stereotypes- Unintelligent, ignorant, uncivilized, easily frightened.

Origins- Ferals are kids that have lived with little or no human interaction from a very young age. Most Ferals grew up in, and are most comfortable in, rural or wilderness environments. There are a few urban Ferals: those who grew up in abandoned or mostly abandoned cities, running with wild dogs or cats, and staying away (out of fear) from any other humans that came by.





Most who would become Ferals found themselves alone in the middle of nowhere when their parents died and didn't find their way back to civilization for many years. Some were early escapees from military camps (or even worse situations) and spent many years hiding in fear of being recaptured. Some, in a state of distress (0 ADJ) from the traumas brought by the Plague, wandered off into the wilderness with no plans for how they would survive or if they would ever return.



There are many stories of Ferals being "raised by animals" (usually wild dogs). What actually happens is, rather than a parent-child relationship, Ferals form a symbiotic relationship with a group of wild animals. A child learns to communicate with animals, to act like and think like them, develops the extraordinary agility and tough feet needed to go where the animals go and do what they do. Eventually a Feral child's size and intelligence usually make him or her the leader of the pack.





Once Ferals come into contact with other humans, they always have trouble adjusting to human norms. Ferals have trouble communicating in words and trouble with concepts of morality and politeness. Most dislike the feel of clothing and wear as little as possible. They often eat things other kids consider disgusting or inedible. They may even have trouble mimicking the upright posture considered "normal" by other kids.



How well they can adapt to other humans depends on how early and how long they've been by themselves. Those who had been speaking fairly well when they were abandoned, and especially those who were without humans company only shortly or who had intermittent human contact, can eventually learn to speak and act just like every other kid. A few, those who were abandoned at a very young age and spent several years with no human contact, are never able to learn more than a few words.

Lifestyle- To a Feral, survival is the primary concern for each day. Whether they are alone, with a pack of animals, or even with other kids, most want to find food, water, and to stake out a good shelter before doing anything else that day. Some Ferals eat a full day's food all at once, learning from their experience that it is better fill up when they can, never knowing when they will have their next meal. Most can stomach anything: from leaves, to berries, to raw meat.

Even after joining kid communities, Ferals will tend to spend their leisure time alone (or with animals). They often spend hours upon hours wandering the new environment by themselves, trying to become thoroughly acquainted with it.

Ferals often have trouble finding a role within the community. Nurturers often take it upon themselves to care for Ferals and train them to live with others, and Ferals may in turn become assistants and protectors of Nurturers. Some Students like to try to educate Ferals (although many get frustrated and give up) and may even make a study of their peculiarities. Ferals and Scouts share a lot of skills and may work together, but Scouts often become frustrated by Ferals' undependability and poor skill at following orders.

Scouts are often the first to discover and befriend Ferals. Some Scout groups maintain relations with a Feral who lives in their wilderness. They trade goods and information with the Feral.

Slavery- In camps that enslave kids, Ferals are either considered useless and not kept or are used for hunting and tracking. More than any other type of kid, Ferals are willing to run off without any friends or survival gear, so they are often locked away until the adults need them. They are rarely fed well, due to their inability to help out in common tasks.

Kid Communities that enslave adults rarely have anything to do with Ferals. Ferals are too shy to be good slave owners.

Going Blind- Most Ferals were very young when the Plague happened and don't have to worry about adolescence and going blind for quite a while. When they do start to go blind, however, it will mean a big change in their lifestyle. Their enhanced ability to see in the dark will more-or-less be cancelled out by the progressive blindness, and they will no longer be able to prowl with their packs at night. Robbed of their ability to keep up with animals, most will seek out more and more human companionship and become more acculturated to human society. Fortunately for them, however, the skill at smell and hearing that they learned while in the wild will serve them well when they become blind. When they become blind adults, most will become Brawns.

Population- In an average kid-only community, there are approximate 5 Ferals out of every 1,000 kids. They are equally divided between boys and girls. There are a lot more children who were left on their own, but too few of them survived. Most Ferals are younger kids (7 to 9) because kids older than that were too well indoctrinated into human culture to have truly gone feral.

Dark Side- Some Ferals are both wild and vicious, with no sympathy for humans as beings like themselves. They are liable to attack anyone who enters their large territory. They may even hunt down, kill and eat other humans.

Goods- The PC starts with 10 cans of food.

Skills

Note: Ferals must buy levels in Spoken Language to be able to speak English (or any other language). See the mandatory advantage Unacculturated, below, for more.

Skill Costs: Athletics 3, Care 8, Combat 17, Crafts 9, Naughty 4, Pets 6, Rapport 14, Scholastics 18, Sensory 13, Survival 4, Tech 16, War 13.

Free Skills: Enhanced Smell/Taste (2), Enhanced Hearing (2).

KidNight Ferals

KidNight Skill Costs- Concentration 30, Dream 15, Imagination 25, Lore 15.

Intelligent Pack (Optional Advantage, Costs 3 BP): Limitations: Must have advantage Dog Pack or Wolf Pack. The animals in the PC's pack are intelligent.

Advantages and Disadvantages

Hardened to Nature (Mandatory Advantage)- The PC's body has grown accustomed to harsh conditions, giving the following plusses: +8 to save vs. hypothermia, +8 to save vs. illness from eating raw meat. The PC's hands and feet have thick calluses, giving them a PR of 1 bladed damage (there are stories of Ferals defending themselves from a knife attack by grabbing the knife blade).



Increased Agility (Mandatory Advantage)- The PC gets +3 AGY. This can bring the PC's AGY above 20.



Unacculturated (Mandatory Disadvantage)- The PC starts with a cap of 5 for CHM and must pay double (20 XP) to raise CHM during game play. Unlike other PCs, the PC must buy levels in Spoken Language to be able to speak any language, and can be asked by the GM to make skill rolls in order to communicate.



Nightvision (Mandatory Advantage)- Halve all penalties to actions/reactions and vision based AWR rolls from low light.



Animal Empathy (Optional advantage, Costs 1 BP)- The PC has had as much (or more) experience dealing with animals as with humans, and has a good understanding of how they think and communicate. The PC gets +10 to all CHM rolls dealing with animals.



Dog Pack (Optional Advantage, Costs 5 BP)- The PC is the leader of a pack of wild dogs. The dogs follow the PC and take the PC's lead in everything they do. The dogs will fight to protect the PC from harm but will flee if they find themselves vastly outmatched. The pack is made up of 6 adult dogs (see p.54) and 3 pups (which will grow to be adults within 2 years).



Wolf Pack (Optional Advantage, Costs 15 BP)- Like the Dog Pack advantage, except the pack is made up of wolves (see p.190).



Recommended Skills- Climbing, Prowling, Swimming, Tracking.

Recommended Equipment- Stick: Sharpened.



Recommended Reading- Non-Human Dangers: Wild Animals (p.188).

Inheritors

In Brief- Kids who have taken over the roles of pre-Plague adults, hoping to recreate that world.

Other Names- Wannabes, Tiny Tots, Legacies.



Favorable Stereotypes- Responsible, dedicated, honorable, upholding traditions of the adult world.



Unfavorable Stereotypes- Uncomfortable outside established hierarchies, inflexible, pretend to know what they're doing when they really don't, bad caricatures of adults.



Origins- Some Inheritors were asked by a parent to take on the duties of that parent's career. The parents knew they were dying and thought that whatever job they held was important to the survival of human civilization, so they provided their child with as much training or advice as they could in the time they had. Some parents made children take oaths to uphold the parents' duties. For example, a dying town sheriff might have made his daughter promise to uphold law and order in the town.



In other cases, a blind professional sought out one or more apprentices, not necessarily their own children, to try to pass down their knowledge to.



In some cases, it was the child himself or herself who decided to take on the duties of a dead parent, partially out of recognition of the importance of that job and partially to honor the legacy of the dead parent.



Other Inheritors learned their skills from other Inheritors, or from books or old pre-Plague memories. A little cop, for instance, might have no training beyond memories of old cop movies and TV shows. These Inheritors are driven partially by a desire to keep pre-Plague society functioning and partially by a kid's desire to role-play exciting adult roles.



Lifestyle- Most Inheritors have one job they have pledged to do. The most common jobs are doctor, police officer and fire fighter. Next most common are jobs are judge, politician, counselor, prison guard, farmer, reporter and lifeguard. Just about every career has at least one kid somewhere in the country who has taken on that profession, from opera singer to slumlord.



Sometimes an Inheritor's sense of duty is linked more to a place than a role in society. A little-librarian might feel it is his or her duty to protect a certain library from damage and make sure that all kids have access to the books within.

What almost all Inheritors have in common is that they believe they are doing a job that is necessary to the health and/or survival of society. In most cases they are able to convince those around them that they are necessary and thus get their communities to support them. Some are public employees of the community, paid tribute by those around them (sometimes with threat that if they are not paid enough they will leave the community). E.g. a little doctor might be given a share of the proceeds of every scrounging or trading mission performed by the kids of a town. Some charge for their services. Others take goods by force (e.g. a little-cop might steal goods from those they arrest and imprison).

Some Inheritors act like Students, seeking out teachers or books that teach them how to do their jobs better. Others are forced to go out and find equipment with which to do their jobs (e.g. medical supplies if they're a little-doctor). Other Inheritors think they have and know all they need and don't leave the community they serve unless forced to. Some Inheritors live in "tiny towns," communities populated exclusively by Inheritors where every kid is forced to take on an adult role. For more on tiny towns, see p.126.

Slavery- Since the absence of adults is usually what prompts kids to take on adult roles, there are very few communities with both Inheritors and enslaved adults. When Inheritors enslave adults, they typically try to keep them locked away as living training manuals. There are a few cases where Inheritors pretend they are adults and that their blind slaves are children.

When enslaved by adults, Inheritors try to get on the good side of their masters by emulating them, and aspire to become their apprentices.

Going Blind- Insomuch as their roles are ceremonial, going blind doesn't have very much impact on Inheritors. In fact, getting older and being closer to the adults that they emulate may make an Inheritor more respected and give them more authority. On the other hand, when Inheritors pride themselves on actually being able to perform the skills that the adults they emulate did, loss of sight can be devastating. Asking for help can be hard for Inheritors (who often hold the mistaken belief that adults never ask for help) and they are often forced to fake it (e.g. the Little Cop lies and says he saw who started the fight when he really didn't, the Little Doctor isn't sure which pill is which, so just guesses). When they become blind adults, most will become Mouths.

Population- In an average kid-only community, there are about 70 Inheritors for every 1,000 kids. Inheritors are about equally divided between boys and girls.

Inheritors and Cargo Cult Superstition

Long ago, during WWII, Melanesian natives watched Westerners receiving cargo planes full of valuable goods. They thought the cargo was sent by the gods and that the Westerners were able to receive it because they performed certain rituals. Hoping to get their own cargo, these native groups began trying to emulate the 'rituals' of the Westerners as closely as they could. They cleared air-strips, made control towers out of wood, complete with flight controllers wearing coconut headphones, and natives on the ground 'danced' in imitation of Westerners guiding planes onto the landing strip.

The cargo cults illustrate a basic human superstition: that if you can act like someone else you will be able to do anything they can do. Many Inheritors suffer from this superstition. A little doctor, for instance, might believe that the 'ritual' of seeing a doctor is more important than actual medical knowledge. A little doctor may have taken over a doctor's office and have an elaborate ritual: waiting in a waiting room, being sent to sit on a bed in a gown, having a doctor in the proper uniform press a stethoscope to various parts of the body, having the doctor scribble some nonsense on a piece of paper, taking the paper to a pharmacy and getting pills. Although the doctors and patients believe the ritual is efficacious, the Inheritor did no real diagnosis and the 'pills' were chosen at random by the pharmacist. Many Inheritors and Tiny Towns can be seen as the cargo cult of adulthood: the vain belief that by acting like adults they can have the peace and prosperity that adults had.

This illustrates the main difference between Students and Inheritors: Students think the most important thing is what they are able to learn, Inheritors think the most important thing is that they are willing to take on the roles of their adult predecessors.

Little Cops vs. Cadets

On the surface, little cops may seem a lot like Cadets: they carry firearms when they can find them, enforce codes of conduct, take pride in personal discipline and wear uniforms. The main difference is that Cadets use the threat of martial force to get what they want ("do what I say or we'll go to war against you") while a Little Cop uses the authority given to him or her by the community ("do what I say because I am the law in this town.") A Little Cop is, at heart, a public servant. They do best when they are able to convince the people around them that the community is better for their presence. A Cadet may aid a community but can just as easily survive solely by being a bully and a parasite.



Dark Side- An Inheritor who doesn't know what he or she is doing but thinks he or she does can be very dangerous. Little-doctors have been known to force harmful treatments on sick kids. Little-cops can become so carried away they arrest people for frowning or for not crossing a street at the crosswalk. Little-judges can impose harsh penalties (including death) for minor crimes. Little-reporters, using old hand-cranked mimeograph machines, have put out 'newspapers' containing unverified rumors. In almost all such cases the kids believe that they're doing the right thing.



Other Inheritors become so flush with the power of their office that they forget that they're meant to be helping the community. A little-cop, for instance, may forget about enforcing laws except for the law of "do what I say because I'm the cop."



Goods- The PC starts with 20 cans of food.



Skills

Skill Costs: Athletics 4, Care 6, Combat 17, Crafts 7, Naughty 6, Pets 7, Rapport 6, Scholastics 11, Sensory 15, Survival 8, Tech 14, War 13

KidNight Inheritors

KidNight Skill Costs- Concentration 30, Dream 15, Imagination 20, Lore 15. Can purchase Pretend: Grownup for 10 skill points per level.



Advantages and Disadvantages

Practical Cop Training (Optional Advantage, Costs 3 BP)- The PC was lucky enough to get hands-on training from a real adult cop. The PC gets the following skills free: Interrogation (1), Immobilization (1), Club (1).



Practical Doctor Training (Optional Advantage, Costs 3 BP)- The PC was lucky enough to get hands-on training from a real adult doctor. The PC gets the following skills free: Emergency Medicine (1), Diagnosis (1), Pharmaceuticals (1), Surgery (1).

Expert (Optional Advantage, Costs 2 BP)- The PC gets 3 free levels in any one Care, Rapport, Scholastics or Tech skill. Prerequisites apply.



Rare Goods (Optional Advantage, Costs 2 BP)- The PC can buy the Rare Goods advantage (p.82), which allows the PC to buy rare goods during character creation, for only 2 BP, rather than 4 BP for other PCs.

Working Vehicle (Optional Advantage, 1 BP)- The PC can buy the Working Vehicle advantage (p.82) for 1 BP, rather than 2 BP for other PCs.



Recommended Skills- Acting, Cooperation, Justice & Agreement, Read/Write.

Recommended Equipment- Uniform, Handcuffs, Book: Diagnosis (1), Book: Emergency Medicine (1), Antibiotics, First Aid Kit: Semipro.

Recommended Reading- Communities: Tiny Towns (p.126), Religion: Parent-Worship (p.157), Adventure Types: Rebuilding Society (p.165).

Nurturers

In Brief- Kids who care for and provide protection to smaller kids.

Other Names- Caregivers, Nannies, Big Sisters, Big Brothers.



Favorable Stereotypes- Protective, good teachers, responsible, mature.

Unfavorable Stereotypes- Bossy, physically weak, emotionally needy, spoilsports.



Origins- Many who would become Nurturers, before the Plague, made money babysitting or helped their parents out with their younger siblings. The decision to become a Nurturer was usually not a conscious one: the PC simply saw younger kids in need of care and protection and stepped in. Many became Nurturers the day they walked past a small crying child and stopped to ask what was wrong. Some Nurturers started off with no particular aptitude for or desire to be a caregiver, but they found themselves responsible for younger siblings.





Lifestyle- Nurturers make it their full time job to look after children too young or too poorly adjusted to take care of themselves. Since not many babies have been born since the Plague began, most of the kids they care for are 4-6 years old. Some treat this as a necessary labor for the future of the world. Others treat being a Nurturer like playing house, enjoying every minute of it. A few enjoy the feeling of power that comes with being the person a small child depends on.



Most Nurturers treat their wards as loved ones, but not every Nurturer is so altruistic. Some Nurturers collect kids and train them to steal, scrounge, do chores or do manual labor. In these cases, the Nurturer is both using the child and helping the child (giving them shelter, providing food) and rides a crooked line of morality.



Some take on the authority of a parent: they make sure the kids do their chores, groom themselves, eat healthily, and go to bed on time. Depending on the disposition of the Nurturer, punishment might range from time-outs and stern talking-tos to physical abuse.



Other Nurturers take the role of a big brother or sister: they teach the child everything they know, not asking them to do anything they wouldn't do themselves. Instead of doling out punishment for misbehavior, they try to come to a compromise.



A typical Nurturer keeps adding kids to his or her clan, either out of a purposeful attempt to expand or because he or she can't stand to see kids going uncared for. Smaller kids will often seek out a Nurturer, knowing they need (or simply want) to be taken care of by someone older and more mature.

As part of a kid-community, Nurturers are usually given a certain portion of the resources collected by everyone else. Some have to beg for food to feed their kids. Some are treated as public servants and are paid a salary. Some charge for taking care of the younger sisters and brothers of other kids. Some teach the kids under their care to steal food or tradables from other kids. Nurturers surviving without the help of a community have to scrape for every piece of food they acquire and try to find a fair way to share it.

Slavery- In a community that enslaves kids, kids may become Nurturers by being put in charge of a group of younger slaves. They are forced to learn to how care for these kids. In a camp that enslaves adults, some Nurturers use their slaves as punching bags, to train their kids to fight (and, specifically, how to take down adults). Others use adult slaves as instructors, forcing them to teach small kids things like reading, writing and arithmetic.

Going Blind- A good Nurturer can be reasonably certain of having young eyes to help them as they get older. In fact, some kids become Nurturers in order to have aid when they go blind. As they approach adolescence, Nurturers are careful to teach their charges the skills they will need to be good helpers to the blind (reading and writing, describing things, navigation, reading maps, evaluating trading goods, picking berries, etc.). Nurturers who are going blind have trouble taking care of very young children (babies and toddlers) and prefer kids who they can talk to and order around. Some adolescent Nurturers even begin to delegate their duties, telling the oldest of their kids how to take care of the youngest. When they become blind adults, most will become Mouths.

Population- In an average kid-only community there are about 100 Nurturers for every 1,000 kids. They take care of about 250 younger kids. The Nurturer class is made up primarily of girls.

Dark Side- Some Nurturers, like some parents, can't deal with the stresses of childcare and become emotionally and physically abusive. Others become obsessed with their power to create a social universe that revolves around them. They create a sort of cult of themselves, the members of which are willing to kill or die at the say-so of their leader.

Goods- The PC starts with 20 cans of food.

Skills

Skill Costs: Athletics 5, Care 4, Combat 18, Crafts 7, Naughty 5, Pets 6, Rapport 6, Scholastics 13, Sensory 15, Survival 6, Tech 15, War 14

KidNight Nurturers

KidNight Skill Costs- Concentration 30, Dream 13, Imagination 25, Lore 15. Can purchase the Wards skill for 10 skill points per level.

Advantages and Disadvantages

Small Wards (Mandatory Advantage): The PC starts play as the guardian to a group of younger kids all under the age of seven-years-old. The PC takes 15 combined years and splits them up between a number of kids. Examples: *3 five-year-olds; 3 four-year-olds and 1 three-year-old; 7 two-year-olds and 1 one-year-old.*

Creating a Small Kid

"Kindergartners": 4-6 years old, 3 in all attributes, except one that is at 5. One level in an Athletics, Care, Combat, Naughty, Rapport, Scholastics or Survival skill, one defining cognitive deficit, 2 BLD, 1 BDY, 3 INCY.

"Toddlers": 2-3 years old, 1 in all attributes, except 1 that is at 2, no skills, 1 BLD, 1 BDY, 2 INCY.

"Babies": 0-1 years old, 1 BLD, 0 BDY, 1 INCY, all other attributes negligible, no skills.

Example Kids: Toby, 5 years old, 5 INL, Fire Starting (1), Monsters. Betty, 6 years old, 5 CHM, Performance: Singing (1), Sexism. Petra, 3 years old, 2 SPD. Luis, 1 year old.

Getting Older: For every 200 XP the PC gains, the children under his or her care will age 1 year. When a baby becomes a toddler or a toddler becomes a kindergartener, increase his or her attributes to match that listed for the new age group. When a kindergartner reaches age 7, PCs or GMs may have the option of creating that kid as a 7 year old PC or NPC.

Toddler Ward (Optional Disadvantage, Gives 2/BP ea.): The PC is in charge of a 2 to 3 year old, in addition to any created via the Small Wards mandatory advantage.

Baby Ward (Optional Disadvantage, Gives 6 BP/ea.): The PC is in charge of an additional baby.

Discipline Problem (1 BP/ea.): One of the PC's Toddler or Kindergartener wards refuses to follow any order by the PC and cannot be convinced to "behave" by any amount of punishment.

Recommended Skills- Bodyguard, Cooking, Cooperation, Domestic Medicine, Teaching.

Recommended Equipment- Dog: Guard, Seasoning, Sewing Kit, Camping Cookware, Candles: Pillar, Matches, First Aid Kit: Minor, Book: Domestic Medicine, Camping Tent, Red Wagon.

Recommended Reading- Child Psychology: Development (p.159).

Radicals

In Brief- Kids who do whatever they want and survive by being clever, brave and disregarding rules.

Other Names- Rowdies, Anarchs, Normals, Rock Throwers, Lost Kids, Scroungers.



Favorable Stereotypes- Tough, self-sufficient, clever, creative, fun.



Unfavorable Stereotypes- Brutal, violent, disrespectful, selfish, amoral, mean, prone to "pack mentality."

Origin- Before the Plague, some of those who would become Radicals were 'bad kids.' They ran in gangs, skipped school, broke laws, and got in fights. They usually had little parental supervision and had to more-or-less take care of themselves. The majority of those who became Radicals, though, were just normal kids who learned that surviving in the chaos of KidWorld required being willing to break all the rules.





For many older Radicals, their personal story is one of escapes. When the remnants of the government tried to capture and enslave children, they were the ones who hid, or who escaped from the enslavement camps. Most Radicals have discovered, through first-hand experience, that life on their own is better than life under someone else's control.



Lifestyle- Radicals do whatever they need to in order to survive. For the most part they stick to cities and large towns where they scavenge canned food (and occasionally pick food from fruit trees or crops at the edge of town) and sleep in abandoned buildings. Radicals are master scavengers, trading what they find to other groups (e.g. books to Students, pharmaceuticals to Inheritors, tools to Builders, etc.). They usually have a strong instinct for exploration that makes them enjoy the job of scavenging.





Although Radicals learn to survive by their own wits, they aren't always total individualists. Radicals often form into gangs who work together to ensure their shared survival. These gangs often have a leader, elected by unspoken consensus, who is usually the biggest and boldest kid of the group. Sometimes these gangs grow, and their leaders grow in power, until they rule whole communities. When

"My mom used to say 'don't pick your nose.' She used to say 'don't put your elbows on the table.' She used to say 'don't yell indoors.' She used to say 'we don't use that word, it's rude and un-ladylike.' And when she was dying she said 'I want you to do anything you can to survive. If you have to stab someone in the back or hit them in the head with a big rock, I want you to do it.'"

-Octavia Olivares, Radical



a kid-ruled town has an identifiable leader, that leader is usually a Radical. The style of leadership in these communities is based on the personality of the leader and can range from benevolent consensus-based leadership to cruel despotism. No matter what style of leadership, there is always a high turn-around in leadership. It is always possible for some kid to successfully sway the kids to follow him or her as the next leader. This is especially true when a leader is old enough to start going blind and starts showing that he or she is "weak."





Radicals are the most violent of types of kids in KidWorld. Even the nicest Radicals are aware that any given day they might have to fight and kill for their freedom and survival. Some Radicals rob others by force. Many Radicals try to settle any dispute they have with another kid via combat. In some communities, unarmed combat is both government and law: it's how disagreements are settled and decisions are made. If you think someone wronged you, fight them. If you want the community to do a certain thing, fight anyone who doesn't want to do it. Other Radicals engage in fighting purely for sport, making a big spectacle of it for the entertainment of the whole community.





Most Radicals don't think any farther into the future than their next meal and place to stay the night (if that far). There are a few Radicals, though, who think about the future. Some think a world ruled by kids, and a world where there is no laws or government, would be the best of worlds. They aren't completely pro-status-quo (for instance, they don't like the fact that they will one-day go blind) but they don't have any love for the civilization that was. Although they don't articulate it, their thinking is "I've found a way to survive, and as long as there are kids like me, the human race will find a way to survive."



Many Radicals have rejected adult society and codes of conduct because of a fear of and hatred of adults. For many Radicals their most recent memories of adults were of some blind adult trying to enslave them, or pluck out their eyes, or something even more horrible done to them by an adult during the chaos of the Plague. Kid communities that adopt a 'kill all adults on sight' policy are usually run by Radicals who have decided that they hate adults.

Other Radicals have sympathy for the work of Students, Inheritors and Nurturers and hope that those kids succeed in resurrecting the old society, even if the Radicals aren't interested in participating in that quest.

The vast majority of kids are Radicals, yet very few think of themselves as "normal" or "average." They have all had to do difficult things and manifest extreme courage and cunning to survive and most think of themselves as special.

Slavery- As the most common type of kid in KidWorld, Radicals make up the majority of both slaves and slave owners. Adult communities who enslave kids use Radicals as all-purpose general servants. They consider a Radical's willingness to disregard rules to be one of the number one problems facing their communities. Most try to deal with this problem via aggressive discipline.

In kid communities that enslave adults, some Radicals use adults as war horses: riding atop their shoulders and making attacks against enemies with projectiles or long poles. Others keep adults locked up and consult with them when they run into medical or engineering problems. A Radical with a Brain can avoid having to pay Builders, Students or Inheritors for their services.

Going Blind- Radicals are among the least prepared for blindness. Their primary skills of exploring, scrounging, stealing and fighting are all badly damaged by loss of vision. Some come to grow more and more reliant on the social networks they have become part of. They try to become leaders of gangs or entire communities. Others try to adopt another profession (e.g. Builder, Nurturer, Cadet) in order to have something they can still do once they go completely blind.

Many Radicals live in violent communities where every weakness is taken advantage of and they live in paranoia of anyone discovering how blind they really are. Some Radicals resort to cons to convince people they can still see (e.g. a confederate walks in with a tiny skull drawn on the back of his hand, the Radical loudly comments on it from across the room).

The choice of preferred weapon often changes from thrown weapons (e.g. rocks, slingshots) to blunt weapons with a long reach (e.g. broom handles) as the Radical starts going blind. By the time they go blind, many have made themselves proficient at blind fighting. When they become blind adults, most will become Brawns or Mouths.

Population- Radicals are the most numerous of the KidWorld groups. In an average kid-only community, there are about 600 Radicals for every 1,000 kids. There are slightly more male Radicals than female.

Dark Side- Radicals can be bullies, they can be cruel, a few even start killing other kids just for the fun of it. Other Radicals become bandits, stealing food and other vital supplies from other kids, sometimes not realizing or not caring that they are driving other kids to starvation. Radicals can become xenophobes, attacking anyone who is a stranger (especially adults). Although kids from any group can get caught up in 'lynch mob mentality' and do things that violate their own moral codes, Radicals are the fastest to change from nice to scary.

Goods- The PC starts with 25 cans of food and 10 CF worth of weapons and/or armor.

Skills

Skill Costs: Athletics 3, Care 8, Combat 15, Crafts 9, Naughty 4, Pets 7, Rapport 7, Scholastics 15, Sensory 15, Survival 8, Tech 14, War 13

KidNight Radicals

KidNight Skill Costs- Concentration 30, Dream 15, Imagination 25, Lore 15. Can purchase the skill Invisibility for 20 skill points per level.

Advantages and Disadvantages- Radicals can buy the advantage Prison/Juvy Experience (p.82) for only 4 BP (rather than the 6 BP cost for other characters).

Recommended Skills- Knife Fighting, Lying, Prowling, Rock Throwing, Skating.

Recommended Equipment- Backpack, Bolt Cutters, Clothes: Tough, Matches, Knife: Combat, Rope and Grapple, Skateboard.

Recommended Reading- Communities: Kid Only (p.123), Communities: Kid Ruled (p.126), Adventure Types: Exploration (p.163), Dangers From Kids (p.171).

Scouts

In Brief- Kids who learn the wilderness and become masters of survival.

Other Names- Adventurers, Hunters, Badges, Campers, Mountain Kids, Forest Kids, Wilderness Guides.



Favorable Stereotypes- Detail oriented, confident, patient, knowledgeable.

Unfavorable Stereotypes- Boring, arrogant, asocial, elitist, selfish, know-it-alls.



Origins- These are kids who have familiarized themselves with wildernesses survival, learning to survive on hunting and gathering. In pre-Plague times, many of the Scouts were members of wilderness-training organizations, like the Boy Scouts and Girl Scouts. Others simply had parents who instilled an appreciation for the outdoors in their children, with camping, hunting, and hiking trips. Others knew nothing about wilderness survival but, after the Plague, joined with other kids that did.





A few who would become Scouts have no wilderness training but grew up on the edge of an area of wilderness and grew up with it as their playground.



Lifestyle- Many Scouts have learned to tell which plants are edible and which are poisonous, how to make or find paths, and how to hunt animals. Scouts are mostly self-sufficient, but when they need something (e.g. a tool) they can trade (see next page) or hire themselves out as a guide for others who need to travel through a wilderness area. Scouts working for a non-Scout community will scout out nearby wilderness areas, returning with information on what they have found, whether it be enemy positions, locations of natural hazards, or a nice berry patch.





Many Scouts are members of scouting organizations (most of which are remnants of pre-Plague organizations like the Boy Scouts and Girl Scouts). Members are given a badge and/or a uniform to represent their association with the club, and most Scouts wear it with pride. Respect is awarded to those with the most skill, and skill is sometimes recognized by the presentation of merit badges by elder Scouts. Elder Scouts spend a lot of time coming up with challenges to test young Scouts' skills at everything from trap making to fire starting.



Scouts survive mainly by foraging for berries and other edible plants, and by hunting and trapping animals. Yet most have their camps close enough to a population center that they can go there to trade. They bring excess meat or berries, or crafts they've made (e.g. bows and arrows) and trade them for scavenged items like knives, rope, craft tools, salt (useful for preserving meat), etc. Scout groups may scatter and live independently for long periods if an area does not have enough animals and edible plants to support an entire group.



Slavery- Since Scouts can so easily slip off into the wilderness, enslaved Scouts are usually allowed to go out only when attached to an adult or when the community has something the Scout is unwilling to leave behind (e.g. a younger sibling). Scout slaves are often used to guide adults through wilderness areas, spy on enemies and gather food. This last duty often causes anxiety among adults, since they know that Scouts know what plants are poisonous and could easily trick their adult masters into eating them.





Adult slaves are of little use to Scouts, since a Scout's method of survival primarily involves looking for things (food, hazards, shelter) and being able to move through a wilderness area quickly. A Scout might drive an adult slave ahead of him or her when exploring, to trigger any traps that might be there. A Scout might also keep an adult around to, by virtue of their size, discourage mountain lions or other predators from attacking.





Going Blind- Sight is very important to Scouts: it lets them follow tracks, find edible plants and grubs, create sensitive traps, navigate quickly over rough terrain, do fine craftwork, etc. Most Scouts learn early on to pay attention to their sense of hearing to help them sense what's going on around them, but this skill is only of limited usefulness. The loss of vision is almost always devastating to Scouts.



For the most part, starting to go blind means that the Scout is forced to find and become very good at a specialty. Some become traders representing their communities on trading missions with other communities. Others become experts at creating crafts from the materials scrounged up by their fellow Scouts. They learn to make baskets, weapons, clothing, etc. by touch and become more sedate, spending their days in camp crafting while the other Scouts are out in the wilderness. Others try to become leaders and teachers within their community, telling the kids who can see what to do. Some Scouts who are going blind try to memorize a small patch of wilderness: every trap, hiding place, hazard and resource. They often become bandits: robbing people on lonely roads and then retreating into "their" patch of wilderness if the victims fight back.



When they become blind adults, most Scouts will become Brains.

Population- In an average kid-only community there are about 100 Scouts for every 1,000 kids. There are slightly more boys than girls.

Dark Side- Scouts can become very protective of their turf, often creating traps that kill trespassers with no warning. Some Scouts who are poorly adjusted become hermits, living by their own wilderness survival skills alone and resisting, by force, any attempts at human contact. A few Scouts grow to love hunting so much that they will hunt and kill humans they find in their hunting grounds, sometimes for food but usually just for the thrill of the sport.

Goods- The PC starts with 20 cans of food and a Hunting Knife or Swiss Army Knife.

Skills

Skills Costs: Athletics 3, Care 9, Combat 17, Crafts 7, Naughty 5, Pets 5, Rapport 9, Scholastics 16, Sensory 15, Survival 4, Tech 15, War 10

Free Skills: 4 free levels in one or more Survival skills

KidNight Scouts

KidNight Skill Costs- Concentration 30, Dream 15, Imagination 25, Lore 15. Can purchase Dream Navigation for 10 skill points per level.

Advantages and Disadvantages

Merit Badges (Optional Advantage, Costs 1 BP)- The PC wears proof of all his or her survival skills, thus making it easier to convince people to trust the PC's advice and abilities.

Recommended Skills- Climbing, Find Shelter, Fire Starting, Swimming, Trap Making: Animal, Skinning & Butchery.

Recommended Equipment- Clothes: Tough, Camping Tent, Fishing Kit: Portable, Flint & Steel, Compass, Swiss Army Knife, Hatchet.

Recommended Reading- Communities: Cadet Communities (p.125), Non-Human Dangers: Wild Animals (p.188).

Students

In Brief- Kids who strive to teach themselves the secrets of the pre-Plague world, mostly by finding and reading books.

Other Names- Nerds, Bookworms, Responsibles, Studiers, Intellectuals.

Favorable Stereotypes- Very intelligent, knowledgeable, curious, responsible, mature, trying to save the world.

Unfavorable Stereotypes- Geeky, shy, arrogant, not useful, not as smart as they think they are.

Origins- Before the Plague, most of those who would become Students were the ambitious kids who studied hard and knew they wanted to go to college and become scientists or engineers or computer programmers. Some were from immigrant families and grew up being told that studying and getting good grades was the most important thing they could do. After the Plague, Students were the ones who realized that, with all the adults dying, their generation needed to work extra-hard to learn the science and engineering (among other things) needed to keep society from backsliding into a dark age. Some wanted to master the tech that was breaking down all around them, to gain power by getting the cars and generators and refrigerators working again. Some wanted to do their part to rebuild the society they remembered (or, if younger, heard about). Some decided that the only way to save humanity from the Plague was to find a cure. No matter the motivation, Students realized that there was one prerequisite: they had to study and learn.

Many Students tend to be nerdy, bookish and shy, kids who appreciate ideas more than action. Some Students, however, have an extra-helping of self-confidence (sometimes to the point of arrogance or megalomania) which leads them to believe that, in the few years they have before going blind, they can learn what it took most adults decades to learn.

Lifestyle- A student's life revolves around gaining knowledge. Knowledge is primarily gained from books. Yet many books were lost, destroyed or stolen in the chaos of the Plague and so students are often forced to explore abandoned places, looking for the right books in bookstores, libraries, even in offices and homes. Other Students search for elder kids or surviving adults that have useful skills they can learn. When Students have exhausted all the sources of knowledge in their city or town, some 'retire,' confident that they can are the community's most knowledgeable person and thus indispensable. Other, more ambitious, Students decide to make the dangerous journey to another city or town in search of more knowledge.

Many kids from other classes try to do stuff with science and technology, but they don't have the basic knowledge they need, they get frustrated and they quit. Students are among the minority of kids who realize that one has to study and learn the basics before attempting grand projects.





Students sell their knowledge for trade goods. Some Students step on the toes of Builders (or work together with Builders) in repairing technology. Some Students have managed to learn enough electronics to create a generator (often a hand-crank or water-powered one). Some practice medicine in exchange for trade goods. Others have hoarded every map they can get a hold of, so that anyone planning on traveling must consult them first (and pay for the privilege). Students are also often the entertainment for a community: giving nightly reading from fiction books. A few Students act as librarians for a community.





A few Students, especially in larger towns, have opened up their own schools. There, older Students teach younger Students in a classroom environment, sometimes with help from Nurturers. Usually, old school buildings are taken over for this purpose. The younger Students may be asked to pay in trade goods for the privilege of attending.





Students enjoy being the only Student in a community (and thus the "expert" on nearly everything) so much that they will go to extreme ends to be the only recognized Student. This could mean searching out a town that has no Students, or lying to discredit anyone who comes to town who seems smart, or even killing rivals (or imagined rivals).



Slavery- In communities where kids enslave adults, Students usually force the adults to train them in everything they know. A captive Brain is a big prize for a Student. In communities where adults have enslaved Kids, Students are forced to study whatever the adults think it would be useful for them to learn. Many a young kid has been forced against his or her will to pore over old medical textbooks with hope that the kid could learn to do surgery on ailing adults. Other Students from communities where kids are enslaved got their start as a book-reading slave.



They helped adults access reference material they wouldn't otherwise be able to, with the unintended side-effect of the slave picking up valuable skills along the way, skills that would help the kid survive after escaping enslavement.



Going Blind- The transition into blindness is usually fairly easy for Students. Their roles as teachers and advisors are not compromised by loss of vision. The skills they have with medicine and technology are usually important enough that those who would hire them are willing to assign them helpers. Semi-blind Students are not afraid to use glasses and other lenses to help them see. They know what they need to learn to survive as blind adults and they begin teaching themselves early on. Some stockpile large print and Braille books so they will have something to read as they lose their vision. When they become blind adults, almost all will become Brains.





Population- In an average kid-only community, there are about 30 Students for every 1,000 kids. There are slightly more girls than boys.



Dark Side- Students sometimes hoard information, hiding or even destroying books out of desire to be the most knowledgeable kid around. Some Students have come to believe that they have enough knowledge to start seeking a cure for the Plague and have performed terrible experiments on children (and sometimes adults). Some Students have been known to mutilate child after child, leaving dozens blind or dead before admitting they don't actually know what they're doing.





The lone Student in a kid-only town is in good stead: the other kids are more-or-less forced to come to the Student for advice on all sorts of matters, from what to do when they get sick to where to go during a lightning storm. The Student can demand trade goods or other special treatment for his or her advice. Mostly the kids just want reassurance about imagined threats, e.g. kids might be afraid that they will get bugs living in them if they eat weevil-infested oats. Since the threat is imaginary, most advice a Student might give will work out. "Don't worry about it" will be just as successful as "eat your food with hot sauce." Thus, the lone Student of a town can often get away with making stuff up when they don't know the answer. For some this becomes a habit.





Unfortunately, many communities grow resentful of their need for Students, especially when the Students became arrogant or greedy (a common failing of the class). Some stop asking the Students for help (even when they really need it), others use violence.

Goods- Starts with 15 cans of food and 15 CF worth of books.

Skills

Skill Costs: Athletics 5, Care 8, Combat 18, Crafts 7, Naughty 6, Pets 7, Rapport 9, Scholastics 8, Sensory 15, Survival 8, Tech 9, War 13

Free Skills: Read/Write (2)

Special Skills: The PC can purchase Speed Reading for 5 skill points per level.

Speed-Reading (INL)- The PC can read very quickly.

Easy (10)- 1 page per minute.

Moderate (20)- 2 pages per minute.

Hard (30)- 3 pages per minute.

KidNight Students

Skills Costs- Concentration 25, Dream 15, Imagination 25, Lore 10

Advantages and Disadvantages

Child Prodigy (Optional Advantage, Costs 5 BP)- The PC can buy the advantage Child Prodigy (p.80) for only 5 BP. The PC starts out with a max. cap of 20 for INL (rather than the PC's age, as with normal kids).

Recommended Skills- Arithmetic, Emergency Medicine, General Science, Teaching.

Recommended Equipment- First Aid Kit: Semipro, Book: Emergency Medicine (1), Book: General Science (1), Book: Pharmaceuticals (1), Book: Science: Biology (1), Book: Science: Chemistry (1), Electronics Repair Kit, Knife: Kitchen.

Recommended Reading- Equipment: Research (p.64), Skills: Using Books (p.108), Groups: Radio Operators (p.151), The Future (p.161).

Grownup Classes

Brains

In Brief- Grownups that have survived using their intellect and knowledge.

Other Names- Smarties, Intellectuals, Professors, Minds

Favorable Stereotypes- Intelligent, resourceful, quick-witted, logical.

Unfavorable Stereotypes- Know-it-alls, snobs, no sense of humor, calculating, heartless.

Origins- Any adult, no matter their background, who survived primarily by being smart or knowledgeable is a Brain. Most Brains were, before the Plague, highly educated people: teachers, engineers, scientists, doctors, etc. Yet not all Brains had achieved great success in the pre-Plague world. Some were homemakers, manual laborers, homeless people, etc. who never used their intelligence and knowledge to get ahead until forced to by the Plague and the chaos that followed.

When the Plague first started, Brains were often the first to understand where things were headed and hoarded items that would be important in the new world (e.g. supplies to make electric generators, prescription drugs, tools for the blind).

To protect themselves and their possessions from looters and slavers, some Brains moved into secluded areas like sewer tunnels or inside armored vehicles, rigging up makeshift traps and alarms. This allowed them to ride out the initial chaos of the Plague and emerge only when some tenuous sort of order had reestablished itself.

Some Brains used their qualifications (e.g. as a doctor) to get themselves into whatever adult communities (especially military camps) that seemed most likely to survive the chaos. Others didn't have these qualifications but pretended they did. A Brain might have shown up at a military base, for instance, claiming to be a doctor and asking or food and shelter. Once inside, the Brain would be forced to improvise and learn as he or she went along or risk being kicked out. Many Mouths did the same thing, but while Mouths depended on the strength of their lies (and ability to explain all their failures with lies) to keep their positions, Brains actually learned the skills they clamed to have.

Lifestyle- Brains usually take on many roles: architect, teacher, strategist, scientist and technician. Some Brains are content to use the knowledge they gained before the Plague, others seek out teachers, Braille books or children who can read books to them. A few, who are lucky enough to live in communities with electricity, are even trying to set up computerized systems that can scan pages, recognize the text and read it via a synthesized voice.



While Mouths are usually the leaders of adult-run communities, and Brawns are the manual labor, Brains are typically put in charge of planning any project that involves engineering. Such projects include creating traps or alarms and trying to resurrect a rudimentary electrical system for a community. Only a small percentage of Brains had engineering experience before the Plague, so most Brains have had to teach themselves, much as Builders have, using only logic and their imaginations.





When communities become successful enough that they can think beyond immediate survival and plan for the future, Brains are usually put in charge of ambitious projects. Some Brains familiar with business and economics are tying to form trade networks and cooperatives. Those with knowledge of government and the law often take the role of mediators and judges. Those with a strong background in medicine (specifically in genetics and diseases) are tasked with finding a cure for the Plague. Yet such grand projects are often cancelled as soon as they begin when a bad harvest or attack by bandits puts a community back in "devote all resources to survival" mode.





Slavery- In communities where kids enslave adults, the Brains are often kept as consultants, interrogated on everything from how to treat a flu to how to create an electric generator. Students are likely to try to monopolize Brains, as are Inheritors, Builders and Scouts. Kids often assume adults know everything and an enslaved Brain can be beaten for "refusing" to answer a question when really the Brain just doesn't know.



In communities where adults enslave kids, Brains train kids to read them books, to aid in construction, electronics and even surgery. Much of this training is done in a classroom type setting.



Population- In the average adult-only community, there are about 300 Brains for every 1000 adults. There are slightly more females than males.

Dark Side- Many Brains have taken it upon themselves to research the Plague, and some determine that there are certain experiments that are needed for their research, including the dissection of kids and adults. These Brains believe they are doing what's best for the human race, even while capturing, torturing, mutilating and killing fellow humans.



Like Students, some Brains realize that their value to a community is dependent upon them being the sole source of vital knowledge. To this end they may hoard knowledge and sabotage peers. For instance, a community's doctor may lie in order to have another community member with medical knowledge banished, then hoard all the medical books and hide them so that nobody else can learn medicine.





Goods- The PC starts with 20 cans of food.

Skills

Skill Costs: Athletics 6, Care 6, Combat 13, Crafts 7, Naughty 6, Pets 6, Rapport 5, Scholastics 4, Sensory 6, Survival 6, Tech 3, War 9



Advantages and Disadvantages

Doctor (4 BP)- Before the plague, the PC was a doctor. Start play with Diagnosis (2), Emergency Medicine (2), Pharmaceuticals (2), Surgery (1).



Scientist (3 BP)- The PC was a scientist. The PC gets Research: Academic (2), General Science (3) and 4 levels in any one science skill (prerequisites apply). The PC can start play with endangered science skills.



Early Hoarder (3 BP)- The PC realized, in the first days of the Plague, that society might collapse and that certain resources would soon become very scarce. The PC hoarded large amounts of tools and supplies and was able to keep them safe from thieves until the current day. The PC starts with an extra 20 CF worth of equipment and supplies, including Rare items. This advantage can only be taken once.



Recommended Skills- Braille, Electronics, Emergency Medicine, Enhanced Touch, Radio.



Recommended Equipment- Mechanical Label Maker, White Cane, First Aid Kit: Semipro, Duct Tape, Hammer and Nails, Swiss Army Knife, Sawed-Off Shotgun.

Recommended Reading- Groups: Radio Operators (p.151), The Future (p.161), Adventure Types: Rebuilding Society (p.165).

Brawns

In Brief- Grownups that have survived using their physical strength and combat abilities.

Other Names- Biggies, Muscles, Toughs, Mules, Grunts, Workers.

Favorable Stereotypes- Brave, adroit, willful, hard working, strong.

Unfavorable Stereotypes- Stupid, bullying, violent, arrogant.

Origin- A few Brawns had jobs before the Plague that involved using their bodies: professional athletes, manual laborers, stunt men and women, etc. Many more had hobbies like sports, rock climbing, weight lifting or martial arts. They were all strong and healthy before the Plague and most only increased in strength during the trials of the Plague.

All Brawns owe their survival to either physical strength or to combat skills. During the chaos of the Plague they were able to fight off looters and attackers, even though blind, and when they found their way to some community they found their ability to contribute to the survival of the community was based mostly on their ability to do heavy labor.

A few Brawns aren't very big and muscular, but before the Plague they were highly skilled martial artists. When they went blind they adapted their combat skills to fighting unseen opponents.

Lifestyle- In adult-only communities, Brawns are the physical laborers and the warriors. There is little working machinery, and so Brawns do jobs that once would have been done by machines: carrying loads, plowing fields, excavating earth, etc. They also defend the community against attack by enemies and, sometimes, go out to attack or raid other communities. Sometimes 'guard duty' involves attaching a number of strings to a Brawn and having those strings radiating out in different directions, attached to walls, so that anyone trying to move through an area will touch one of the strings and alert the Brawn. The strings are thin and not attached very well, so the Brawn won't get tangled in them if forced to act.

The preferred equipment for this Brawn guard duty is makeshift armor and a long staff that can be swung in a wide arc. When fighting against kids, Brawns take full advantage of their size. They know that even the toughest kid can't help but be intimidated by the sight of an adult nearly three times their size, especially if that adult is roaring like a beast and rushing at them.

Slavery- In communities where kids rule, Brawns are used as workhorses. Some kid communities kill off Brains and Mouths, fearing they will engineer an escape, but keep the Brawns, believing they are too stupid to try to escape. Often the Brawns feign stupidity to stay alive. Mostly they are hobbled to keep them from attacking their slavers.



Their hands are often handcuffed together, and their shoes and legs tied together so they can only shuffle. Sometimes old choke chains from dogs are used on Brawns. Many times a community enslaving a Brawn will put traps around, e.g. spikes at an adult's neck level, meant to kill or cripple an adult who is wandering around the community without being guided by a kid. Kids can be forgetful and careless and these traps often cripple or kill Brawn slaves who are only following a kid master's directions.

The most trusted Brawn slaves are often used as 'steeds': kids ride around on their shoulders, guiding them with verbal commands or sometimes even with kicks or reigns. The kids use long pole weapons to strike at enemies. Brawns may also be tied to various carts to pull kids like charioteers.

In communities where adults enslave kids, Brawns typically handle physical punishment, tracking down escaped slaves and capturing new slaves. Kids who have escaped from these communities often live in fear of a Brawn bursting through the door, beating them senseless and takng them back to slavery.

Population- In the average adult-only community there are about 400 Brawns for every 1000 adults. About twice as many Brawns are male as are female.

Dark Side- While most adult-run communities are led by Mouths some are led by Brawns who rule not because they are wise leaders or good with people but because they have the strength to bully everyone around them. These communities are not nice places to live: everyone lives in fear of being beaten up by the ruling Brawn(s). Most slavers and eye eaters (p.185) are Brawns.

Goods- The PC starts with 15 cans of food.

Skills

Skill Costs- Athletics 4, Care 7, Combat 12, Crafts 8, Naughty 6, Pets 6, Rapport 8, Scholastics 7, Sensory 6, Survival 7, Tech 5, War 6

Advantages and Disadvantages

Professional Martial Artist (costs 5 BP)- Before the Plague the PC was a highly trained martial artist and made money doing competitions, consulting for (or acting in) movies, and teaching students. The PC gets 5 free levels in Combat skills. The PC can start with endangered Combat skills.

Recommended Skills- Enhanced Hearing, Blind Fighting: Armed, Blind Fighting: Unarmed, Hold Breath, Spatial Awareness.

Recommended Equipment- Eye Armor, Studded Leather Armor, Work/Sport Gloves, Crowbar, Quarterstaff.

Recommended Reading- Fighting: Fighting Blind (p.115).

Mouths

In Brief- Grownups that have survived using charisma and leadership abilities.

Other Names- Organizers, Talkers, Leaders.



Favorable Stereotypes- Respectful, intelligent, friendly, organized, equally good at leading a group or taking orders.



Unfavorable Stereotypes- Liars and manipulators, people who will say whatever they think others want to hear.



Origin- Before the Plague, many of those who would become mouths had some job that relied on skill with people: minister, politician, salesperson, con artist, therapist, performer, business executive, etc.



During the chaos of the early days of the Plague, money and authority became meaningless. The rich found they only 'owned' that which they could defend from theft by looters. The powerful found they could only give orders to those whose trust and loyalty they had earned (which, in most cases, was nobody). Yet some people found that they had the ability to make friends, earn loyalty, and organize people to work together for their shared survival. The people who survived in this way became known, in the slang of many kids, as "Mouths" because they survived not by their physical abilities or what they knew, but by what they said.





Lifestyle- Mouths take a variety of roles in KidWorld: preacher, mediator, lawyer, community leader, messenger and more. Whatever situation they find themselves in, their best bet is usually to talk their way out of it. Some Mouths are pure con-artists, weaving elaborate lies to get themselves out of danger and to get people to give up valuable possessions. Some Mouths are perfectly honest, using their social skills only to help people improve their lives and asking only for food and shelter as their reward. Most Mouths fall somewhere in between: they may try to help people or they may lie, depending on the situation they find themselves in.





One of the best things a Mouth can do is to get people working together. Sometimes this is as simple as finding out that people have shared needs and proposing a mutually beneficial agreement. The Mouth may find, for instance, that one group has clean water but no food, while another group has a large garden that isn't getting enough water.

There are a lot of little wars going on in KidWorld, mostly among groups of kids, but sometimes even among adults. In most cases these groups do not benefit from fighting and would like to stop, but don't know how to stop fighting without "surrendering." A Mouth can act as a neutral party, helping each side realize that neither party wants to fight and that peace can be made via mutual agreement rather than one side "winning."

Some Mouths take on the role of bards: traveling from town to town entertaining people with news and tales of what's happening in other parts of KidWorld.

Sometimes Mouths claim authority they don't have. Some claim to be representatives of the "restored US government," and demand trade goods as taxes, claiming that the government militia will come along and punish any "tax evaders." Other Mouths have been known to take advantage of people's fear of the Plague by selling fake vaccines for the 'mutant strain of the Plague' that they claim is coming.

Mouths are the most likely to become leaders of adult-run communities. There are even a few communities where one Mouth leads a group of kids. Others get what they want by seducing or ingratiating themselves to a community's leader. Sometimes it will turn out that the 'leader' of a community, usually a Brawn or Brain, is following the commands of a mistress or lover.

Slavery- Mouths are often the primary tool used by adult communities to capture kid slaves. They lure kids in by playing a caring and loving adult (often with a sad story of lost kids) and when the kids let their guards down they are grabbed and locked up.

Mouths are the most dangerous slaves for kids to own because they can almost always talk some kid into freeing or helping them. Many kid communities try to avoid keeping Mouths as slaves or forbid them from speaking.

Population- In the average adult-only community there are about 300 Mouths for every 1000 adults. There are slightly more female mouths than male.

Dark Side- At their worst, Mouths are completely-selfish con artists, using empty threats or empty promises to rob people. The damage they do is not solely the things they steal: they also make people less likely to believe the next person who comes around warning of danger or offering hope, even if the next person is honest and sincere.

Goods- The PC starts with 15 cans of food.

Skills

Skill Costs: Athletics 6, Care 6, Combat 13, Crafts 7, Naughty 6, Pets 6, Rapport 4, Scholastics 6, Sensory 6, Survival 7, Tech 5, War 6

Recommended Skills- Acting, Justice and Agreement, Oratory, Therapy.

Recommended Equipment- White Cane, Uniform, Poison, Fake Pistol.

Recommended Reading- Using Attributes: CHM (p.98), Dangers From Kids (p.171), Child Psychology (p.158).

Step Five - Adult Creation Example

Looking at what we have so far for Charlie, there seems only one rational choice from among the three adult character classes: Mouth. Charlie is obviously a guy who survives by manipulating others. Choosing Mouth gives us his starting Cans of Food (15) and skill costs. There are no special Advantages and Disadvantages for mouths, so we go on to the next step.

Step Five - Kid Creation Example

Looking at Kylie's character concept, we see she's tough, so we should probably give her a class that is good at combat (e.g. Cadet, Radical). She also had an interest in "doing the right thing." We like the idea of Kylie as an Inheritor who is trying to enforce justice the best she can as a little cop.

Choosing Inheritor gives us her starting cans of food (20) which we'll use when we buy equipment. It also sets the skill costs. Looking in the Advantages and Disadvantages section of Inheritors, we see that there are no mandatory advantages or disadvantages, so nothing we have to put on her character sheet. There are, however, optional advantages, including Practical Cop Training. This would give Kylie some good skills at a discounted price and access to equipment she wouldn't be able to buy otherwise. Yet we like the idea of Kylie as a self-made cop, someone who wants to protect her community, but isn't sure that she knows how. Ultimately, we don't choose any of the special Inheritor advantages or disadvantages.



Step Six - Skills

In Brief: Spend 100 Skill Points, skill costs set by Character Class. Can buy 1 to 5 levels of any skill.

Buying Skills- Every character begins with 100 skill points to buy skills with. Each Character Class has a list of skill costs for each category of skills. The cost represents the number of skill points it costs to buy one level in any skill from that category. These costs are based on how easily characters of that profession have access to teachers of those skills, or how easily they can teach themselves.

Skill Levels- Skills are bought in levels from 1 to 6 with 1 representing a hobby level and 6 representing mastership at the skill. PCs can not buy level 6 for a starting character without special permission from the GM. Each skill level above the first gives +4 to skill rolls using that skill.

Prerequisites- Some skills have prerequisites. One or more levels of another skill must be taken before any levels of this skill can be taken. Prerequisites are listed at the beginning of each skill. The Read/Write skill is the most common prerequisite.

Endangered Skills- These are skills that have become especially rare in KidWorld. PCs cannot start play with these skills without an advantage that specifically allows them to buy these skills (e.g. the Endangered Skill advantage, p.81). PCs cannot buy Endangered skills with XP during game play unless the PC gains access to special teachers or learning material (see p.90).

Basic Skill Use- Most skills list the attribute typically used with that skill. Combat skills list only "combat" since the attributes used depend on the fighting maneuver the PC attempts.

Skill Example- *A Radical, who can buy Naughty skills for 4 points each, buys 3 levels of Pocket Picking. Pocket Picking has no prerequisites. Buying 3 levels of Pocket Picking will cost 12 skill points (3x4) and gives the PC a skill level of 3, meaning he will have +8 on all rolls using this skill (+4 for each level after level 1). Since Pocket Picking typically uses AGY, the PC will typically roll his AGY +8 +1d20 vs. the difficulty. If his AGY is 10, his "AV" (action value) could be recorded on the character sheet as 18, meaning he will roll 18 +1d20 for almost all Pocket Picking rolls.*





See the section on using skills (p.107) for more information.

E = Endangered R = Read/Write Prerequisite + = Arithmetic Prerequisite S = General Science Prerequisite P = Other Prerequisites

Athletics
Acrobatics (AGY)
Bicycle (AGY)
Climbing (AGY)
Dance (AGY)
Hold Breath (WIL)
Prowling (AGY)
Running (SPD)
Skating (AGY)
Swimming (END)

Care
Bodyguard (Combat)
Composition (INL) **R**
Cooking (AWR)
Domestic Medicine (INL)
Gardening (INL)
Music (AWR)
Tailor (AWR)
Visual Arts (AWR)

Combat
Aikido (Combat) **E**
Archery (Combat)
Boxing (Combat)
Fencing (Combat)
Florentine Sword (Combat)
Immobilization (Combat)
Kickboxing (Combat) **E**
Knife Throwing (Combat)
Pistol (Combat)
Rifle/Shotgun (Combat)
Self-Defense Weapons (Combat)
Specific Weapon Training (Combat)
Staff Fighting (Combat)
Sword and Shield (Combat)
Tae Kwon Do (Combat)
Wrestling (Combat)

Crafts
Bicycle Repair (INL)
Blacksmithing (INL) **E**
Blueprints (INL) **E, +**
Brewing (INL)
Shelter Making (INL)
Traditional Crafts (INL)
Trap Making: Human (INL)
Weapon Making (INL)

Naughty
Club (Combat)
Disguise (INL)
Gambling (INL)
Knife Fighting (Combat)
Lock Picking (AGY) **E**
Lying (CHM/INL)
Pocket Picking (AGY)
Poisons (INL)
Rock Throwing (Combat)
Slap Fighting (Combat)
Sleight of Hand (AGY)
Slingshot (Combat)
Street Drugs (Uses AWR or INL)
Street Fighting: Armed (Combat)
Street Fighting: Unarmed (Combat)
Yo-Yo (AGY or Combat)

Pets
Animal Husbandry (INL)
Animal Training (CHM)
Horse Riding (AGY)
Trick Riding (AGY) **P**
Roping (Combat)
Veterinary Medicine (INL)

Rapport
Acting (CHM)
Appraisal (INL)
Cooperation (CHM)
Insults (INL)
Justice & Agreement (INL)
Neighborhood (INL)
Oratory (CHM)
Spoken Language (INL)
Seduction (CHM)
Storytelling (CHM)
Teaching (CHM)
Therapy (CHM)

Scholastics
Arithmetic (INL) **R**
Diagnosis (INL) **S**
Emergency Medicine (INL) **S**
General Science (INL) **R**
Herbal Medicine (INL)
History (INL) **R**
Pharmaceuticals (INL) **S, +**
Read/Write (INL)
Religion (INL) **R**
Research: Academic (INL) **R**
Science: Agriculture (INL) **E, S**
Science: Biology (INL) **E, S**
Science: Biochemistry (INL) **E, P**
Science: Chemistry (INL) **E, S, +**
Science: Genetics (INL) **E, P**
Science: Pathology (INL) **E, P**
Surgery (INL) **S**

Sensory
Blind Fighting: Armed (Combat)
Blind Fighting: Unarmed (Combat)
Braille (AWR) **P**
Enhanced Hearing (AWR)
Enhanced Smell/Taste (AWR)
Enhanced Touch (AWR)
Facial Vision (AWR) **P**
Spatial Awareness (AWR)
Visualization (INL)

Survival
Camouflage (AWR)
Find Shelter (INL)
Fire Starting (INL)
Fishing (END)
Gathering (INL)
Knot Tying (AGY)
Land Navigation (AWR)
Preserve Food (INL)
Skinning & Butchery (INL)
Tracking (AWR)
Trap Making: Animal (INL) **P**

Tech
Computers (INL) **R**
Driving (AGY)
Electronics (INL) **+**
Mechanics (INL) **+**
Radio (INL) **S or +**

War
Automatic Weapons (Combat)
Demolitions (INL) **E, P**
Gun Repair (INL)
Interrogation (CHM)
Light Sleep (AWR)
Military Command (INL)
Ordinance (Combat)
Sniper (Combat)

Athletics

Acrobatics (AGY)- This is training in physical tricks involving swinging, jumping, rolling, balancing, etc. primarily for the purposes of amusing others. STH may be used instead of or in addition to AGY for some stunts. Acrobatics adds +4 per level to jumping rolls and saves vs. loss of balance.

Easy (10): Do cartwheels.

Moderate (20): Swing off of a fire escape, somersault in midair and land on one's feet.

Hard (30): Back-flip off a building and land on a telephone wire.

Bicycle (AGY)- This is training on various terrain with racing and mountain bikes.

Easy (10): Ride over a speed-bump without falling down.

Moderate (20): Jump the bike over a hole -or- swerve to avoid an attack.

Hard (30): Do a skidding 180 degree turn.

+4 Per Level Skills

These skills give +4 per level, rather than +4 for level after the first, as with most skills. See p.107 for more.

Athletics
Climbing (AGY)
Dance (AGY)
Prowling (AGY)
Running (SPD)
Swimming (SPD)

Naughty
Lying (CHM/INL)

Rapport
Acting (CHM)
Oratory (CHM)
Seduction (CHM)

War
Interrogation (CHM)

The following Sensory skills give +2 per level:
Enhanced Hearing (AWR)
Enhanced Smell/Taste (AWR)
Enhanced Touch (AWR)

Grey skills are those that are endangered or have prerequisites.

Grownup Free Skills

Due to their knowledge of the world before the Plague, all grownups get the following skills at no additional cost: Domestic Medicine (1), Arithmetic (1), General Science (1), Computers (1), Driving (1), Read/Write (1). A Grownup PC can start play without these skills by taking the Uneducated disadvantage (p.82, gives 3 BP).

Climbing (AGY)- This is training in climbing with or without climbing tools. Climbing adds +4 per level to climbing rolls (see p.96).

Easy (10): Climb a tree.

Moderate (20): Climb a cliff face using climbing tools.

Hard (30): Climb a cliff face using no tools.

Dance (AGY)- Each level of this skill confers a +4 bonus to AGY for any dance related rolls, as well as +2 per level to all jumps and saves vs. loss of balance.

Hold Breath (WIL)- The PC's body and mind has been trained such that the PC can hold his or her breath for long periods. Gives +4 per level to END + 1d20 rolls to breathe quietly (see p.117).

Easy (10): Hold breath for 2 rounds before END loss begins.

Moderate (20): Hold breath for 8 rounds before END loss begins.

Hard (30): Hold breath for 1 minute before END loss begins.

Legendary (40): Hold breath for 4 min. before END loss begins.

Prowling (AGY)- This is practice in sneaking up on people, moving silently, quickly finding hiding places, crawling through shadows and blending in with the environment. Gives +4/level to prowling rolls (p.96).

Running (SPD)- This is training in maintaining an efficient stride and knowing how much energy to spend to maintain maximum speed throughout different length runs. Gives +4 per level to sprinting rolls and +4 per level to END for use with long distance running.

Skating (AGY)- This is training in the use of roller-skates, rollerblades and skateboards. The skill can also be used with ice-skates or skis but at +10 difficulty.

Easy (10): Jump off a curb and onto the street.

Moderate (20): Go down a flight of stairs -or- swerve to avoid an attack.

Hard (30): Ride down a handrail.

Swimming (END)- This is training at swimming for speed, distance and agility. Gives +4 per level to SPD for fast swimming (people can typically swim at ¼ their normal SPD) or +4 per level to END for use with long-distance swimming.

Care

Bodyguard (Combat)- This is training in protecting others in the middle of combat. PCs with this skill can use their reaction when an attack is directed towards another person. Gives the following (see Combat Skills, p.109):

+2 per level to initiative

+4 to Grab

+4 to Tackle

+0 to special action Parry Another (STH + AGY + 1d20 vs. 30, if successful the PC parries a blow directed towards another).

+0 to special reaction: Body Block (SPD + AGY + 1d20 vs. 20, if successful the PC put himself or herself between a strike and the intended target).

Composition (INL)- Prerequisite: Language: Read/Write (1). The PC knows how to describe things in writing in a way that is informative, understandable, technically correct, conforms to a given style, and is even pleasant to read. The PC can use this skill to write journalism, academic papers, fiction, technical manuals or even advertising copy.

Easy (10): Write a memo that clearly and concisely describes an incident.

Moderate (20): Write up a wanted poster exciting enough to get kids to read every word.

Hard (30): Write an entertaining technical manual.

Cooking (AWR)- The PC can prepare food safely and make it taste good.

Easy (10): Make a tasty meal over an open fire.

Moderate (20): Make a delicious meal with just a hot plate.

Hard (30): Make a can of lima beans tasty.

Domestic Medicine (INL)- This is care of diseases and illnesses that does not require a background in science or biology, the kind of medicine parents learn to perform on children. It doesn't even require the ability to read (kids can learn to recognize common over-the-counter meds by their bottles).

Easy (10): Use wet rags to keep a fever down.

Moderate (20): Prescribe aspirin for a headache -or- knock out an aching tooth.

Hard (30): Sterilize a wound with alcohol & stitch it up.

Gardening (INL)- This is knowledge of how to grow plants for food, medicine, poison or decoration. To grow crops on a large scale, see Science: Agriculture. For knowledge of how to utilize medicinal or poisonous plants, see the skills Herbal Medicine and Poisons.



Easy (10): Grow a native-to-the-area plant in a backyard garden.



Moderate (20): Grow an exotic flower in a pot in a greenhouse.

Hard (30): Grow hundreds of exotic flowers in flower-beds in a large greenhouse.



Music (AWR)- This is knowledge of composing, reading, writing, playing and improvising music. Choose one instrument (including voice) that the PC specializes in playing. The PC is -10 when using any other instrument.



Easy (10): Play pleasant music.



Moderate (20): Lead a band, orchestra or choir.

Hard (30): Read & play sheet music.



Tailor (AWR)- This skill teaches the use of a needle and thread to repair, alter or create clothing.

Easy (10): Stitch up a small tear in a shirt.

Moderate (20): Alter clothes to fit someone



Hard (30): Create a well-fitting suit.

Visual Arts (AWR)- This is training in how to create beautiful or compelling images on paper, cloth, canvas or walls. Choose one specialty (e.g. painting landscapes), the PC gets +10 to skill rolls involving that specialty.



Easy (10): Create a recognizable sketch of someone.

Moderate (20): Create a painting that someone would accept as a gift and put up proudly.

Hard (30): Create a painting that, before the Plague, would have earned a spot in a gallery.

Combat Skills In Brief

Each combat skills lists plusses to combat actions and reactions (described on p.112) with a certain set of weapons. At level 1 in the skill, the PC only gets the plusses listed. Ignore any plusses that give +0 or a penalty. For every additional level of the skill, add +4 to each one of these plusses (meaning that the zeroes and negatives will eventually become plusses).

For instance, at level 1 a skill might give +4 to Strike, +0 to Parry and -4 to Vital Strike with a weapon. At level 1, the only plus that really counts is the +4 to strike. At level 2 the PC will get +8 to strike, +4 to Parry and +0 to Vital Strike (now only the Vital Strike does nothing). At level 3: +12 to Strike, +8 to Parry, +4 to Vital Strike.

Plusses from different combat skills do not stack. For instance, if a PC has both Knife Fighting and Street Fighting: Armed, and the PC is fighting with a knife, the PC must decide which skill to use.

Combat

Aikido (Combat)- *Endangered.* This 20th century martial art was designed for non-violent self-defense. Gives the following moves with hands and feet only:

+4 to Disarm

+4 to Grab (Pain)

+0 to Knockdown

+4 to Dodge

+4 to Flip

+0 to Parry

Archery (Combat)- Gives the following actions with bows and crossbows:

+4 to split action Draw and Strike (excluding crossbows)

Double Aim (takes 2 actions, +10 to next action)

+0 to Strike (Projectile)

+4 to Vital Strike

No penalty for targeted strikes.

Boxing (Combat)- This is training in fighting with bare or gloved fists.

+4 to Parry with forearms

+0 to Strike with fists

+4 to Blinding Strike with fists

+0 to Knockout Strike with fists

+4 to Pain/Stun Strike with fists

Fencing (Combat)- This is training in competitive fencing. Gives the following plusses with fencing swords (or with other swords at -8):

+8 to Parry

+0 to Strike

+0 to Vital Strike

+4 to Jump

Florentine Sword (Combat)- This is training in fighting using two swords.

No penalty for using paired swords.

+4 to Parry

+4 to Strike

+8 to Split Reaction: Parry and Simultaneous Strike

Immobilization (Combat)- This martial art is usually taught to police officers and security guards. It entails taking-down and immobilizing opponents without doing permanent damage. Gives the following:

+8 to Grab (Pain)
+4 to Grab (Wrestling)
+0 to Grab
+0 to Knockdown
-4 to Crippling Attack
-4 to Disarm

Kickboxing (Combat)- *Endangered.* Gives the following actions with feet:

+4 to Wing
+4 to Parry
+4 to Knockaway
+0 to Strike

Knife Throwing (Combat)- The PC has trained in throwing knives, daggers and other thrown, bladed weapons. Gives the following actions when throwing knives and circular saw blades only:

+2 per level to initiative
+4 to Strike
+0 to Vital Strike
-4 to Blinding Strike
No penalty for targeted strikes.

Pistol (Combat)- The PC has trained at close quarters combat using pistols. Gives the following plusses:

No penalty for using paired pistols
+2 per level to initiative with pistols
+4 to Vital Strike (Bladed)
+4 to Strike (Projectile)
+4 to Split Reaction: Dodge and Strike
+4 to Split Reaction: Drop and Strike

Rifle/Shotgun (Combat)- The PC has trained with the use of all rifles (including assault rifles and sniper rifles) and shotguns (including sawed-off shotguns). Gives the following actions with those weapons only:

+4 to Vital Strike (Bladed)
+4 to Simultaneous Strike
+0 to Strike

Self-Defense Weapons (Combat)- Gives the following plusses with pepper spray and tasers.

+4 to Pain/Stun Attack
+4 to Blinding Strike
+4 to Simultaneous Pain/Stun Attack

Specific Weapon Training (Combat)- This is training in some non-projectile weapon that is not covered by any other skill (including blowpipe, brass knuckles, car antenna, cattle prod, crowbar, fire ax, kitchen knife spear, pickaxe, pike, stick: sharpened, slingshot and whip). Gives the following:



+4 to Strike
+4 to Vital Strike -or- +4 to Pain/Stun Attack (choose one)
+4 to Parry -or- +2 per level to initiative (choose one)



Staff Fighting (Combat)- Gives the following plusses with staves or any long pole being used as a staff.



+8 to Parry
+0 to Strike
+4 to Split Action Jump and Strike



Sword and Shield (Combat)- This is the use of a sword or machete in one hand and a shield in the other. Gives the following plusses:



+4 to Parry
+8 to Split Action Parry and Simultaneous Strike
+0 to Knockaway

Tae Kwon Do (Combat)- One of the most popular martial arts in the world, nearly synonymous with Karate. Focuses on dropping opponents swiftly and efficiently using only hands and feet. Gives the following plusses while unarmed only:



+2 per level to initiative
+4 to Strike with fists or feet
+4 to Pain/Stun Attack
+0 to Split Action Jump and Strike (kick)
+0 to Parry (with the back of the hand)



Wrestling (Combat)- Gives the following plusses:



+0 to Grab
+8 to Grab (Wrestling)
+4 to Knockdown
+4 to Tackle
+0 to Flip

Crafts

Bicycle Repair (INL)- The PC can change parts, tune up and repair bicycles, skateboards, roller blades and other human-powered vehicles.

Easy (10): Change a tire.

Moderate (20): Make a bike shorter so a kid can ride it.



Hard (30): Make a stationary bike for running a generator.



Blacksmithing (INL)- *Endangered.* This is the ability to make artful or useful things out of hot metal using moulds or a hammer and anvil.

Easy (10): Create a simple metal tool.

Moderate (20): Create a precise tool or sharp blade.



Hard (30): Create machinery parts.

Blueprints (INL)- *Endangered.* Prerequisite: Arithmetic (2). The PC can decipher blueprints for buildings and other structures, as well as the schematics for mechanical and (along with the Electronics skill) electronic devices. The PC can also draw out his or her own blueprints to aid in the creation of a thing or to show others how to make that thing.



Easy (10): Understand what kind of thing a blueprint is of and picture approximately what it would look like.

Moderate (20): Construct a simple structure from blueprints.



Hard (30): Build a complex structure from blueprints.

Brewing (INL)- This is the ability to ferment fruit, grains or sugars to create alcohol, as well as distilling alcohol to make spirits.



Easy (10): Make a bad tasting beer with enough alcohol to get drunk (and kill any bacteria in the water).

Moderate (20): Make a tasty beer or a bad tasting moonshine.



Hard (30): Make a tasty moonshine or an award-worthy beer.

Shelter Making (INL)- This skill teaches the ability to put together or repair a shelter with whatever materials are available. This skill can also be used at higher difficulties to make rafts and boats.



Easy (10): Build a mostly water-proof lean-to from sticks and leaves.

Moderate (20): Build a small one-room cabin with boards and nails -or- a small raft.

Hard (30): Build a large barn -or- a small canoe.

Legendary (40): Build a 2 bedroom house -or- a sailboat.

Traditional Crafts (INL)- This is knowledge of making low tech devices using low-tech tools and materials.

Easy (10): Make a deerskin cap.

Moderate (20): Make a bow and arrows from wood, flint, sinew and feathers.

Hard (30): Make a water-tight basket from long grasses.

Trap Making: Human (INL)- The PC can build traps specifically designed to capture, kill or maim humans or alert others to a human's presence. The PC can also repair or disarm traps at higher difficulties. The PC can make animal traps at +10 difficulty. This skill does not include knowledge of making and deploying explosives (for that, see Demolitions, p.48).

Easy (10): A simple pit trap.

Moderate (20): A trip-wire trap with a swinging bag of rocks.

Hard (30): A trap that sprays bleach in the face of anyone who opens a door.

Weapon Making (INL)- This skill teaches the ability to create and repair weapons. This skill does not include knowledge of how to make metal components (e.g. a blade, a gun barrel). PCs must either scrounge for or trade for these parts or make them using the Blacksmithing skill.

Easy (10): Make a club, shiv, pointed stick.

Moderate (20): Make a slingshot, whip, spear.

Hard (30): Make a sword, musket.

Naughty

Club (Combat)- This is training with all club-like weapons, including baseball bats, nightsticks, pipes, telescoping batons, etc. Gives the following plusses with club weapons only:

+4 to Parry

+4 to Vital Strike (Blunt)

+0 to Wing

+0 to Strike

Disguise (INL)- This is training in the use of physical devices to change someone's appearance: clothing, makeup, wigs, platform shoes, etc. The disguise skill does not confer acting (p.98), lying (p.98) or impersonation abilities.

Easy (10): Make someone look unrecognizable, even by close friends.

Moderate (20): Disguise a man as a woman or a tall adolescent as an adult.

Gambling (INL)- This is training in various popular games of chance (mainly dice or card games). When playing a game the PC makes an opposed easy (10 difficulty) roll against their opponents (who can make gambling skill rolls or moderate INL rolls).

Knife Fighting (Combat)- Gives the following actions with knives and daggers:

+8 to Vital Strike (Bladed)

+4 to Jump

+4 to Split Action: Jump and Strike

+0 to Dodge

Lock Picking (AGY)- *Endangered.* This is training in opening locks, typically by putting tension on the lock and raking each pin in the lock with a pick until they stick in the proper position. This skill can be used in combination with the Electronics skill to bypass electronic locks.

Easy (10): Pick the lock on a cheap filing cabinet.

Moderate (20): Pick the lock on a house's front door.

Hard (30): Pick the lock on a personal safe.

Lying (CHM/INL)- The PC is practiced at coming up with good lies and telling them convincingly Gives +4 per level to Lying rolls (see p.98) and +2 per level to Acting rolls.

Pocket Picking (AGY)- The victim gets an opposed (moderate) AWR roll to sense the theft. Victims can also use common sense (e.g. knowing to check their pockets any time someone bumps into them).

Easy (10): Grab the wallet from the external pocket of an overcoat on a drunken person in a crowd at the market.

Moderate (20): Bump into someone while walking past and pull something out of a pants pocket.

Hard (30): Rob another kid who is standing in line by slitting a pants pocket with a razor blade.

Poisons (INL)- This is knowledge of poisonous plants, cleaning agents, pesticides, dangerous prescription drugs and the administration and effects of those poisons.

Easy (10): Find something under a person's sink that, when put on a blade, will exacerbate any injuries the blade makes.

Moderate (20): Manufacture deadly-when-ingested poison from a gardener's supplies -or- find berries in the woods that will make someone throw up.

Hard (30): Find weeds in a waste-field that will make someone go delusional and possibly have a heart attack.

Rock Throwing (Combat)- The PC has trained in throwing rocks, bricks, chunks of concrete, pieces of machinery or anything else small and solid. See Improvised Weapons (p.118) for the FR, MR and damage of these weapons. Gives the following:

+4 to Strike

+4 to Pain/Stun

+0 to Knockout

+0 to Crippling Strike

+0 to Vital Strike: Blunt



Slap Fighting (Combat)- This common pastime is similar to Boxing, but involves rapid open-handed slaps as attacks. Gives the following bonuses with open hands:



+2 per level to save vs. Shocking Pain

+4 to Initiative per level

+0 to Blinding Strike

+4 to Parry with forearms

+4 to Pain/Stun Attack

+8 to Simultaneous Pain/Stun Attack



Sleight of Hand (AGY)- This is training in manipulating small objects quickly, while misdirecting an audience's attention, so that the manipulation goes unnoticed.



Easy (10): Make a penny "disappear" by palming it and dropping it into a pocket.



Moderate (20): Replace one playing card with another (from a sleeve) while tapping the deck.

Hard (30): Make 10 lit cigarettes disappear by waving one's hand over them.

Slingshot (Combat)- Gives the following bonuses while using a sling or slingshot:



+4 to Strike

+0 to split action Load and Strike

+4 to Pain/Stun

+0 Vital Strike

+0 Blinding Strike

No penalty for targeted strikes.



Street Drugs (Uses AWR or INL)- Also gives +2 per level to rolls to resist the effects of drugs. This is an overall familiarity with common street drugs: where they come from, what their effects are, what people act like when they are on them, etc. INL is used for remembering facts, AWR is used for recognizing drugs or drug effects.



Easy (10): Name the general effects of meth (INL) -or- Feel and recognize the effects of valium (AWR).

Moderate (20): Describe meth withdrawal (INL) -or- Determine how pure cocaine is by looking at and tasting it (AWR).

Hard (30): Describe the effects of using both bennies and alcohol at once (INL) -or- Determine what drug a person is on just by how they look and act (AWR).



Street Fighting: Armed (Combat)- This is rough-and-tumble, no-rules, do-anything-to-win fighting using whatever objects are available that can be used as weapons. Gives the following plusses using improvised weapons (see p.118) or cheap or homemade weapons (baseball bats, chains, crate cutters, crowbars, daggers, knives, pipes, sharpened sticks, etc.):



+4 to Pain/Stun Attack

+4 to Simultaneous Strike



+4 to Crippling Attack

+0 to Slash

-4 to Vital Strike (Bladed and Blunt)

Street Fighting: Unarmed (Combat)- Gives the following plusses with hands and feet only:



+4 to Pain/Stun Attack

+4 to Crippling Attack

+4 to Blinding Attack

+0 to Knockdown



+0 to Stomp

Yo-Yo (AGY or Combat)- Techniques for various tricks with a yo-yo.



Easy (10): Walk the Dog

Moderate (20): Around the World

Expert (30): Bottom Mount Brain Twister With Forward & Backward Somersaults

When using a yo-yo as a weapon, gives the following bonuses:



+4 Pain/Stun Attack

+4 Wing

-4 Disarm

+0 Vital Strike (Blunt)



Pets

Animal Husbandry (INL)- This is knowledge of the feeding, care and breeding of animals.

Easy (10): Groom a horse and clean a stable.

Moderate (20): Give a horse the right food and exercise to keep it in top condition.

Hard (30): Breed horses.

Animal Training (CHM)- The difficulty is based on the complexity of the task to be trained and the natural 'trainability' of the animal.

Easy (10): Train a dog not to bite people.

Moderate (20): Train a Guard Dog (p.54).

Hard (30): Train a Service Dog (p.54).

Legendary (40): Train a guard cat.

Horse Riding (AGY)- Each level gives a +2 bonus to combat actions/reactions while riding. The skill can be used at +10 difficulty to ride other animals (e.g. cows).

Easy (10): Ride a horse at a gallop.

Moderate (20): Ride a horse bareback –or– get a horse to jump over an obstacle.

Hard (30): Get a horse to trample somebody.

Trick Riding (AGY)- Prerequisite: Horse Riding (2).

Moderate (20): Mount or dismount from a horse as one action.

Hard (30): Ride backwards –or– Stand on a horse's back while it trots slowly.

Legendary (40): Stand on a horse's back as it gallops.

Roping (Combat)- This is training in using a rope and lasso or bola as a weapon. Because it is learned and used primarily on animals, there is –4 penalty when used on humans. Gives the following bonuses:

Can double aim (takes 2 actions, gives +8 to the next action)

+0 Entangle

+4 Grab

-4 Disarm

-4 Grab (Strangle)

+0 to special action: Hog Tie (STH+AGY+1d20 vs. 30, used to tie up the limbs of a prone animal or human; can be opposed by a STH +1d20 vs. 20 roll).

Veterinary Medicine (INL)- This is training in the diagnosis, surgical and pharmacological treatment of common animal ailments. The PC can also treat humans at +10 difficulty.

Easy (10): Splint a broken bone.

Moderate (20): Treat a common communicable disease.

Hard (30): Perform surgery.

Rapport

Acting (CHM)- Can be used to impersonate the voice and mannerisms of other nationalities, genders, ages. Gives +4 per level to acting rolls (see p.98) and +2 per level to lying rolls (see p.98).

Appraisal (INL)- This is knowledge of how to check out an item and ascertain its worth. Helpful to avoid buying shoddy items. Each level of this skill adds +2 to persuasion rolls involving trading.

Easy (10): Tell how old food is before buying it.

Moderate (20): Make sure all the pieces work on a piece of machinery.

Hard (30): Tell approximately how much charge is left in a battery.

Cooperation (CHM)- This is knowledge of how to organize others to work together on a complex project. Includes knowledge of how to gauge the abilities of participants, how to give good instructions and how to delegate tasks.

Easy (10): Teach kids to play a new game.

Moderate (20): Set up a shiv-making assembly line.

Hard (30): Build a house with a staff of young construction workers.

Insults (INL)- The PC can make a cutting, creative and novel insult, or can come back with a clever retort. In many kid communities, winning at an insult battle is one way to gain social status and prove one's cleverness.

Moderate (20): Clever insult or comeback.

Justice & Agreement (INL)- Although there is no longer one 'law,' pre-Plague legal knowledge can still be useful, e.g. to create unambiguously worded agreements between two parties, or to conduct a trial which gives each side a fair chance to tell their side of the story.

Easy (10): Determine when one party has broken an agreement.

Moderate (20): Create an unambiguous written agreement between two parties.

Hard (30): Determine whether a person is most likely innocent or guilty of a crime by conducting a trial.

Neighborhood (INL)- Choose one urban or rural area for this skill. The skill can be purchased multiple times for different areas. This is familiarity with getting around and finding things in the area as well as landmarks, neighborhoods and important people.

Easy (10): Find an address.

Moderate (20): Find a Builder that can make shelves.

Hard (30): Shave 30 minutes off a walk through town by taking short-cuts.

Oratory (CHM)- This is training in speaking before an audience, making the most persuasive arguments for different types of audiences and using cues from the audience to gauge which persuasive tactics are working and which aren't. Gives +4 per level to Persuasion rolls when trying to persuade a group.

Spoken Language (INL)- Purchase separate levels of this skill for each language (beyond the PC's native language) that the PC knows how to speak. Note that some languages are so similar that one language skill may be used to substitute for another at increased difficulty (e.g. substitute Language: Latin for Language: Italian at +20 difficulty). PCs with the Read/Write skill can read and write any language they can speak.







Easy (10): Speak slowly about common things.

Moderate (20): Have a normal-paced conversation.

Hard (30): Speak with perfect, accent-less fluency.

Seduction (CHM)- This is practice at flirting with and seducing people of generally the same age as the PC. Every level of the skill gives +4 to seduction rolls (see p.98). The skill can also be used to notice body language cues that tell how easy to seduce a person is or how well a seduction is going (moderate difficulty).



Storytelling (CHM)- This is the ability to tell entertaining and engaging stories.



Easy (10): Entertain small children.

Moderate (20): Entertain young adults.

Hard (30): Entertain battle-weary adult veterans.

Teaching (CHM)- The PC can help aw student learn any skill the PC has (including Endangered skills) at half XP cost (rounded up). The difficulty of teaching is based on how much more 'advanced' than the student the PC.



Easy (10): Teach a skill to 2 less levels than the PC has.

Moderate (20): Teach a skill to 1 less level than the PC has.



Hard (30): Teach a skill to the same level the PC has.

Therapy (CHM)- The PC can help people to talk through their emotional and psychological problems. Kids are at -10 to provide therapy to adults (because the psychology of adults is more complicated than that of kids). Therapy can be used to help people buy ADJ at only 5 XP per point (as opposed to the normal 10 XP).



Easy (10): Reduce ADJ costs with 80 hours of therapy.

Moderate (20): Reduce ADJ costs with 20 hrs. of therapy.

Hard (30): Reduce ADJ costs with 5 hrs. of therapy.

Scholastics



Arithmetic (INL)- Prerequisite: Language: Read/Write (1). This is knowledge of mathematics and statistics. Arithmetic is a prerequisite for Blueprints, Pharmaceuticals, Science: Chemistry, Electronics, Mechanics and Radio.

Easy (10): Do long division.

Moderate (20): Solve a formula like $2x^2-3 = 7$

Hard (30): Solve a calculus problem.



Diagnosis (INL)- Prerequisite: General Science (2). This is the ability to examine a patient and determine what disease the patient has and the severity/progression of that disease. A full examination includes observing physical signs of illness, getting a medical history, asking the patient to describe what he or she is experiencing, taking temperature and listening to breath sounds.



Easy (10): Diagnose a disease by doing a full examination and running lab tests

Moderate (20): Diagnose with just an examination.



Hard (30): Diagnose just by talking to a patient.

Emergency Medicine (INL)- Prerequisite: General Science (1). This is training in emergency health care.



Easy (10): Clean and dress wounds (prevent additional bleeding and reduce chance of infection).

Moderate (20): Intubate a patient to make sure that air can continue to flow into the lungs. -or- Splint broken bones (return up to 1 BDY lost to blunt damage). -or- Use a blood transfusion or plasma to return up to 1 BLD lost to bladed damage.



Hard (30): Do emergency surgery to reduce intracranial swelling –or– Use CPR to keep blood flowing to the brain during cardiac or pulmonary arrest.



General Science (INL)- Prerequisite: Read/Write (1). The PC knows the fundamentals of all contemporary sciences, usually learned from general science textbooks. General Science is a prerequisite for Diagnosis, Emergency Medicine, Pharmaceuticals, Science: Agriculture, Science: Biology, Science: Chemistry, Surgery and Radio.



Easy (10): Know the difference between a neutron and an electron.

Moderate (20): Identify most of the organs in a dissected animal.

Hard (30): Identify all the elements by their atomic symbol.

Herbal Medicine (INL)- This is traditional knowledge of the use of herbs for the treatment of diseases. Note: Gathering is needed to find and pick herbs. Herbs can often be bought in markets from Scouts.

Easy (10): Treat headaches.

Moderate (20): Treat the symptoms of a flu.

Hard (30): Treat a major infection.

History (INL)- Prerequisite: Read/Write (1). This is the history of the world before the Plague.

Easy (10): Describe the major players in WWII.

Moderate (20): Name the major Chinese dynasties and say what made each one special.

Hard (30): Name the winner of any given battle in the crusades.

Pharmaceuticals (INL)- Prerequisite: General Science (1), Arithmetic (1). This is knowledge of the use of pharmacological treatments (drugs) for various illnesses, as well as the side effects and possible interactions of pharmaceuticals. Keep in mind that an accurate diagnosis (see Diagnosis, above) is the prerequisite for any pharmacological treatment.

Easy (10): Prescribe a treatment for pain.

Moderate (20): Prescribe a treatment for late stage AIDS.

Hard (30): Prescribe a treatment for a serious drug interaction.

Read/Write (INL)- This is basic literacy. Read/Write is a prerequisite for Composition, Arithmetic, General Science, History, World, Religion, Research: Academic, Computers.

Easy (10): Read and write simple sentences.

Moderate (20): Write using symbolism and difficult phrasing

Hard (30): Write an essay that would satisfy an English teacher.

Religion (INL)- Prerequisite: Read/Write (1). This is the study of the history, beliefs and organization of all the world's religions.

Easy (10): Tell the difference between a Shiite and Sunni Muslim.

Moderate (20): Name the 7th Roman Catholic pope.

Hard (30): Tell the name of the thunder god of a small Papa New Guinea tribe.

Research: Academic (INL)- Prerequisite: Read/Write (2). This is knowledge of how to find out information by searching through libraries, newspaper archives, private collections of historical documents, etc.

Easy (10): Find the story of the birth of Zeus.

Moderate (20): Find a paper describing the effects of Ritalin on pregnant rats.

Hard (30): Find the winner of a local beauty pageant in 1923.

Science: Agriculture (INL)- *Endangered.* Prerequisite: General Science (1). This is knowledge of the history, methods and science of modern agribusiness.

Easy (10): Explain crop-rotation.

Moderate (20): Determine which crop would grow best on a certain farm.

Hard (30): Plant, grow, protect, harvest and sell a small crop.

Science: Biology (INL)- *Endangered.* Prerequisite: General Science (2). This is knowledge of the structure, growth, origin, evolution, and distribution of living organisms. It includes botany and zoology. Science: Biology is a prerequisite for Science: Biochemistry, Science: Genetics and Science: Pathology.

Easy (10): Categorize animals and plants into the correct kingdom and phylum.

Moderate (20): Explain sexual reproduction and plant photosynthesis

Hard (30): Explain each muscle, organ, and bone in the body and their basic functions.

Science: Biochemistry (INL)- *Endangered.* Prerequisites: Science: Biology (2), Science: Chemistry (2). This is the study of the chemical substances and vital processes occurring in living organisms.

Easy (10): Explain how you diet effects your energy and mood.

Moderate (20): Explain how Insulin controls the rate at which sugar is metabolized.

Hard (30): Explain how proteins are synthesized in cells.

Science: Chemistry (INL)- *Endangered.* Prerequisites: General Science (2), Arithmetic (2). This is knowledge of the composition and interactions of chemicals as well as practical methods of analyzing, synthesizing and isolating chemicals. Science: Chemistry is a prerequisite for Science: Biochemistry and Science: Genetics.

Easy (10): Draw a diagram of the composition of monosodium glutamate and describe how it might interact with other chemicals.

Moderate (20): Test for the presence of MSG in a food sample (requires a chemistry set, p.66).

Hard (30): Synthesize MSG from soy beans (requires a small chemistry lab).

Science: Genetics (INL)- *Endangered.* Prerequisites: Science: Biology (2), Science: Chemistry (2). This is knowledge of methods of reading, comparing and changing DNA as well as what little is known about how genes produce biological traits.

Easy (10): Do a paternity test.

Moderate (20): Determine a person's ethnic background.

Hard (30): Create frost-resistant lima-beans.

Science: Pathology (INL)- *Endangered.* Prerequisite: Science: Biology (2). This is the study of diseases: how they spread, what they do to the body, how they reproduce.

Easy (10): Describe the disease vectors of influenza.

Moderate (20): Describe the effects on the liver of hepatitis.

Hard (30): Describe the life cycle of a rare South American parasite.

Surgery (INL)- Prerequisite: General Science (3). This is training in the surgical treatments of illnesses. Keep in mind that an accurate diagnosis (see Diagnosis, above) is the prerequisite for any surgical treatment.

Easy (10): Sew up a laceration.

Moderate (20): Remove a bullet from a thigh without causing additional bleeding.

Hard (30): Open the chest and repair lacerations to the heart caused by a stab wound.

In the center of a large, dark library, a girl sits at a wooden table. She is in a pool of light created by several candles burning on the table. There is a pile of large, thick books in front of her. The girl reads quietly, scribbling notes occasionally in a notebook.

Next to her, a younger boy lies on his belly on the floor, pushing small toy cars along the floor, making "vroom" and "bang!" noises.

"Do you have any more bread?" the boy asks.

"No," responds the girl, not looking up.

A few minutes later the boy says "I'm bored, can we go where there's other kids?"

"No we can't."

"Why not?" the boy whines.

The girl throws a book. It hits the floor with a loud bang. The boy's eyes go wide. "Why not?" she demands. "Because I'm going to be blind by the time I'm 15. That gives me 5 years to learn what people used to learn when they went to school for 20 years. Five years to learn enough of this biology and chemistry and pathology to do something about this Plague or else society, maybe the whole human race, is going to be fucked. And don't say 'let someone else do it' because I'm the smartest person I know, so if not me then who? And I'm trying to do it while staying alive, and taking care of you, with no teachers. And when I look at these stupid books…" tears start to well up in her eyes "…none of the words make any sense. I just don't get any of it. I tried looking in the dictionary but they don't really explain it and it's just too fucking hard." She puts her head down on the desk, her face in a book and sobs. The boy doesn't know what to say, so he comes over and hugs the girl's shoulder, putting his head down on her neck.










Sensory

Blind-Fighting: Armed (Combat)- The PC has learned combat techniques to help overcome inability to see. Note that blindness penalties still apply. Gives the following plusses with long weapons (staves, spears, swords, machetes):



+8 to Simultaneous Strike

+4 to Sweep

+4 to Wing

+4 to Jump



Blind-Fighting: Unarmed (Combat)- Techniques of fighting unarmed while blinded (note that blindness penalties still apply):

+4 to Jump

+0 to Tackle



+4 to Grab

+4 to Simultaneous Grab

+4 to Simultaneous Strike



Braille (AWR)- Prerequisite: Enhanced Sense: Touch (1). The PC can read and interpret Braille. PCs with this skill can also read embossed letters (e.g. on a sign) at +10 difficulty.

Easy (10): Read slowly.



Moderate (20): Read as fast as a sighted person can read.

Enhanced Hearing (AWR)- The PC has learned to pay attention to his or her sense of hearing. For each level, the PC gets +2 to hearing based AWR rolls (including Music and Light Sleep skill rolls).



Enhanced Smell/Taste (AWR)- The PC has learned to pay attention to his or her sense of taste and smell. For each level, the PC gets +2 to smell and taste based AWR rolls (including Cooking skill rolls).



Enhanced Touch (AWR)- The PC has learned to pay attention to his or her sense of touch. For each level, the PC gets +2 to touch based AWR rolls. Enhanced Touch is a prerequisite for Braille and Facial Vision.



Facial Vision (AWR)- Prerequisite: Enhanced Touch (2). By learning to pay attention to the sensation of heat on his or her face, the PC can sense when a shadow falls over him or her. The PC is also adept at feeling breezes from something moving near his or her face. This can be used to sense someone sneaking up on the PC or (if the sun is from the right direction) if the PC is about to walk into a wall. Plusses from Enhanced Touch do not apply.

Easy (10): Sense when the PC has walked out of full sunlight and into the shadow of a building.

Moderate (20): Sense when a person or telephone pole passes between the PC and the sun.

Hard (30): Sense a surprise punch by a companion fast enough to react to it.

Spatial Awareness (AWR)- The PC has learned to remember where things are around him or her to be able to navigate without bumping into things. Each level also gives a +2 bonus to ranged attacks.

Easy (10): Memorize the layout of a small bedroom in 1 day.

Moderate (20): Memorize the layout of a large conference room filled with junk in 1 hour.

Hard (30): Memorize the layout of a parking garage, complete with burned-out hulks of cars, in 15 minutes.

Visualization (INL)- This skill allows the PC to remember the configuration of something the PC has felt, or something which has been described accurately to the PC, or something the PC has created. The PC can hold this memory in his or her mind, imagined clearly enough that the PC can use skills or INL rolls that would generally involve visual inspection. Example: *The kids find a trap and ask old Carla to help them disarm it. She has them describe it in detail, she rolls Visualization to picture it in her mind, then makes a Trap Making (Human) skill roll to figure out how to disarm it.*

Easy (10): Visualize something the PC has had daily contact with for a while (e.g. the PC's favorite shotgun).

Moderate (20): Visualize something the PC has just touched or that has just been described to the PC.

Hard (30): Visualize something the PC touched or that was described to the PC an hour ago.

Survival

Camouflage (AWR)- This skill is used to hide openings, items, and vehicles in area. Note: the Prowl skill is used for people who want to hide themselves while moving.

Easy (10): Hide a small cave entrance in a forest.

Moderate (20): Hide a large swinging trap in the branches of a tree.

Hard (30): Hide a tank in the forest.

Find Shelter (INL)- This is the ability to find or construct a place in the wilderness where one can stay cool (if heat is a danger) or dry (if cold is a danger) and that animals are unlikely to wander into.

Easy (10): Find a shady overhang, a crook of a tree, or construct a quick crawl-in lean-to from sticks and leaves.

Moderate (20): Find a small cave in the side of a hill or build a small hut that can sleep 4 and resist strong winds.

Hard (30): Build an igloo.

Fire Starting (INL)- This is the knowledge of how to find kindling and burnable wood, start a fire just by rubbing sticks together, and make sure the fire doesn't escape beyond its intended bounds.

Easy (10): Make a campfire with a lighter and some sticks.

Moderate (20): Make a campfire with an armful of sticks and dry brush.

Hard (30): Make a campfire with an armful of damp sticks -or- keep embers burning in a portable bundle of grass for several hours.

Fishing (END)- This is training in the use of hooks, lures, baits, poles, lines and cleaning/preparing of caught fish. Also includes a basic understanding of fresh and salt water fish, their tastes and habits. One roll is made for each hour of fishing.

Easy (10): Catch a large fish with a pole and bait.

Moderate (20): Catch a large fish with dental floss and a carved wooden hook.

Hard (30): Catch a large fish with a sharpened stick.

Gathering (INL)- The PC can go into any wilderness area and find and gather plants (and fungi) that have potential value, e.g. edible plants, plants that can be used for making crafts with, plants with medicinal value, plants useful as kindling, poisonous plants, etc. Note that the appropriate skill (Cooking, Traditional Crafts, Herbal Medicine, Fire Starting, Poisons) is necessary to make optimum use of these plants. Example: *Eduardo goes to a waste field and finds plants he knows are useful for starting fires and plants he knows are poisons. He doesn't have Fire Starting or Poisons, though, so he doesn't know how best to make use of the kindling or the administration, doses and effects of the poisonous plants.*

Easy (10): Find edible berries.

Moderate (20): Find a plant that helps with headaches or an edible root.

Hard (30): Find plant fibers that can be easily entwined into a strong cord.

Knot Tying (AGY)- The PC with this skill has knowledge of the implementation and uses for all manner of knots, from a basic tie knot to a double loop bowline. Knot Making is a prerequisite for Trap Making: Animal.

Easy (10): Tie a Windsor tie.

Moderate (20): Tie an Anchor Knot or a noose.

Hard (30): Tie an Angler's Loop.



Land Navigation (AWR)- This is the knowledge of traveling over land, staying the course by using the position of the sun, mentally marking/recognizing geographic landmarks, estimating distance, remembering sounds, using compasses and other navigational tricks. PCs can also use this skill to read both road and topographical maps. Can also be used on the water at +10 difficulty.



Easy (10): Navigate on a clear day with no obstacles.



Moderate (20): Navigate at night through a forest with a few obstacles

Hard (30): Navigate at night, through a deep swamp, running from enemies.



Preserve Food (INL)- This skill teaches methods of preserving food for long periods of time. Methods include: drying, canning/bottling, curing, pickling, sugaring and jellying.

Easy (10): Smoke, salt or sugar food to keep meat good for days unrefrigerated or fruits and veggies good for weeks.



Moderate (20): Use drying and salting to preserve meat for weeks or fruits and veggies for months.

Hard (30): Use canning to keep food good for years, possibly decades.



Skinning & Butchering (INL)- This is training in skinning animals, preparing meat for cooking, tanning and preparing animal hides for use.

Moderate (20): Skin and butcher a deer, rabbit or wild pig.



Hard (30): Skin and butcher a rat or snake.

Tracking (AWR)- This is the ability to follow the signs that show that an animal or human has passed. This skill is most useful in wilderness areas where the ground can show tracks, but it can also be used in urban areas at a higher difficulty. Tracks grow significantly harder to follow the older they get (generally +1 difficulty per hour after they were made). Tracking can also be used to determine information about the people or animals being tracked: how fast were they going, did they have a limp, did they stop often, etc. A tracking roll can also be made to try to avoid leaving tracks.



Easy (10): Track a large man who ran through muddy ground while bleeding.

Moderate (20): Track a child who was exploring an abandoned building (by looking at disturbed dust).

Hard (30): Follow tracks along the bed of a stream.



Trap Making: Animal (INL)- Prerequisite: Knot Tying (1). This skill teaches how to build traps specifically designed to attract and capture (or kill) animals. The PC can make human traps at +10 difficulty.

Easy (10): Simple pit trap



Moderate (20): Lure and snare trap

Hard (30): Drop-down cage that entraps the animal

Tech



Computers (INL)- Prerequisite: Read/Write (1). This is previous knowledge of the pre-Plague operation and repair of computers software and hardware. This skill is most commonly found in PCs 11 years of age or older, since there have been few opportunities for hands-on learning since the Plague.



Easy (10): Browse directories and access some files -or- install a hard drive.

Moderate (20): Write a simple computer program -or- install a new motherboard.



Hard (30): Access a mainframe -or- build a computer from scratch

Driving (AGY)- This is training in driving automobiles, trucks and busses.



Easy (10): Make a turn at an intersection while going 40 MPH.

Moderate (20): Swerve to avoid being hit by another vehicle -or- swerve to hit a pedestrian.

Hard (30): Make a tight, skidding turn.



Electronics (INL)- Prerequisite: Arithmetic (1). This is fluency in the electrical components and wiring in everything from an office building to a pocket watch. With the right replacement parts the PC can fix any non-computer electronic device (to repair computers, see Computers). Electronics is a prerequisite for Demolitions.



Easy (10): Repair a clock radio.

Moderate (20): Wire a house.

Hard (30): Create a voice-modulation circuit.

Mechanics (INL)- Prerequisite: Arithmetic (1). This is the ability to analyze, maintain, repair and create mechanical systems.

Easy (10): Sabotage a garage door opener by sticking something in a gear.

Moderate (20): Repair an old fashioned pocket watch or an automobile transmission.

Hard (30): Engineer and build a mechanical device that makes a preserved corpse look like it's doing a little jig.

Radio (INL)- Prerequisite: General Science (1) -or- Arithmetic (1). This is knowledge of operation and general maintenance of radios, including walkie talkies, police radios, short-wave and ham radios. The PC also knows common radio codes and Morse Code.

Easy (10): Operate a shortwave radio.

Moderate (20): Repair a short-wave radio.

Hard (30): Set up an FM radio station.

War

Automatic Weapons (Combat)- Gives the following actions with machine guns, submachine guns, automatic rifles and automatic pistols.

+4 to Area Attack

+0 to Vital Strike (Bladed)

+4 to Split Reaction: Dodge and Simultaneous Strike

+4 to Split Reaction: Drop and Simultaneous Strike

Demolitions (INL)- *Endangered.* Prerequisite: Electronics (1). This is knowledge of manufacturing, wiring and placing explosives to achieve the desired effect. The PC can disarm bombs at additional difficulty.

Easy (10): Place a charge to destroy the hinges on a tank door.

Moderate (20): Make a pipe bomb.

Hard (30): Bring down a large building (without harming surrounding buildings) using dynamite and radio detonators. -or- Disarm a land mine that someone has stepped on.

Gun Repair (INL)- This is knowledge of how to assemble, clean, maintain and repair firearms.

Easy (10): Clean a pistol.

Moderate (20): Manufacture bullets.

Hard (30): Recalibrate the sights of a sniper rifle.

Interrogation (CHM)- This is training in the detection of lies and in the use of psychological pressure to keep someone from collecting their thoughts. This skill also includes training in the use of polygraph (lie detector) equipment. This skill gives +4 per level to rolls to detect lies (see p.98) when in a situation controlled by the PC. Use of a polygraph adds +10 to detect lies.

Light Sleep (AWR)- This is training in sleeping warily such that one will awaken at any sign of danger.

Easy (10): Awaken if someone turns a light on.

Moderate (20): Awaken if someone is walking around by the PC's bed.

Hard (30): Awaken if any one of several roommates awakens.

Military Command (INL)- The PC can assess a group's strengths and weaknesses, draw up battle plans and coordinate the actions of troops in the field.

Easy (10): Tell a group of kids how to attack a fort.

Moderate (20): Lead 5 Horse Riders, 10 Brawns and 50 rock throwing Radicals in orderly battle lines.

Hard (30): Coordinate an orderly retreat when an army finds itself unexpectedly outgunned.

Ordinance (Combat)- Gives the following with grenades, Molotov cocktails, anti-tank weapons and grenade launchers:

Double Aim (takes 2 rounds, gives +8 to the next action).

+4 to Strike (Projectile)

+4 to Jump

Sniper (Combat)- Gives the following with sniper rifles. Other types of rifles with scopes can be used at -8.

Double Aim (Takes 2 rounds, gives +8 to the next action).

+4 to Vital Strike (Bladed)

No penalty for targeted strikes.

Step Six – Kid Creation Example

Now that we've chosen Kylie's character class, we note down the skill costs for that character class on her character sheet: Athletics 4, Care 6, Combat 17, Crafts 7, Naughty 6, Pets 7, Rapport 6, Scholastics 11, Sensory 15, Survival 8, Tech 14, War 13.

We look at the list of skills and think about what kinds of things Kylie would try to teach herself to prepare her for the job of being a cop.

From Athletics (which costs her 4), she wants Bicycle, Climbing and Running.

From Care (which costs her 5), she wants Bodyguard.

From Combat (which costs her 17), she wants Immobilization.

From Crafts (which costs her 7), she wants Trap Making: Human.

From Naughty (which costs her 6), she wants Club.

From Rapport (which costs her 6), she wants Justice & Agreement and Neighborhood.

From Scholastics (which costs her 11), she wants Read/Write (INL) (it doesn't have much to do with her goal of being a cop, but we do want her to be able to read).

From Survival (which costs her 8), Tracking.

From War (which costs her 13), Interrogation.

We look at the skill list to make sure none of the skills are endangered or have prerequisites. None are.

It would cost us nearly 100 skill points to get just one level of each of these skills. We decide we don't need Immobilization enough to spend 17 skill points, so we drop it and decide we would get better value with Street Fighting: Unarmed, a Naughty skill which only costs her 6 points per level. We also drop Trap Making: Human, figuring we'd rather have more levels of our other skills. Now we go through and give one level of each skill. We compute the skill costs (e.g. one level of Bicycle costs 4, one level of Climbing costs 4) and we get a total of 73 points, leaving us with 27 points. We buy two more levels of Bicycle (8 points), two more levels of Club (12 points) and one more level of Justice & Agreement (7 points). This leaves us with 1 skill point, which we will save and can use later when we start buying skill points with XP.

Looking at the list on p.36, we see that Climbing and Running give +4 per level. All the rest give +4 per each level beyond the first. Once we copy the skills, the level of each, and the normal attribute for the each to the character sheet, it's easy to compute the AV (Action Value). We just add the attribute to the plusses from the number of levels. This makes it easy to make skill rolls. All we have to do is roll 1d20 and add the AV from the character sheet.

We do not compute an AV for Combat skills because, as we see below, combat skills are handled in a slightly more complex way.

After all this we get:

Skill	Attribute	AV	Skill	Attribute	AV
Bicycle (3)	AGY (11)	19	Justice & Agreement (2)	INL (6)	10
Climbing (1)	AGY (11)	15	Neighborhood (1)	INL (6)	6
Running (1)	SPD (6)	10	Read/Write (1)	INL (6)	6
Bodyguard (1)	Combat	N/A	Tracking (1)	AWR (4)	4
Club (3)	Combat	N/A	Interrogation (1)	CHM (8)	8
Street Fighting: Unarmed (1)	Combat	N/A			

For combat skills, we have to look at each skill to find out what bonuses they give. Each skill gives the bonuses listed and then +4 for each level beyond the first. For Club (3) for instance, we would get:

+12 to Parry (original +4, +8 for the 2nd and 3rd levels)

+12 to Vital Strike (Blunt) (original +4, +8 for the 2nd and 3rd levels)

+8 to Wing (original +0, +8 for the 2nd and 3rd levels)

+8 to Strike (original +0, +8 for the 2nd and 3rd levels)










Step Six - Adult Creation Example

As an adult, Charlie gets the following skills free, so we note them down on the character sheet first of all: Domestic Medicine (1), Arithmetic (1), General Science (1), Computers (1), Driving (1), Read/Write (1).



As a Mouth, Charlie has the following skill costs: Athletics 6, Care 6, Combat 13, Crafts 7, Naughty 6, Pets 6, Rapport 4, Scholastics 6, Sensory 6, Survival 7, Tech 5, War 6.



Charlie's biggest attribute, by far, is CHM, so he can do a lot more with one level of a CHM based skill than with one level of an INL based skill. We want to give him at least one level in each CHM based skill. There are also a few INL based skills which we think might be useful with his strategy of being a manipulative preacher, such as Religion. We also want to give him some Sensory skills to help him deal with his blindness. We consider giving him some combat skills, but with the blindness penalty and relatively low physical attributes, we figure there are better ways to spend his points. Charlie will use his manipulation skills to get out of fights, not his fists.



Looking at the skill list, we choose these as skills we want Charlie to have:

From Care (which costs him 7): Composition.

From Naughty (which costs him 6): Disguise, Gambling, Lying, Sleight of Hand, Street Drugs.

From Pets (which costs him 6): Animal Training.

From Rapport (which costs him 4): Acting, Cooperation, Oratory, Seduction, Storytelling, Teaching, Therapy.

From Scholastics (which costs him 6): Religion.

From Sensory (which costs him 6): Braille, Enhanced Hearing, Enhanced Touch, Spatial Awareness.

From War (which costs him 6): Interrogation.







One level of each of these would cost 107 in total. We get rid of Composition, meaning we've now spent 100 points. We also get rid of the Gambling and Street Drugs skills, which gives us 12 points to work with. We use those points to add an extra level of Lying and an extra level of Oratory. We have 2 points left over, which we can keep and use later.



The skill Religion requires that he have Read/Write, which he already has for free. The skill Braille has a prerequisite of Enhanced Touch (1), but since that's already on our list, that's not a problem.



Altogether, Charlie has Disguise (1), Lying (2), Sleight of Hand (1), Animal Training (1), Acting (1), Cooperation (1), Oratory (2), Seduction (1), Storytelling (1), Teaching (1), Therapy (1), Religion (1), Braille (1), Enhanced Hearing (1), Enhanced Touch (1), Spatial Awareness (1) and Interrogation (1).

Lying, probably his best and most important skill, gives +4 per level. His CHM is 18, so when he's lying he rolls 1d20 and adds 26 (his AV).

Step Seven: Equipment

In Brief- Purchase equipment with CF (set by character class). Cannot buy Rare or Extremely Rare items without taking a special advantage

The PC starts with an amount of cans of food, or CF, listed in the PC's character class description. Use some or all of this CF to buy equipment listed in the following section.

Be sure to note which equipment is being stored in the PC's base of operations (or hidden somewhere else) and which equipment the PC regularly carries on his or her person. The weight of equipment a PC can carry without minuses is STH times 5 lbs. (or STH times 2 kg.). If the weight of a piece of equipment is not listed then its weight is negligible and doesn't count towards encumbrance. (See Encumbrance, p.101 for more).

Free Equipment

All PCs start with one suit of clothes, shoes and (if in a cold climate) a jacket for free.

The "Can of Food" Standard- Money that existed in the old world means nothing to the denizens of KidWorld. Food is the most important thing in this world. A can of food (usually unlabeled cans of vegetables, tuna, spam, dog food, etc.) is the closest KidWorld has to a stable form of currency because its value remains fairly constant across the country and over time. All kinds of food are traded, but canned food is usually considered more valuable than perishable food because it can be saved and eaten in lean times.

Despite its usefulness as an exchange rate, most trades do not use canned food. Anything of value can be, and is, traded for anything else of value.

Broken, Damaged and Mostly Empty- When PCs cannot find or afford a listed item, it may be possible to find a version of the item that has something wrong with it. This is something that should be done in-game rather than during character creation. PCs will have to haggle with the seller to determine the true value of the item, but it should be significantly less than the price listed for the good condition item. Some examples:

-A pistol that's all rusty.

-A votive candle that's half used-up and has cracked glass.

-A pair of boots that smell like mildew and vomit.

-A bottle of pain pills that got wet inside and is now just a mass of white sludge.

Equipment 5 CF And Less By Cost

Category	Name	Availability	Cost
Energy and Lights	Flashlight: Small	Untradeable	0 CF
Vehicles	Car	Untradeable	0 CF
Vehicles	Motorcycle	Untradeable	0 CF
Vehicles	Truck	Untradeable	0 CF
Electronics	Computer	Untradeable	0 CF
Weapons: Traditional	Knife (Kitchen)	Untradeable	0 CF
Electronics	Cassette	Untradeable	0 CF
Psychoactives	Caffeine: Coffee	Common	¼ CF/1 dose worth of coffee
Electronics	Portable Music Player	Common	½ CF
Tools & Survival Gear	Canteen	Common	½ CF
Electronics	Boom Box	Common	½ CF
Weapons: Traditional	Stick (Club)	Ex Common	½ CF
Weapons: Traditional	Stick (Sharpened)	Ex Common	½ CF
Food	Canned/Bottled Drinks	Rare	½ CF/can
Food	Seasoning: Other Herbs and Spices	Common	½ CF/cup
Medical: Pharmaceuticals	Opiate Painkillers	Common	½ CF/dose
Food	Water	Ex Common	½ CF/gallon
Food	Dairy: Milk (Fresh)	Rare	½ CF/gallon
Food	Fruit: Fresh Fruit	Common	½ CF/lb
Food	Vegetables: Fresh Corn	Rare	½ CF/lb
Food	Vegetables: Other Fresh Vegetables	Rare	½ CF/lb
Tools & Survival Gear	Toilet Paper	Common	½ CF/roll
Weapons: Traditional	Frying Pan	Common	1 CF
Weapons: Traditional	Sling	Common	1 CF
Weapons: Traditional	Stick (With Nail)	Common	1 CF
Tools & Survival Gear	Compass	Common	1 CF
Tools & Survival Gear	Sunscreen	Common	1 CF
Electronics	Handheld Videogame	Common	1 CF
Energy and Lights	Flashlight: Keychain	Common	1 CF
Medical: Medical Equipment	Activated Charcoal	Common	1 CF
Research	Reference Books: Interest (1) Level Books	Common	1 CF
Tools & Survival Gear	Saw	Common	1 CF
Tools & Survival Gear	Sewing Kit	Common	1 CF
Tools & Survival Gear	Sleeping Bag	Common	1 CF
Weapons: Chemical	Poison Ivy/Oak/Sumac Paste	Common	1 CF
Weapons: Traditional	Car Antenna	Ex Common	1 CF
Weapons: Traditional	Chain	Ex Common	1 CF
Weapons: Traditional	Shiv	Ex Common	1 CF
Armor and Clothing	Clothes: Regular	Ex Common	1 CF
Medical: Medical Equipment	Syringe	Common	1 CF
Armor and Clothing	Raincoat	Common	1 CF
Weapons: Traditional	Pipe	Ex Common	1 CF
Weapons: Traditional	Yo-Yo	Ex Common	1 CF
Armor and Clothing	Ski Goggles	Common	1 CF (adult and kid sizes)
Armor and Clothing	Trenchcoat	Common	1 CF (adult sized or 2 CF (kid size)
Armor and Clothing	Work/Sport Gloves	Common	1 CF (adult sized) or 3 CF (kid sized)
Armor and Clothing	Cloak	Common	1 CF (kid and adult sizes)
Tools & Survival Gear	Backpack	Ex common	1 CF (kid and adult sizes)
Tools & Survival Gear	Hammer and Nails	Ex Common	1 CF + 1 CF/100 nails
Energy and Lights	Candle: Dinner	Ex Common	1 CF for 2
Energy and Lights	Matches	Common	1 CF for 30 matches
Energy and Lights	Candle: Tealight	Ex Common	1 CF for 4
Weapons: Chemical	Powdered Bleach	Common	1 CF for 5 attacks' worth
Medical: Medical Equipment	Latex Gloves	Common	1 CF for 5 pairs
Psychoactives	Marijuana	Common	1 CF for 6 doses
Tools & Survival Gear	Dust Mask	Ex Common	1 CF for a box of 8
Medical: Pharmaceuticals	Ipecac	Common	1 CF per 10 dose bottle
Medical: Pharmaceuticals	Anti-Psychotic	Rare	1 CF per 10 doses
Tools & Survival Gear	Rope (Climbing)	Common	1 CF per 10 ft/3 m
Tools & Survival Gear	Rope (Work)	Common	1 CF per 20 ft/6 m
Psychoactives	Opium	Rare	1 CF per 3 doses
Psychoactives	Inhalants	Common	1 CF per 8 doses
Tools & Survival Gear	Leather	Ex Common	1 CF/10 5 ft strips
Psychoactives	Caffiene: Pills	Common	1 CF/10 doses of caffeine pills
Medical: Pharmaceuticals	Ritalin	Common	1 CF/20 doses
Tools & Survival Gear	Sinew	Common	1 CF/20 ft roll
Weapons: Traditional	Circular Saw Blade	Common	1 CF/4
Psychoactives	Cigarettes	Common	1 CF/4 doses
Psychoactives	Herbal Stimulant	Common	1 CF/4 doses
Weapons: Chemical	Bad Plant Paste	Common	1 CF/4 doses
Psychoactives	Herbal Sedative/ Painkiller	Common	1 CF/4 doses
Tools & Survival Gear	Plastic Restraints	Common	1 CF/5
Weapons: Self-Defense	Barbed Wire Snips	Common	1 CF/5 snips
Medical: Pharmaceuticals	Sedative	Common	1 CF/dose
Medical: Pharmaceuticals	Anti-Shock	Rare	1 CF/dose
Energy and Lights	Candle: Votive	Ex Common	1 CF/ea
Energy and Lights	Battery: Car Battery	Rare	1 CF/ea
Food	Vegetables: Dried Beans	Common	1 CF/lb
Food	Vegetables: Dried Corn	Common	1 CF/lb
Food	Dairy: Fresh Cheese	Rare	1 CF/lb
Animals	Cat	Common	2 CF
Armor and Clothing	Eye Armor	Common	2 CF
Armor and Clothing	Halloween Costume	Common	2 CF
Vehicles	Pedal Extenders	Common	2 CF
Weapons: Traditional	Crate Cutter	Common	2 CF
Weapons: Traditional	Knife (Trash)	Common	2 CF
Weapons: Traditional	Lasso	Common	2 CF
Animals	Dog: Puppy	Common	2 CF
Energy and Lights	Lighter (Disposable)	Common	2 CF
Tools & Survival Gear	Fishing Kit (Portable)	Common	2 CF
Tools & Survival Gear	Scale	Common	2 CF
Armor and Clothing	Clothes: Cool	Common	2 CF
Research	Reference Books: Hobby (2) Level Books	Common	2 CF
Tools & Survival Gear	Music Box	Common	2 CF
Weapons: Traditional	Broom Handle	Common	2 CF
Weapons: Traditional	Whip	Common	2 CF
Medical: Medical Equipment	First Aid Kit (Minor)	Common	2 CF
Tools & Survival Gear	Lock Picks (Homemade)	Common	2 CF
Tools & Survival Gear	Spray Paint	Common	2 CF
Medical: Pharmaceuticals	Sack of Drugs	Common	2 CF
Tools & Survival Gear	Duct Tape	Ex Common	2 CF
Tools & Survival Gear	Makeup Kit	Ex Common	2 CF
Armor and Clothing	Uniform	Common	2 CF (adult size) or 4 CF (kid sizes)
Armor and Clothing	Wetsuit	Common	2 CF (adult size) or 5 CF (kid sizes)
Vehicles	Bicycle (Mountain Bike)	Common	2 CF (adult sized) or 13 CF (kid sized)
Vehicles	Bicycle	Common	2 CF (adult sized) or 7 CF (kid sized) +1 CF for extra innertube, +2 CF for bicycle pump
Weapons: Traditional	Steel Toed Boots	Common	2 CF (adult sizes) or 6 CF (kid sizes)
Armor and Clothing	Winter Coat	Common	2 CF (kid and adult sizes)
Weapons: Traditional	Blowpipe	Common	2 CF +1 CF/3 darts
Weapons: Traditional	Boot Blades	Common	2 CF ea
Weapons: Chemical	Heart Medicine	Rare	2 CF for 4 doses
Psychoactives	Alcohol: Beer	Common	2 CF/1 dose bottle of beer
Food	Dairy: Milk (Powdered)	Common	2 CF/box
Weapons: Firearms	Ammo: Pistols & Zip Gun	Rare	2 CF/bullet
Weapons: Firearms	Ammo: Shotguns	Rare	2 CF/bullet
Food	Dairy: Infant Formula	Common	2 CF/container
Food	Seasoning: Salt	Common	2 CF/cup
Weapons: Chemical	Strychnine	Common	2 CF/dose
Medical: Pharmaceuticals	Local Anesthetic	Rare	2 CF/dose
Psychoactives	Cocaine/Crack	Rare	2 CF/dose
Psychoactives	Hallucinogen	Rare	2 CF/dose
Energy and Lights	Candle: Pillar	Ex Common	2 CF/ea
Energy and Lights	Battery: AA	Rare	2 CF/ea
Energy and Lights	Battery: AAA	Rare	2 CF/ea
Energy and Lights	Battery: Watch Battery	Rare	2 CF/ea
Food	Fish	Common	2 CF/lb
Food	Fruit: Dried Fruit	Common	2 CF/lb
Food	Fruit: Nuts	Common	2 CF/lb
Food	Grain: Rice	Common	2 CF/lb
Food	Grain: Fresh Bread	Rare	2 CF/loaf
Food	Sweets: Hard Candy	Rare	2 CF/piece
Food	Labeled Cans	Common	2-4 CF/can
Weapons: Traditional	Baseball Bat	Common	3 CF
Weapons: Traditional	Cattle Prod	Common	3 CF
Weapons: Traditional	Paper Cutter Blade	Common	3 CF
Weapons: Traditional	Railroad Spike	Common	3 CF
Weapons: Traditional	Shield Breaker	Common	3 CF
Energy and Lights	Battery Tester	Common	3 CF
Tools & Survival Gear	Camping Net	Common	3 CF
Tools & Survival Gear	Insect Repellent	Common	3 CF
Energy and Lights	Flashlight: Large	Common	3 CF
Tools & Survival Gear	Binoculars	Common	3 CF
Tools & Survival Gear	Super Glue	Common	3 CF
Weapons: Firearms	Fake Pistol	Common	3 CF
Weapons: Traditional	Kitchen Knife Spear	Ex Common	3 CF
Weapons: Traditional	Quarterstaff	Common	3 CF
Electronics	Sound Recorder	Common	3 CF
Energy and Lights	Flashlight: Headlamp	Common	3 CF
Tools & Survival Gear	Hip Flask	Common	3 CF
Tools & Survival Gear	Padlock (Cheap)	Common	3 CF
Medical: Medical Equipment	Carry Board	Rare	3 CF
Weapons: Chemical	Poison Ring	Rare	3 CF
Armor and Clothing	Prowling Suit	Rare	3 CF (adult and kid sizes)
Vehicles	Training Wheels	Common	3 CF +1 CF for installation
Research	Road Map	Common	3 CF ea
Tools & Survival Gear	Lock Breaking Kit	Rare	3 CF for chisel and mallet, +15 CF for freon can
Psychoactives	Ecstasy	Rare	3 CF/dose
Psychoactives	Heroin	Rare	3 CF/dose
Psychoactives	Meth	Rare	3 CF/dose
Energy and Lights	Battery: C & D	Rare	3 CF/ea
Electronics	Walkie Talkies	Common	3 CF/ea
Food	Grain: Dried Pasta	Common	3 CF/lb
Research	Fiction Library: Adult Fiction Collection (Small)	Common	4 CF
Weapons: Traditional	Chainsaw	Common	4 CF
Weapons: Traditional	Pike	Common	4 CF
Energy and Lights	Flare	Common	4 CF
Tools & Survival Gear	Camping Cookware	Common	4 CF
Tools & Survival Gear	Flint & Steel	Common	4 CF
Weapons: Air Guns	Super Soaker	Common	4 CF
Weapons: Self-Defense	Shield (Kid)	Common	4 CF
Blind Assistance	Talking Clock	Rare	4 CF
Research	Reference Books: Pursuit (3) Level Books	Rare	4 CF
Weapons: Traditional	Brass Knuckles	Common	4 CF
Weapons: Traditional	Crowbar	Common	4 CF
Medical: Medical Equipment	Hearing Aid	Common	4 CF
Vehicles	Skateboard	Ex Common	4 CF
Weapons: Self-Defense	Personal Sonic Alarm	Rare	4 CF
Medical: Medical Equipment	Wheelchair	Common	4 CF (adult size) or 10 CF (kid sizes)
Armor and Clothing	Paper Armor	Common	4 CF (both kid and adult sizes)
Armor and Clothing	Cammo Outfit	Common	4 CF (kid and adult sizes)
Armor and Clothing	Clothes: Tough	Common	4 CF (kid sizes) or 3 CF (adult sizes)
Electronics	Polaroid Camera	Rare	4 CF +2 CF for 10 shots of film
Psychoactives	Alcohol: Wine	Common	4 CF/2 dose bottle of wine
Weapons: Firearms	Ammo: Rifles	Rare	4 CF/bullet
Weapons: Firearms	Ammo: Sub-Machine Guns	Rare	4 CF/bullet
Energy and Lights	Battery: 9-Volt	Rare	4 CF/ea
Food	Sweets: Jams/Jellies	Rare	4 CF/jar
Food	Meat: Raw Meat	Rare	4 CF/lb
Research	Fiction Library: Children Book Collection (Small)	Common	5 CF
Weapons: Traditional	Polo Mallet	Common	5 CF
Animals	Dog: Untrained	Common	5 CF
Blind Assistance	White Cane	Common	5 CF
Tools & Survival Gear	Bolt Cutters	Common	5 CF
Tools & Survival Gear	Fishing Line	Common	5 CF
Tools & Survival Gear	Sheet-Metal Snips	Common	5 CF
Weapons: Traditional	Sledgehammer	Common	5 CF
Armor and Clothing	Shin and Elbow Pads	Common	5 CF
Tools & Survival Gear	Fishing Kit (Full)	Common	5 CF
Tools & Survival Gear	Horse Grooming Tools	Common	5 CF
Tools & Survival Gear	Saddle	Common	5 CF
Food	MRE	Rare	5 CF
Weapons: Traditional	Telescoping Baton	Rare	5 CF
Tools & Survival Gear	Canteen (Water Purifying)	Rare	5 CF
Weapons: Traditional	Knife (Hunting)	Common	5 CF
Tools & Survival Gear	Electronics Repair Kit	Common	5 CF
Tools & Survival Gear	Gun Repair Tools	Common	5 CF
Tools & Survival Gear	Padlock (Expensive)	Common	5 CF
Tools & Survival Gear	Swiss Army Knife	Common	5 CF
Tools & Survival Gear	Microscope	Rare	5 CF
Tools & Survival Gear	Handcuffs	Common	5 CF (2 CF without keys)
Energy and Lights	Lantern	Common	5 CF +2 CF/48 hrs of oil
Blind Assistance	Curb Feelers	Common	5 CF +3 CF to install
Weapons: Chemical	Drain Cleaner	Common	5 CF for a 10 dose bottle
Food	Sweets: Chocolate	Rare	5 CF/bar
Electronics	Walkie Talkies (Advanced)	Rare	5 CF/ea
Energy and Lights	Gasoline	Rare	5 CF/gallon

Alphabetical List of Equipment

Name	Section
AC/Car Lighter Adapter	Energy and Lights
Activated Charcoal	Medical: Medical Equipment
Alcohol: Beer	Psychoactives
Alcohol: Liquor	Psychoactives
Alcohol: Wine	Psychoactives
Ammo: Machine Guns	Weapons: Firearms
Ammo: Pistols & Zip Gun	Weapons: Firearms
Ammo: Rifles	Weapons: Firearms
Ammo: Shotguns	Weapons: Firearms
Ammo: Sub-Machine Guns	Weapons: Firearms
Antibiotics	Medical: Pharmaceuticals
Antibiotics (Severe)	Medical: Pharmaceuticals
Anti-Psychotic	Medical: Pharmaceuticals
Anti-Shock	Medical: Pharmaceuticals
Anti-Toxin Kit	Medical: Pharmaceuticals
Automatic Rifle	Weapons: Firearms
Backpack	Tools & Survival Gear
Bad Plant Paste	Weapons: Chemical
Ballistic Vest	Armor and Clothing
Barbed Wire Snips	Weapons: Self-Defense
Baseball Bat	Weapons: Traditional
Battery Charger	Energy and Lights
Battery Tester	Energy and Lights
Battery: 9-Volt	Energy and Lights
Battery: AA	Energy and Lights
Battery: AAA	Energy and Lights
Battery: C & D	Energy and Lights
Battery: Car Battery	Energy and Lights
Battery: Watch Battery	Energy and Lights
BB Gun	Weapons: Air Guns
Bear Spray	Weapons: Self-Defense
Bear Trap	Weapons: Traditional
Bicycle	Vehicles
Bicycle (Mountain Bike)	Vehicles
Big Wheels	Vehicles
Binoculars	Tools & Survival Gear
Blowpipe	Weapons: Traditional
Bola	Weapons: Traditional
Bolt Cutters	Tools & Survival Gear
Boom Box	Electronics
Boot Blades	Weapons: Traditional
Bow (Archery)	Weapons: Traditional
Bow (Compound)	Weapons: Traditional
Braille Output Device	Blind Assistance
Braille Printer	Blind Assistance
Braille Typewriter	Blind Assistance
Brass Knuckles	Weapons: Traditional
Broom Handle	Weapons: Traditional
Caffeine: Coffee	Psychoactives
Caffiene: Pills	Psychoactives
Cammo Outfit	Armor and Clothing
Camping Cookware	Tools & Survival Gear
Camping Net	Tools & Survival Gear
Camping Tent	Tools & Survival Gear
Camping Tent (Arctic)	Tools & Survival Gear
Candle: Dinner	Energy and Lights
Candle: Pillar	Energy and Lights
Candle: Tealight	Energy and Lights
Candle: Votive	Energy and Lights
Canned/Bottled Drinks	Food
Canteen	Tools & Survival Gear
Canteen (Water Purifying)	Tools & Survival Gear
Car	Vehicles
Car Antenna	Weapons: Traditional
Carpentry Tools	Tools & Survival Gear
Carry Board	Medical: Medical Equipment
Carving Tools	Tools & Survival Gear
Cassette	Electronics
Cat	Animals
Cattle Prod	Weapons: Traditional
Cattle Prod (Hotshot)	Weapons: Traditional
Chain	Weapons: Traditional
Chainmail	Armor and Clothing
Chainsaw	Tools & Survival Gear
Chemistry Set	Tools & Survival Gear
Chloroform	Weapons: Chemical
Cigarettes	Psychoactives
Circular Saw Blade	Weapons: Traditional
Cloak	Armor and Clothing
Clothes: Cool	Armor and Clothing
Clothes: Regular	Armor and Clothing
Clothes: Tough	Armor and Clothing
CO2 Pistol	Weapons: Air Guns
CO2 Rifle	Weapons: Air Guns
Cocaine/Crack	Psychoactives
Compass	Tools & Survival Gear
Computer	Electronics
Crate Cutter	Weapons: Traditional
Crowbar	Weapons: Traditional
Curb Feelers	Blind Assistance
Dagger	Weapons: Traditional
Dagger (Throwing)	Weapons: Traditional
Dairy: Fresh Cheese	Food
Dairy: Infant Formula	Food
Dairy: Milk (Fresh)	Food
Dairy: Milk (Powdered)	Food
Dog: Fighting	Animals
Dog: Guard	Animals
Dog: Puppy	Animals
Dog: Service	Animals
Dog: Tracking	Animals
Dog: Untrained	Animals
Dog: Urban Sled-Dog	Animals
Drain Cleaner	Weapons: Chemical
Duct Tape	Tools & Survival Gear
Dust Mask	Tools & Survival Gear
Dynamite	Weapons: Explosives & Incindiary
Ecstasy	Psychoactives
Electronics Repair Kit	Tools & Survival Gear
Entry Tool	Tools & Survival Gear
Exam Kit	Medical: Medical Equipment
Eye Armor	Armor and Clothing
Fake Pistol	Weapons: Firearms
Falcon	Animals
Fiction Library: Adult Fiction Collection (Large)	Research
Fiction Library: Adult Fiction Collection (Massive)	Research
Fiction Library: Adult Fiction Collection (Medium)	Research
Fiction Library: Adult Fiction Collection (Small)	Research
Fiction Library: Children Book Collection (Large)	Research
Fiction Library: Children Book Collection (Massive)	Research
Fiction Library: Children Book Collection (Medium)	Research
Fiction Library: Children Book Collection (Small)	Research
Fiction Library: Small Braille Fiction Library	Research
Field Surgical Kit	Medical: Medical Equipment
Finder Tags	Blind Assistance
Fire Ax	Weapons: Traditional
Fire Blanket	Tools & Survival Gear
Firefighting Suit	Armor and Clothing
First Aid Kit (EMT)	Medical: Medical Equipment
First Aid Kit (Minor)	Medical: Medical Equipment
First Aid Kit (Semipro)	Medical: Medical Equipment
Fish	Food
Fishing Kit (Full)	Tools & Survival Gear
Fishing Kit (Portable)	Tools & Survival Gear
Fishing Line	Tools & Survival Gear
Flare	Energy and Lights
Flashlight: Emergency	Energy and Lights
Flashlight: Headlamp	Energy and Lights
Flashlight: Keychain	Energy and Lights
Flashlight: Large	Energy and Lights
Flashlight: Small	Energy and Lights
Flint & Steel	Tools & Survival Gear
Foot-Pedal Sewing Machines	Tools & Survival Gear
Fruit: Dried Fruit	Food
Fruit: Fresh Fruit	Food
Fruit: Nuts	Food
Frying Pan	Weapons: Traditional
Gasmask (Adult)	Tools & Survival Gear
Gasmask (Child)	Tools & Survival Gear
Gasoline	Energy and Lights
Generator	Energy and Lights
Goat	Animals
GPS	Electronics
Grain: Dried Pasta	Food
Grain: Fresh Bread	Food
Grain: Rice	Food
Grenade (Flash Bang)	Weapons: Explosives & Incindiary
Grenade (Fragmentation)	Weapons: Explosives & Incindiary
Grenade (Tear Gas)	Weapons: Self-Defense
Grenade Launcher	Weapons: Explosives & Incindiary
Gun Repair Tools	Tools & Survival Gear
Halloween Costume	Armor and Clothing
Hallucinogen	Psychoactives
Hammer and Nails	Tools & Survival Gear
Hand-Cranked Upgrade	Electronics
Handcuffs	Tools & Survival Gear
Handheld Videogame	Electronics
Hatchet	Weapons: Traditional
Hazmat Suit	Armor and Clothing
Hearing Aid	Medical: Medical Equipment
Heart Medicine	Weapons: Chemical
Heat Scope	Blind Assistance
Herbal Sedative/ Painkiller	Psychoactives
Herbal Stimulant	Psychoactives
Heroin	Psychoactives
Hip Flask	Tools & Survival Gear
Horse Grooming Tools	Tools & Survival Gear
Horse: Foal	Animals
Horse: Hunting	Animals
Horse: Pony	Animals
Horse: Racing	Animals
Horse: Saddle	Animals
Horse: Stock	Animals
Horse: Untrained	Animals
Horse: Wild	Animals
Horse-Drawn Buggy	Vehicles
Hunting Rifle	Weapons: Firearms
Hunting Rifle	Weapons: Firearms
Inflatable Raft	Vehicles
Inhalants	Psychoactives
Insect Repellent	Tools & Survival Gear
Instrument (Acoustic)	Tools & Survival Gear
Ipecac	Medical: Pharmaceuticals
Kayak	Vehicles
Kitchen Knife Spear	Weapons: Traditional
Knife (Combat)	Weapons: Traditional
Knife (Hunting)	Weapons: Traditional
Knife (Kitchen)	Weapons: Traditional
Knife (Switchblade)	Weapons: Traditional
Knife (Trash)	Weapons: Traditional
Labeled Cans	Food
Land Mine	Weapons: Explosives & Incindiary
Lantern	Energy and Lights
Laser Sight	Weapons: Firearms
Lasso	Weapons: Traditional
Latex Gloves	Medical: Medical Equipment
Leather	Tools & Survival Gear
Leather Jacket	Armor and Clothing
Lighter (Disposable)	Energy and Lights
Lighter (Expensive)	Energy and Lights
Local Anesthetic	Medical: Pharmaceuticals
Lock Breaking Kit	Tools & Survival Gear
Lock Picks (Homemade)	Tools & Survival Gear
Lock Picks (Professional)	Tools & Survival Gear
Machete	Weapons: Traditional
Machine Gun	Weapons: Firearms
Makeup Kit	Tools & Survival Gear
Marijuana	Psychoactives
Matches	Energy and Lights
Meat: Dried Meat	Food
Meat: Raw Meat	Food
Mechanical Label Maker	Blind Assistance
Metal Detector	Electronics
Meth	Psychoactives
Microscope	Tools & Survival Gear
Molotov Cocktail	Weapons: Explosives & Incindiary
Motion Alarm	Blind Assistance
Motorcycle	Vehicles
Motorcycle Outfit	Armor and Clothing
MRE	Food
Music Box	Tools & Survival Gear
Nightstick	Weapons: Traditional
Nightvision Goggles	Electronics
Opiate Painkillers	Medical: Pharmaceuticals
Opium	Psychoactives
Padlock (Cheap)	Tools & Survival Gear
Padlock (Expensive)	Tools & Survival Gear
Paintball Rifle	Weapons: Air Guns
Paper Armor	Armor and Clothing
Paper Cutter Blade	Weapons: Traditional
Parabolic Microphone	Blind Assistance
Parachute	Tools & Survival Gear
Parathion	Weapons: Chemical
Pedal Extenders	Vehicles
Pen Knife	Weapons: Traditional
Pepper Spray	Weapons: Self-Defense
Personal Sonic Alarm	Weapons: Self-Defense
Pickaxe	Weapons: Traditional
Pike	Weapons: Traditional
Pipe	Weapons: Traditional
Pipe Bomb	Weapons: Explosives & Incindiary
Pistol (Automatic)	Weapons: Firearms
Pistol (Heavy)	Weapons: Firearms
Pistol (Mini)	Weapons: Firearms
Pistol (Revolver)	Weapons: Firearms
Plastic Restraints	Tools & Survival Gear
Plate Armor (Adult)	Armor and Clothing
Plate Armor (Kid)	Armor and Clothing
Poison Ivy/Oak/Sumac Paste	Weapons: Chemical
Poison Ring	Weapons: Chemical
Polaroid Camera	Electronics
Polo Mallet	Weapons: Traditional
Portable Music Player	Electronics
Powdered Bleach	Weapons: Chemical
Prowling Suit	Armor and Clothing
Quarterstaff	Weapons: Traditional
Radiation Detector	Electronics
Radio Scanner	Electronics
Railroad Spike	Weapons: Traditional
Raincoat	Armor and Clothing
Red Wagon	Vehicles
Reference Books: Expertise (5) Level Books	Research
Reference Books: Hobby (2) Level Books	Research
Reference Books: Interest (1) Level Books	Research
Reference Books: Pursuit (3) Level Books	Research
Reference Books: Study (4) Level Books	Research
Research Library: Large Library	Research
Research Library: Massive Library	Research
Research Library: Medium Library	Research
Research Library: Small Braille Research Library	Research
Research Library: Small Library	Research
Rickshaw	Vehicles
Riot Armor	Armor and Clothing
Ritalin	Medical: Pharmaceuticals
Road Atlas	Research
Road Map	Research
Rock Climbing Kit	Tools & Survival Gear
Rollerblades	Vehicles
Rope (Climbing)	Tools & Survival Gear
Rope (Work)	Tools & Survival Gear
Rope and Grapple	Tools & Survival Gear
Rope Saw	Tools & Survival Gear
Sack of Drugs	Medical: Pharmaceuticals
Saddle	Tools & Survival Gear
Saw	Tools & Survival Gear
Sawed-Off Shotgun	Weapons: Firearms
Scale	Tools & Survival Gear
Seasoning: Other Herbs and Spices	Food
Seasoning: Salt	Food
Sedative	Medical: Pharmaceuticals
Sewing Kit	Tools & Survival Gear
Sheet-Metal Snips	Tools & Survival Gear
Shield (Heavy)	Weapons: Self-Defense
Shield (Kid)	Weapons: Self-Defense
Shield (Riot)	Weapons: Self-Defense
Shield Breaker	Weapons: Traditional
Shin and Elbow Pads	Armor and Clothing
Shiv	Weapons: Traditional
Shortwave Radio	Electronics
Shotgun (Pump)	Weapons: Firearms
Shotgun (Semi-Automatic)	Weapons: Firearms
Silencer	Weapons: Firearms
Sinew	Tools & Survival Gear
Skateboard	Vehicles
Ski Goggles	Armor and Clothing
Sledgehammer	Weapons: Traditional
Sleeping Bag	Tools & Survival Gear
Sling	Weapons: Traditional
Slingshot	Weapons: Traditional
Sniper Rifle	Weapons: Firearms
Sound Recorder	Electronics
Spray Paint	Tools & Survival Gear
Stationary Slingshot	Weapons: Traditional
Steel Toed Boots	Weapons: Traditional
Stick (Club)	Weapons: Traditional
Stick (Sharpened)	Weapons: Traditional
Stick (With Nail)	Weapons: Traditional
Strychnine	Weapons: Chemical
Studded Leather Armor	Armor and Clothing
Sub-Machinegun	Weapons: Firearms
Sub-Machinegun	Weapons: Firearms
Sunscreen	Tools & Survival Gear
Super Glue	Tools & Survival Gear
Super Soaker	Weapons: Air Guns
SWAT Armor	Armor and Clothing
Sweets: Chocolate	Food
Sweets: Hard Candy	Food
Sweets: Jams/Jellies	Food
Sweets: Syrups/Honey	Food
Swiss Army Knife	Tools & Survival Gear
Sword (Broadsword)	Weapons: Traditional
Sword (Fencing)	Weapons: Traditional
Sword (Katana)	Weapons: Traditional
Sword Cane	Weapons: Traditional
Syringe	Medical: Medical Equipment
Talking Clock	Blind Assistance
Tank	Vehicles
Taser (Air)	Weapons: Self-Defense
Taser (Heavy Duty)	Weapons: Self-Defense
Taser (Mini)	Weapons: Self-Defense
Telescoping Baton	Weapons: Traditional
Theatrical Makeup Kit	Tools & Survival Gear
Toilet Paper	Tools & Survival Gear
Training Wheels	Vehicles
Trenchcoat	Armor and Clothing
Truck	Vehicles
Uniform	Armor and Clothing
Vegetables: Dried Beans	Food
Vegetables: Dried Corn	Food
Vegetables: Fresh Corn	Food
Vegetables: Other Fresh Vegetables	Food
Vehicle Repair Toolkit	Tools & Survival Gear
Voice Navigation System	Blind Assistance
Walkie Talkies	Electronics
Walkie Talkies (Advanced)	Electronics
Water	Food
Wetsuit	Armor and Clothing
Wheelchair	Medical: Medical Equipment
Whip	Weapons: Traditional
White Cane	Blind Assistance
Winter Coat	Armor and Clothing
Work/Sport Gloves	Armor and Clothing
Yo-Yo	Weapons: Traditional
Zip Gun	Weapons: Firearms

Availability- Each piece of equipment has an availability. This tells how easy it is to find the item in-game and whether the item can be bought during character creation. If availability is not listed, assume equipment is Common.

		Examples	Can buy during character creation?
Untradeable	These are items so common in any civilized area that nobody would bother to bring them to market to trade, they're too easy to just 'pick up.' PCs can start play with Untradeable items for free.	Rocks, Furniture, Non-Running Cars.	Yes, at no cost.
Extremely Common	The PC would be hard pressed not to come into a community of any size and not find this available for trade.	Water, Berries, Old Clothing.	Yes
Common	Most times the PC can find this in most markets, though there is a possibility it's something which isn't available on this particular day or in this particular community.	Canned Food, Tools, Weapons.	Yes.
Rare	A PC will have to peruse several markets, and the personal stashes of people who don't normally engage in trading, before he or she can find one of these items. PCs cannot start play with one of these items unless the PC takes the Rare Goods advantage (p.82).	Ammo, Prescription Drugs, Polaroid Cameras, Charged Batteries.	No, except with the right advantage.
Extremely Rare	This item is most likely not for sale on any open market anywhere in KidWorld. It must exist somewhere, but finding it might mean searching through dozens of cities and towns, exploring hundreds of abandoned buildings and facing various dangers along the way.	Nuclear Bomb, Gene Sequencer, Supercomputer, Experimental Bionic Eye, Space Shuttle.	No.

Equipment Packages

For those players who don't want to read through the entire equipment list, there are shaded text boxes throughout this section containing pre-configured equipment packages.

Food

Food availability varies widely from community to community. Generally, urban areas have lots of useful items to trade (tools, weapons, medicine, etc.) but little food, and for rural communities it's more often the reverse.

	Availability	Cost
Canned/ Bottled Drinks	Rare	½ CF/can
Dairy		
Fresh Cheese	Rare	1 CF/lb.
Infant Formula	Common	2 CF/container (good for 2 gallons).
Milk (Fresh)	Rare	½ CF/gallon
Milk (Powdered)	Common	2 CF/box (good for 3 gallons)
Fish	Common	2 CF/lb.
Fruits		
Dried Fruit	Common	2 CF/lb.
Fresh Fruit	Common	½ CF/lb.
Nuts	Common	2 CF/lb.
Grains		
Fresh Bread	Rare	2 CF/loaf
Rice	Common	2 CF/lb
Dried Pasta	Common	3 CF/lb.

Labeled Cans- If a can of food is labeled and it is for something tasty or something with meat, the price is for higher than for typical unlabeled cans. Availability: Common. Costs 2-4 CF for 1 can.

Meat- This can include deer, chicken, beef, horse, or any other kind of animal meat

Raw Meat	Rare	4 CF/lb.
Dried Meat	Common	8 CF/lb.

MRE- Meal-Ready-to-Eat, a packaged military ration, designed to fulfill full nutritional requirements, stay edible for years unrefrigerated, and require no preparation. Availability: Rare. Costs 5 CF.

Seasoning		
Salt (often used for preserving food)	Common	2 CF/cup
Other Herbs and Spices	Common	½ CF/cup

Sweets		
Chocolate	Rare	5 CF/bar
Hard Candy	Rare	2 CF/piece
Jams/Jellies	Rare	4 CF/jar
Syrups/Honey	Rare	6 CF/jar

Vegetables- Most kids do not enjoy vegetables, but will eat them when they are really hungry.

Dried Beans	Common	1 CF/lb.
Dried Corn	Common	1 CF/lb.
Fresh Corn	Rare	½ CF/lb.
Other Fresh Vegetables	Rare	½ CF/lb.





Water- Fresh drinkable water. Buyers often have only the dealer's word that the water isn't just parasite-infested pond water. Availability: Extremely Common. Costs ½ CF/gallon.



Animals

Cat- A typical healthy housecat.



Attributes: AGY 19, END 5, SPD 13, BDY 1, BLD 3, INCY 3

Senses: Sight AWR 10 (no darkness penalty), Smell AWR 15, Hearing AWR 15

Attacks: Pain/stun attack with claws (at 1d20 vs. 3).



Availability: Common.

Costs 2 CF (1 CF for kittens).

Dog- A large, healthy dog of undetermined breed. The cost is determined by the amount or kind of training the dog has received before becoming the PC's pet.



Attributes: AGY 12, END 10, SPD 15, BDY 2, BLD 2, INCY 3.

Senses: Sight AWR 5, Smell AWR 17, Hearing AWR 15



Attacks: Bite at 1d20 vs. 6 (2 bladed damage), Vital Strike Bite at 1d20 vs. 12 (4 bladed damage).

Fighting: A dog that has been bred and trained to injure and kill other dogs in fights. It is short and muscular with powerful jaw muscles. It will follow the commands 'kill' (Vital Strike against other dogs at 1d20 vs. 6), 'watch out' (Jump Out at 1d20 vs. 5), 'stop' (stop fighting), 'finish him' (attack the throat of an incapacitated opponent), 'stay' and 'heel.' Availability: Common. Costs 20 CF.



Guard: Will bark at any stranger who comes near the area in which it is enclosed and will attack any stranger who enters that area. It will follow the commands 'stay', 'he/she's okay', 'heel', 'quiet' and 'attack'. Availability: Common. Costs 15 CF.

Puppy: This dog is newly born with no training or attachments. Perfect for starting dog training from scratch. Availability: Common. Costs 2 CF.

Service: A dog that has been bred and trained to assist people with disabilities, especially the blind. It will follow the commands 'fetch' (with point), 'heel', 'stay' and 'get help.' The dog will also guide visually impaired people around obstacles. Availability: Common. Costs 20 CF.

Tracking: This dog has been bred and trained to use its incredible sense of smell. Choose one of the following specialties for the dog: tracking humans, finding drugs, finding injured people & corpses, finding explosives. In addition to 'find' or 'point' the dog knows 'heel,' 'stay,' 'down' and 'get' (grab the arm of a fleeing suspect). Availability: Rare. Costs 30 CF.

Untrained: A healthy young dog that is used to human presence but knows no commands. Availability: Common. Costs 5 CF.

Urban Sled-Dog: A large dog, bred for endurance, trained to pull a child on a skateboard or rollerblades. Availability: Common. Costs 20 CF.

Animals vs. Vehicles

In Brief: Vehicles: roll rider's AGY. Animals: roll animal's AGY.

When riding vehicles, the rider makes AGY rolls, either pure AGY +1d20 rolls, or, if the PC has vehicle skills, AGY based skill rolls. When riding animals, PCs may have to make AGY based skill rolls to direct and stay on the animal, but all difficult rolls (e.g. jumping over a hole, dodging an impediment, ramming into another animal) are rolled using that animal's AGY (or possibly STH or SPD).

Falcon- Large predatory bird, can carry up to 10 lbs. Trained to hunt.

Attributes: END 20, SPD 50, BDY 1, BLD 4, INCY 4.

Senses: Sight AWR 35, Hearing AWR 10

Attacks: Slash with talons at 1d20 vs. 7 (0.5 BLD damage, save vs. distracting pain), Blinding Strike with beak at 1d20 vs. 10.

Availability: Rare.

Costs 25 CF.

Goat- Easier to take care of than a horse (especially since it will eat almost anything) and able to pull carts. A goat attached to a well built cart can pull 150 lbs.

Attributes: AGY 15, END 10, SPD 15, BLD 2, BDY 4, INCY 1.

Attacks: Strike with bite at 1d20 vs. 1- (2 bladed damage).

Availability: Rare.

Costs 7 CF.

Horse- A large, riding horse. Not purebred. The majority of tame horses are owned by Horse Riders. All are assumed to be shod unless stated otherwise.

Attributes: AGy 17, END 20, SPD 35, BDY 6, BLD 6, INCY 3.

Abilities: Thick hide has PR 1 bladed 1 blunt.

Senses: Sight AWR 10 (better for long-distance vision), Hearing AWR 18, Smell AWR 20.

Attacks: Kick at 1d20 vs. 5 (5 blunt), Bite at 1d20 vs. 10 (1 bladed damage, pain/stun attack), Trample (if figure is not prone, horse must rear up, using 1 action) at 1d20 vs. 10 (7 blunt damage, 1 in 20 chance the horse will break a leg).

Foal: A baby horse under one-year of age. Is untrained and unattached. Perfect for training a horse from scratch. The foal will be big enough to pull a cart within 1 year (when the PC has gained 200 XP), for a kid to ride within 2 years (when the PC has gained 400 XP) and big enough for an adult to ride by 2½ years (500 XP). Unshod. Availability: Rare. Costs 20 CF.

Hunting: Bred and trained to carry riders cross-country while hunting foxes with hounds. They are long and lean, with long legs and necks. They have been specially bred for easy maneuverability in forest and jungle environments and have been trained to approach prey quietly. A hunting horse gets +6 to Prowling rolls. Availability: Very Rare. Costs 60 CF.

Pony: One of several small breeds of horse, bred, in part, as a horse for children to ride. The Pony is most comfortable with load under 100 lbs. Because it is small it requires less food than a full sized horse. A pony had only 4 BDY, 5 BLD and 30 SPD. Availability: Rare. Costs 45 CF.

Racing: Bred and trained for racing and weaving through traffic. SPD 45. Availability: Rare. Costs 150 CF.

Saddle: The saddle type horse, also called the elitist horse, is built for pleasure riding and showing. These horses were bred for their looks and grace and require a lot of maintenance. These are the horses that little rich girls used to receive for their birthdays. A PC gets +4 to first impression rolls when riding this very impressive horse. Availability: Rare. Costs 50 CF.

Stock: Bred and trained for ranch work. It is large and muscular. A stock horse gets +2 BDY, +1 BLD and can do a 6 damage kick and 8 damage trample. Availability: Rare. Costs 50 CF.

Horse Accessories Kit
Saddle (5 CF)
Horse Grooming Tools (5 CF)
Rope: Work x20 ft. (1 CF)
Clothes: Tough (4 CF)
Polo Mallet (5 CF)
Total: 20 CF

Untrained: An adult horse that is comfortable with humans (is "broken"), and will let a human climb on top of it, and has been shod, but has otherwise not been trained. Availability: Rare. Costs 35 CF.

Wild: A horse that has been captured but has not become used to human presence. They are not just untrained, but semi-feral and often volatile. They are a unique challenge to horse trainers who wish to test their taming skills. Not Shod. Availability: Rare. Costs 20 CF.










Blind Assistance

Reminder: Equipment does not come with charged batteries, unless specifically stated otherwise in the equipment description. When batteries are required, the number and type are given. Remember that fully charged batteries are rare and so are not available for starting PCs without some special advantage (see p.82). To purchase batteries, see p.56.

Braille Output Device- A small panel with pins that are pushed up by electromagnets. When connected to a computer, this device allows the computer to send text to the user as Braille. Availability: Rare. Costs 40 CF.

Braille Printer- Can print Braille on ordinary sheets of paper when plugged into a computer with special software. Availability: Rare. Costs 40 CF.

Braille Typewriter- An ancient device, from before Braille Printers. It looks and works like a typewriter except it 'types' Braille dots into paper. Availability: Rare. Costs 50 CF.

Curb Feelers- Metal rods on springs which hover near the ground on the side of a car (or other ground-based vehicle). They make a scraping sound when the car is getting too close to a curb or wall. They are typically installed along with a long (5-10 ft.) stick attached to the hood with a glass bottle at the end. Hearing the glass breaking means the car is about to run into a wall. This setup can allow a skillful and careful blind driver to drive around with reduced chances of a serious accident. Availability: Common. Costs 5 CF +3 CF to install.

Finder Tags- Created before the Plague as a tool to help people find commonly lost item like keys and remote controls. The setup consists of five key-chain sized tags with adhesive backing, and one master control unit with five buttons for each of the tags. When a button is pressed, the corresponding tag (if within 100 ft.) beeps loudly for several seconds. Each tag takes a watch-battery (lasts 1 year, less with frequent use) and the control unit takes 3 AAs (lasts 1 year, less with frequent use). Availability: Rare. Costs 15 CF.



Voice Navigation System- Like GPS, but is able to take verbal instructions and respond vocally with step-by-step directions. Mostly ripped from cars and adapted to handheld use. Note that some GPS satellites have stopped working and there are parts of North America where these devices will not work. Uses 4 AAs (lasts for 2 hours of use). Weighs 2 lbs. Availability: Rare. Costs 100 CF.



Mechanical Label Maker- A small, non-electronic device that uses a wheel and pressure applied by the hands to emboss letters onto sticky-tape. These devices are used by the blind (who can read the embossed letters at +10 difficulty) as a much-easier-to-find alternative to Braille writers. Availability: Common. Costs 7 CF +5 CF for a 30 ft. roll of label-tape.





Heat Scope- A modified infrared night scope which can be attached to a rifle. It sends a tone to an ear bud. The tone gets higher when the gun is aiming at a heat source. These were manufactured briefly by the military during the first days of the Plague. Allows the blind to hit a human at only -7 blindness penalty. Availability: Rare. Costs 200 CF.



Motion Alarm- A small black or white plastic device, about the size of a light-switch-plate, designed to be plugged into AC power (although many have been modified to work off battery power). It beeps loudly if someone moves in front of it. Can be turned off with a small keychain remote. Battery versions use a 9-volt battery and can last about 20 hours. Availability: Common. Costs 7 CF.





Parabolic Microphone- A high-powered microphone in a parabolic dish attached to an earpiece, allows people to listen to conversations up to 500 ft. (150 m.) away. Weighs 4 lbs. (2 kg). Requires 9-volt battery (lasts about 10 hours). Availability: Rare. Costs 10 CF.



Talking Clock- Says the time with the push of a button. Uses 2 AA batteries (last 2 months, less with frequent use). Availability: Rare. Costs 4 CF.

White Cane- A long white cane, fashioned for easy handling and to fold up to pocket size. Weighs 1 lb. Availability: Common. Costs 5 CF.

See Also: Dog: Service (p.xx).

Energy and Lights

Reminder: Equipment does not come with charged batteries, unless specifically stated otherwise in the equipment description. When batteries are required, the number and type are given. Remember that fully charged batteries are rare and so are not available for starting PCs without some special advantage (see p.82). To purchase batteries, see p.56.

AC/Car Lighter Adapter- A small device that converts DC power from a car battery into AC power capable of running a small AC device. A fully charged car battery can run a small device (e.g. a lamp, boombox, fan) for 8 hours. Availability: Common. Costs 15 CF.

Batteries: Charged- Charged batteries are a rare and valuable commodity in KidWorld. The following prices are for fully charged batteries. A skilled trader can tell how much juice a battery is by 'tasting' (touching the tip of a tongue to one terminal, a wet finger to the other). Rechargeable batteries are typically worth double the listed price. Availability: Rare.

AAA: Used for small handheld devices. Costs 2 CF/ea.

AA: Used for medium sized devices, as well as many electronic toys. Costs 2 CF/ea.

C & D: Used to power radios and larger devices. Costs 3 CF/ea.

9-Volt: Used to power tasers and communication devices. Costs 4 CF/ea.

Car Battery: Costs 1 CF/ea.

Watch Battery: Used to power watches, hearing aids and other very small devices. Costs 2 CF/ea.

Batteries: Partially Charged- These are cheaper and more common than fully charged batteries, but only have a little power left. They might let a device run for a few hours, a few minutes, or not at all, depending on the power draw of the device. Availability: Common. Costs: Half the CF cost of a fully charged battery.

Battery Charger- A small hand-cranked device, typically put together by a Student or Brain from old parts, that can be used to recharge rechargeable batteries. Availability: Rare. Costs 20 CF.

Building Exploration Kit

Candle: Pillar (2 CF)
Matches x30 (1 CF)
Crowbar (4 CF)
Work/Sport Gloves (3 CF)
Backpack (1 CF)
Dust Masks x8 (1 CF)
Bolt Cutters (5 CF)
Total: 17 CF

Battery Tester- By placing the ends of a small strip at the positive and negative ends of battery, a PC can tell exactly how well charged a battery is. Availability: Common. Costs 3 CF.

Candles- Candles are the primary source of night-time lighting for kids in KidWorld. A few communities have learned to mass produce tallow or bees-wax candles. Availability: Extremely Common.

Dinner: Lasts for 8 hrs. Costs 1 CF for 2

Pillar: Lasts for 40 hrs. Costs 2 CF/ea.

Tealight: Lasts for 5 hrs. Costs 1 CF for 4

Votive: Lasts for 15 hrs. Costs 1 CF/ea.

Flare- Burns with a bright red or green light for 1 hour, illuminating up to 20 ft. (6 m.). Can be held in the hand. Does 2 burn damage when used as a weapon. Availability: Common. Costs 4 CF.

Flashlight

Emergency: This durable flashlight is waterproof and shockproof and uses no batteries. Twisting a hand crank or shaking the battery for a few seconds will power it for one minute. Can illuminate up to 25 ft. (7 m.). Weighs 2 lbs. (1 kg). Availability: Rare. Costs 20 CF.

Headlamp: A waterproof flashlight on a headband, often used by cave explorers. 3 AAA Batteries last about 12 hours. Availability: Common. Costs 3 CF.

Keychain: A tiny flashlight with a bright LED. Can illuminate up to 10 ft. (3 m.). Watch battery lasts 1 hr. Availability: Common. Costs 1 CF.

Large: A heavy, long metal flashlight with a steel casing. Can be used as a blunt weapon (range 0-1, 2 blunt). 4 D batteries last 12 hours. Can illuminate up to 100 ft. (30 m.). Weighs 2 lbs. (1 kg). Availability: Common. Costs 3 CF.

Small: A cheap plastic flashlight. Two C batteries last 2 hours. Can illuminate up to 50 ft. (15 m.). Availability: Untradeable.

Gasoline- Can run motor vehicles, chainsaws and gas-powered generators. As a weapon, anything doused with gasoline and set on fire takes 4 burn damage per round for 4 rounds (or until the fire is put out). Availability: Rare. Costs 5 CF/gallon.

Generator- A portable, gasoline powered generator that produces enough AC to power several appliances. Can run 24 hours on a 5 gallon fuel tank. Weighs 75 lbs. (30 kg). Availability: Rare. Costs 20 CF.

Arsonist Kit

Molotov Cocktail (7 CF)
Lighter: Disposable (2 CF)
Lantern +48 hrs. of oil (7 CF)
Ski Goggles (1 CF)

Total: 17 CF

Lantern- Filled with either oil or gasoline. Light can be adjusted by a small switch on the side. Availability: Common. Costs 5 CF +2 CF for 48 hours worth of oil.

Lighter (Disposable)- Availability: Common. Costs 2 CF.

Lighter (Expensive)- Can light a damp cigarette in high winds. Availability: Rare. Costs 8 CF.

Matches- Either in a small box or in a book. Availability: Common. Costs 1 CF for 30 matches.

Armor and Clothing

Armor in Brief

Heat Factor: This is a simultaneous bonus to save vs. hypothermia and penalty to save vs. heat stroke.

AGY Penalty: The penalty to all AGY rolls while wearing this item.

AR: Armor Rating, this is the amount of the body that the armor covers and the amount of success that an enemy must make on a strike to hit some hole in the armor. See p.103 for more.

AR 20: Full body protection with no weak spots.
AR 15: Full body protection with some weak spots.
AR 12: Face completely exposed.
AR 10: Head completely exposed.
AR 7: Head, neck, hands, feet completely exposed.
AR 5: Only body, thighs, upper arms covered.
AR 4: Only torso and hips covered.
AR 3: Only torso covered.

PR: Protection Rating, how much of each type of damage the armor protects from. If an armor protects from 6 bladed damage, then a 10 bladed damage strike that hits the armor would only do 4 bladed damage to the wearer.

Ballistic Vest- A Kevlar vest thin and small enough to be concealed under a uniform or business suit. Can be noticed with a Hard (30) AWR roll. AGY Penalty: -1. Heat factor: +5. Gives AR 5, PR 6 bladed 2 blunt. Weighs 15 lbs. (7 kg). Availability: Rare. Costs 50 CF for adult-size (kid sized vests are 80 CF and are Very Rare).

Chainmail- Long shirt made of metal rings, with metal plates over arms and legs, mostly hand-made by blind craftspeople from loops of metal (often made from cut-up chain-link fences). Weighs 30 lbs. AGY Penalty: -2. Heat Factor: +4. AR 6, PR 3 bladed 2 blunt. Weighs 15 lbs. (7 kg). Availability: Rare. Costs 30 CF for adult-size or 20 CF for kid-size











Cloak- A long cloak with a hood and internal pockets. Heat Factor +6. Availability: Common. Costs 1 CF (kid and adult sizes).

Cammo Outfit- Green shoes, green/olive/brown camouflage pants, shirt, jacket and hat. Gives +7 to prowling in greenery. Availability: Common. Costs 4 CF (kid and adult sizes).



Clothes: Regular- An outfit (including shoes) that fits the PC yet is not especially stylish or durable. Most items have been previously worn, but are moderately clean. Availability: Extremely Common. Costs 1 CF.



Clothes: Cool- This is an outfit of clothes (including shoes) that most kids would consider cool, pretty or nice looking. What is considered cool varies by kid community, but it could include: t-shirts with spiders and skulls, pants with a lot of pockets, trench-coats, pink sun-dresses with black embroidered flowers, shirts with fluorescent green stripes down the sleeves, etc. Cool clothes generally give +4 to first impression rolls with other kids. Availability: Common. Costs 2 CF.





Clothes: Tough- This is an outfit of clothes (including shoes) chosen for durability and ability to protect. Typically includes boots, blue jeans and a military surplus or leather jacket. The outfit will stand up to years of rugged use and provides AR 7, PR ½ bladed. Availability: Common. Costs 4 CF (kid sizes) or 3 CF (adult sizes).



Eye Armor- This is a piece of leather with metal plates attached to it which can be attached securely to the face, completely covering eyes from attack. Blind warriors often wear this, knowing that exposed eyes aren't just useless, they're vulnerable to pepper sprays and other pain/stun attacks. AR 4 (from pain/stun attacks only), PR 3 blunt 3 bladed. Availability: Common. Costs 2 CF.



Firefighting Suit- A suit with helmet, gloves, boots and gasmask designed to protect firefighters from dangers of smoke and extreme temperatures. Has reflective patches so firefighters can see each other in dim light. In Tiny Towns (p.126), kids cut and re-sew these outfits to kid sizes. Adult sizes weigh 20 lbs. (9 kg), kid sizes weigh 10 lbs (4 kg.). AGY penalty: -3. SPD penalty: -2. Heat factor: +5. AR 10, PR 2 bladed 1 blunt 6 burn. Weighs 12 lbs. (5 kg). Availability: Rare. Costs 12 CF (adult sizes) or 20 CF (kid sizes).



Halloween Costume- Kids may wear these to frighten enemies or just to look cool. Comes with an outfit and either mask or makeup. Examples: Fairy princess with dress, wings, glitter-makeup and tiara. Ogre with raggedy brown clothes, faux-wood plastic club and monstrous face mask. Availability: Common. Costs 2 CF.

Young Street-Fighter Kit

Paper Armor (4 CF)
Kitchen Knife Spear (3 CF)
Steel Toed Boots (6 CF)
Total: 13 CF

Hazmat Suit- A rubber suit with a built-in gasmask, designed to provide complete protection from biological and chemical toxins. AGY penalty: -4. AWR penalty: -4. Heat Factor +20. AR 20, PR 1 bladed. Weighs 10 lbs. (5 kg). Availability: Rare. Costs 20 CF (adult sizes only).

Leather Jacket- A knee length, thick leather jacket. Heat factor: +4. AR 5 PR 1 bladed 1 blunt. Availability: Common. Costs 9 CF or 12 CF for kid-size.

Motorcycle Outfit- A black leather jacket, chaps, boots and a motorcycle helmet. Heat factor: +7. With helmet: AR 10 PR 3 bladed 1 blunt 5 knockout 5 skid 1 fall. Without the helmet: AR 7, PR 3 bladed 1 blunt 4 skid 1 fall. Weighs 7 lbs. (3 kg). Availability: Rare. Costs 10 CF (adult sizes only).

Paper Armor- Layers of magazines, phonebooks and other salvaged paper products are strapped together with duct-tape into a suit. The suit covers the torso, hips and thighs. AGY Penalty: -2. Heat Factor: +5. AR 5 PR 2 blunt and 2 bladed. Availability: Common. Costs 4 CF (both kid and adult sizes).

Plate Armor- A series of metal plates which slide over each other at joints, with full metal helmet with eye slits. A few have been scavenged from museums or from the homes of medieval combat re-enactors, others have been made by blind craftspeople. Weighs 75 lbs. for adult sizes, 30 lbs. for kid sizes. AGY penalty: -5. AWR penalty: -5. Heat factor: +8. AR 15, PR 6 bladed 5 blunt. Weighs 20 lbs. (9 kg). Adult sizes cost 25 CF (Availability: Rare) and kid sizes cost 35 CF (Availability: Very Rare).

Prowling Suit- A dull black body suit with gloves, shoes (selected for their quietness), and a face mask. Gives +8 to prowling in darkness. Availability: Rare. Costs 3 CF (adult and kid sizes).

Raincoat- A thin plastic raincoat, with hood, which can be folded up small enough to fit in a pocket. Availability: Common. Costs 1 CF.

Riot Armor- Padded armor covering the chest, with arm, leg and crotch guards and a helmet with clear-plastic faceplate. Designed to protect from thrown objects and small caliber weapons. AGY Penalty: -4. AWR Penalty: -2. Heat factor +10. Gives AR 14, PR 7 bladed 5 blunt. Weighs 20 lbs. (9 kg). Availability: Rare. Costs 30 CF (adult sizes only).

Shin and Elbow Pads- Protects from ½ a point of damage from skidding or falls. Useful for kids, whose exploration and leisure activities involve a lot of climbing and swinging, and for adults, who tend to fall down and bump into things a lot. Availability: Common. Costs 5 CF.

Ski Goggles- Dark glasses that completely enclose the eyes, giving total protection from eye attacks (AR 1 for pain/stun attacks, AR 20 for blinding attacks, PR 1 blunt 2 bladed) and reducing the effectiveness of blinding lights by half. Availability: Common. Costs 1 CF (adult and kid sizes).

Studded Leather Armor- A knee-length, long sleeved leather jacket and hood with metal plates sewn or riveted along the outside. Mostly made by adult or child craftspeople. Although it does not provide as much protection as full plate armor (knives can fit between the plates, the face is exposed) it is lighter and more flexible. AR 5 PR, 4 bladed 4 blunt. Availability: Rare. Costs 30 CF (adult and kid sizes).

SWAT Armor- An armored body-suit and helmet, looking much like riot gear, but designed to provide all-over protection from even high-powered firearms. AGY Penalty: -6. AWR Penalty: -4. Heat factor: +10. Gives AR 12, PR 10 bladed 3 blunt. Weighs 20 lbs. (9 kg.). Availability: Rare. Costs 45 CF (adult sizes only).

Trenchcoat- A thick, ankle-length coat, waterproof, with large internal pockets. Availability: Common. Costs 1 CF (adult sized) or 2 CF (kid size).

Uniform- Includes police officer's uniform, park ranger, doctor's white coat, nurse's scrubs, judge's robes or child-sized simulacrums of these uniforms created by child tailors. Availability: Common. Costs 2 CF (adult size) or 4 CF (kid sizes).

Wetsuit- Designed to keep people warm in cold water. Heat Factor: +10. AR 7, PR 1 bladed 3 skidding. Availability: Common. Costs 2 CF (adult size) or 5 CF (kid sizes).

Winter Coat- A thick, hooded, waterproof coat that goes down to mid-thigh. Heat factor: +7. Availability: Common. Costs 2 CF (kid and adult sizes).

Work/Sport Gloves- These gloves protect the hands from up to 2 bladed or 4 burn damage. Useful for climbing and rappelling. Availability: Common. Costs 1 CF (adult sized) or 3 CF (kid sized).

Little Cop Kit

Uniform (4 CF)
Handcuffs (5 CF)
Nightstick (10 CF)
Walkie Talkie (no batteries) (3 CF)
Total: 22 CF

Wrong Sized Armor

PCs wearing armor designed for a person of another size take an additional -1 AGY penalty for each 10 lbs. (3 kg.) difference between the PC and the person the armor is intended for. Example: Sheryl, who is 100 lbs. is trying to put on riot gear designed for a 200 lb. adult, will take a -10 AGY penalty (200 minus 100 is 100, 100 divided by 10 is 10) in addition to the normal -4 penalty for anyone wearing that armor.

Electronics

Reminder: Equipment does not come with charged batteries, unless specifically stated otherwise in the equipment description. When batteries are required, the number and type are given. Remember that fully charged batteries are rare and so are not available for starting PCs without some special advantage (see p.82). To purchase batteries, see p.56.



Boom Box- A CD/Cassette player. Requires four D batteries (lasts for 5 days of continuous use) or AC power. Weighs 2 lbs. Availability: Common. Costs ½ CF.



Cassette- Standard cassette tape. May be blank, may have music on it. Availability: Untradeable.



Computer- Most computers are untradeable. They sit silently in most homes and offices and one can only guess that they would work if supplied with power. Availability: Untradeable.



GPS- A handheld unit, can determine location, down to a foot, anywhere in the world. Has street maps for most locations. Takes 4 AAs (lasts 24 hours of use). Note that some GPS satellites have stopped working and so this device will not work everywhere in the world. Weighs 1 lb. (.5 kg). Availability: Common. Costs 6 CF.



Handheld Videogame- This is one of the reasons charged batteries are so rare. Uses 2 AA batteries (lasts 20 hours). Availability: Common. Costs 1 CF.



Metal Detector- Either a wand (for scanning people) or a cup at the end of a pole (for scanning the ground). Uses 4 AA batteries (last 12 hours). Weighs 2 lbs. (1 kg). Availability: Rare. Costs 7 CF.





Hand-Cranked Upgrade

There are a few Students, Builders and Brains who can take apart a hand-cranked emergency flashlight or radio and put the crank, generator and rechargeable battery in some other electronic device. Virtually any battery powered device can be made hand-crank powered in this fashion: walkie-talkies, music players, even nightvision goggles. Just wind the crank for 30 seconds to power the device for 10 minutes to 1 hour, depending upon how much power the device uses. This upgrade has an availability of Rare and costs 30 CF.

Nightvision Goggles- Monochrome black and green display, blinded by bright lights. Uses 9 Volt battery (lasts 2 hours). Weighs 1 lb. (.5 kg). Availability: Rare. Costs 10 CF.

Polaroid Camera- Requires specialty battery, which is good for 35 flashes. Availability: Rare. Costs 4 CF +2 CF for 10 shots of film.



Portable Music Player- A handheld, portable device that can play cassettes, CDs or mp3 files. Requires two AA batteries (lasts for 4 days of continuous use). Weighs 1 lb. Availability: Common. Costs ½ CF.



Radiation Detector- Handheld device, clicks in response to radiation (clicks more often the closer it gets to a radiation source). Uses two AA batteries (last 20 hours). Weighs 1 lb. (.5 kg). Availability: Rare. Costs 10 CF.



Radio Scanner- A portable radio with the ability to listen to any frequency, including police channels. Requires three C batteries (lasts 10 hours). Weighs 1 lb. (.5 kg). Availability: Rare. Costs 6 CF.



Shortwave Radio- A radio that operates between the frequencies of 3,000 KHz and 30 MHz. Shortwave radios are capable of reaching the other side of the planet when used by a skilled operator. Uses AC power or four C batteries (last 12 hours). Availibility: Rare. Costs 40 CF.



Sound Recorder- A small handheld device that records on a small cassette or digital memory. Requires two AA batteries (lasts 20 hours). Availability: Common. Costs 3 CF.



Walkie Talkies- Maximum range 600 ft. (200 m.). Requires three AA batteries (lasts 25 hours). Availability: Common. Cost 3 CF/ea.

Walkie Talkies (Advanced)- Water and shock proof. Built in voice scrambling. Optional hands-free headset. Maximum range 7 miles (11 km.) in open areas or 3 miles (5 km.) in the city. Requires three AA batteries (lasts for 10 hours). Availability: Rare. Cost 5 CF/ea.



Medical

Pharmaceuticals



Antibiotics

Administered: Orally as pills

Effects: +8 to save vs. disease progression for bacterial infections.

Overdose (2x): Vomiting (20) for 2 hours.

Availability: Common

Costs 8 CF for a full 2 week course

Drugs in Brief

Administered: How the drug is taken. Note that intravenous injections take a skill roll (using the skill Street Drugs or a medical skill).

Effects: The effects of one dose of the drug. Effects that can be saved against have the difficulty to save listed after them. E.g. "+7 STH, Vomiting (10), Unconsciousness (20) for 2 hours" means that for two hours the user gets +7 STH, must save vs. vomiting at 10 difficulty and vs. unconsciousness at 20 difficulty every hour. Roll vs. effects once per the period listed for the effects (e.g. every hour, every minute, etc.).

Withdrawal Effects: Effects experienced when the chemical starts to exit the user's system (when the Effects end).

Tolerance: How much more of the chemical a habitual user must take to have the same effect. Tolerance increases by 10% for each week of regular use. The maximum tolerance for the drug is listed.

Addiction: When there is a possibility that a drug may be psychologically and/or physiologically addictive, the difficulty to avoid addiction is listed here. Users must save vs. addiction based on the listed difficulties with +1 difficulty for each consecutive dose. The difficulty to resist drug cravings and any special circumstances which will trigger cravings are listed. E.g. Addiction Difficulty 15 means that if a PC uses 7 doses in a row he or she must make a roll of WIL + 1d20 vs. 22 (15+7) or become addicted to the drug. See p.106 for the complete rules of addiction.

Long Term Effects: These are the additional effects on a user who uses the drug regularly.

Long Term Withdrawal Effects: These are the additional effects of withdrawal on a user who has been using the drug regularly.

Overdose: Each drug may have several overdose ratings. "Overdose (2x)" wiill list the effects of taking two doses at once, "Overdose (4x)" will list the effect of four doses, etc. Unless stated otherwise, assume the overdose effects last as long as the normal effects.

Antibiotics (Severe)- This selection of powerful antibiotics is usually reserved for fighting antibiotic resistant strains and has severe side effects.

Administered: Intravenously.

Effects: +12 to save vs. disease progression for bacterial diseases, hair loss, joint pain (-5 AGY), Vomiting (20), liver damage (permanent -4 to save vs. poison/drug effects), digestive system damage (-15 to save vs. nausea for 3 months).

Availability: Rare.

Costs 40 CF for a full 3 week course.

Kid Doses

"A dose" in this section refers to one adult dose. Generally, one adult dose is equal to 2 doses for kids 6-10 and 3 doses for kids 2-5.

Anti-Psychotic- A drug that suppresses the parts of the brain involved in psychosis, hallucinations and schizophrenia. It also suppresses the parts of the brain involved in the experience of pleasure and creativity. It is sometimes used, along with sedatives, to make people docile.

Administered: Orally as pills or intra-muscular injection.

Effects: +10 to save vs. hallucinations/delusions, -2 INL, -2 AWR, -2 AGY, Dysphoria (10). Lasts 24 hours.

Withdrawal: -10 vs. hallucinations/delusions for 24 hours.

Long Term Effects: Because the pills have an anhedonic (loss of ability to feel pleasure) effect, regular users must make weekly WIL rolls (10 difficulty) to continue taking the drug willingly.

Overdose (2x): -7 AWR, -7 INL, -7 AGY, +20 to save vs. hallucinations/delusions, Dysphoria (20).

Overdose (4x): Tardive Dyskenesia (permanent -4 AGY due to brain damage), Stupor (30).

Availability: Rare.

Costs 1 CF per 10 doses.

Anti-Shock- A drug that helps keep the body from going into shock after a physical trauma or systemic infection.

Administered: Intramuscular injection

Effects: +10 to save vs. trauma or physiological shock for 2 hours.

Availability: Rare.

Costs 1 CF/dose.

Anti-Toxin Kit- A briefcase sized metal case containing ipecac, activated charcoal, antitoxins and anti-venoms for common types of poisons. Allows the PC to make 10 or 20 difficulty Pharmacology rolls to treat poisoning. Availability: Rare. Costs 10 CF.

Sack of Drugs- When scavengers raid pharmacies or the bathroom cabinets in people's homes, they typically don't know what the various drugs do. At most black markets one can find people selling sacks full of bottles of pills. It's a bit of a gamble to buy one: you might get very useful (and very valuable) stuff like painkillers and antibiotics, or you might be stuck with stuff like arthritis and heart medication. Contains about 40 pill and/or syrup bottles. Availability: Common. Costs 2 CF.

Ipecac- Causes immediate vomiting when swallowed. Availability: Common. Costs 1 CF per 10 dose bottle.

Local Anesthetic- Used for numbing body parts when doing minor surgery.

Administration: Injected into tissues.

Effects: Insensitivity to pain in given area for 1 hour.

Overdose (2x): Dizziness (-10 to save vs. loss of balance), light-headedness (-4 INL), Vomiting (10) for 1 hour.

Availability: Rare.

Costs 2 CF/dose.

Opiate Painkillers- Used as a painkiller and a drug of abuse.

Administration: Orally as pills (can also be snorted or injected).

Effects: +10 to save vs. pain, +5 to save vs. fear, -3 INL, -3 AGY, Euphoria (10) for 6 hours.

Withdrawal Effects: Insomnia (20), -4 to save vs. pain/fear for 12 hours.

Tolerance: max. +200%

Long Term Effects: After daily use for a month: weakened immune system (-4 to save vs. disease contraction and progression).

Long Term Withdrawal Effects: After daily use for a month: cramps (roll vs. distracting pain, difficulty 20), Insomnia (30), flu-like symptoms, diarrhea for 7 days.

Addiction Difficulty 5, Craving Difficulty 20.

Overdose (2x): +16 to save vs. pain, +7 to save vs. fear, -5 INL, -5 AGY, Euphoria (20), Unconsciousness (20).

Overdose (4x): Cardiac Arrest (10), fluid in lungs (-10 END).

Overdose (8x): Cardiac Arrest (30), Pulmonary Arrest (30).

Availability: Common.

Costs ½ CF/dose.

Field Medic Kit

Local Anesthetic (2 CF)
Opiate Painkillers x2 (1 CF)
First Aid Kit: Semipro (8 CF)
Book: Diagnosis (1) (1 CF)
Book: Emergency Medicine (1) (1 CF)
Book: Surgery (1) (1 CF)

Total: 14 CF

Random Found Medication Table

01-10: Antibiotics
11-11: Antibiotics (Severe)
12-14: Anti-Psychotic
15-29: Heart Medicine
30-39: Ipecac
40-49: Opiate Painkillers
50-58: Ritalin
58-67: Sedative
68-00: Other*

*Not useful to a PC without the specific illness the drug is prescribed for.

Ritalin- This mild relative of amphetamines has been used to treat daytime drowsiness and narcolepsy, but kids know it best as a drug for "Attention Deficit Hyperactivity Disorder" that millions of kids were given before the Plague. Although a mild stimulant, it has a paradoxical effect of allowing people to concentrate more easily without getting bored and distracted. It is still sometimes given to child slaves by adults to make them more manageable, a few Students use it to help them get through long and boring books and a few kids seek it out because they are addicted to it. However, most kids find that Ritalin is not very useful in a world where kids have to be constantly on the move.





Effects: +4 to save vs. unconsciousness, +4 to WIL rolls to concentrate for 24 hours.

Withdrawal Effects: Depression (-4 to save vs. dysphoria) and sleepiness (-4 to save vs. unconsciousness).



Addiction Difficulty 1, Craving Difficulty 5.

Tolerance: max +50%

Overdose (4x): Vomiting (10), sweating, shaking (-4 AGY), confusion (-4 INL), Hallucinations (10).

Overdose (8x): Cardiac Arrest (20).



Availability: Common.

Costs 1 CF/20 doses.

Sedative- Used to treat panic, psychosis and insomnia.

Administration: Intramuscular injection.



Effects: +7 to save vs. fear/anger, +3 to save vs. pain, -7 to save vs. unconsciousness, +7 to save vs. insomnia, +4 to save vs. hallucinations/delusions for 12 hours.

Tolerance: max. +50%



Addiction Difficulty 0, Craving Difficulty 15.

Long Term Withdrawal Effects: After 1 week of daily use: Insomnia (20), Panic (10) for 4 days.

Overdose (2x): Unconsciousness (30), -4 INL, +10 to save vs. fear/anger.



Overdose (4x): Coma (30).

Overdose (8x): Cardiac Arrest (40).

Availability: Common.

Costs 1 CF/dose.



Medical Equipment

Activated Charcoal- A common antidote for ingested poisons. Availability: Common. Costs 1 CF.

Carry Board- A lightweight board with straps and handles for immobilizing and carrying wounded patients. Weighs 15 lbs. (7 kg). Availability: Rare. Costs 3 CF.

Exam Kit- Everything a PC with Diagnosis needs to make a cursory examination: stethoscope, tongue depressor, blood-pressure cuff, reflex testing mallet and thermometer. Allows a PC to make 10 to 20 difficulty Diagnosis skill rolls. Costs 3 lbs. Availability: Common. Costs 7 CF.

Field Surgical Kit- A canvas roll with a series of surgical tools and supplies, all sterile in waterproof packaging. Has weapons that can be used as 2 bladed damage slashing or poking improvised weapons (p.118). Along with proper anesthesia the kit allows a PC to make 10 or 20 difficulty Surgery skill rolls. Weighs 5 lbs. (2 kg). Availability: Rare. Costs 15 CF.

First Aid Kit (EMT)- A large plastic box which opens to reveal many shelves (like a tackle box) containing various tools that a trained Emergency Medical Technician might find of use. Includes everything in First Aid Kit: Semipro as well as: industrial scissors (for cutting off clothes), tracheotomy kit, intubation tube, intubation air pump, stomach pump, neck brace, cling film, two doses Anti-Shock. Allows a PC to make up to 30 difficulty Emergency Medicine rolls. Weighs 25 lbs. (11 kg). Availability: Rare. Costs 20 CF.

First Aid Kit (Minor)- A pocket-sized plastic box designed for use by people with Domestic Medicine deal with minor (non-life-threatening) injuries. Availability: Common. Costs 2 CF.

First Aid Kit (Semipro)- This kit was designed for people who had taken a first aid course and wanted a kit to keep in their home, office or vehicle. It is a briefcase sized metal box containing bandages, gauze, medical tape, butterfly bandages, disinfectant wipes, disinfectant spray, cold pack, gloves, CPR mouth-guard, eyewash, scissors, tweezers, ipecac and aspirin. The kit has no equipment for surgical procedures. PCs with the Emergency Medicine skill can perform easy (10 difficulty) tasks with this kit. Weighs 10 lbs. (5 kg). Availability: Common. Costs 8 CF.

Hearing Aid- Gives +8 to sound based AWR rolls. Takes one Watch Battery (lasts 12 hours of continual use, not included). Availability: Common. Costs 4 CF.

Latex Gloves- Availability: Common. Cost 1 CF for 5 pairs.

Syringe- Requires a skill roll (Street Drugs or any medical skill) to hit a blood vessel. Availability: Common. Costs 1 CF.

Wheelchair- A non-electronic wheelchair. Can fold up flat. A user can move at a SPD equal to half his or her STH. Availability: Common. Costs 4 CF (adult size) or 10 CF (kid sizes).

Psychoactives

Name	Effects	Withdrawal	Tolerance	Addiction	Long Term Effects	Long Term Withdrawal	Overdose	Cost	Availability
Alcohol	+4 to save vs. fear, +4 to save vs. pain, clumsiness (-4 AGY), slower reactions (-4 INL), pleasant buzz for 4 hours.	The next day: sensitivity to stimuli (-10 to save vs. pain/dose), nausea (10 difficulty/dose), headache (10 difficulty/dose) for 6 hours.	max. +500% (Note : tolerance disappears when liver damage sets in).	Addiction Difficulty 10, Craving Difficulty 20 (cravings triggered by anxiety).	For every two years of daily use: brain damage (-1 INL, -1 AWR), permanent Retrograde Amnesia and Anterograde Amnesia (at 2 cumulative difficulty), liver damage (-1 to save vs. drug/poison effects).	After 1 month+ of daily use the user experiences delirium tremens: Hallucinations (30), Delusions (30), Panic (20), confusion (-10 INL), Insomnia (30), fever, sweating, Seizures (10), dizziness (-10 to save vs. loss of balance), Cardiac Arrest (10).	2x: Vomiting (20), +10 to save vs. fear, +6 to save vs. pain, clumsiness (-10 AGY), confusion (-10 INL), loss of inhibitions for 5 hours. 4x: Vomiting (30), Coma (20), Seizures (20) for 6 hours. 8x: Coma (30), Seizures (30) for 6 hours. Liver damage (permanent -4 to save vs. drug/poison effects).	15 CF/10 dose bottle of liquor. 2 CF/1 dose bottle of beer. 4 CF/2 dose bottle of wine.	Common
When adult communities figure out how to meet their nutritional needs, alcohol is usually the next thing they try to figure out how to produce. Adding alcohol to water is a good way to sterilize it. In its purest form alcohol can be burned. It can also be used as a disinfectant.									
Caffeine	+4 to save vs. unconsciousness, +1 INL for 2 hours.		max. +%100	Addiction Difficulty 1, Craving Difficulty 10 (cravings triggered by sleep deprivation).	Withdrawal -4 to save vs. unconsciousness, Headache (10) for 2 days.		2x: +7 to save vs. unconsciousness. 4x: Shaking/cramps (-4 AGY).	¼ CF/1 dose worth of coffee. 1 CF/10 doses of caffeine pills.	Common
Cigarettes	+2 to save vs. fear, +2 to save vs. hallucinations/delusions for 1 hour.		max. +200%	Addiction Difficulty 1, Craving Difficulty 20 (cravings triggered by stress or any activity which was previously always followed by a cigarette).	Emphysema (-1 END/2 yrs. smoking), 1 in 100 chance each year of cancer or stroke.	-4 to save vs. fear, -4 to save vs. hallucinations/delusions, headache (20), food cravings for 48 hours.	2x: Nausea (20) for 1 hour.	1 CF/4 doses dose worth of tobacco (cigarettes, pipe tobacco, etc.)	Common
Cigarettes contain nicotine which has a mild calming effectand is a weak anti-psychotic (many schizophrenics self-medicate by smoking). Cigarettes can be used in self-defense by burning opponents (hard blinding (-4), hard pain/stun (-4)).									
Cocaine/ Crack	Excitement, pleasure, +15 to save vs. unconsciousness for 1 hour.	Dysphoria (10), drowsiness (-10 to save vs. unconsciousness) for 8 hours.	max. +100%	Addiction Difficulty 25, Craving Difficulty 25.	After 6 doses in 24 hours: Hallucinations (20 +10/additional dose), Delusions (20 +10/additional dose). After 1 month of regular use: chronically inflamed and runny nose.	After 5 doses in 5 days: Dysphoria (20), Drowsiness (-15 to save vs. unconsciousness), increased appetite for 24 hours.	2x: Normal effects plus Convulsions (10), Cardiac Arrest (10). 4x: Normal effects plus Convulsions (30), Cardiac Arrest (30), Delusions (20).	2 CF/ dose.	Rare
Ecstasy	Euphoria (10), feelings of empathy and openness, -20 to save vs. hallucinations/delusions for 4 hours.	Tiredness (-5 END), dulled senses (-5 AWR), confusion (-2 INL) for 2 days.	max. +100%	Addiction Difficulty 10, Craving Difficulty 15.	After 4 doses in 4 days: Dysphoria (10), Insomnia (10), -7 to save vs. fear for 2 days.	After 10 doses in 30 days: Insomnia (10), anxiousness (-7 to save vs. fear), irritability (-7 to save vs. anger), poor memory (-10 to memory based INL rolls) for 6 days.	2x: Normal effects plus confusion (-7 INL), Headache (20), -10 to save vs. heat exhaustion, twitching/tremors (-7 AGY), nausea (-10 to save vs. vomiting), Panic (20). 4x: Cramping (-10 AGY), Panic (30), Seizures (20), Cardiac Arrest (20), permanent brain damage (-2 INL).	3 CF/ dose.	Rare
Once used as an 'empathogen' to create empathy during therapy, then in the rave scene.									
Hallucinogen	Hallucinations (30), Delusions (10), +4 AWR, +2 INL for 5 hours.		max. +50%		For every wk. of regular use: permanent -1 to save vs. Hallucinations/Delusions.		2x: Hallucinations (35), Delusions (20), Panic (10). 4x: Hallucinations (40), Delusions (40), Panic (20).	2 CF/ dose	Rare
Used by some as a recreational drug, by others as a religious sacrament, a creative aid or even a psychological tool.									
Herbal Sedative/ Painkiller	Gives +4 to save vs. fear, insomnia and pain.							1 CF/4 doses.	Common
A selection of herbs that are made into a tea (often with peppermint, to hide the foul taste of the herbs). Often includes valerian, poppy, skullcap and chamomile.									










Name	Effects	Withdrawal	Tolerance	Addiction	Long Term Effects	Long Term Withdrawal	Overdose	Cost	Availability
Herbal Stimulant	Gives +4 to save vs. unconsciousness and dysphoria and +1 END for 4 hours.			0 addiction difficulty, 10 craving difficulty				1 CF/4 doses.	Common.

A small packet of herbs to be made into tea. The main stimulant chemicals are caffeine and ephedra (a chemical related to amphetamines, although much weaker). The tea is often taken for symptom relief for flus and colds, to stay awake, to curb appetite or occasionally to combat mild depression.

Heroin	+20 to save vs. pain, +15 to save vs. fear, -5 INL, -5 AGY, Euphoria (20) for 6 hours.	Insomnia (20), -4 to save vs. pain/fear for 1 day.	max. +200%	Addiction Difficulty 20, Craving Difficulty 25.	After daily use for a month: weakened immune system (-4 to save vs. disease contraction and progression) for 1 week.	After daily use for a month: cramps (roll vs. distracting pain, difficulty 20), Insomnia (30), flu-like symptoms, diarrhea for 2 days.	2x: +25 to save vs. pain, +20 to save vs. fear, -7 INL, -7 AGY, Euphoria (30), Coma (20), Pulmonary Arrest (10) for 6 hours. 4x: Pulmonary Arrest (30), Coma (40).	3 CF/ dose.	Rare





This powerful opiate painkiller was once a major drug of abuse.

Inhalants	Euphoria (20), +10 to save vs. pain, -10 AGY, -10 AWR, -10 INL for 5 min.	Headache (20).		Addiction Difficulty 5, Craving Difficulty 15.	For each 6-months of daily use: permanent -1 INL and -1 AWR.		2x: Normal effects plus Vomiting (20), Unconsciousness (20), weakness (-10 STH/SPD/END). 4x: Normal effects plus Coma (30), Paralysis (30), Delusions (30).	1 CF per 8 doses.	Common



One of many industrial products, including paints, glues, solvents and fuels that can be easily scavenged and the fumes inhaled for a quick high. This is one of the most common drugs of abuse in KidWorld.

Marijuana	Anterograde and Sudden Amnesia (20), -7 INL, -7 AWR, increased appetite, poor time sense, +7 to save vs. pain/fear/anger for 4 hours.	Red eyes for 8 hours.	max. +200%	Addiction Difficulty 1, Craving Difficulty 15.	After daily use for a month: -7 to memory based INL rolls, lowered libido, -7 to save vs. depression/ dysphoria.	After daily use for a month: Headache (10), irritability (-5 to save vs. anger), Insomnia (10) for 2 days.	2x: Anterograde and Sudden Amnesia (30), -15 INL, -15 AWR, increased appetite, poor time sense, Delusions (20) (paranoid), Panic (20), drowsiness (-15 to save vs. unconsciousness) for 8 hours.	1 CF for 6 doses.	Common



Meth	Excitement, pleasure, loss of appetite, grinding teeth, +10 to save vs. unconsciousness for 5 hours.	Dysphoria (10), anxiety (-4 to save vs. fear), Insomnia (20) for 24 hours.		Addiction Difficulty 20, Craving Difficulty 20.	After 4 doses in 24 hours: Hallucinations (20 +10/ additional dose), Delusions (20 +10/additional dose). After 1 month of daily use: ulcers, malnutrition (-1 BLD, -1 BDY).	After 4 doses in 24 hours: Dysphoria (20), Anxiety (-8 to save vs. fear), Insomnia (30), Trembling (-5 AGY) for 24 hours.	2x: Normal effects plus difficulty breathing and irregular heartbeat (-10 END) for 5 hours. 4x: Seizures (20), Coma (20) for 5 hours.	3 CF/ dose.	Rare



Methamphetamine, a more addictive form of amphetamine, once made in tiny labs from over-the-counter drugs.

Opium	+7 to save vs. pain/fear, -3 INL, -3 AGY, Euphoria (10) for 6 hours.	Insomnia (10), -4 to save vs. pain/fear.	Max +200%	Addiction Difficulty 15, Craving Difficulty 20 (cravings triggered by pain or worry).		After daily use for a month: cramps (roll vs. distracting pain), Insomnia (20), flu-like symptoms, diarrhea for 5 days.	2x: +12 to save vs. pain, +5 to save vs. fear, -5 INL, -5 AGY, Euphoria (20), Unconsciousness (20). 4x: Cardiac Arrest (10), fluid in lungs (-10 END).	1 CF per 3 doses.	Rare



A resin obtained from the seed-pods of the poppy plant.



The State of Drugs

Alcohol, tobacco, marijuana and opium are still being produced in many parts of America. There are even a few meth labs, although they are rare. The other recreational drugs are now only available when people find old pre-Plague stashes. A large number of kids and adults abuse inhalants, because scavengers are constantly finding new products that can be huffed to get high.



Partier Kit

Clothes: Cool (2 CF)
Alcohol: Wine x1 bottle (4 CF)
Makeup Kit (2 CF)
Instrument: Acoustic (10 CF)

Total: 18 CF

Research

Road Map- Availability: Common. Costs 3 CF/ea.

Road Atlas- This thick book has highway maps of every state in the country and street maps of all the major cities. Availability: Rare. Costs 7 CF.

Reference Books- These are reference books written before the Plague, designed specifically to let people find information quickly in the field or teach the skills contained. They can be used to supplement a pre-existing skill or allow access to the next level higher. See the section on using skills (p.108) for more info. Reference books printed in Braille are Extremely Rare and 5 times the listed cost.

Interest (1) Level Books: Typically one small paperback. Weighs ½ lb. Availability: Common. Costs 1 CF.

Hobby (2) Level Books: Typically a large hardcover book (e.g. a college textbook). Weighs 2 lbs. Availability: Common. Costs 2 CF.

Pursuit (3) Level Books: A thick book with dense, small text. Weighs 3 lbs. Availability: Rare. Costs 4 CF.

Study (4) Level Books: Typically three thick hardbound books. Weighs 7 lbs. Availability: Extremely Rare. Costs: N/A

Expertise (5) Level Books: Several bound volumes with obscure titles. Weighs 15 lbs. Availability: Extremely Rare. Costs: N/A

Books are available for the following skills:

Care
Cooking (AWR)
Domestic Medicine (INL)
Gardening (INL)

Crafts
Brewing (INL)

Naughty
Poisons (INL)

Pets
Animal Husbandry (INL)
Veterinary Medicine (INL)

Scholastics
Arithmetic (INL)
Diagnosis (INL)
Emergency Medicine (INL)
General Science (INL)
Herbal Medicine (INL)
History (INL)
Pharmaceuticals (INL)
Religion (INL)
Research: Academic (INL)
Science: Agriculture (INL)
Science: Biology (INL)
Science: Biochemistry (INL)
Science: Chemistry (INL)
Science: Genetics (INL)
Science: Pathology (INL)
Surgery (INL)

Survival
Gathering (INL)
Knot Tying (AGY)
Preserve Food (INL)
Trap Making: Animal (INL)

Tech
Computers (INL)
Electronics (INL)
Mechanics (INL)
Radio (INL)

War
Gun Repair (INL)

Research Library- A collection of non-fiction books with a wide range of subjects that allows one to use the Research: Academic skill without leaving one's home. Generally, a library cannot be bought, it must either be taken (e.g. PCs take residence in an abandoned college library) or collected one volume at a time. Although they cannot be bought, the abstract value (what it would cost if you could buy an entire library all at once in a market) is listed.

Electricity Experimentation Kit
Electronics (1) Book (1 CF)
General Science (1) Book (1 CF)
Electronics Repair Kit (5 CF)
Duct Tape (2 CF)
Car Battery (Half Charged) (½ CF)
Total: 9½ CF

Small Library: Research: Academic at -30. Costs 30 CF. Availability: Common.

Medium Library: Research: Academic at -20. Costs 50 CF. Availability: Rare.

Large Library: Research: Academic at -10. Costs 100 CF. Availability: Rare.



Massive Library: Research: Academic at -5. Costs 200 CF. Availability: Rare.



Small Braille Research Library: Research: Academic at -30. Costs 200 CF. Availability: Extremely Rare.

Fiction Library



Adults' Fiction Collection: 4 CF for 'Small', 8 CF for 'Medium', 12 CF for 'Large', 20 for 'Massive.' Availability: Common.

Childrens' Book Collection: 5 CF for 'Small', 10 CF for 'Medium', 15 CF for 'Large', 25 for 'Massive.' Availability: Common.



Small Braille Fiction Library: Costs 50 CF. Availability: Rare.



Tools & Survival Gear

Reminder: Equipment does not come with charged batteries, unless specifically stated otherwise in the equipment description. When batteries are required, the number and type are given. Remember that fully charged batteries are rare and so are not available for starting PCs without some special advantage (see p.82). To purchase batteries, see p.56.



Backpack- Helps people carry their maximum encumbrance (see p.101). Availability: Extremely Common. Costs 1 CF (kid and adult sizes).



Binoculars- Availability: Common. Cost 3 CF.

Bolt Cutters- Heavy, long handled, can cut chain-link fences and most padlocks at 10 difficulty STH feat. It can be used as a weapon (1 bladed or 1 blunt damage, very hard (-8) strike, very hard (-8) entangle) and if a weapon can be caught between the blades (an entangle), the fighter holding the bolt cutters can use an action to snap the weapon. Weighs 10 lbs. (4.5 kg). Availability: Common. Costs 5 CF.



Camping Cookware- A small set of pans and metal utensils that can be stored inside each other to take up very little space in a pack. Weighs 2 lbs. (1 kg.). Availability: Common. Costs 4 CF.



Camping Net- This lightweight net can hold up to 750 lbs. and is large enough to be used a hammock. Availability: Common. Costs 3 CF.



Camping Tent- A canvas bag holding a folded up waterproof tent. With practice the tent can be setup or taken down in 5 minutes. Designed for one person. Weighs 15 lbs. (7 kg). Availability: Common. Costs 7 CF.



Camping Tent (Arctic)- A one-person tent with enough reflective insulation to protect one from an arctic snowstorm. Weighs 30 lbs. (14 kg). Availability: Rare. Costs 15 CF.

Canteen- Holds one-half gallon of water. Availability: Common. Costs ½ CF.



Canteen (Water Purifying)- The lid has a heavy-duty filter in it so that any water squeezed out is filtered for most toxins, bacteria and parasites. Availability: Rare. Costs 5 CF.



Carpentry Tools- Includes level, tape measure, hacksaw, charcoal pencil, file, hand-drill, vise, putty knife, hammer and 100 nails. Has tools that can be used as ½ bladed poking or 2 blunt damage weapons (see Improvised Weapons, p.118). Weighs 10 lbs. (5 kg). Availability: Common. Costs 8 CF.



Carving Tools- A small pouch of tools used by artists for carving in wood or stone. Has tools that can be used as 1 bladed poking or 1 bladed slashing weapons. Weighs 4 lbs. (2 kg). Availability: Common. Costs 6 CF.



Chainsaw- Has a one gallon tank which is filled with a gasoline-oil mix. A full tank will run the chainsaw for approximately 30 minutes worth of cutting. Range 2-3. Requires a 30 difficulty STH roll to use effectively as a weapon. Does 6 ragged bladed damage. Easy (+4) Vital Strike. Availability: Common. Costs 10 CF.



Chemistry Set- Equipment and chemicals to allow people to do simple chemistry tasks and experiments (Easy uses of Science: Chemistry). Weighs 10 lbs. Availability: Rare. Costs 8 CF.

Builder Kit

Sewing Kit (1 CF)
Duct Tape (2 CF)
Hammer & 100 Nails (2 CF)
Super Glue (3 CF)
Saw (1 CF)
Sheet Metal Snips (5 CF)
Rope: Work x20 ft. (1 CF)
Spray Paint (2 CF)

Total: 17 CF

Traditional Crafts Kit

Leather (5 10 ft. strips) (1 CF)
Sinew (20 ft. roll) (1 CF)
Sewing Kit (1 CF)
Swiss Army Knife (5 CF)
Crate Cutter (2 CF)

Total: 10 CF

Compass- A small portable magnetic compass. Availability: Common. Costs 1 CF.

Duct Tape- 50 ft. (15 m.) roll. Availability: Extremely Common. Costs 2 CF.

Dust Mask- A disposable cloth face mask that protects from larger airborne particulates (not from gasses). Availability: Extremely Common. Costs 1 CF for a box of 8.

Electronics Repair Kit- Screwdrivers, flashlight, battery-operated soldering iron (2 AA), voltmeter (1 AAA) and other tools for repairing computers or electronics. Has tools which can be used as ½ bladed poking weapons. Weighs 2 lbs. (1 kg). Availability: Common. Costs 5 CF.

Entry Tool- This long, heavy tool was designed for SWAT teams to quickly get past obstacles. It is a pry bar, an ax and a sledgehammer all in one (one side of the pole has a hammer-ax, the other has a pry bar). Can be used as a weapon doing either 3 bladed damage (pierces armor as 6) or 4 blunt damage, both at range 2 and with Hard Strike (-4). Weighs 7 lbs. (3 kg). Availability: Rare. Costs 12 CF.

Fire Blanket- A reflective, heat-resistant blanket that can be quickly unfolded and wrapped over the body to survive a fire. Can also be used to hide from infrared sensors. PR 10 burn damage. Availability: Common. Costs 8 CF.

Fishing Kit (Full)- A fishing pole, spool of fishing line and tackle box with many hooks and lures. Allows a PC to use the Fishing skill at no minuses. Weighs 4 lbs. Availability: Common. Costs 5 CF.

Fishing Kit (Portable)- A pocket-sized pouch with fishing line and a hook. Allows Fishing skill rolls at -7. Availability: Common. Costs 2 CF.

Fishing Line- A 100 ft. (30 m.) spool of nylon line. Takes hard (30) strength feat to break. Can hold up to 100 lbs. (45 kg). Weighs 1 lb. (.5 kg). Availability: Common. Costs 5 CF.

Flint & Steel- A piece of flint and a steel striker for easy fire-starting. Availability: Common. Costs 4 CF.

Foot-Pedal Sewing Machine- Although relegated mostly to antique and curio shops before the Plague, these are now a valuable item. Availability: Rare. Costs 12 CF.

Gasmask- Protects from all inhalation based chemical and biological attacks. It does not protect from agents that work via skin contact. Costs 7 CF (adult size, availability: rare), or 15 CF (child sizes, availability: extremely rare).

Gun Repair Tools- Portable toolkit for repairing and cleaning guns. Contains tools that can be used as ½ bladed poking weapons. Weighs 1 lb. (.5 kg). Availability: Common. Costs 5 CF.

Hammer and Nails- Weighs 2 lbs. Availability: Extremely Common. Costs 1 CF + 1 CF/100 nails.

Handcuffs- 20 difficulty to pick. Availability: Common. Costs 5 CF (2 CF without keys).

Hip Flask- Flat and thus easier to conceal. Can hold up to 5 doses of alcohol (see p.63). Availability: Common. Costs 3 CF.

Horse Grooming Tools- Everything needed to groom a horse. Includes a hoof pick, file, curry comb, utility knife and brush. Includes tools that can be used as 1 bladed damage improvised slashing or poking weapons. Weighs 3 lbs. Availability: Common. Costs 5 CF.

Instrument (Acoustic)- A non-electronic instrument, like a guitar, pair of bongos, harmonica, sitar, saxophone, etc. Availability: Common. Costs 10 CF.

Insect Repellent- Foul smelling cream, lasts 8 hours, one bottle contains 20 applications. Availability: Common. Costs 3 CF.

Leather- A good multi-purpose material for making things from clothes to weapon handles to armor. Availability: Very Common. Costs 1 CF/10 5 ft. strips.

Lock Breaking Kit- A chisel, rubber mallet and canister of freon for freezing and shattering locks and hinges. One can of freon lasts for 4 locks. Availability: Rare. Costs 3 CF for chisel and mallet, +15 CF for freon can.

Lock Picks (Homemade)- A short rake and tension bar made from street sweeper bristles and other odd bits of metal. Lets a user perform Lock Picking at -4. Availability: Common. Costs 2 CF.

Lock Picks (Professional)- A tiny leather pouch with well crafted tools for picking just about any kind of mechanical lock. Lets a user perform Lock Picking at no minuses. Availability: Rare. Costs 10 CF.

Makeup Kit- Includes eyeliner, blush, mascara, lipstick and blush in several different colors. Availability: Extremely Common. Costs 2 CF.

Microscope- A small portable microscope, designed to be used in the field and placed right up against an object. Magnifies up to 500x. Uses 2 AAA batteries (lasts 4 hours). Availability: Rare. Costs 5 CF.

Music Box- An old-fashioned wind-up music box or snow globe that plays a soothing melody. Availability: Common. Costs 2 CF.



Padlock (Cheap)- 20 difficulty to pick, takes 6 bladed or 6 blunt damage to break. Comes with the key or combination. Availability: Common. Costs 3 CF.



Padlock (Expensive)- 40 difficulty to pick, takes 15 bladed or 15 blunt damage to break. Takes a hard strength feat to open it with a bolt cutter (and will ruin the bolt cutters). Availability: Common. Costs 5 CF.



Parachute- Parachutes can be bought in normal or base-jumping styles. Normal parachutes must open at 2000 ft. (600 m.) to prevent falling damage to the PC. Base-jumping parachutes can be opened as low as 800 ft. (250 m.) but are insufficient for use in higher-altitude jumps. Sellers rarely know the difference. Since there are few working planes, most kids use them as coverings for tents/shelters. Weight 35 lbs. (16 kg). Availability: Rare. Costs 30 CF (usable) or 2 CF (non-functional).



Plastic Restraints- Plastic zip-ties that can be quickly closed around wrists and ankles, can only be released by cutting them. Takes 40 difficulty STH feat to break. Availability: Common. Costs 1 CF/5.



Rock Climbing Kit- A small nylon satchel containing 100 ft. (30 m.) of climbing rope, 6 pitons (1 bladed damage poking weapons), a hammer (2 blunt damage), an ascender, a belay device, a harness, 4 carabineers, 4 cams, a chalk bag and rock shoes. Gives +10 to Climbing skill rolls. Weighs 15 lbs. (7 kg). Availability: Rare. Costs 10 CF.



Rope (Climbing)- High quality rope that a mountain climber or spelunker might use. Has a burn and cut resistant nylon sheath (takes 2 bladed or 4 burn damage to cut the rope). Can hold 6,000 lbs. (2,700 kg). Has moderate bounce. Weighs 1 lb./20 ft. (3 kg./m.) Availability: Common. Costs 1 CF per 10 ft./3 m.

Rope (Work)- Strong, natural manila rope, commonly used in construction. It is resistant to the sun and does not melt when in contact with hot wires. Weighs 2 lbs./20 ft. (6 kg./m.) Availability: Common. Costs 1 CF per 20 ft./6 m.

Rope and Grapple- 30 ft. (10 m.) of climbing rope on a sturdy metal hook. Gives +8 to Climbing rolls. Availability: Common. Costs 6 CF

Rope Saw- A flexible saw-on-a-chain that rolls up into a tiny package (can easily fit in a pocket). Used mainly by campers. Can be used as a 1 bladed improvised slashing weapon. Availability: Rare. Costs 6 CF

Saddle- Available in kid and adult sizes. Availability: Common. Costs 5 CF.



Saw- Weighs 2 lbs. Availability: Common. Costs 1 CF.

Scale- Useful for divvying up portions and weighing items at the market. Availability: Common. Costs 2 CF.



Sewing Kit- A small pouch with several sewing needles, small spools of thread, a few spare buttons and a piece of velcro. Availability: Common. Costs 1 CF.

Sheet-Metal Snips- Heavy-duty scissors can cut things as hard as sheet-metal. Weighs 1 lb. (.5 kg). Availability: Common. Costs 5 CF.



Sinew- A common component of many traditional crafts. It is useful because it is very strong and has a natural tendency to cement to things. It is often used to attach blades or arrowheads. Availability: Common. Costs 1 CF/20 ft. roll.



Sleeping Bag- Weighs 4 lbs. Availability: Common. Costs 1 CF.

Spray Paint- A can of spray paint. Can be used as a blinding weapon. Availability: Common. Costs 2 CF.



Sunscreen- 20 applications of a 50 SPF sunscreen. Availability: Common. Costs 1 CF.

Super Glue- A must-have for Builders who want to be able to make extremely quick repairs. One tube can be used for an average of 10 applications. Availability: Common. Costs 3 CF.



Swiss Army Knife- Comes with a blade, corkscrew, can/bottle opener, screwdriver, puncher, scissors, hook, file, tweezers and toothpick. Availability: Common. Costs 5 CF



Theatrical Makeup Kit- A large plastic box with a huge selection of makeup, spirit gum, fake beards and mustaches, wigs, and pieces of latex. Allows a PC to use the Disguise skill at no minuses. Weighs 7 lbs. (3 kg). Availability: Rare. Costs 15 CF.



Toilet Paper- Availability: Common. Costs ½ CF/roll.

Vehicle Repair Toolkit- A box of tools with many commonly used spare parts. Allows someone to make Easy or Moderate Mechanics skill rolls (Hard rolls require a fully stocked garage). Has tools which can be used as 1 bladed poking or 1 blunt damage weapons. Weighs 15 lbs. (7 kg). Availability: Common. Costs 10 CF.

See Also:
Crowbar, p.75
Fire Ax, p.76
Sledgehammer, p.77

Wilderness Survival Kit

Camping Tent (7 CF)
Camping Cookware (4 CF)
Canteen (½ CF)
Compass (1 CF)
Fishing Kit: Portable (2 CF)

Total: 14½ CF

Vehicles

Note: All vehicles listed herein come with a dead battery and no gasoline. To get a working vehicle, see the Working Vehicle advantage, p.82.

Big Wheels- A lightweight tricycle made mostly of plastic. Sized for kids 4 to 8. Used mostly by kids who don't know how to ride a bike. It doesn't let a kid go faster than he or she could go on foot, but can let a kid go farther (reduces END loss by half).

Speed: Rider's SPD

Acceleration: 4

Maneuverability: +2

Damage Capacity: 2 blunt or 3 bladed.

Availability: Common

Costs 6 CF.

Bicycle- Available in both kid and adult sizes. Note: it takes at least 1 level in the Bicycle skill to be able to ride a bicycle.

Speed: Rider's SPD x 2

Acceleration: 4

Maneuverability: +4

Damage Capacity: 4 blunt or 4 bladed.

Availability: Common.

Costs 2 CF (adult sized) or 7 CF (kid sized) +1 CF for extra innertube, +2 CF for bicycle pump.

Vehicle Features

Speed: Lists the vehicle's maximum speed (on the same scale as the attribute SPD).

Acceleration: How much speed a vehicle can pick up in a round. If a vehicle has acceleration 5 and speed 20 then it can reach its maximum speed in 4 rounds.

Maneuverability: The maneuverability rating is added to any AGY rolls or AGY based skill rolls attempted in the vehicle.

Damage Capacity: How much damage a vehicle can take before it stops working.

Bicycle (Mountain Bike)- Designed for off-road riding and jumping.

Speed: Rider's SPD x 1½

Acceleration: 4

Maneuverability: +8

Availability: Common

Costs 2 CF (adult sized) or 13 CF (kid sized).

Car

Speed: 90

Acceleration: 15

Maneuverability: +4

Damage Capacity: 7 bladed or 8 blunt.

Availability: Untradeable.

Horse-Drawn Buggy- Either a handmade carriage or the back end of a chopped up car, drawn by a horse or two. One Horse: Draft or two other horses can pull the buggy and 300 lbs. of cargo at 20 SPD.

Availability: Rare.

Costs 15 CF (horse purchased separately).

Inflatable Raft- A small canvas satchel containing a rubber raft that can hold up to 6 people and 2 lightweight plastic paddles. Availability: Common. Costs 10 CF.

Kayak- A one-person human-powered boat, built for riding in rough waters and quick maneuvering.

Speed: Half rider's STH in still water.

Maneuverability: +4

Damage Capacity: 6 bladed or 6 blunt.

Availability: Common.

Costs 12 CF

Motorcycle

Speed: 90

Acceleration: 30

Maneuverability: +12

Damage Capacity: 5 bladed or 5 blunt.

Availability: Untradeable.

Pedal Extenders- Blocks attached to the pedals of a car, and extra cushions on the seat, to allow children to reach the pedals and see over the dashboard. Cost includes both parts and installation. Availability: Common. Costs 2 CF.

Skater Kit

Skateboard (4 CF)
Stick: With Nail (1 CF)
Clothes: Tough (4 CF)

Total: 9 CF

Small Kid Care Kit

Red Wagon (6 CF)
First Aid Kit: Minor (2 CF)
Dog: Guard (15 CF)

Total: 23 CF

Red Wagon- Useful for transporting wounded children or large stockpiles of scavenged goods. Availability: Common. Costs 6 CF.

Rickshaw- A contraption of sticks, wheels and a seat lashed together by a Builder to allow an adult to transport one or more children. Allows an adult to carry around a load at only one fourth normal minuses from encumbrance (see p.101). Availability: Common. Costs 10 CF.



Rollerblades– Must have at least 1 level in the skill Skating to use.

Speed: Rider's SPD + 5

Maneuverability: +5

Availability: Extremely Common

Costs 6 CF.



Skateboard- Must have at least 1 level in the skill Skating to use.

Speed: Rider's SPD.

Maneuverability: -4

Availability: Extremely Common

Costs 4 CF.



Tank- Provides PR 40 bladed and 40 blunt to all occupants. Comes with a gun that is the equivalent of Grenade Launcher (see p.71).

Speed: 25

Maneuverability: -10

Damage Capacity: 60 bladed or 60 blunt.

Availability: Rare.

Costs 60 CF.



Training Wheels- Allows a kid with no levels in Bicycle to ride a bike, but reduces SPD by 2 (min. 1) and maneuverability by 4. Availability: Common. Costs 3 CF +1 CF for installation.



Truck- A used truck, still running well, with a lot of power, but in need of gasoline and a jump start.

Speed: 90

Acceleration: 10

Maneuverability: 0

Damage Capacity: 10 bladed or 10 blunt.

Availability: Untradeable



Weapons

Chemical

Bad Plant Paste- A paste manufactured by Scouts from all the plants they know are poisonous. It usually has a bitter taste that can only be covered by very strong food or drink. Because it's made from different ingredients of different levels of toxicity, each batch has unknown effects: a batch might only cause vomiting, or it might cause death. Effects stack for multiple doses. When ingested or put on a bladed weapon that pierces skin, roll on the following table:





01-12: Vomiting (30) for 4 hours.

13-24: Internal bleeding (2 BLD damage)



25-36: Delusions (20) & Hallucinations (20) for 4 hours.

37-48: Cardiac Arrest (20).

49-60: Weakness (-5 STH), High Fever (-7 vs. heat exhaustion) & Unconsciousness (20).



61-77: Painful Intestinal Cramps (20 difficulty distracting pain).

71-85: 2 of the above.

86-00: all of the above.



Availability: Common.

Costs 1 CF/4 doses

Chloroform- Once used as a general anesthetic, its use was discontinued because of its many side-effects. Sometimes it is found in old hobby shops, where it was used by butterfly collectors in their killing jars. One in 10 people have a genetic vulnerability to chloroform that causes a high fever.



Appearance: A clear, sweet/pungent smelling liquid.



Administered: 1x effects within 1 round if inhaled from a wet cloth, 1x effects within 10 minutes if swallowed.

1x Effects: +10 to save vs. pain, Vomiting (10), confusion (-10 INL, -10 AWR), weakness (-10 STH, -10 SPD), Unconsciousness (20), 1 in 10 chance of high fever (make hard save vs. heat exhaustion) for 15 minutes.



2x Effects: Same as 1x Effects plus Coma (30), Respiratory Arrest (30).

Treatment: Oxygen or activated charcoal.

Availability: Rare.

Costs 15 CF for a 10 dose bottle.

Kid Dosages

Like pharmaceuticals and recreational drugs, "a dose" listed here refers to an adult dose. A kid dose might be half or one quarter an adult dose.

Drain Cleaner- These are made up of powerful alkalines (the opposite of acids). The horrible taste and immediate effects make it unusable for covert poisonings, but sometime people force other people to drink drain cleaner, or splash it in eyes or in combat injuries. Some kids put it in Super Soakers to spray on enemies.

Appearance: A thick, whitish liquid.

Administered: 1x effects within 5 rounds when ingested, within 1 round when splashed in wounds or eyes.

1x Effects: In a wound: Pain (30) and exacerbates injury (doubles damage). In eyes, causes Pain (30) and permanent damage to vision (-7 if not flushed within 2 minutes, -15 if not flushed within 5 minutes). When ingested, causes severe abdominal Pain (30), Vomiting (10), swollen esophagus (causing Respiratory Arrest at 10 difficulty, 20 if the PC regurgitates undiluted drain cleaner), and internal bleeding (1 BLD damage per minute until the drain cleaner is treated or vomited up).

Treatment: Flushing out eyes or wounds with water, administering acid to the stomach or water to dilute the poison. Vomiting is sometimes induced, but drain cleaners mut be diluted first or they will cause more damage on their way back up.

Availability: Common.

Costs 5 CF for a 10 dose bottle.

Heart Medicine- While small doses may strengthen a weak heart, higher doses stop the heart.

Appearance: One dose is several small pills.

Administered: 1x effects within 15 minutes if swallowed.

1x Effects: Vomiting (20), diarrhea, confusion (-10 INL), Delusions (10), tiredness (-10 END), Cardiac Arrest (20). Symptoms last 48 hours.

2x Effects: As 1x effects but Cardiac Arrest (40).

Treatment: Induced vomiting or gastric lavage, activated charcoal.

Availability: Rare.

Costs 2 CF for 4 doses.

Parathion- This powerful insecticide has also been used in war as a nerve agent. Old spray cans of it are often found by kids scavenging in old garden sheds.

Appearance: Brownish-yellowish liquid.

Administered: 1x effects within 4 hours if sprayed on the skin, 2x within 1 hour if ingested or inhaled, 2x within 4 rounds if injected.

1x Effects: Headache and abdominal pain (30 difficulty save vs. distracting pain), light sensitivity (-7 to actions/reactions in bright lights), spasms (-10 AGY), nausea (-10 to save vs. vomiting), weakness (-10 STH), diarrhea, Paralysis (10), Pulmonary Arrest (20) for 2 days.

2x Effects: As 1x effects with Cramps and Convulsions (-20 AGY), Paralysis (30), Pulmonary Arrest (40).

Treatment: Large doses of the poison atropine (the toxin in many poisonous weeds, such as belladonna) is the best treatment.

Availability: Rare.

Costs 10 CF for spray bottle with 10 doses.

Poison Ivy/Oak/Sumac Paste- Made (very carefully) by Scouts. If any of this paste touches a person's skin the person must make a save vs. distracting pain (10 if it only touched a small portion of the body, 20 if it touched a whole limb's worth of skin, 30 if it touched half or more of the person's skin). Effects start within 4 hours and last 4 days. Availability: Common. Costs 1 CF.

Poison Ring- This looks like a normal (although large) ring. It has a hidden compartment which can be filled with a powder or liquid poison. When a tiny stopper is removed, the ring only need be tipped over food or drink to drop poison into it. Not available in kid sizes, although some rings will fit on kids' thumbs. Availability: Rare. Costs 3 CF.

Powdered Bleach- When thrown in eyes, acts as both a blinding and a pain/stun attack. Availability: Common. Costs 1 CF for 5 attacks' worth.

Strychnine- Commonly found in rat poison, strychnine causes one of the most painful and the most awful looking deaths of any poison.

Appearance: Bitter tasting white powder.

Administered: 1x effects within 10 minutes if ingested or inhaled.

1x Effects: First, painful contraction of facial muscles (30 difficulty save vs. distracting pain). 10 minutes after, spasming spreads to entire body (-15 AGY). Any sounds or movements will cause full-body spasms (each spasm uses 1 END, victims can die from exhaustion). Respiratory Arrest (30). Effects last 24 hours.

2x Effects: Same as 1x effects but Respiratory Arrest (40).

Treatment: Induce vomiting, activated charcoal, sedatives and artificial respiration, keep in a quiet, dark room.

Availability: Common.

Costs 2 CF/dose.

Range Increment

Explosives have a range increment. To determine the damage taken by a victim, count the number of range increments away that person is. For each range increment, reduce the damage by half. So, if an explosion does 20 burn damage, has a range increment of 5 ft. and the victim is 15 ft. away, the victim takes 2.5 burn damage (20, divided by 2 at 5 ft., divided by 2 at 10 ft., divided by 2 at 15 ft.).

Explosives & Incendiary

Dynamite- A stick of dynamite. It comes with a fuse which can be cut to last anywhere from 1 to 20 seconds (takes a Demolitions skill roll to time it accurately). Any shock stands a 1 in 4 chance of causing the dynamite to explode. Does 6 burn damage (range increment 2 ft. or .5 m.). Availability: Rare. Costs 25 CF.



Grenade (Flash Bang)- This grenade creates a deafening bang and blinding flash of light. Detonates 4 rounds after the pin is pulled. Does 2 burn damage within 2 ft. (.5 m.). Anyone within 50 ft. (15 m.) is at -15 to actions/reactions and sound/sight AWR rolls for 30 minutes. Availability: Rare. Costs 15 CF.



Grenade (Fragmentation)- Detonates 4 rounds after the pin is pulled and the safety lever is released. Sends sharp pieces of shrapnel flying in every direction. Does 1d20 bladed damage (pierces armor as double), range increment 4 ft. (1 m.). Availability: Rare. Costs 25 CF.



Grenade Launcher- Designed to be attached to a rifle, this gun fires explosive rounds. Designed for taking out vehicles. ROF 1. FR 5 ft. (1.5 m.) MR 1,000 ft. (300 m.). Damage: 12 bladed 5 burn (1 ft. or $^1/_3$ m. range increment). Holds 1 grenade. Weighs 6 lbs. (3 kg). Availability: Extremely Rare. Costs70 CF + 10 CF/grenade.





Land Mine- Does damage mostly to the legs of the victim. Takes a moderate AWR feat to hear the click of the land mine arming. Does 5 bladed, 6 burn damage (range increment 1 ft. or $^1/_3$ m.). Availability: Rare. Costs 15 CF.



Molotov Cocktail- A glass bottle filed with gasoline and oil. It is used as a quick arson tool (light and throw against the building you want to burn) or as an anti-tank weapon (the idea is to engulf the tank in flames and cause it to overheat). It makes a poor hand-to-hand combat weapon since it can fail to shatter when it hits the victim. Any object hit with a burning Molotov Cocktail (which shatters) takes 5 burn damage per round for 5 rounds (or until the fire is extinguished). Availability: Common. Costs 7 CF.



Pipe Bomb- A homemade bomb made from a length of pipe filled with explosive materials (mostly gunpowder). A fuse is cut to the desired time. Metal shards from the pipe do the majority of the damage. Does 1d10 bladed damage (pierces armor as double) and 4 burn damage (range increment 4 ft. or 1 m.). Availability: Common. Costs 10 CF.



Firearms

Automatic Rifle- ROF 6. FR 7 ft. (2 m.) MR 1,500 ft. (450 m.). Damage 6 bladed. 32 round clip. Weighs 5 lbs. (2 kg). Takes a 20 difficulty STH feat to use effectively. Availability: Rare. Costs 25 CF



Fake Pistol- A plastic toy pistol that has been painted to look like a real pistol. Takes a 30 difficulty visual AWR roll to notice it isn't real (more or less depending on how close the person is to the pistol). Availability: Common. Costs 3 CF.



Hunting Rifle- ROF 2. FR 7 ft. (2 m.) MR 1,500 ft. (450 m.) Damage: 5 bladed. 7 round magazine. Weighs 5 lbs. (2 kg). Takes a 15 difficulty STH feat to use effectively. Availability: Rare. Costs 15 CF.



Laser Sight- Attached to the top of a firearm. After adjustment, reduces range penalty by up to 4 points. Uses 2 AAA batteries (lasts 2 hours). Availability: Rare. Costs 10 CF.



Machine Gun- A heavy weapon designed to be used from a tripod or mounted on a vehicle. ROF 15. FR 5 ft. (1.5 m.) MR 1,500 ft. (450 m.) Damage 8 bladed. 1,000 bullet feed belts. Weighs 90 lbs. (40 kg). Availability: Extremely Rare. Costs 50 CF.



Pistol (Automatic)- ROF 4. FR 5 ft. (1.5 m.). MR 175 ft. (50 m.). Damage: 4 bladed. 9 round magazine. Availability: Common. Costs 14 CF.



Pistol (Heavy)- A large pistol, valued for its 'stopping power.' ROF 2. FR 5 ft. (1.5 m.). MR 200 ft. (60 m.). Damage: 5 bladed. 7 round magazine. Takes a 15 difficulty STH feat to use effectively. Availability: Rare. Costs 12 CF.



Pistol (Mini)- A small pistol deigned to be kept in a purse or under a pillow. ROF 3. FR 5 ft. (1.5 m.) MR 150 ft. (45 m.) Damage: 3 bladed. Holds 6 bullets. Availability: Common. Costs 12 CF.



Pistol (Revolver)- Takes 3 actions to reload. ROF 3. FR 5 ft. (1.5 m.) MR 175 ft. (50 m.). Damage: 4 bladed. Holds 6 bullets. Availability: Common. Costs 12 CF.

Sawed-Off Shotgun- This is a shotgun with the barrel shortened to create a wider spray of shot. Good for close quarters combat and is a favorite firearm for use in traps. ROF 1. FR 5 ft. (1.5 m.). MR 40 ft. (12 m.). Very (+8) Easy Strike. Damage: 5 bladed. 7 shot magazine. Weighs 4 lbs. (2 kg). Takes a 15 difficulty STH feat to use effectively. Availability: Rare. Costs 15 CF.

Shotgun (Pump)- ROF 1. FR 6 ft. (2 m.). MR 200 ft. (60 m.). Easy (+4) Strike. Damage: 6 bladed. 7 shot magazine. Weighs 6 lbs. (3 kg). Takes a 15 difficulty STH feat to use effectively. Availability: Common. Costs 10 CF.

Shotgun (Semi-Automatic)- ROF 2. FR 6 ft. (2 m.). MR 200 ft. (60 m.). Easy strike (+4). Damage: 6 bladed. 5 shot magazine. Weighs 8 lbs. (4 kg). Takes a 15 difficulty STH feat to use effectively. Availability: Rare. Costs 13 CF.

Silencer- Attached to the barrel of a pistol or rifle, reduces the volume of a shot. Availability: Rare. Costs 15 CF.

Sniper Rifle- With a scope and attached tripod. ROF 5. FR 50 ft. (15 m.) (using scope) 10 ft. (3 m.) (not using scope). MR 2,000 ft. (600 m.). Damage: 6 (pierces armor as 9). Clip holds 15 rounds. Weighs 10 lbs. Availability: Rare. Costs 20 CF.

Sub-Machinegun- ROF 10. FR 5 ft. (1.5 m.). MR 700 ft. (200 m.). Damage 7 bladed. 40 round clip. Weighs 6 lbs. (3 kg). Takes a 20 difficulty STH feat to use effectively. Availability: Rare. Costs 25 CF.

Zip Gun- This is a homemade one-shot gun made from a length of metal pipe with a single bullet stuck in the end. Each time it is fired there is a 1 in 20 chance it will misfire. If it misfires there is a 1 in 2 chance it will either do 1 bladed damage to the PC or cripple one of the PC's hands. ROF 1, FR 3 ft. (1 m.), MR 50 ft. (15 m.). Damage 4 bladed. Availability: Common. Costs 8 CF.

Rarity of Firearms

As they were going blind, many adults took all the guns they could find and melted or buried them, fearing what kids would do with them. Despite this, there are still plenty of guns around. What is more rare is ammo. In the early days of the Plague there was a lot of ammo, but kids kept using it, either in target practice or fighting their enemies. Today, bullets are like canned food: rare, valuable, and likely to disappear quickly after being found.

Strength Feats

Many weapons require a STH feat to handle effectively. Any time a PC whose STH is less than the difficulty picks up the weapon, roll STH + 1d20 vs. difficulty. If the PC succeeds, the PC takes no penalty. If the PC fails, the PC is at -1 for each point the PC failed by to all rolls using the weapon.

Ammo

Weapon	Availability	Cost
Pistols & Zip Gun	Rare	2 CF/bullet
Shotguns	Rare	2 CF/bullet
Rifles	Rare	4 CF/bullet
Sub-Machine Guns	Rare	4 CF/bullet
Machine Guns	Extremely Rare	100 CF for a 1,000 bullet belt

See Also: Heat Scope, p.56.

	ROF	FR	MR	Damage	Rounds held	Availability	CF Cost	Notes
Automatic Rifle	6	7 ft. (2 m.)	1,500 ft. (450 m.)	6 bladed	32	Rare	25	STH vs. 20 to use effectively
Hunting Rifle	2	7 ft. (2 m.)	1,500 ft. (450 m.)	5 bladed	7	Rare	15	STH vs. 15 to use effectively
Machine Gun	15	5 ft. (1.5 m.)	1,500 ft. (450 m.)	8 bladed	1,000	Ext Rare	50	
Pistol (Automatic)	4	5 ft. (1.5 m.)	175 ft. (50 m.)	4 bladed	9	Common	14	
Pistol (Heavy)	2	5 ft. (1.5 m.)	200 ft. (60 m.)	5 bladed	7	Rare	12	STH vs. 15 to use effectively
Pistol (Mini)	3	5 ft. (1.5 m.)	150 ft. (45 m.)	3 bladed	6	Common	12	
Pistol (Revolver)	3	5 ft. (1.5 m.)	175 ft. (50 m.)	4 bladed	6	Common	12	
Sawed-Off Shotgun	1	5 ft. (1.5 m.)	40 ft. (12 m.)	5 bladed	7	Rare	15	STH vs. 15 to use effectively, +8 to strike
Shotgun (Pump)	1	6 ft. (2 m.)	200 ft. (60 m.)	6 bladed	7	Common	10	STH vs. 15 to use effectively, +8 to strike
Shotgun (Semi-Automatic)	2	6 ft. (2 m.)	200 ft. (60 m.)	6 bladed	5	Rare	13	Easy strike (+4).
Sniper Rifle	5	50 ft. (15 m.) (scope) 10 ft. (3 m.) (no scope)	2,000 ft. (600 m.)	6 (pierces armor as 9)	15	Rare	20	
Sub-Machinegun	10	5 ft. (1.5 m.)	700 ft. (200 m.)	7 bladed	40	Rare	25	STH vs. 20 to use effectively
Zip Gun	1	3 ft. (1 m.)	50 ft. (15 m.)	4 bladed	1	Common	8	











Air Guns

"Air guns" (guns that use compressed gas) are often more valuable than real guns because they're light enough for kids to use and ammo is easier to find.

CO2 Pistol- This 'pistol' shoots small pellets via compressed CO2 cartridges. The pellets may or may not be powerful enough to penetrate skin. ROF 2, FR 5 ft. (1.5 m.), MR 50 ft (15 m.). Damage: ½ bladed. Very Hard (-8) Strike, Easy (+8) Pain/Stun. 20 round magazine (one C02 cartridge can fire 100 shots). Availability: Rare. Costs 10 CF + 1 CF/20 pellets +4 CF/cartridge.

CO2 Rifle- A semi-automatic rifle that fires small pellets via compressed CO2 cartridges. Unlike a CO2 Pistol, the pellets are fired at high enough velocity to pierce skin and thus are useable for hunting. ROF 4, FR 6 ft. (2 m.), MR 150 ft. (45 m.). Damage 1 bladed. Availability: Rare. 50 round magazine (one CO2 cartridge can fire 50 shots). Costs 14 CF + 1 CF/50 pellets +4 CF/cartridge.

BB Gun- A small ('kid sized') rifle. A pump is used to compress air, which is then used to fire small round metal balls. The pellets are not powerful enough to penetrate skin but can cause pain or blind. ROF 1 (takes 1 round of pumping before firing a shot), FR 5 ft. (1.5 m.), MR 75 ft. (20 m.). Damage 0 bladed. Availability: Common. Easy (+4) Pain/Stun. 20 round magazine. Costs 10 CF +1 CF/20 BBs.

Paintball Rifle- A large semi-automatic rifle which fires small paint-filled balls via a compressed gas (CO2) cartridge. The balls can't pierce skin, but they can blind if fired in one's eyes. ROF 5, FR 5 ft. (1.5 m.), MR 100 ft. (30 m.). 50 shots per CO2 cartridge. Damage 0. Very Easy (+8) Blinding Strike. Availability: Common. Costs 10 CF +4 CF/cartridge +4 CF/50 ball magazine.

Super Soaker- Although designed as a harmless water gun, many kids put bleach or other caustic chemicals in them for a ranged blinding attack. 10 seconds of pumping can power 5 "shots" worth of liquid. ROF 5, FR 3 ft. (1 m.), MR 20 ft. (6 m.), weighs 3 lbs. Availability: Common. Costs 4 CF.

Self-Defense

Barbed Wire Snips- Lengths of old (slightly rusty) barbed wire, harvested and sold for self-defense. Useful for hiding inside anything soft an opponent might grab during combat (like a braid). Grabbing barbed wire without expecting it causes Shocking Pain (30). Availability: Common. Costs 1 CF/5 snips.

Bear Spray- A type of pepper spray designed to deter bears. It has a much longer range and sprays more liquid than normal pepper spray. One canister has enough for 4 attacks. FR 3 ft. MR 25 ft. Very Easy Blinding Strike (+8, on a successful blinding strike the victim must also make a hard (30) save vs. pain), Very Easy (+8) Pain/Stun. Inhaling pepper spray will cause severe nose and throat pain (30 difficulty save vs. distracting pain), coughing (-10 END) and Vomiting (20). Availability: Rare. Costs 15 CF.

Grenade (Tear Gas)- Goes off in 1 round after being thrown. Lets out a steady stream of vapor (reaches a radius of 75 ft. or 25 m. within 5 rounds). Eye exposure to the vapor causes Moderate (20) distracting pain and partial blindness (-7 to actions/reactions and vision based AWR rolls). Breathing the vapor causes coughing, difficulty breathing (-10 END), Pain (30) and Vomiting (20). Availability: Rare. Costs 7 CF.



Pepper Spray- A tiny canister which can be kept in a pocket or even put on a keychain. It has a safety lock. When used, it sprays a blast of capsaicin (the chemical which makes peppers hot) which can blind and incapacitate. One canister has enough for 5 attacks. Very Easy Blinding Strike (+8, on a successful blinding strike the victim must also make a hard save vs. pain), Very Easy (+8) Pain/Stun. Inhaling pepper spray will cause severe nose and throat pain (30 difficulty save vs. distracting pain), difficulty breathing (-10 END) and Vomiting (20). FR 1 ft. (1/3 m.). Availability: Common. Costs 10 CF.





Personal Sonic Alarm- A small pocket-sized alarm that, when activated, emits a piercing and painful wail (difficulty 10 Distracting Pain) that can be heard up to a mile away. Uses 4 AAA batteries. Availability: Rare. Costs 4 CF.



Shield (Kid)- This is usually nothing more than a piece of plastic, about 4 ft^2, broken off some appliance, with a piece of rope glued on as a handle. It is light enough for a kid to use in hand-to-hand combat. Gives +4 to Parry. PR 1 bladed 1 blunt (destroyed completely if it takes 3 damage). Availability: Common. Costs 4 CF.



Shield (Riot)- This high-tech shield is made of clear polycarbonate. It is 3.5 ft. (1 m.) high and 2 ft. (.6 m.) wide. It is designed mainly to protect from thrown objects and hand-to-hand-attacks, although it will provide some protection from firearms. Gives +10 to parry. PR 5 bladed 5 blunt. Weighs 6 lbs. (3 kg). Takes 20 STH feat to use effectively. Availability: Rare. Costs 20 CF.



Adult Combat Kit

Eye Armor (2 CF)
Motorcycle Outfit (10 CF)
Quarterstaff (3 CF)

Total: 15 CF

Shield (Heavy)- A large shield designed for an adult. Typically a mix of metal and wood, sometimes with leather or plastic. Some are taken from replica suits of armor, some from the homes of medieval combat re-enactors, others were made by adult craftspeople. It is typically around 3 feet high and 2 feet wide. Gives +7 to Parry. PR 5 bladed 6 blunt (shield is destroyed if it takes 10 damage). Weighs 15 lbs. (7 kg.). Takes a 25 difficulty STH feat to use effectively. Availability: Common. Costs 8 CF.

Taser (Air)- Pistol shaped, but instead of bullets it shoots out two metal darts on insulated wires. Uses 6 AA batteries (last for 10 zaps). FR 3 ft. (1 m.). MR 20 ft. (6 m.) Damage: 3 electrical (see box). Availability: Rare. Costs 10 CF.

Taser (Heavy Duty)- A larger model which delivers a 700,000 volt shock. Uses a custom rechargeable battery (can zap 7 times per charge). Range: 0-1. Damage: 5 electrical. Availability: Rare. Costs 12 CF. +5 CF for fully charged battery.

Taser (Mini)- Small handheld device with two pointed metal prongs. Can zap a person up to 5 times per battery. Uses 2 9 volt batteries (last for 10 zaps). Range: 0-1. Damage: 3 electrical. Availability: Common. Costs 7 CF.

Electrical Damage

3 electrical damage means: save vs. paralysis (WIL +1d20 vs. 60) while electricity is running, save vs. unconsciousness (WIL or END +1d20 vs. 30), save vs. heart attack (END +1d20 vs. 15).

5 electrical damage means: save vs. paralysis (WIL +1d20 vs. 100) while electricity is running, save vs. unconsciousness (WIL or END +1d20 vs. 50), save vs. heart attack (END +1d20 vs. 25), burn (1 BLD damage, Pain (10), Shock (5), 5 vs. disease contraction).

See p.105 for more

Traditional



Name	Range/ FR&MR	Damage	Special +/-	STH Feat Required?	Weighs	Availability	Costs
Baseball Bat- An old wooden or hollow metal bat.	Range 1-2	2.5 blunt	None	None	2 lbs (1 kg)	Common	3 CF
Bear Trap- Spring loaded metal trap with a chain on it. Takes 75 pounds (35 kg.) of pressure to spring the trap. In addition to damage, it traps the leg that set it off.	n/a	1 bladed	None	None	75 lbs (35 kg)	Rare	10 CF
Blowpipe- A long tube for blowing darts with. Takes 1 round to load a dart in the tube.	FR 2 ft (.5 m). MR 30 ft (10 m)	Does 0 bladed (pierces as 2)	None	None	Negligible	Common	2 CF +1 CF/3 darts

Name	Range/ FR&MR	Damage	Special +/-	STH Feat Required?	Weighs	Availability	Costs
Bola- Three joined cords with weights at their ends that are swung (to build momentum) for at least one round and thrown toward the legs. Used to take down running animals by entangling their legs.	FR 5 ft (1.5 m), MR 50 ft (15 m)	0	Easy (+4) Knockdown, Easy (+4) Entangle	None	Negligible	Rare	7 CF
Boot Blades- Kitchen knife blades are attached to the toes of shoes. Each kick stands a 1 in 10 chance of snapping a blade.	n/a	+1 bladed to a kick	None	None	Negligible	Common	2 CF ea.
Bow (Archery)- A cheap wooden or plastic bow designed for amateur sport archery. Takes 1 action to draw an arrow.	FR 5 ft (1.5 m), MR 100 ft (30 m)	2 bladed	Weighs 4 lbs (2 kg)	STH vs. 10	Negligible	Common	6 CF +1 CF/4 arrows
Bow (Compound)- A complicated hunting bow, using high-tech materials to make it lightweight and powerful.	FR 7 ft (2 m), MR 250 ft (75 m)	3 bladed	Weighs 4 lbs (2 kg)	STH vs. 15	Negligible	Rare	15 CF +3 CF/4 arrows
Brass Knuckles- A piece of metal with finger holes.	n/a	+1 blunt to punches	None	None	Negligible	Common	4 CF
Broom Handle- The handle from an old wood-handled mop or broom (rather than a newer plastic one which is too light to do significant damage). It's about the right size and weight for a kid to use as a staff weapon.	Range 1-2	1 blunt	Easy (+4) Parry	None	3 lbs (1 kg)	Common	2 CF
Car Antenna- An old car antenna (often retractable) with a handle usually made from duct tape. It is used primarily as a weapon for making distracting/painful strikes.	Range 1-2	0.5 blunt	Hard (-4) Strike, Very Easy (+8) Pain/Stun	None	Negligible	Extremely Common	1 CF
Cattle Prod- A long stick with a wrapped leather strap or dulled barb ending. Used to guide cattle along when herding.	Range 1-2	1 blunt or 1 bladed	Hard (-4) Strike, Easy (+4) Wing, Easy (+4) Pain/Stun	None	Negligible	Common	3 CF
Cattle Prod (Hotshot)- Like Cattle Prod, but has a live electric voltage at the end. Uses 4 AA batteries (lasts 10 zaps).	Range 1-2.	1 electricity, 1 blunt	Hard (-4) Strike, Easy (+4) Pain/ Stun	None	2 lbs (1 kg)	Rare	14 CF
Chain- A length of chain of the right size for combat. Can be used for entangling.	Range 2-3	2 blunt	Hard (-4) Strike, Hard (-4) Vital Strike	None	5 lbs (2 kg)	Extremely Common	1 CF
Circular Saw Blade- Often used as a throwing weapon.	FR 1 ft (1/3 m) MR 25 ft (7.5 m)	0.5 ragged	None	None	Negligible	Common	1 CF/4
Crate Cutter- A small folded piece of metal containing a utility blade. Designed as a multi-purpose cutting tool.	Range 0	1 bladed	Easy (+4) Slash	None	Negligible	Common	2 CF
Crowbar- Metal bar for prying things open.	Range 1	2 bunt 1 bladed	None	STH vs. 15	5 lbs (2 kg)	Common	4 CF
Dagger- A knife designed for stabbing through the ribcage and into the heart.	Range 0-1	2.5 bladed	Easy (+4) Vital Strike	None	Negligible	Common	7 CF
Dagger (Throwing)- A dagger designed and weighted to be thrown.	FR 1 ft (1/3 m), MR 20 ft (6 m)	2 bladed	None	None	Negligible	Common	10 CF/3
Fire Ax	Range 1	3 bladed (pierces armor as 6)	Hard (-4) Strike, Easy (+4) Vital Strike	STH vs. 15	8 lbs (4 kg)	Common	6 CF
Frying Pan- Usually a heavy cast-iron pan, used primarily for cooking over a fire.	Range 1	1.5 blunt	Very Hard (-8) Strike, Hard (-4) Pain/Stun	STH vs. 20	5 lbs (2 kg)	Common	1 CF










Name	Range/ FR&MR	Damage	Special +/-	STH Feat Required?	Weighs	Availability	Costs
Hatchet- A small ax designed for use by campers.	Range 1	2 bladed	None	None	Negligible	Common	8 CF
Kitchen Knife Spear- The blade from a small kitchen knife is tied into the split end of a stick. The result is a primitive, but effective, spear. The spear is mainly used for throwing, but in a pinch is can be used as a hand-held weapon.	Thrown: FR 2 ft (.5 m), MR 40 ft (12 m) Handheld: Range 2	Thrown/ Stabbing: 3 bladed Bashing: 2 blunt	Thrown: None Handheld: Easy (+4) Parry, Easy (+4) Slash	None	2 lbs (1 kg)	Extremely Common	3 CF
Knife (Combat)- This knife is crafted specially for fighting with. It is best at slashing-type attacks.	Range 0-1	2 bladed	Easy (+4) Slash, Easy (+4) Wing	None	Negligible	Common	6 CF
Knife (Hunting)- A large knife with a serrated back side and a hollow handle (containing matches, sharpening stone, water purification tablets and fishing hook and line).	Range 0-1	2.5 bladed	None	None	Negligible	Common	5 CF
Knife (Kitchen)- A large bread knife. Each time it hits an opponent there is a 1 in 20 chance of the blade breaking.	Range 0-1	2 bladed	None	None	Negligible	Untradeable	n/a
Knife (Switchblade)- A spring loaded knife designed to be concealed in the palm and opened in an instant for surprise attacks.	Range 0	1.5 bladed	Easy (+4) Slash, Easy (+4) Wing, Easy (+4) Vital Strike	None	Negligible	Common	8 CF
Knife (Trash)- A handheld knife made from a ragged piece of scrap metal with a handle on it, designed to cut and tear flesh. Often used as a tool of intimidation.	Range 0-1	2 ragged	Easy (+4) Pain/Stun, Easy (+4) Slash	None	Negligible	Common	2 CF
Lasso- A length of rope with a loop at the end. Typically only useful for PCs with the Roping skill (p.42)**.**	FR 1 ft (1/3 m), MR 20 ft (6 m)	None	None	None	Negligible	Common	2 CF
Machete- A rounded sword-like blade designed for chopping through thick foliage.	Range 1	4 bladed	None	STH vs. 15	5 lbs (2 kg)	Rare	10 CF
Nightstick- One handed weapon made from plastic or fiberglass.	Range 1	3 blunt	Very Easy (+8) Parry	STH vs. 15	5 lbs (2 kg)	Common	10 CF
Paper Cutter Blade- A large blade with a handle, removed from a paper-cutter.	Rage 2-3	4 bladed	Hard (-4) Strike	STH vs. 20	5 lbs (2 kg)	Common	3 CF
Pen Knife- What looks like a fancy metal pen conceals a strong, sharp blade which is just long enough to pierce the ribcage and heart.	Range 0	1 bladed	Easy (+4) Slash, Easy (+4) Vital Strike	None	Negligible	Rare	8 CF
Pickaxe- Typically used for breaking up rocks.	Range 2	3 bladed (pierces as 6)	Hard (-4) Strike	STH vs. 15	6 lbs (3 kg)	Common	6 CF
Pike- A long sharpened stick, braced against the ground, used to impale oncoming enemies. More useful for mass combat (especially when defending against riders on horseback) than person-to-person combat.	Range 3	5 bladed (pierces armor as 6)	Very Hard (-8) Strike	None	10 lbs (5 kg)	Common	4 CF
Pipe- A section of metal pipe or rebar	Range 1	3 blunt	None	STH vs. 15	7 lbs (3 kg)	Extremely Common	1 CF
Polo Mallet- A wooden club, about 4½ feet long, with a wrist strap at the end, designed for hitting things on the ground from horseback.	Range 3	2 blunt	None	STH vs. 10	2 lbs (1 kg)	Common	5 CF
Quarterstaff- A 6 ft. (2 m.) long straight piece of wood. Note that this weapon is too long for kids to use effectively (for kids, see Broomhandle).	Range 1-3	2 blunt	Easy (+4) Parry	None	10 lbs (5 kg)	Common	3 CF
Railroad Spike- An old metal railroad spike sharpened to a fine point.	Range 0-1	1.5 bladed	Easy (+4) Vital Strike	None	Negligible	Common	3 CF

Name	Range/ FR&MR	Damage	Special +/-	STH Feat Required?	Weighs	Availability	Costs
Shield Breaker- A long tree branch, forked at the end, with a heavy pointed stone or piece of concrete lashed to the end. The pointed end on the rock is what makes the shield breaker excellent for breaking shields, doing damage through armor and crushing skulls.	Range 1-2	3 blunt (pierces as 6)	None	STH vs. 20	5 lbs (2 kg)	Common	3 CF
Shiv- This is a small sharp object (usually a piece of glass, plastic or scrap metal) sharpened to a point on one end and wrapped up in cloth (as a handle) on the other. It is just long enough to pierce the heart if driven into the body with enough force. Before the Plague this was the favorite weapon of prison assassins.	Range 0-1	1 bladed (pierces armor as 3)	Hard (-4) Strike, Easy (+4) Pain/Stun	None	Negligible	Extremely Common	1 CF
Sledgehammer- A huge hammer, designed to provide maximum smashing power. It can be raised over the head (one action) and brought down for a double-damage smash attack.	Range 2	4 blunt (pierces armor as 6)	None	STH vs. 25	14 lbs (7 kg)	Common.	5 CF
Sling- A leather strap and pouch used for slinging out small rocks at high speeds. It takes 2 actions to get a sling spinning fast enough to do real damage.	FR 3 ft (1 m), MR 50 ft (15 m)	1 blunt	Hard (-4) Strike, Hard (-4) Vital Strike	None	Negligible	Common	1 CF
Slingshot- This is perhaps the most useful projectile weapon in KidWorld, because it is human-powered and its ammo (rocks) are plentiful. Takes one round to load and ready a projectile.	FR 4 ft (1.5 m), MR 50 ft (15 m)	0.5 blunt	None	None	Negligible	Common	7 CF
Stationary Slingshot- This is a large, non-portable slingshot, designed for the defense of forts. The typical design is a large Y-branch from a tree, with braided rubber tubing between the arms, nailed to a board or wooden pallet on which the user sits. This weapon requires both hands and a 10 difficulty STH feat to use effectively. Takes one round to load a projectile and one round to pull it back far enough to fire.	FR 6 ft (2 m), MR 100 ft (30 m)	5 blunt	None	STH vs. 10	25 lbs (10 kg)	Common	10 CF
Steel Toed Boots- These boots are made for working in dangerous situations (PR 6 bladed 6 blunt to the feet) but they are also very good for kicking and stomping. While not officially made in kid-sizes, some kid craftspeople have adapted kid shoes with hot-glued metal plates.	n/a	+1 blunt to kicks or stomps	None	None	3 lbs (1 KG)	Common	2 CF (adult sizes) or 6 CF (kid sizes)
Stick (Club) - A branch with a knobby end, the ideal weight and length for a kid to use as a blunt weapon.	Range 2	2 blunt	None	None	3 lbs (1 kg)	Extremely Common	½ CF
Stick (Sharpened) - A 2.5 ft. (.75 m.) long stick, fire-hardened and sharpened to a point.	Range 2	2.5 bladed	Hard (-4) Strike	None	2 lbs (1 kg)	Extremely Common	½ CF
Stick (With Nail) This is either a large tree branch or a board, with a long nail through one end. The nail is useful for getting past leather or paper armor.	Range 2.	2 blunt, 1 ragged (pierces armor as 4 bladed)	Easy (+4) Pain/Stun	STH vs. 10	3 lbs (1 kg)	Common	1 CF
Sword (Broadsword) - A replica medieval sword. It is very heavy, two-handed and designed to cleave through armor.	Range 1-3	5 bladed (pierces as 7)	None	STH vs. 20	7 lbs (3 kg)	Rare	12 CF
Sword (Fencing) - A thin, flexible stabbing-sword that is designed to move quickly.	Range 1	3 bladed	Easy (+4) Parry, Easy (+4) Vital Strike	STH vs. 10	2 lbs (1 kg)	Rare	14 CF










Name	Range/ FR&MR	Damage	Special +/-	STH Feat Required?	Weighs	Availability	Costs
Sword (Katana)- A replica of a Japanese samurai sword.	Range 1-2	5 bladed	Easy (+4) Vital Strike	STH vs. 20	3 lbs (1 kg)	Rare	16 CF
Sword Cane- Looks like a normal cane, but inside is a thin sword blade. This weapon is highly valued by adults and teens who know they can get away with bringing a cane almost anywhere.	Range 1	2 bladed	Easy (+4) Parry, Easy (+4) Vital Strike	STH vs. 10	2 lbs (1 kg)	Rare	15 CF
Telescoping Baton- A metal tube that can fit in a pocket. When it is swung, it telescopes out into a full sized baton.	Range 1-2	3 blunt	Easy (+4) Pain/Stun	None	2 lbs (1 kg)	Rare	5 CF
Whip- A black leather whip.	Range 3	1 bladed	Easy (+4) Pain/Stun	None	Negligible	Common	2 CF
Yo-Yo- Often used for entertainment, but also as a weapon.	Range 3	0.5 blunt	none	None	Negligible	Extremely Common	1 CF







Unsharpened Swords

Fencing swords, katanas, broadswords and sword canes can often be found in un-sharpened versions (they were designed as decorations, not actual weapons). They typically cost 3 CF less when unsharpened. Proper sharpening of a weapon takes a 20 difficulty Weapon Making or 10 difficulty Blacksmithing skill roll and a sharpening stone (common, costs 2 CF).





Step Seven – Kid Creation Example

As an Inheritor, Kylie gets 20 Cans of Food worth of equipment. First, we look at her skills, because we want to make sure, if we can, that she has all the equipment she needs to use all her skills. The two skills that seem to need equipment are Bicycle and Club. Looking in vehicles, we find that a Bicycle costs 7 CF, and has an availability of Common (there is no grey box on it), so there is no problem in buying it during character creation.

The other skill is Club. Looking in the weapon section, we see several club weapons, including Baseball Bat and Nightstick. A Nightstick would fit in better with her character concept, but costs much more, so we decide to buy a Baseball Bat, costing 3 CF. We have 10 left.

Looking through the equipment section we also decide to give her a Uniform (a kid-sized simulacrum of a police uniform) for 4 CF. We buy Paper Armor for 4 CF. We want Handcuffs, but they cost too much, so we go with Plastic Restraints instead, at 1 CF for 5. She has 1 CF left which we will keep for her to spend during play.





Step Seven – Adult Creation Example

As a Mouth, Charlie gets 15 Cans of Food worth of equipment.

First, we look at Charlie's skills, looking for anything that requires equipment. Most of his skills are social or sensory, and don't really benefit from equipment. He does have Sleight of Hand, though, and we decide that might be useful with some poison (he can use it to slip the poison into someone's food) so we buy 1 dose of Strychnine for 2 CF, and from the Medical section one dose of Sedative (an adult dose, enough to knock out most kids) for 1 CF. He also has Animal Training, so we buy him a Dog: Untrained, which he can hopefully train in game, for 5 CF.

We also decide that for his character concept (a traveling preacher) he needs a Uniform (priest's outfit), which costs 2 CF.

We also want him to have a Bible, but there is no cost for one. We consult with the GM, who agrees that Bibles are common enough to be Untradeable (in other words, free) so we start with one of those.

We also realize that he has no weapons. He doesn't have any combat skills, nor is he particularly athletic, so we are relying mostly on the weapon as a tool for intimidation. We want something intimidating, yet something that can be hidden when he is pretending to be a peaceful man of God, so we choose a Telescoping Baton for 5 CF. Altogether, we have used all of Charlie's 15 CF.

Step Eight – Advantages and Disadvantages

In Brief- Round out character by taking advantages (cost BP), disadvantages (give BP) or by having less or more attribute points, health attribute points, skill points, or CF.

In addition to the advantages and disadvantages listed below, you can gain or spend Bonus Points in the following ways:

Extra or Fewer Attribute Points:
1 Bonus Point = 1 Attribute Point

Extra of Fewer Health Attribute Points:
3 Bonus Points = 1 Health Attribute Point

Extra or Fewer Skill Points:
1 Bonus Point = 3 Skill Points

Extra or Less Money:
1 Bonus Point = 4 cans of food

PCs cannot take more than 30 BP worth of disadvantages without special permissions from the GM.

Advantages and disadvantages cannot be taken more than once unless specifically stated in the advantage/disadvantage description.

Community Creation Rules

The optional Community Creation rules (p.130) are another way to spend or gain Bonus Points. In Community Creation, however, PCs can share and divide up, as they see fit, the costs or gains from their communities.

Some advantages are available only for kids, some only for adults. Most are available to both. Most advantages and disadvantages give or cost the same amount of BP for both kids and adults, but a few list different BP value whether it is being applied to a kid or adult PC.

Advantages

Kid-Only

Big For My Age (3 BP)
Child Prodigy (8 BP)
Iron Will (4 BP)
Last Message (1 BP)

Grownup Only

Already Blind (6 BP)

General

Ally: Dog (4 BP)
Ambidextrous (1 BP)
Baby Faced (2 BP)
Bilingual (2 BP)
Contact: Dark Side (3 BP)
Contact: Elder (2 BP)
Contact: Leader (4 BP)
Contact: Locals (2 BP)
Contact: Peer (1 BP)
Done-It-All (1 BP)
Drug Resistant (1 BP)
Contact: Peer (1 BP)
Done-It-All (1 BP)
Drug Resistant (1 BP)
Endangered Skill (3 BP/ea.)
Fully Vaccinated (1 BP)
Good Rep (4 BP)
Instructor (7 BP)
Low Sleep Need (1 BP)
Math Prodigy (4 BP)
Military Training: Long (10 BP)
Military Training: Short (4 BP)
Pain Experienced (2 BP)
Perfect Home (3 BP)
Physically Attractive: Minor (2 BP)
Physically Attractive: Major (6 BP)
Prison/Juvy Experience (5 BP)
Private School (10 BP)
Rare Goods (4 BP)
Sense of Direction (1 BP)
Stone Face (1 BP)
Venom Immunity (1 BP)
Working Vehicle (3 BP)

The boy came in spring. He saw fields surrounded by fences and razor wire. There was still damp earth visible, signs that someone had been working there very recently. He knocked on the door of the farmhouse and when the adult voice asked who it was he said he was just a boy who needed food. The adult told him to wait, and a few hours later the door opened just a bit. Two adults held sharpened sticks ready to impale anyone who tried to enter while another pushed a plate of food out onto the porch. He asked if he could come in and sleep there, but they told him to sleep on the porch. They pushed a blanket out for him. Over the next few days they had him go and fetch them little things from other houses and cars stranded on the road. In exchange they fed him and let him sleep on the porch.

It was on the fourth day that Luis and Caldonia, the ones who slept in the front room of the farm house, woke up and heard him crying. Caldonia opened the door a bit and asked what was wrong. He said that it was a nightmare and Caldonia told him to come in. He fell asleep on her lap on the couch, her hand gently stroking his hair. She sat up for several hours, not wanting to wake the boy by moving. Slowly her fingertips moved gently over his face. She wanted to "see" the boy with her fingers, to be able to picture him in her mind. Then she noticed scars on his forehead. They were jagged and puffy, obviously never stitched. Tracing them with her fingers, she discovered they spelled out letters. When she had read the letters she let out a stifled sob.

The next morning the boy woke up and ate breakfast with the adults. They were oddly quiet. They asked him to go out and find some dandelion flowers, which they said would make a useful herbal tea. When he returned with a handful of the flowers he knocked on the door. There was no answer. He kept knocking until, without opening the door, one of the adults shouted "go away, you're not wanted here," through the door. The boy sat on the porch, banging on the door, pleading and sobbing, but nobody answered him. Eventually he got up and started walking back down the road. As he walked, the boy with "murderer" written on his forehead cried.









Disadvantages

Grownup-Only

Charles Bonnet Syndrome (2 BP)
Childish Mind (2 BP)
Uneducated (3 BP)

Kid-Only

Abused By Adults (3 BP)
Blindness (10 BP)
Colorblind (1 BP)
Confused Identity (2 BP)
Gender Incongruities (4 BP)
Horrible Nickname (1 BP)
Medical Experiments (3 BP)
Missing Eye (5 BP)
Night-Blindness (3 BP)
Poor Vision (2 BP)

General

Addiction: Alcohol (7 BP)
Addiction: Inhalants (10 BP)
Addiction: Marijuana (3 BP)
Addiction: Meth (10 BP)
Addiction: Nicotine (2 BP)
Addiction: Opium/Pain Pills (5 BP)
Allergy: Deadly (8 BP)
Allergy: Incapacitating (4 BP)
Asthma (4 BP)
Bad Rep (2 BP)
Bad Self-Image (3 BP)
Bad Temper (1 BP)
Blabbermouth (2 BP)
Branded (4 BP)
Caregiver: Child (4 BP for kids, 1 BP for adults)
Clumsy (1 BP)
Compulsion (4 BP)
Crush (1 BP)
Deaf (15 BP for kids, 30 BP for adults)
Delusion (3 BP)
Enemy: Community (7 BP)
Enemy: Deadly (4 BP)
Enemy: Non-Lethal (1 BP)
Epilepsy (5 BP)
ESL (2 BP)
Evil Twin (1 BP)
Family Obligations (1 BP)
Family Skeletons (1 BP)
Fried (2 BP)
Gambling Addict (4 BP)
Guilty Secret (1 BP)
High Sleep Need (1 BP)
Inexperienced (4 BP)
Insomnia (2 BP)
Lonely (1 BP)
Malnourished (8 BP for kids, 6 BP for adults)
Memory Gaps (1 BP)
Missing Arm (7 BP ea. for kids, 10 BP ea. for adults)
Missing Hand (5 BP ea. for kids, 8 BP ea. for adults)
Missing Family Member (2 BP)
Missing Leg (6 BP ea. for kids, 9 BP ea. for adults)
Mute (10 BP for kids, 20 BP for adults)
Obese (2 BP)
Phobia (3 BP)
Physically Unattractive: Disfigured (8 BP)
Physically Unattractive: Minor (2 BP)
Physically Unattractive: Major (4 BP)
Poor Hearing (3 BP for kids, 7 BP for adults)
Pregnant (15 BP for teens, 10 BP for adults)
Self-Hatred (6 BP)
Shy (3 BP)
Sickly (6 BP)
Snot-Nose (1 BP)
Stutterer (1 BP for kids, 2 BP for adults)
Tuberculosis (6 BP)
Venom Allergy (1 BP)
Venom Hypersensitivity (4 BP)

Advantages

Kid-Only

Big For My Age (Costs 3 BP)- The PC is bigger than the average kid of the PC's age, usually due to a growth spurt. Other kids are likely to respect the PC more because of the PC's size. PCs gain 2 additional Attribute points and STH and SPD caps are raised by 2 each.

Child Prodigy (Costs 8 BP)- The PC starts out with a max. cap of 20 for INL (rather than the PC's age, as with normal kids).

Iron Will (Costs 4 BP)- Unlike most kids, the PC has developed adult levels of willpower. Some of the circumstances that could have caused this are: abusive parents who punished a PC for crying, being a cancer survivor who had to put up with harsh chemotherapy or having grown up taking care of a mentally ill or drug addicted parent. The WIL attribute cap is raised to 20 rather than the PC's age (as with normal kids).

Last Message (Costs 1 BP)- The PC's parents gave the PC a final message meant to inspire the PC and remind the PC that he or she is always loved. Either the PC still has the message (if written down) or has it memorized. Reading or remembering this message (takes a few minutes) can give a temporary (5 minute) +8 to a WIL based roll.

Grownup-Only

Already Blind (Costs 6 BP)- The PC was blind before the Plague ever happened. The PC gets 3 free levels in one or more Sensory skills and can buy rare Blind Assistance equipment during character creation.

General

Ally: Dog (Costs 4 BP)- The PC has a dog that has been the PC's loyal friend and companion for many years. The PC has the pet specially trained (choose 5 commands the pet knows) and the PC and the dog communicate well.

Ambidextrous (Costs 1 BP)- The PC is almost equally comfortable using either hand for precision tasks. PC suffers only a -2 penalty for using paired weapons.

Baby Faced (Costs 2 BP)- The PC looks younger than he or she really is. If a teenager, the PC could pass for a pre-pubescent kid, if an adult the PC could pass for a teenager, etc. This is useful for helping a PC gain the trust of kids who discriminate against older people. The PC's cuteness bonus is one step higher (see p.98).

Bilingual (Costs 2 BP)- The PC was raised hearing and speaking two languages. Learning new languages is easier for the PC than for someone who didn't grow up bilingual. The PC can choose 2 languages to be completely fluent in. During or after character creation the PC can buy levels in the Spoken Language skill at half the normal skill cost (rounded up).

Contact: Dark Side (Costs 3 BP)- The PC knows a member of one of the groups that prey on the residents of KidWorld. The contact might be a bandit, a slaver, a member of a military community or even an eye eater. If the PC is a kid then the contact is a kid, and if the PC is an adult the contact is an adult. The contact won't prey on the PC, but can't guarantee that his or her dark side compatriots won't (especially if the contact is not around to stop them) or that the contact won't prey on friends of the PC's. The PC can ask for favors, yet the relationship will get strained quickly if the favors are not returned in kind.

Contact: Elder (Costs 2 BP)- The PC has a friend who has considerably more experience than the PC. If the PC is a young kid (7-9) the contact is an older kid (10-12), if the PC is an older kid the contact is an adolescent, etc. The contact is fairly skilled in what he or she does to survive (has level 4 or 5 in the suggested skills for that class). The contact can be of any class. The PC can ask for favors, yet the relationship will get strained quickly if the favors are not returned in kind.

Contact: Leader (Costs 4 BP)- The PC has a friend who is the leader (or one of the leaders) of a community that the PC lives in or near. The PC is able to ask for favors from or whisper advice to the person that makes the decisions in a community.

Contact: Locals (Costs 2 BP)- The PC has friends and acquaintances all around the PC's neighborhood. The PC chats with his or her neighborhood friends often and they will mention if anything unusual is going on around the neighborhood.

Contact: Peer (Costs 1 BP)- The PC has a friend who is of approximately the same age and experience as the PC. If the PC is a kid, the contact is another kid of approximately the same age. If the PC is an adult, the contact is another adult who has approximately the same amount of skills and resources as the PC. The contact may be of any class of the players choosing (e.g. a Radical may have a Horse Rider friend or a Brain may have a Mouth friend). The PC can ask for favors, yet the relationship will get strained quickly if the favors are not returned in kind.

Done-It-All (Costs 1 BP)- In the last four years since the Plague the PC has done just about everything imaginable in order to survive. The PC can no longer lose ADJ from any action the PC is forced to take (e.g. resorting to cannibalism to keep from starving), because the PC has already done it (or something like it) and has already dealt with the ADJ damage.

Drug Resistant (Costs 1 BP)- The PC's body chemistry is such that psychoactive drugs have less of an effect on the PC than they do on the average person. Gives +7 to save vs. drug effects. Does not help saves vs. drug addiction and cravings.

Endangered Skill (Costs 3 BP/ea.)- The PC can buy levels in one Endangered skill during character creation. This advantage can be purchased multiple times for multiple skills. Skill prerequisites still apply.

Fully Vaccinated (Costs 1 BP)- As society was collapsing (or shortly afterwards) someone had the foresight to give the PC a full compliment of vaccinations, not just against things that people are normally vaccinated against in childhood, but against diseases like rabies that would quickly grow to be major causes of death. The PC is fully vaccinated against chickenpox, tetanus, whooping cough, rabies, tuberculosis and bacterial meningitis.



Good Rep (Costs 4 BP)- Deserved or not, the word among the PC's community is that the PC is someone special. Whatever is valued in the PC's community (e.g. toughness, kindness, intelligence, bravery, loyalty, etc.) is what people associate with the PC. This rep will last about a year before most people forget about it.





Instructor (Costs 7 BP)- The PC had a very skilled mentor who trained the PC. Choose one of the following:

-**Builder**: Shelter Making (2), Trap Making: Human (1), Knot Tying (1).



-**Doctor**: Diagnosis (1), Emergency Medicine (1), Pharmaceuticals (1).

-**Martial Artist**: Aikido (1), Florentine Sword (1).

-**Thief**: Prowling (1), Lock Picking (2), Pocket Picking (1), Sleight of Hand (1).



-**Artist**: Cooking (1), Music (1), Tailoring (1), Visual Arts (1).

-**Academic**: Read/Write (2), Research: Academic (1), Justice & Agreement (1).



Low Sleep Need (Costs 1 BP)- The PC has never needed as much sleep as the average person. The PC is happiest with about 6 hours of sleep per night and when the PC gets less than this the PC suffers only half normal sleep deprivation damage.



Math Prodigy (Costs 4 BP)- The PC is a mathematical prodigy. The PC gets Arithmetic (3) free and half cost (rounded down) for any skill with Arithmetic as a prerequisite. The PC also gets +4 to all INL or skill rolls involving math.



Military Training: Long (Costs 10 BP)- The PC has trained in the military or in a military academy for several years. The PC gets Running (1), Climbing (1), Prowling (1), Rifle/Shotgun (1), Pistol (2), Gun Repair (1), Military Command (1), Ordinance (1), Sniper (1) for free.

Military Training: Short (Costs 4 BP)- The PC was trained in the military or in a military academy for about one year. The PC gets Running (1), Rifle/Shotgun (1), Pistol (1), Military Command (1) for free.

Pain Experienced (Costs 2 BP)- At some point in his or her past, the PC experienced quite a lot of pain for quite a while. The PC has learned how to handle pain and act normally while in pain. Gives +5 to save vs. pain.

Perfect Home (Costs 3 BP)- The PC has found, and has (so far) uncontested use of, some dwelling that offers just about everything the PC could ask for in a piece of architecture. If the PC is a Horse Rider, the dwelling might be a stable with a small bedroom attached. If the PC lives in an area preyed upon by slavers, the dwelling might be a bomb shelter with a hidden entrance. Includes furniture and working locks (which the PC has the keys to). Does not include traps, running water, electricity or other goods.



Physically Attractive: Minor (Costs 2 BP)- The PC is what most people would consider "pretty," "handsome," "cute" or "beautiful." The PC even has qualities that appeal to the blind (nice voice, nice smell, nice shape). When grownups and adolescents are dealing with each other, this advantage gives a +4 to seduction rolls (p.98). A kid PC with this advantage gets +4 when making Cuteness rolls (p.98). When any PC is dealing with kids, this advantage gives +4 to First Impression rolls because kids are inherently lookist (they tend to believe that good looking people are better people).



Physically Attractive: Major (Costs 6 BP)- Like the Physically Attractive: Minor advantage, except with +8 to Seduction, Cuteness and First Impression rolls.

Prison/Juvy Experience (Costs 5 BP)- Even before the Plague, the PC was raised in a place where the PC was constantly exposed to violence, poverty, crime and drugs, probably spending time in juvenile hall or prison more than once. Today, the PC has 'street smarts.' The PC gets 6 free levels of Naughty skills. The PC can start play with the Endangered skill Lock Picking (p.41) and can start play with Rare weapons (p.70) or psychoactives (p.63).



Private School (Costs 10 BP)- As a child, the PC was sent away to a prestigious private school (possibly in another country) and given access to the best academic learning. The PC gets Music (1), Arithmetic (2), General Science (1), History (1), Read/Write (2), Research: Academic (1) and Spoken Language: Latin (1). The PC can also buy endangered Scholastic skills.



Rare Goods (Costs 4 BP)- The PC can purchase items that are Availability: Rare during character creation. Please note that this does not allow the purchase of Extremely Rare items.



Sense of Direction (Costs 1 BP)- The PC has an inherent ability to sense what direction he or she is facing. Roll this as an AWR feat with a difficulty based on the number of cues available (things like being indoors or being hit in the head would increase the difficulty). Gives a +4 bonus to Land Navigation rolls or any roll to find one's way around.

Stone Face (Costs 1 BP)- Emotions do not register very strongly in the PC's facial expressions, body language, voice or physiology. The PC's emotions are just as strong as anyone else's (though the PC may have trouble convincing people of that fact). +10 difficulty to any CHM or AWR based roll to detect lies or emotions in the PC.

Venom Immunity (Costs 1 BP)- The PC has an inborn built up immunity to the venom in the sting of bees, wasps and other insects and suffers no side effects other than the initial pain of the sting.

Working Vehicle (Costs 3 BP)- The PC has a car, truck or motorcycle (p.69) that has a charged battery, a few gallons of gas and that the PC has the keys for.

Disadvantages

The Catch-All Rule

If a disadvantage doesn't have the potential to cause problems for a PC, the GM can choose to give fewer (or no) BP for it. For instance, a kid PC who has already taken Blindness can't also take Colorblind.

Grownup-Only

Charles Bonnet Syndrome (Gives 1 BP)- About 1 in 10 people who go blind experience visual hallucinations. These usually go away within 18 months after going blind. The PC is one of those rare people where the hallucinations have lasted for years and are fairly severe. The content of the hallucinations usually is related to what the PC has been doing, talking about or thinking about. Sometimes being able to see anything is a comfort, but it can also be annoying (e.g. when it distracts a PC from what he or she is trying to feel and hear) or disturbing (e.g. when it gives a moment of hope that true sight might be returning). About once a day the PC must make a hard save vs. hallucinations. A failed save means that the PC is either distracted (minus to other AWR rolls equal to how much the PC failed the save by) or momentarily believes the hallucination is real (e.g. jumps backwards to avoid a hallucinated club-swinging maniac).

Childish Mind (Gives 2 BP)- Although the PC in most ways behaves like a fully functioning adult, the PC has a retarded view of the universe, one more akin to that of children than of other adults. This could be due to having lived an isolated life or it could just be a personality flaw in the PC. Choose 3 cognitive deficits from the kid's list of Cognitive Deficits (p.9).

Uneducated (Gives 3 BP)- The PC does not start with the normal free skills that grownups get (e.g. Read/Write, General Science), most likely because the PC dropped out of school at a young age.

Kid-Only

Abused by Adults (Gives 3 BP)- The PC either lived with an abusive parent or guardian or is an escapee from a brutal kid-enslaving community. The PC tends to believe all adults are cruel. The PC is -7 to saves vs. fear against adults. When the PC has the upper hand over an adult, he or she has to make a save vs. anger to avoid doing something cruel. The PC starts with a max. starting cap of 10 for ADJ.

Blindness (Gives 10 BP)- The PC is as blind as an adult. Perhaps the PC was born blind, or had some accident, or had his or her eyes stolen by Eye Eaters (p.185). The PC is -15 to all actions/reactions, automatically fails sight based AWR rolls and can buy Sensory skills for 6 points per level.

Colorblind (Gives 1 BP)- The PC was born with eyes that are unable to distinguish between broad ranges of colors. Most likely, the PC cannot see a difference between colors containing red and colors containing green.

Confused Identity (Gives 2 BP)- The PC has an idea of himself or herself that is completely wrong. E.g. the PC may think he is stupid when he is actually very smart, or that she is evil when she is actually kind and compassionate. It will take a lot of convincing, and more than just the say-so of one other kid, to convince the PC that his or her self-identity is wrong.

Gender Incongruities (Gives 4 BP)- The PC acts in a way incongruent with what is expected from the PC's gender. This can get the PC in trouble in some kid communities that have degenerated into dangerous homophobia. The PC must make 20 difficulty CHM rolls to dress and act "appropriately." Some PCs deal with this difficulty by passing themselves off as the other gender, although this will become more difficult as the PC goes through puberty. A gender incongruity does not mean that the PC is homosexual. At the moment the PC probably doesn't have a fully developed "sexual orientation" and as the PC gets older the PC may discover that he or she is homosexual or is heterosexual.

Horrible Nickname (Gives 1 BP)- The PC was given a bad nickname (or chose a bad one that sounded good at the time). Now, others laugh when they hear the name, and the PC is constantly trying to live it down.

Medical Experiments (Gives 3 BP)- In the early days of the Plague, when government labs were working night and day trying to find a cure, the PC was captured and subjected to a variety of painful and dangerous experiments. The PC now suffers from a fear of anything to do with medicine. The PC must make a moderate (20) save vs. fear to be in close proximity to needles, pills or people dressed like doctors and nurses and a hard (30) roll to actually let anyone do anything medical to him or her. There is also the possibility that the PC may someday develop delayed symptoms from the experiments (e.g. suddenly develop absence seizures several years later). PC starts with -2 ADJ and a max. cap of 10 for ADJ.

Missing Eye (Gives 5 BP)- The PC is missing one eye. The PC can easily have an eye patch made for ½ CF. With one eye missing the PC is -7 to AWR rolls requiring peripheral vision or precise judgment of distance.



Night-Blindness (Gives 3 BP)- The PC sees very poorly (-10 to AWR rolls) in low light. Multiply any penalties to AWR rolls or actions/reactions from low light by 4 (max -15 to action/reaction rolls).



Poor Vision (Gives 2 BP)- Without glasses the PC is at -7 to combat actions and reactions and is (choose one):



Near Sighted: -20 to AWR rolls at long distances, -7 within 5 ft.

Far Sighted: -7 at long distances, -20 within 5 ft.

+1 BP if the PC has broken or not-the-right-prescription glasses (-8 to AWR rolls, -4 to actions/reactions) or +2 BP if the PC has no glasses (in a pinch, looking through a tiny hole poked in a piece of paper can slightly reduce the penalty). Prescription glasses have Availability: Rare and cost 1 CF.



General



Addiction (BP varies, see table)- The PC is psychologically addicted to some drug that is commonly available in the PC's home area. The PC can buy his or her drug during character creation, even if it is listed as Rare or Extremely Rare. If the PC tries to stop using, he or she will experience a craving at the difficulty listed below. The PC has been using long enough to have the health effects listed below. See p.106 for addiction rules, p.63 for the profiles of the following drugs. Choose from one of the following:





Drug	BP	Craving Difficulty	Current Effects
Alcohol	7	20	None
Inhalants	10	15	-1 INL, -1 AGY
Marijuana	3	15	-7 to memory based INL rolls, lowered libido and -7 to save vs. depression/dysphoria
Meth	10	20	-1 BLD, -1 BDY
Nicotine	2	20	-1 END, increased risk of cancer and stroke.
Opium/ Pain Pills	5	20	-4 to save vs. disease contraction and progression



Allergy: Deadly (Gives 8 BP)- The PC has a serious sensitivity to some common food item (e.g. peanuts, wheat, eggs, milk, soy, shellfish, tomatoes, fish). If the PC ingests even a little he or she will be incapacitated within 10 minutes and will die within 1 hour without medical attention. An intramuscular epinephrine injection (availability: common, costs 5 CF) is the best treatment.



Allergy: Incapacitating (Gives 4 BP)- Like the Deadly Allergy, except a reaction such as blinding headaches, convulsive vomiting, or asthma more-or-less prevents the PC from doing anything (must make a 30 difficulty WIL or END roll to do anything useful) but will not kill the PC.



Asthma (Gives 4 BP)- Within 4 rounds of any heavy exertion or of being exposed to smoke or other lung irritants, the PC's airways will begin to close up. The PC can only make wheezing gasps for breath. Heavy exertion during an attack will cause the PC to lose 2 END per round (rather than the normal 1 per round) and lost END will not return during rest. The attack will only end once the PC has been completely calm for 5 minutes, or within 1 minute of using an asthma inhaler (availability: common, costs 3 CF, holds 10 doses).





Bad Rep (Gives 2 BP)- Anyone who asks around about the PC in the PC's community will hear something bad. The reputation might be deserved or it might not, but at this point it's too late to change it. Choose one of the following that is said about the PC:



"Crazy": Tales are told of the PC acting as if he or she had no connection to reality.

"Stupid": Tales are told of the PC doing incredibly stupid or naive things.



"Evil": Tales are told of the PC screwing over other people to gain an advantage or just to be mean.

"Liar": Tales are told of the PC deliberately deceiving those who trusted him or her.



"A Drunk/An Addict": Tales are told of the PC being intoxicated during important functions.

"Pervert": Tales are told of the PC trying to coerce people into inappropriate sexual situations.



Bad Self-Image (Gives 3 BP)- No matter how the PC actually looks, the PC visualizes himself or herself (and sees in the mirror) someone who is grotesquely ugly. The PC will often make mistaken assumptions based on the belief that he or she is ugly (e.g. will assume people are staring at the PC because the PC is so ugly). -10 to purposeful Seduction or Cuteness rolls (see p.98) or to any CHM rolls dealing with anyone the PC believes is of above-average attractiveness.

Bad Temper (Gives 1 BP)- The PC has always had trouble dealing constructively with anger. Any time the PC is angered, annoyed or frustrated the PC must make a save vs. anger to avoid lashing out (either verbally or physically). The PC is -10 to all saves vs. anger.

Blabbermouth (Gives 2 BP)- The PC talks too much for his or her own good. The PC habitually says everything that's on his or her mind and must make an INL roll (difficulty 20) to notice when something the PC is going to say is something that might cause the PC problems.

Branded (Gives 4 BP)- The PC has a word cut or burned into a hard-to-hide piece of skin (often forehead, cheek or chin). It labels the PC as someone who has committed a crime, e.g. "thief" "murderer" or "rapist." The word can be read by blind PCs via touch.

Caregiver: Child (Gives 4 PC to kids, 1 BP to adults)- The PC is the primary caregiver of a very small child that the PC is emotionally attached to. This might be a relation or just a kid the PC has adopted. If the child dies, the PC will be so psychologically distraught that he or she will be more or less unplayable. The child starts at 3 to 5 years old. Creation is the same as creating a kindergartener aged Foster (see Nurturers, p.25). Gives an extra +2 BP if the child has a serious physical disability (blind, deaf or unable to walk) or mental disability (retarded, autistic (p.160) or zero ADJ (p.95)), +2 BP if the child is a Toddler or +4 BP if the child is an infant.

Clumsy (Gives 1 BP)- When the PC is not paying attention to what he or she is doing the PC drops things, knocks things over, bumps into things, etc. At least once in a game session, while the PC is not specifically trying to be careful, he or she will make some clumsy movement (a hard AGY roll can help the PC recover from or lessen the damage done).

Compulsion (Gives 4 BP)- The PC has a recurring drive to do something that the PC doesn't actually want to do. The PC must make a hard (30) WIL roll to avoid the compulsion whenever it is possible to engage in the compulsive act. Repeated successes at resisting the compulsion will kill that compulsion, but another one will pop up (until the underlying psychological issues are dealt with). Common compulsions include: setting fires, stealing, pulling out hair, cleaning, lying, overeating, and counting things.

Crush (Gives 1 BP)- The PC is in love with someone who doesn't return the PC's feelings. The PC may eventually get over these feelings or may be able to finally woo the subject of his or her affections.



Deaf (Gives 15 BP for kids and 30 BP for adults)- The PC does not have any ability to hear. The PC can speak (unless the PC also takes the Mute disadvantage). The PC gets Language: American Sign Language (4) free. The PC can also buy a special skill: Lip reading, for 20 skill points per level. The PC may be able to get a cochlear implant that gives some ability to hear, if they can find the implant (it is Extremely Rare and worth 30 CF on the open market) and someone with the knowledge to implant it.

Lipreading (AWR)- The PC can reconstruct what people are saying by watching their lips move. Difficulty increases when the PC does not have a good view of the person's lips or if the person is speaking abnormally (e.g. screaming in anger).

Moderate (20): Read lips at 5 ft. (1.5 m.) in a well-lit room with the person speaking normally.

Hard (30): Read lips at 12 ft. (4 m.) in a dimly lit room.

Legendary (40): Read lips at 12 ft. (4 m.) in a dimly lit room with that person screaming.

Delusion (Gives 3 BP)- There is something the PC believes in strongly, despite a lack of evidence or rational reason for the belief. The belief has a powerful effect on how the PC lives his or her life. If someone manages to persuade the PC that the belief is false, the PC will just adopt another false belief (until the underlying psychological issue is dealt with). The most common delusions are of persecution (e.g. 'the US military is after me'), sexual desire (e.g. 'all those homos are fighting over who gets me'), sexual jealousy (e.g. 'my wife is sleeping with my friends'), grandiosity (e.g. 'I am the savior of this millennium'), and nihilism (e.g. 'I'm dead and my insides are rotting.')

Enemy: Community (Gives 7 BP)- A whole community wants to capture or kill the PC and is willing to spend considerable resources to do so. +2 BP is it is a military, slaver, bandit or eye eater community.

Enemy: Deadly (Gives 4 BP)- The PC has a peer (someone of approximately the same stats and skill level as the PC) living in the same community or traveling in approximately the same direction as the PC who wants the PC dead and is willing to risk his or her own life to do it. The enemy is hateful but not stupid: he or she will wait for an opportune time to attack or will try to get others to do the dirty work.

Enemy: Non-Lethal (Gives 1 BP)- The PC has a peer in his or her community or traveling in approximately the same direction as the PC who hates the PC. This hatred isn't strong enough to make the enemy try to kill the PC, but the enemy will do everything short of that: spread lies about the PC, insult the PC, get in slap fights with the PC, etc.



Epilepsy (Gives 5 BP)- The PC suffers from occasional seizures. The PC loses consciousness and may make strange sounds or movements. The seizure lasts about 1 minute and it can take up to an hour to recover full AWR, INL and AGY. Anti-epileptic medications (availability: common, 1 CF/20 doses) can reduce the likelihood of seizures. However, sudden withdrawal from anti-epileptic medication will bring on repeated and severe seizures. Every day the PC has a 1 in 6 chance of having a seizure (un-medicated) or a 1 in 20 chance (medicated).





ESL (Gives 2 BP)- The PC speaks some non-English language fluently and has only recently started to learn English. The PC must buy levels of Language: Speak and Read/Write for English to be able to read, write, speak or understand any English at all. During game play, so long as the PC spends a lot of time with English speakers, the PC gets 1 free level of Language: Speak English for every 100 XP earned.



Evil Twin (Gives 1 BP)- There is some person in the same community or traveling along the same routes as the PC who looks enough like the PC that the PC is commonly mistaken for this person and vice versa. The look-alike often gets into trouble, which gets the PC into trouble.



Family Obligations (Gives 1 BP)- The PC has duties, that the PC feels he or she must perform, for the benefit of the PC's family. Examples might include helping a reckless brother get out of trouble, bringing meals to a shut-in sister, or needing to visit a parent's grave every Sunday.



Family Skeletons (Gives 1 BP)- The PC's family has a terrible secret. For example: the PC's parents are eye eaters or an older sibling had something to do with the fall of society. Although the PC didn't participate in these activities in any way, the PC is guilty of helping hide the secret of his or her family.



Fried (Gives 2 BP)- The character has used too many hallucinogens, and this has left the PC permanently changed. The PC is at -7 to save vs. hallucinations and delusions. Any skill or ability that utilizes abstract thought (e.g. using the Arithmetic skill) takes twice as long as it would for a normal PC. The PC suffers from occasional flashbacks (hard difficulty hallucinations or delusions) that are triggered by sensory stimuli that remind the PC of a time when the PC was on hallucinogens. The GM chooses 5 flashback triggers that the PC doesn't' start play aware of.

Gambling Addict (Gives 4 BP)- The PC is psychologically addicted to gambling. Gambling has a craving difficulty of 30 (see Addiction, p.101). Each time the PC fails a craving the PC must try to find someone who will gamble with the PC and must put something of value on the line. The PC can decide what order to give up items (e.g. this failed save, the PC gambles her cans of food, the next the PC gambles her weapon, next the PC gambles her shoes). If the PC is gambling and wins, the PC must make a moderate difficulty WIL roll to stop gambling while ahead. The PC starts with the skill Gambling (3) free.

Guilty Secret (Gives 1 BP)- The PC has done something the PC thinks is immoral. It is something that, if the people the PC respects found out about, they would hate the PC. There is no evidence to link the PC to a crime (unless the PC also takes the Branded or Enemy: Community disadvantages).

High Sleep Need (Gives 1 BP)- The PC needs more sleep than most people. The PC is most comfortable sleeping 12 hours a night and will suffer sleep deprivation damage if he or she gets any less than 10 hours.

Inexperienced (Gives 4 BP)- Limitations: Cannot be taken by Ferals. Until recently, the PC was not exposed to the modern world and has no idea of how this new world works. Perhaps the PC just crawled out of a bomb shelter or escaped into a the wilderness in the first days of the Plague and just came back to "society." The PC can walk, talk, read, keep himself or herself clean, but doesn't know that the Plague ravaged all of the world, that all the adults are blind and that kids outnumber adults.

Insomnia (Gives 2 BP)- The PC has trouble sleeping. Every night the PC must make a save vs. Insomnia (WIL + 1d20 vs. 20, failure means the PC suffers one night's sleep deprivation damage). Various sedative drugs will give plusses to save vs. insomnia (equal to the penalty to save vs. unconsciousness).

Lonely (Gives 1 BP)- The PC starts the game with no real friends in the PC's community and little day-to-day contact with other people. The PC is unhappy and desperately wants someone he or she can talk to or hang out with.

Malnourished (Gives 8 BP for kids, 6 BP for adults)- A recent period of very poor nutrition has left a lasting impact on the PC. The PC starts with -1 BLD, -1 BDY (the max. caps for these attributes suffer from the same penalties). The PC is -4 to save vs. disease contraction and mortality and -4 to Seduction or Cuteness rolls because of things like missing teeth, thin hair, etc.

Memory Gaps (Gives 1 BP)- The PC has periods of his or her life that can't be remembered at all. Common causes are drug use, head injuries and prolonged traumas. The danger here is that something dangerous from the PC's past might show up and the PC won't recognize it coming.

Missing Arm (Gives 7 BP/ea. for kids and 10 BP/ea. for adults)- The PC is missing most or all of one arm. For STH rolls that normally require both arms, the PC's STH is half (round down). For 2 CF (availability: common) the PC can buy a mannequin arm that, in a sleeve and glove, looks like a real arm but is otherwise non-functional.

Missing Hand (Gives 5 BP/ea. for kids, 8 BP/ea. for adults)- The PC is missing a hand at the wrist. For 5 CF (availability: common) the PC can get a hook made (can be used as a 1 bladed damage slashing weapon). For 7 CF (availability: common) the PC can get a fake hand that, when hidden under a glove, can be mistaken for a real hand, yet that is more or less useless.

Missing Family Member (Gives 2 BP)- The PC has one close family member (sibling, parent or child) that the PC last saw alive but that the PC has been separated from. The PC worries about the lost family member every day and will do nearly anything to find the family member.

Missing Leg (Gives 6 BP/ea. for kids, 9 BP/ea. for adults)- The PC can get a solid prosthetic (nothing more than strap-on leg-shaped piece of plastic) for 20 CF, crutches for 5 CF, a wheelchair (p.62) for 4 CF (adult) or 10 CF (kids). Walking with a solid prosthetic or crutches reduces a PC to one-quarter SPD (round up).

Mute (Gives 10 BP for kids, 20 BP for adults)- The PC cannot speak or make anything other than coughing and gagging noises.

Obese (Gives 2 BP)- The PC is so overweight that it impairs his or her abilities and causes health problems. The PC is -10 to all jumping, sprinting, climbing rolls and +10 to rolls where weight is an advantage (tackle, pin, ramming). The PC is -7 to save vs. heat exhaustion and +7 to save vs. hypothermia. Unless the PC is within 5 points of his or her max cap for STH, walking or standing is a tiring activity (uses current END, see p.99).

Phobia (Gives 3 BP)- Some relatively common thing provokes strong and unwarranted fear in the PC. By making several successive saves vs. fear, the PC can overcome fear of that particular thing, but a phobia to something different will soon pop up (there is an underlying psychological problem that needs to be addressed). The PC must make a Hard (30) save vs. fear to approach the subject of a phobia. Common phobias include: bodies of water, crowds, darkness, human & animal corpses, gaining weight, dogs, enclosed spaces, fire, heights, rodents, sick people, snakes and spiders.

Physically Unattractive: Disfigured (Gives 8 BP)- The PC has scarring that cannot be easily hidden and is even noticeable by touch. The scarring makes the PC more likely to be noticed, recognized and remembered; and gives the PC -20 to Seduction or Cuteness (p.98) rolls. When dealing with children, the PC is at -10 to First Impression rolls (because children tend to assume that anyone who looks like a monster must be monstrous). Any kid smaller than the PC who does not know the PC must make a save vs. fear to do anything other than attack or run away from the PC.





Physically Unattractive: Minor (Gives 2 BP)- The PC is what most people would consider "ugly." The PC is even unappealing to blind people (bad voice, bad smell, unappealing shape, etc.). When grownups or adolescents are dealing with each other, this advantage gives a -4 to Seduction rolls (p.98). Kid PCs with this disadvantage are at -4 when making Cuteness rolls (p.98). When any PC is dealing with kids, this advantage gives -4 to First Impression rolls because kids are inherently lookist (they tend to believe that ugly people are not as good as attractive people).





Physically Unattractive: Major (Gives 4 BP)- Like the Physically Unattractive: Minor advantage, except with -8 to Seduction, Cuteness and First Impression rolls.



Poor Hearing (Gives 3 BP for kids, 7 BP for adults)- Without aid, the PC's hearing is very poor (-10 to hearing based AWR rolls). The PC can get a hearing aid for 4 CF (availability: common, doesn't come with batteries, see p.56).



Pregnant (Gives 15 BP for teens, 10 BP for adults)- Limitations: teen and adult PCs only. The PC has recently become pregnant. The PC has a strong desire to give birth to the baby and raise it. The pregnancy lasts for 40 weeks and is broken down into three trimesters. Since approximately 1 year passes each time the PC earns 200 XP (see p.89), each trimester should take approximately the time it takes to earn 50 XP. The disadvantages faced by the PC vary according to trimester:



1st Trimester (weeks 1 to 13): "Morning sickness" (-10 to save vs. nausea all day and night). Difficulty sleeping and fatigue (-2 END, -4 to save vs. unconsciousness). Emotional liability (-5 to save vs. fear, anger and other emotions).

2nd Trimester (weeks 14 to 27): PC will begin to be visibly pregnant (-4 to save vs. loss of balance). Hormonal changes are generally positive: effects on skin and hair may make the PC more attractive to some (+2 to seduction rolls), anxiety is reduced (+4 to save vs. fear). There is also strange food cravings. forgetfulness and trouble concentrating (-2 INL) and trouble dissipating body heat (-4 to save vs. heat exhaustion).



3rd Trimester (weeks 28 to 40): Insomnia (10). The PC is very large (-10 to save vs. loss of balance, back pain, walking around will use END). Breath is short (-4 END). Occasional contractions throughout this trimester (20 difficulty distracting pain). Increased need to urinate. Fatigue (-4 to save vs. unconsciousness). Trouble dissipating body heat (-7 to save vs. heat exhaustion).





During the entire pregnancy the PC must be careful to avoid harm coming to the baby. During the first trimester, the baby is most sensitive to toxins and poisons (takes double damage the PC takes). As the baby gets bigger, it is less vulnerable to toxins but it is more vulnerable to physical injury: any random injury to the PC has a 1 in 20 chance of hitting the baby during the first trimester, 1 in 10 during the second trimester and 1 in 6 during the third trimester. At all times the baby has AR 20 PR 2 bladed 2 blunt from the PC's body. Assume the baby has 0 BDY, 1 BLD, 0 INCY.





If the PC carries the pregnancy to term and gives birth, see Caregiver: Child (p.84).

Self-Hatred (Gives 6 BP)- The PC feels real, visceral hated towards himself or herself. The PC must make a Moderate (20) save vs. delusion to not believe anything bad anyone says about the PC, no matter how little evidence there is that the bad thing is true. Whenever the PC is alone he or she must make a Hard (30) WIL save to avoid doing something self-destructive (e.g. self-mutilation, gambling, overeating, doing drugs, etc.). Any time the PC is in danger of death the PC must make a 10 difficulty WIL roll to do anything about it (except when another person's well-being depends on the PC's or when the death seems that it will be very painful). This disadvantage can be overcome only if the PC does something great (e.g. saves the lives of many people, significantly improves the lives of everyone in a community, finds a best-friend-forever, achieves a major life goal) and significantly changes the way he or she is seen by others.







Shy (Gives 3 BP)- The PC is nervous around strangers or acquaintances (yet not around close friends or family). The PC must make a Hard (30) save vs. fear when dealing with people to avoid making obvious signs of discomfort (e.g. stammering, insulting oneself, laughing at things that aren't funny, fidgeting, etc.).

Sickly (Gives 6 BP)- The PC was born with a susceptibility to disease. The PC has had a life plagued by serious illnesses. The PC starts with -10 to save vs. disease contraction and progression and physiological shock. The PC regains lost END and heals from injuries half as fast.

Snot-Nose (Gives 1 BP)- The character has a perpetually runny nose. He or she is always either sniffling, sneezing or wiping his or her nose. This gets worse in springtime, especially in areas with a lot of plants.

Stutterer (Gives 1 BP for kids, 2 BP for adults)- The PC has trouble speaking, tending to repeat the first part of words several times. The problem grows better or worse depending on the circumstances. A kid PC with this disadvantage has a 9 in 10 chance that the problem will slowly fade and disappear entirely within the next 5 years. After game play starts, the PC can spend 5 skill points per level for the Not Stuttering skill.

Not Stuttering (WIL)

Easy (10): Not stutter while angry, panicked or singing.

Moderate (20): Not stutter in a normal social situation.

Hard (30): Not stutter while under heavy stress.

Tuberculosis (Gives 6 BP)- The PC has caught Tuberculosis. The PC is currently at 1x level of the disease and is currently suffering from poor appetite, fever, cough and night-sweats. See p.104 for the disease rules and p.194 for a profile of TB. Gives +1 BP if the PC has a drug resistant strain.

Venom Allergy (Gives 1 BP)- If the PC is stung by a bee or wasp the PC will experience a harsh rash and itchiness. The rash spreads fast, making the skin red and swell up, causing pain and discomfort with every movement (20 difficulty distracting pain). This effect can last up to a week, but half that if the PC is given antihistamines. Each time the PC is stung the PC must make a moderate difficulty END roll to avoid becoming Venom Hypersensitive (see below).

Venom Hypersensitivity (Gives 4 BP)- If stung by a bee, wasp, or other venomous insect, the PC begins to experience anaphylactic shock, including constriction of the muscles surrounding the bronchial tubes. The PC must make a save vs. Anaphylactic Shock at END + 1d20 vs. 10 per sting. Failure means the PC goes into respiratory arrest in 5 rounds and will die from oxygen deprivation (p.105) unless given an epinephrine injection (availability: common, costs 5 CF).

Step Nine: Character Advancement

In Brief: Use XP to gain experience levels and improve the PC. Each 200 XP earned equals a kid's birthday.

Gaining XP

In Brief- Gain XP by surviving adventures, achieving goals, doing impressive things.

Experience allows the PC to grow as a person and improve himself or herself. Experience is measured by Experience Points (XP). XP is awarded at the end of an adventure, based on the PC's performance in the adventure and the difficulty of the adventure. Some things player characters can do during a game to gain experience points:

Completing Adventure Goals- Whatever the goals of the given adventure are, the PCs should be awarded points to the degree that they completed the goals successfully. (5 to 25 XP)

Staying Alive- In many adventures, the PCs are thrown into dangerous situations and the PCs get XP by surviving. (1 to 5 XP)

Making Friends- With PCs of such differing backgrounds it is a commendable achievement when two PCs become good friends. (5 XP)

Discovering Secrets- Whenever a PC finds out a major secret about the game world, he or she will earn XP. (5 XP)

Personal Growth- This is awarded when something happens that makes the PC wiser or more mature or when the PC realizes something important about his or her life. Usually this means that the character has overcome some personal flaw. It could also mean a wider outlook. XP should only be awarded if this is a permanent change, not just a temporary deviation. This is used to award depth and change in PCs. (5 XP)

Good Roleplaying- GMs can award experience points to players who show empathy for or commitment to the psychology and worldview of their PCs by doing something that fits very well with that character. This is a good way for GMs to compensate players that hurt their characters for the sake of realism (e.g. not using knowledge that the player has but the character wouldn't). (2 XP)

Making The World A Better Place- The PC will earn XP any time he or she helps some person or people. This could mean saving a life, providing food to hungry people, teaching someone to read, etc. This can also mean helping people by less direct means, e.g. eliminating an eye eater and therefore saving the lives of anyone that eye eater would have otherwise preyed upon. Note that this assumes that one of the PC's goals is to make the world a better place. If this is not one of the PC's goals, awarding XP is not appropriate. (1 to 10 XP)



Clever Plan- Whenever a PC comes up with an idea which is clever and also works (has good effects) the GM should award XP. (4 XP)



Worked Well as Group- The GM should award XP whenever the PCs show that they can work together well and do things they would have been unable to do alone. (4 XP)



Playing

GMs have the option of rewarding young PCs XP when the kids put serious effort and time into playing. PCs should generally gain 1 XP per 4 hours of play. XP should be rewarded not for idle entertainment (e.g. throwing a ball against a wall because one is bored) but for challenging, engaging, intensely entertaining play.



Here are some skills PCs could potentially learn and attributes they can potentially increase via playing:



- Jumping and doing flips on trampolines: Acrobatics, AGY
- Riding bikes: Bicycle, SPD
- Climbing trees: Climbing, STH
- Playing "who can hold his or her breath longest": Hold Breath
- Playing hide and seek: Prowling, SPD
- Playing chase-games: Running, SPD
- Riding skateboard or roller-skates: Skating, SPD, AGY
- Swimming in a swimming hole or river: Swimming, SPD, STH
- Banging on pots and pans: Music
- Playing fort: Shelter Making
- Playing dress-up: Disguise, CHM
- Imitating and mocking other kids: Impersonation, Insults, CHM
- Role-playing (e.g. playing house): Acting, CHM
- Being a team leader in a team sport: Cooperation.
- Flirting and playing kissing games: Seduction, CHM.
- Playing chess or checkers: INL







Losing XP

Just as various types of successes will add to the XP earned in an adventure, some failures can cause the PCs to get less XP than they would have otherwise. XP for an adventure can not drop below zero (there is no such thing as negative XP earned for an adventure).



Failing at Adventure Goals- The GM may deduct XP if the PC fails at the goals of the adventure (especially if the goals were very easy or very important). (1 to 5 XP)



Splitting Up Group- If the PC chose to split up the party and it hurt the party to do so, the PC will lose XP. (5 XP)



Making the World a Worse Place- Anything that hurts people or otherwise makes the world worse will cost XP. As in gaining XP for making the world a better place, this assumes that having a positive impact on the world is one of the PC's goals. (1 to 5 XP)

Morality and Making the World a Better Place



The XP awarded for making the world a better place, and lost for making the world a worse place, are not an attempt to enforce a system of morality on the KidWorld universe. If PCs truly don't care whether they make the world a better or worse place than it is not appropriate to reward or deny XP based on that.



The XP for making the world a better or worse place have been included with the recognition that: A, most people in the real world and in the KidWorld setting would like to make the world a better place if they could, and B, making the world a better place is a very difficult thing to do, and so players who are trying to accomplish this and do so should be rewarded XP.



It is probably best to ask players before the start of the game whether they want to choose "making the world a better place" as a shared goal. The benefit to the GM, if they do, is that it's much easier to find adventure hooks. The benefit to the players is that there are many more opportunities for earning XP (there are people in need of help pretty much everywhere you go in KidWorld).



Some players may attempt to take advantage of the system by defining making the world a better place as something very easy. E.g. a player may say "my character is a pyromaniac and believes the world is a better place when it's on fire, so I should get XP every time I burn down a building." An appropriate response is that XP is awarded based on the difficulty of achieving the desired goal. It is quite easy to burn down buildings, so very little XP should be given for achieving that goal. On the other hand, teaching people how to take care of themselves, or confronting racism, or fighting tyranny, those are all some of the most difficult things a person in KidWorld can do and so PCs who take these on as their goals should be rewarded much more XP.



Spending XP

In Brief- Buy skills (2XP=1 pt), attributes (10 XP = 1 pt.) and health attributes (30 XP = 1 pt.).

Generally, XP can be spent as soon as it is received. The only exception is when so little time has passed in the game universe between one game session and another that it is ridiculous to think that the PC might have improved in that way. Example: *The PCs are in the desert, on the run from slavers. When a game session ends, the GM awards 16 XP. One player decides that her character will gain one level in the Swimming skill. The GM rules that since the PC has no access to water she must wait until she gets somewhere with water to improve the skill.*

XP can be spent as follows:

Skill Points: 2 XP = 1 Skill Point

Attribute Points: 10 XP = 1 Attribute Point.

Health Attribute Points: 30 XP = 1 Health Attribute Point.

Attributes cannot be raised above their max. cap of 20. Negative sub-attributes can be removed (at a cost of 1 attribute point each) but new positive sub-attributes cannot be purchased. Health Attributes cannot be raised above their max. cap of 6.

Endangered Skills- Most skills a PC can either learn on his or her own just by practicing (e.g. Climbing) or people who can teach this skill are plentiful (how easily one can find teachers of skills is part of why different classes have different skill costs). A few skills in KidWorld are 'Endangered,' because there are so few teachers or study materials for this skill left. If a PC wants to buy or improve an Endangered skill after character creation, the PC has to seek out Study Materials or a Teacher in-game, in addition to spending XP.

Study Materials: Typically a book (although it could also be a cassette tape, a CD-ROM, etc.). The higher the level the PC wants to buy, the rarer the book is. For instance, learning Science: Chemistry (1) requires nothing more than a common highschool chemistry textbook (a Common availability item) while learning Science: Chemistry (5) would require hunting down hundreds of issues of obscure scientific journals with names like "Journal of Organic Process Research and Development" found only in the offices of Chemistry professors. See the section on books (p.108) in the equipment section for more.

Teachers: Anyone can teach an Endangered skill that they have. A character without the teaching skill can teach the skill to 3 less levels than he or she has. For instance, if a student wants to buy Science: Chemistry (2), the teacher must have at least Science: Chemistry (5). A PC with the Teaching skill does not have to have 3 more levels than he or she wants to teach and can teach at half skill point cost (see p.43).

Birthdays

In Brief- Each 200 XP a kid earns, the PC gets 1 year older, gets free attribute points and attribute caps increase.

List of Endangered Skills

Combat
Aikido (Combat)
Kickboxing (Combat)

Crafts
Blacksmithing (INL)
Blueprints (INL)

Naughty
Lock Picking (AGY)

Scholastics
Science: Agriculture (INL)
Science: Biology (INL)
Science: Biochemistry (INL)
Science: Chemistry (INL)
Science: Genetics (INL)
Science: Pathology (INL)

War
Demolitions (INL)

In addition to spending XP, players should keep track of the total XP a PC has earned, spent or unspent. This will allow players to more easily compare the relative power level of different characters.

For each 200 XP a PC earns, the PC has a birthday. If the PC is a kid (younger than 16) the following happens:

-PC gets 1 free point of ADJ (max. 20).

-Max caps for CHM, INL, SPD, STH and WIL go up by 1 point.

-If the PC is now 11 or older, the PC will lose vision (see table, p.8).

-PC gets 5 free attribute points (this is in addition to any attribute points the PC has spent XP to buy).

-PC gets ½ of a health attribute point (in addition to any points bought with XP).

-At the 9th, 11th, 13th and 16th birthday, the PC loses one Cognitive Deficit.

If the PC is now 16, the PC is now a grownup and must choose to be a Mouth, Brain or Brawn. The PC's skill costs change accordingly.

Dealing With Birthdays

Having the PCs grow a year older when they gain 200 XP may strain the players' suspension of disbelief if not handled with a little subtlety.

First of all, it should not be implied that the events narrated in game play take a year to complete. Instead, GMs should emphasize that the adventures the PCs engage in are only a small percentage of the PCs' lives. PCs should spend a majority of their time traveling, going to towns too boring to describe, or stagnating in their home towns, barely earning or finding food as fast as they consume it. The majority of life in KidWorld is fairly repetitive and uneventful (although not necessarily relaxing) and the time spent having adventures is only a small portion. In most cases several weeks will pass between adventures.

Yet sometimes this doesn't fit with how a GM wants to run the game. A PC may want to set up adventures so that the moment the PCs escape from one danger they find themselves in another. A GM, with enough creativity, might be able to pack enough action into game time that PCs could gain 200 XP in 48 hours of game time.

In these cases, the most realistic thing for GMs to do is to defer the PC's birthday until later. Just as a PC can't use XP to buy a level of swimming overnight in the desert, the PC can't get the benefits of growing a year older until it is realistic that a year might have passed. After the action-frenzy that earned the PC's 200 XP, there might be a year of complete tedium before something worth narrating in detail happens to the PCs again.

A PC's birthday need not be the PC's literal birthday. In most cases, PCs are unaware of today's date and have no way of knowing when their real birthday occurs. A "birthday" is just when a PC is a year older than they were when gameplay started.

see next page



Dealing With Birthdays (continued)

The final problem with equating XP to birthdays is when one PC earns XP at a much faster rate than another. This may be because one player is an overachiever during gameplay, or possibly because one player can't attend every game session and so only earns XP periodically. It would strain the belief of players that two PCs who started play the same age are now several years apart. One way to explain these differences is "growth spurts." Some people mature more rapidly or more slowly during different parts of their lives. It is not unrealistic for one person to, for instance, hit puberty a few years before another person of the same age.

Yet if the difference is really extreme, for instance if both PCs started out 7 and now one is 8 and one is 15, the GM may want to award the underachieving player with unearned birthdays. In order to make things more fair, a PC may want to make some of the XP the underachieving player does earn unspendable. The 5 attribute points and 0.5 health attribute point that PCs get for free on each birthday would cost 65 XP if PCs had to pay for them, so it's not unfair to "confiscate" 65 of a player's XP to make him or her pay for the unearned birthday.

Changing Character Classes

In Brief- PCs can change class, gain skill costs of other classes, by gaining necessary skills and equipment.

Changing character classes requires in-game effort. Specifically, a PC who wants to change a class should buy whatever skills and find whatever equipment is necessary to make a living as a member of that class. PCs should discuss with GMs what skills or equipment they need before they can change classes. For instance: *Carlos, a Radical, wants to become a Builder. The GM decides Carlos needs 5 levels in Crafts skills and 7 CF worth of tools before he can make a living as a Builder.*

Once the PC switches to a new character class, the PC can buy skills with XP at the skill costs listed for that class.

Note that it is impossible for a PC to 'become' a Feral, since that requires that the PC had a period of self-sufficiency in early childhood.

Kid PCs who become adults via birthdays do not have to get any special equipment or skills to become a Brain, Brawn or Mouth.

Chapter Two: Rules

ORC Changes

These are the changes from the last Vajra Enterprises RPG using ORC (In Dark Alleys):

Fixes

- Changed Dual Attribute Rolls
- Removed distinction between pooled END and current END.
- Removed distinction between physiological and psychological addiction.

New Components

- Child Character Creation (p.7)
- Adjustment (p.11)
- Save vs. Crying (p.101)
- Combat Action: Sweep (p.114)
- Strength Feats to Use Weapons (p.118)
- Birthdays (p.91)
- Cuteness Rolls (p.98)
- Lying Rolls (p.98)
- Terrorize (p.99)

When to Use Rules

In traditional role playing (what some would call 'simulationist'), which is what ORC was designed for, players each take the role of a character and the GM takes the role of the rest of the universe. When a player says his or her character does something, the GM decides what the logical result of that action would be. (E.g. "I throw a rock at the window." "The window shatters.")

Thus the first rule of game play is "what happens is what the GM thinks would happen." All the other rules exist only for those rare times where the GM doesn't trust himself or herself to be impartial and realistic. For instance, a PC tries to lift a wounded comrade, can she do it? If the GM is sure one way or the other the GM just says "you can do it" or "you can't," and no rules are needed. It is only when the GM isn't sure that rules and die rolls need to be used. In other words, the rules that follow are designed to be used sparingly and should never override the GM's common sense.

Basic Mechanics

In Brief- Roll attribute + 1d20 vs. difficulty to see if the PC can do something. Compare amounts of success when two PCs are competing. On spur of the moment activities a 1 is automatic failure and a 20 is automatic success.

When a roll needs to be made to find out if a PC can do something or not, the basic form is this:

Applicable attribute + 1d20 (one twenty sided die)
vs. Action Difficulty

For instance: *Sam wishes to climb the side of a building to get to the roof. AGY is the attribute and the GM decides that the difficulty will be 20. Sam has an AGY of 9 and so needs to roll 11 or higher on his d20 in order to succeed. Say, however, that Sam has special gloves that give him +8 to climbing. Now he would roll AGY (9) +8 (gloves) + 1d20 vs. 20 (now Sam only needs to roll a 3 or better).*

Sometimes the number of points by which the character succeeded by (called "success") or failed by (called "failure") effects what happens. For instance, the amount by which a climbing character succeeds may determine how quickly the PC climbs.

Sample Difficulties

0- Automatic Success

5- (Kid Easy) Walk down stairs briskly. (AGY)

10- (Easy) Notice a mosquito on PC's skin. (AWR)

15- Paint ceiling from flimsy ladder. (AGY)

20- (Moderate) Win a game of mah-jongg. (INL)

25- Catch paper flying in the wind. (AGY)

30- (Hard) Get burned and not flinch. (WIL)

40- (Legendary) Lift a pony over PC's head. (STH)

Opposed Rolls- When characters are competing, both characters roll 1d20 + attribute, both compare their rolls against a difficulty, and if both beat their difficulty then whoever beat their difficulty by more is the winner. Characters may have different difficulties if what they are trying to achieve is different. For instance, a PC trying to hold onto a backpack clutched in his arms might have an easier difficulty than the PC trying to yank the backpack away. Opposed rolls take the following form:

Character 1's Attribute + 1d20 vs. Difficulty 1

opposing

Character 2's Attribute + 1d20 vs. Difficulty 2

The difference between successes is called the "opposed success" (for the winner) or "opposed failure" (for the loser).

Example: *Amanda and Jovonne are playing blackjack. Amanda only wants to win (moderate difficulty: 20). Jovonne wants to win in a way that makes it appear that she won via dumb luck (hard difficulty: 30). Amanda rolls INL + 1d20 vs. 20 and beats 20 by 3 points. Jovonne rolls INL + 1d20 vs. 30 and beats 30 by 7 points. Jovonne wins with an opposed success of 4 (7 success - 3 success) and Amanda loses with an opposed failure of 4.*





Deliberate vs. Chance- GMs decide whether a roll is a "deliberate" or "chance" roll. This depends upon how much chance influences the outcome of the event (as opposed to skill and talent). On a chance roll, a roll of 1 on the 1d20 means automatic failure, a roll of 20 means automatic success. If a roll could not have succeeded except for rolling a 20, the roll should be considered to have succeeded by 1. In almost all cases, fighting rolls are chance.





Compute success as normal (e.g. INL (7) +1d20 (20) vs. 10 gives 17 success) unless the roll could not have succeeded except for the automatic success, in which use 1 as the success (e.g. INL (1) +1d20 (20) vs. 30 gives 1 success).



Chance Actions: An action a PC needs to get done immediately, or when an action must either succeed or fail the first time the PC does it. Example: a climbing roll involving leaping from one building and grabbing on to the windowsill of another. No matter the AGY and climbing skills of the PC, the PC might succeed or might fail on a 1 or 20.



Deliberate Actions: The PC is trying to do something, but can stop if he or she is about to fail. These are typically slower actions. Example: PC is at the bottom of a wall and makes a climbing roll to see if he can climb up it. A failure here does not necessarily mean that the PC falls, it might just mean that the PC couldn't find a safe way to get up the wall. There are no automatic successes or failures here.





Savings Rolls- Save vs. X rolls are difficulty rolls to keep something from happening that will happen unless the roll succeeds. If a PC is making a save vs. unconsciousness then the PC will become unconscious unless he or she can meet the difficulty. A basic table of savings throws follows. See the section on using attributes (p.95) for more information.

Save vs.	Rolled on
Addiction	WIL
Crying	WIL
Disease Contraction	END
Disease Progression	END
Fall/Skid Damage	AGY
Fear	WIL
Heat Exhaustion	END
Hypothermia	END
Loss of Balance	AGY
Nausea	WIL
Pain	WIL
Paralysis	WIL
Physiological Drug Effects	END
Physiological Shock	END
Psychological Drug Effects	WIL or INL (depending on the effect)
Unconsciousness	END or WIL (whichever is lower)

Opposed Savings Rolls- Occasionally, characters will be required to make opposed savings rolls. This means that even if they succeed (meet their difficulty) they will fail if they do not succeed at a level greater to or equal to the level that the opponent succeeded his or her difficulty. Example: *Sam hits Carl with a knockout strike. Carl beat his difficulty by 5. Now Sam not only has to beat a the normal difficulty for a save vs. unconsciousness, he has to beat it by 5 or more to avoid going unconscious.*

Dual Attribute Rolls- Some roll could just as easily use either of two attributes. Typically a GM will ask a PC to use whichever is higher of two attributes (if he PC's strengths are most important in deciding the outcome) or whichever is lower of two attributes (if the PC's weaknesses are most important). Typically, a savings throw will use whichever is lower.

Examples: *A roll to detect lies (see p.99) uses whichever is higher: INL or CHM. This is because logic or people sense can be used to discern a lie. A roll to lie, on the other hand, uses whichever is lower: INL or CHM, because both creativity and good acting skills are required for a good lie.*

Using Attributes

Current vs. Base Attributes

The character sheet provides two spaces for each attribute: current and base. Current is the attribute adjusted by anything that has happened to the PC recently (e.g. current AGY might be -4 from drinking and then -4 from wearing cumbersome armor). The base attribute is the PC's natural level of that attribute in the absence of other temporary factors. It is what the PC will return to after other factors are removed. Anything in character creation (e.g. a disad) is assumed to effect the base attribute. Anything in-game (e.g. a drug) is assumed to affect the current level of the attribute, unless the effect is specifically listed as permanent (e.g. the minus to INL from sniffing glue is permanent).

Adjustment (ADJ)

Re-Engagement- Whenever the PC is doing something that allows him or her to stop thinking about the world around them and their lives, they are 'disengaged.' Disengagement could be playing an intense game, reading a book, daydreaming in an elaborate fantasy world, getting drunk, sniffing glue, making up an alternate persona and pretending to be that person, etc. It also means any failed save vs. emotion (fear, anger, sadness, etc.). Any time a PC is disengaged the PC must make a roll of ADJ + 1d20 vs. 20 to willingly re-engage with the world. If the PC fails the PC cannot willingly stop (although the PC may be forced to stop, e.g. if the PC runs out of alcohol, or if the novel the PC is reading is yanked out of the PC's hands, or if the PC falls asleep). The PC can roll to re-engage each hour.

The PC can stop if his or her life or necessities of life are threatened. E.g. *the PC can stop reading a novel to escape a burning building or to stop a thief from taking all his food.*

Losing ADJ- Anytime the PC's world (or the PC's conception of the world) changes drastically, and not for the better, the PC looses a point of ADJ. Changes to adjustment effect base ADJ (not current ADJ).

A bad or neutral change causes ADJ loss (a good change does not). Some examples of things that could cause ADJ loss:

-The PC loses a hand.

-The PC is tortured (the change is the PC realizes how terrible pain can actually be and how vulnerable humans really are).

-A sexist PC discovers that his gender is not superior.

-The PC's community is destroyed.

-A companion or family member of the PC is killed.

-The PC starts going blind.

-The PC realizes that the human race is headed towards extinction.

-The PC kills someone (and realizes that he or she is now 'a killer').

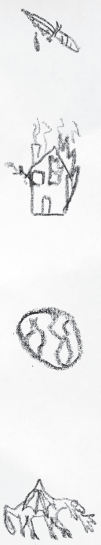
-The PC realizes he or she is homosexual.

-An adult PC uses physical violence against a kid for the first time.

Even escaping from slavery can cause ADJ loss, because it is not completely good (the PC has freedom, which is good, but now has to figure out how to survive on his or her own, which is bad).

Grownups Killing Kids

Few things cause more ADJ loss than the first time an adult kills a kid, even if in self-defense. This is because killing a kid has tremendous implications for a PC's sense of self (I am not only a person who has taken a human life, I have taken a kid's life) and for a PC's sense of how the world works (rather than being a world where children are protected, cherished and forgiven, this is a world where children can be deadly enemies). The GM should give 4 ADJ damage to a PC who kills a kid for the first time.



Zero ADJ- If a PC reaches zero ADJ, the PC permanently disengages from the world. This could mean going catatonic, or going into a rage that never ends, or committing suicide, but most commonly it means the PC wanders off in a daze, not caring about his or her safety or future or about anything at all. The PC might carry out the basics of survival (scrounging for food, drinking water from streams, relieving himself or herself) yet this is just a reaction to base desires and does not represent a conscious attempt to stay alive. Most people with zero ADJ die, but if the PC somehow manages to stay alive the PC has a 1 in 20 chance each week of 'coming out of it' with 1 ADJ.

Gaining ADJ- PCs can buy ADJ, just like they can any other attribute, at a cost of 10 XP. Every time the PC goes up a level (gets 100 XP) the PC gets a free point of ADJ (max. 20). This is because the best cure for damage to ADJ is for the PC to prove to himself or herself that the PC can survive in this new world. The Therapy skill can help a PC buy ADJ at a lower XP cost (see p.43). Kids also get a free point on each birthday (see p.91).

Adjustment Example- *Brad, a Cadet with 7 ADJ, fights in his first major battle. In the course of this fight his commanding officer for the last 3 years, a surly teen named Tina, is killed, Brad kills another person for the first time, he sustains a hand injury which gets infected and causes him to lose that hand, and his community is forced to leave the town they lived in and wander until new home can be established.*



The GM counts 4 major changes to Brad's life: Tina is gone, he is now one handed, he is now "a killer," and is a homeless wanderer. Brad's player argues that because Tina was so surly this counts as a good change and so it shouldn't cost him ADJ. The GM counters that Tina wasn't that bad, that even though she could be unpleasant Brad was used to her, so this count as a neutral, not a good, change. In the end, the GM reduces Brad's ADJ from 7 to 3.





As hobbies, Brad enjoys chess and reading the Oz books. Whenever Brad engages in either of these activities, the GM makes him make an ADJ (3) +1d20 vs. 20 roll, meaning that Brad must roll 17 on 1d20 to stop these activities (unless his life or necessities of life are directly threatened). Brad can re-roll each hour.





One day, the GM starts play with Brad in bed reading an Oz book. Brad is low on food and should go out scrounging, but each hour he fails his ADJ roll to re-engage (he rolls less than 17 on his 1d20 roll). Finally, a friend gets upset and rips the book out of Brad's hands and throws it out a window.



Since this is stopping the PC from doing what he really wants to do, the GM makes Brad roll a save vs. anger. Brad fails his save, meaning he loses his temper. Brad starts screaming and throwing random items at his friend. Since Brad has failed a save vs. emotion he is now in another type of disengagement. He must roll 1d20 + ADJ to come out of the rage. He fails his roll and is stuck in temper-tantrum mode for the next hour. After an hour passes he rolls again, getting 18 on 1d20 (ADJ (3) +1d20 (18) = 20) which is a success, and so he snaps out of his tantrum. He is still probably in a grumpy mood, but he can now choose to go out scrounging.





Brad wants to increase his ADJ, so he starts saving up XP to buy some points of ADJ. He runs into a character with the Therapy skill and ends up talking him into providing Brad with 20 hours of therapy, allowing him to buy ADJ for only 5 XP. Brad buys 3 points of ADJ in this fashion. Then Brad has a birthday (has earned 200 XP total). As a kid, Brad gets various free things for his birthday, including 1 free ADJ. This brings Brad's ADJ up to 8. However, Brad is now 11 and is experiencing the first noticeable loss of vision that will eventually lead to complete blindness. The GM rules that this is a major life change (even though Brad knew it would happen someday, it's still a change when it happens) and so he loses a point of ADJ, going back down to 7.

Climbing Difficulties
(with no equipment)

5 (Kid Easy) Jungle-gym.

10 (Easy) Tree with low branches.

20 (Moderate) Rocky cliff face.

30 (Hard) Sheer cliff face.

40 (Legendary) Glacial ice.

Prowling difficulties

10 (Easy) Crawling through a field of tall grass with a wind to cover noises and an unsuspecting person nearby.

20 (Moderate) Sneaking up behind someone who isn't expecting anything.

30 (Difficult) Crawling in a gutter at night with several people searching for you.

40 (Legendary) Avoiding someone who is searching for you by staying directly behind him or her (may also require SPD based rolls).

Agility (AGY)

Use AGY for athletic type rolls: catching things, throwing things, blocking things (other than strikes), skipping rope, etc.

Balance- Use AGY for rolls to keep one's balance: walking a tightrope, moving on ice covered streets, racing down stairs, etc.

Climbing- Use AGY for climbing. See table for sample difficulties.

Landing- Characters can use AGY to save vs. falling or skidding damage (see Other Types of Damage, p.105). The first point of damage can be saved against at 10 difficulty, the second point at 20 difficulty, the third at 30, etc.

Prowling- AGY is also used for prowling (attempting to move through an area while not being noticed). The difficulty is based on several factors: the number of people and their proximity, how distracted or attentive they are, the amount of cover and whether there is darkness or a weather condition obscuring the PC, etc. The person being prowled against should get an opposed awareness roll.

Awareness (AWR)

Noticing- Use AWR when characters need to notice a detail too small to be included in the GM's description of the surroundings (e.g. the man standing next to you has a small needle mark on his neck) or a subtle sensation (e.g. a tiny scratching noise coming from inside the walls). AWR should not be used for a substitute for directed attention: if a player says "I'm looking carefully at the man next to me," he or she should be given every detail about that person with no AWR roll needed. Opposed AWR rolls are used to save vs. prowling (see above) or the Sleight of Hand or Disguise skills.

Introspection- An AWR roll is also made to sense when something is happening inside the PC's body or mind. For instance, a PC who has been drugged may make an AWR roll to notice the change to his or her state of consciousness. Or a PC who has failed a save vs. disease contraction can make an AWR roll to get early warning that he or she is getting sick.

Sample AWR Rolls

Sight

Kid Easy (5): Notice a red balloon in the center of the room.

Easy (10): Notice "Eye Eaters Live Here" graffiti on the side of a building.

Moderate (20): Notice a blood splatter on someone's sleeve.

Hard (30): Notice a length of fishing line strung across a doorway in a dimly lit hallway.

Legendary (40): Notice a needle sitting in a pile of hay.

Hearing

Kid Easy (5): Hear a shout from next-door on a quiet night.

Easy (10): Hear a friend shouting the PC's name from across a crowd.

Moderate (20): Hear a rattlesnake rattling in the brush.

Hard (30): Hear someone breathing 10 ft. away.

Legendary (40): Hear the ticking of a wristwatch inside a desk drawer.

Smell/Taste

Kid Easy (5): Taste powdered-bleach in a bowl of oatmeal.

Easy (10): Smell smoke from a fire in the next room.

Moderate (20): Taste alcohol in a batch of fruit punch.

Hard (30): Taste heart medication ground up into a spicy soup.

Legendary (40): Figure out which of the PC's friends last wore a shirt by its smell.

Touch

Kid Easy (5): Feel someone tapping the PC on the shoulder.

Easy (10): Feel a breeze coming through a doorway in a building.

Moderate (20): Tell if someone has been sitting in a chair recently by feeling the heat.

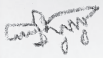
Hard (30): Feel a mosquito alight on one's skin.

Legendary (40): Unlock a padlock by feeling the tension change as it turns.



Charm (CHM)

Acting- Use CHM whenever a PC needs to put on some sort of act to fool other people. E.g. pretending to cry, pretending to have a British accent, etc.







Acting Difficulties

	Physical Acting	Voice Acting
5	Pretend to be asleep.	Sound sad.
10	Act as if PC has just run a race and is tired.	Cry or laugh.
20	Act like one has a sprained ankle or pretend to trip and fall.	Sound a few years younger or older.
30	Pretend to have a seizure, play dead.	Fake a British accent, sound decades younger or older, sound like the opposite gender.



First Impressions- CHM rolls can also be made to modify an NPC's reaction to the PC. The most common usage is to try to make people like the PC. A PC meeting a stranger who beats 20 on a CHM roll could choose to come off as slightly more confident, friendly, intelligent and likeable than he or she would have otherwise or, if the PC wants, as more tough/mean/scary or as lowly/loser/wimp/nothing-to-be-worried-about. Note that kids are more likely than adults to believe their first impressions of a person without skepticism. The effect is on first impressions only. After the PC has had more interaction with an NPC, the PC's actions and words become what the PC is judged by.





Persuasion- CHM is used to persuade NPCs to agree with an argument. First, PCs must roleplay arguing their case. Next, the GM decides the difficulty of the persuasion based on the logical strength of the argument. A very reasonable argument which makes a lot of sense might have a difficulty of 10. A very improbable argument that asks the listener to make a lot of assumptions might have a difficulty of 30. Don't even bother rolling if an argument is so strong or so weak that it is ridiculous to believe that someone would or wouldn't agree with it.



Seduction- This only applies to targets who are old enough to have romantic or sexual feelings towards another person. It assumes that the PC is a gender (or is masquerading as a gender) that target is attracted to, and generally requires that PCs be approximately the same age as the target. A successful CHM + 1d20 vs. 20 roll means that the PC has made the target physically or romantically interested in the PC. Whether the target acts on these feelings, and how, is up to the target. How this interest plays out is, in part, dependent on how mature the target is. An early adolescent may be interested in holding hands with, kissing and giving gifts to the seducer, while among grownups the target may be more interested in dating and sex.

GMs may also ask PCs to roll passive seduction rolls at CHM +1d20 vs. 25. If the PC beats this success it means the PC has attracted the interest of another character even though the PC hasn't done anything to provoke this interest.

Cuteness- All humans have an instinct to protect and care for smaller and younger-looking humans. Kid PCs can take advantage of this by making cuteness rolls against older kid or grownup characters. A successful roll means that the victim wants to try to help the PC in some way. The victim may or may not choose to act on this impulse (people want to do a lot of things that they don't end up doing) and if the victim does act on the impulse he or she may not offer the exact help the PC wants (e.g. "no sweetie, you don't need candy, here let me cook you some beans.").

A cuteness roll is typically CHM +1d20 vs. 30. Kids get a bonus to their rolls based on how young they are. When one kid is trying to use cuteness on the other, the victim's cuteness bonus adds to the cuteness difficulty. Example: *Alice, who is 7 (and gets +15 to cuteness rolls) is trying to get some food from Mark (who is 13, and gets +5 to cuteness rolls). Alice rolls CHM +15 (her bonus) +1d20 vs. 30 +5 (Mark's bonus).*

Cuteness Bonuses

0-5: +20 to cuteness
6-8: +15 to cuteness
8-11: +10 to cuteness
12-15: +5 to cuteness
16+: 0

Lying- Telling a lie requires both CHM (to act) and INL (to make up a plausible story). Discovering a lie takes either CHM (to sense that the person is acting) or INL (to know when the story being told is improbable). It is easier to tell a lie than to detect one, so when people are on approximately equal level it's seldom even necessary to roll – a lie is assumed to go undetected. However, when kids are trying to lie to adults the difference in INL and CHM is potentially large enough that kids will have trouble succeeding.

Note that a successful lie roll and an unsuccessful detect lie roll doesn't necessarily mean that the person being lied to believed the lie, only that there was nothing in the telling of the lie that betrays the fact that it is a lie. A character can still decide not to believe something someone has said for other reasons (e.g. general mistrust of strangers).

Tell a Lie
INL or CHM (whichever is lower) + 1d20 vs. 5
(failure means the PC accidentally tells the truth or otherwise makes it obvious he or she is lying)

Detect a Lie
INL or CHM (whichever is higher) + 1d20 vs. 20
(must have greater success than the lie teller's roll)

Terrorize- CHM can also be used to try to frighten people, especially kids. The goal of a CHM +1d20 roll to terrorize is to inflict sudden terror by doing something like screaming angrily, or racing at someone with a weapon. The difficulty is generally based on how much bigger the PC is than the person he or she is trying to intimidate (although other factors, such as weapons, costumes, disfiguring scars, etc. can help). The victim can make an opposed save vs. fear. Given a second to think, a target can come to a rational decision about whether or not the PC is dangerous, and this decision is largely independent of the PC's success or failure on a terrorize roll. See the section on saves vs. fear (p.101) for more.

Sample Terrorize Difficulties

Easy (10): Grownup with a working chainsaw trying to terrorize a toddler.

Moderate (20): Grownup trying to terrorize a 10-year-old.

Hard (30): A 5 ft. kid trying to terrorize a 3 ft. kid.

Legendary (40): Someone trying to intimidate someone of his or her own size.

Endurance (END)

Losing Endurance- Endurance is used as a measurement of the amount of energy a PC has to expend. See Current vs. Base Attributes (p.95). Any of the following removes 1 point from current END:

Exertion: Any round in which the PC is doing some strenuous physical action, including combat or anything that uses at least half the PC's STH or SPD.

Oxygen Deprivation: Any round in which the PC can't or won't take in oxygen.

Mortal Injuries: Any round in which the PC is mortally wounded (is at 0 BLD, see p.102)

Other miscellaneous things (e.g. toxins) can also remove current END.

When current END reaches 0, the PC is incapacitated. The PC can not stand, can not make fighting actions or reactions and can not initiate any kind of communication. The PC will fail at any roll involving AGY, END, SPD or STH.



Each time a PC reaches 0 END (incapacity) that PC is -1 to current END for the next 24 hours. E.g. if a PC reaches 0 END five times, the PC will be at -5 END for a day.



Example: *Tim has 9 END. He was just shot (bringing his BLD to 0) and he is in a room filled with poison gas. He is holding his breath and running as fast as he can (he hopes to jump out of the window). Each round he loses 3 END (one from exertion, one from oxygen deprivation, one from mortal injuries), which means he has 3 actions before he becomes incapacitated. After two rounds he gets hit in the head with a rock and must make a save vs. unconsciousness. He rolls 1d20 plus his current END (which, at 3, is the lowest of either his WIL or END).*





Tim manages to stay conscious and throw himself out the window. At this point, though, he has 0 END and is incapacitated (can't do anything). As soon as he gains one point back he is no longer at 0 END and is not incapacitated. Since he is breathing and resting he will gain back 2 END per round, but since he is mortally wounded her loses 1 per round. So within 3 rounds he gains back 6 (that lost to exertion and oxygen deprivation) but he loses 3 more (he is continuing to lose END to his mortal injury) so he is now at 3 END. Hereafter he will lose 1 END per round for 3 rounds, at which point he is incapacitated again.





After this, he is given medical treatment and survives. Yet he has reached incapacity twice and so is -2 END (-1 per time he was incapacitated) for the next 24 hours.



Fatigue- END can also be used more slowly by activities which do not use half or more of the PC's STH or SPD but are tiring nonetheless (e.g. jogging, manual labor, even standing for long period of time). Example: *Juan has a SPD of 10. If he runs at 5 or faster he will lose 1 END per round, so he decides to jog at SPD 4. The GM decides that he will lose 1 current END for every 5 minutes running at this speed.*



Rest- When Current END is lost to strenuous activity, it returns at 1 point per round when the PC is resting. Current END lost to oxygen deprivation returns at 1 point per round when the PC begins receiving oxygen again. Current END lost to fatigue returns at the same rate it was lost (e.g. if Juan loses 4 END by jogging for 20 minutes, he will regain it with 20 minutes of rest).



Health- END is used to represent the body's general health. It is used to save vs. things like hypothermia, heat exhaustion, cardiac arrest (heart attack), shock and (along with WIL) unconsciousness. See Other Types of Damage (p.105) and Symptoms/Effects (p.104) for more.



Disease- END is also used to save vs. disease contraction and progression. See Disease (p.106) for more.



Breathing Quietly- END +1d20 vs. 20 rolls can be made to breathe quietly. See p.117 for more.

Intelligence (INL)



Speed of Thought- Among other things, INL represents how quickly a PC thinks (as opposed to AWR, which can measure how quickly a PC notices things, or AGY which represents how fast the PC reacts physically). A GM might sometimes ask PCs and NPCs to make opposed INL rolls to find out who figures out something first. INL (along with AWR) is used to determine initiative in combat (see p.109).





Skills- Intelligence is used to perform intellectual or creative skills. See Skills (p.107) for more. Briefly: roll INL +1d20 +4 for each skill level above the first vs. the difficulty for whatever the PC is trying to do.

Speed (SPD)



Leaping- SPD is used for leaping rolls. The difficulty for making a leap is the distance (in ft.) times two (or, 6 difficulty per meter). Example: *a ten foot leap would have a 20 difficulty.* Height differences, inclines, etc. can increase the difficulty.



Running- SPD also sets the maximum speed the character can run. SPD is approximately equal to MPH. 1 MPH = ~1.5 ft./second. Since one combat round is approximately half a second, that means that a PC running at max SPD can run approximately .75 ft. per combat round per SPD. So a PC with 10 SPD can run 7.5 ft. in one combat round.

In metric, a PC can run 1.5 kmph per SPD, or 0.25 meters per combat round per SPD. So a PC with 10 SPD can run 15 kmph or 2.5 meters in a combat round.

Sprinting- A SPD + 1d20 roll can be made for a momentary (1 combat round) burst of extra SPD. Doing so uses 2 points of END. When two PCs are running (e.g. one is trying to catch the other) and both sprint, the distance between the two closes or expands by a number of feet equal to the opposed success of the winner.

Running While Blind

Although a blind adult may have a high SPD, it may not be possible for him or her to use it. When a blind PC wants to go quickly, he or she is essentially making a gamble that the path ahead is clear. Even with a cane or outstretched hands a running PC doesn't have the time to react to an obstacle. Hitting some low obstacle (curb, pothole, clutter, corpse) while running might cause a PC to fall and either take skidding damage (typically 0.5 bladed and 0.5 blunt, can be saved against, see p.105) or twisting an ankle (essentially crippling that leg). Hitting a higher obstacle (e.g. wall, telephone pole, parked car, tree branch) could mean that the PC takes blunt damage (typically 1 blunt) and might have to save vs. unconsciousness. Generally, the slower a PC runs the less damage that PC might take, so if a PC must run the PC is better off jogging.

Strength (STH)

STH is used in opposed strength contests, for instance, if two people are grabbing for an object.

Strength Feats- Strength is also used for lifting heavy objects or any other feat of strength. Assuming a character can get a good grip on an object, the difficulty to lift the object should be the weight in lbs. divided by 10, so a 200 lb. object would be 20 difficulty to lift. A poorly grippable object or an object with poor balance would have a higher difficulty. In metric: the difficulty to lift an object is equal to the weight in kg. divided by 5.

STH Feat Difficulties

5 (Kid Easy) Smashing a window with a rock.

10 (Easy) Prying open a nut.

20 (Moderate) Breaking a cheap wooden door

30 (Difficult) Pushing a horse around.

40 (Legendary) Pulling apart a cheap padlock

Encumbrance- STH also determines the amount that the PC can carry on his or her person without suffering a detriment to attributes. A PC's Base Encumbrance is equal to his or her STH times 5 lbs. (or STH times 2 kg). If the PC is carrying his or her base encumbrance, well distributed over the body, the PC is at:

-1 AGY
-1 SPD
loses 1 (current) END per hour.

For every 10 lbs. (5 kg) over Base Encumbrance, the PC is at an additional -1 AGY, -1 SPD and loses 1 additional END per hour. Example: *Sammy has a STH of 3. His base encumbrance is 3 x 5 lbs. or 15 lbs. If Sammy is carrying 14 lbs., so long as it is packed well, he suffers from no minuses. At 15 lbs. he is at -1 to AGY and SPD and loses 1 END every hour. If Sammy is carrying 65 lbs. (15 lbs. plus 50 lbs, or 5x10 lbs. over his Base Encumbrance) he is at -6 to SPD and AGY and loses 6 END per hour.*

Willpower (WIL)

Mind Control- WIL is used for opposed rolls involving attempts at brainwashing (1d20 + WIL vs. 20 opposing the skill roll of the brainwasher).

Resistance- WIL is used to resist anything that would cause the PC to act (or not act) against his or her will. PCs can make WIL based saves to resist, among other things, pain, nausea, fear, amnesia, hallucinations, delusions, euphoria, etc. See p.104 for a list of drug/disease/poison symptoms and effects and the consequences for failing saves against them.

Pain- One of the most common things PCs will have to resist is pain. Pain comes in two types:

Shocking Pain: This is pain that comes on suddenly (sometimes unexpectedly). It only lasts a second but it is so strong that it can cause the PC to be unable to act. A PC who fails to save by 1-9 loses his or her next action. A PC who fails by 10 or more loses his or her next action and reaction (see A Combat Round, p.109), meaning that the PC not only cannot act, but cannot defend himself or herself for one round.

Distracting Pain: This is pain that comes on more slowly and stays around longer, causing the PC to be distracted from anything he or she tries to do. When a PC fails a save vs. distracting pain, the PC suffers from a penalty equal to the amount he or she failed by. This penalty applies to any roll the PC has conscious control over (e.g. it would apply to an attempt to catch a ball, but would not apply to a save vs. disease contraction). Example: *Logos fails a save vs. distracting pain by 3. Logos now suffers from -3 to skill rolls, actions, reactions and anything else he has conscious control over.*

Drug Cravings- WIL is also used to save vs. drug cravings after becoming addicted. The difficulty is based on the drug. See Drugs (p.106) for more.



Fear- PCs who encounter frightening things (especially when they are unexpected) may have to make saves vs. fear.



Failing a save vs. fear by 1-9 means the PC runs away screaming and cannot do any useful action until at a safe distance. Failing by 10+ means the PC is paralyzed with fear for one round per point over 9 that the PC failed by (so if the PC fails by 11 points, the PC is paralyzed for 2 combat rounds).



Saves vs. fear are especially hard on kids because they have low WIL and know less about what things are dangerous and what aren't. A GM will often require a save vs. fear roll for kid characters when they wouldn't for adults.



Fear is very personal. For some kids, a desiccated corpse would require a save vs. fear, for other kids it's an opportunity to play soccer with a skull. Save vs. fear difficulty goes down with exposure: *A PC who never remembers seeing a living adult might have to make a 20 difficulty save vs. fear, while a PC who has lived with adults for year might only have 5 difficulty.*





Sample Save vs. Fear Difficulties for Kids

5	Strange Adult, Strange Insect
10	Angry Adult, Growling Dog, Snake, Large Fire
15	Attacking Adult, Attacking Dog, Bear
25	Attacking Bear



Crying- Any time a kid PC is hurt, either emotionally or physically, the PC must make a save vs. crying. If the PC fails by 1-9 the PC is visibly and audibly crying, but can still act normally. If the PC fails by 10+ the PC is crying hysterically and, for each point of failure over 9 the PC is -1 to all actions. Crying lasts 1 round per point of failure.



Health Attributes

In Brief- Blades and bullets remove BLD. Crushing removes BDY (then double BLD). 0 BLD = mortally wounded, but PC can keep going until INCY or END = 0.



The three health attributes, BLD, BDY and INCY are used whenever a character takes any kind of damage which moves the PC progressively closer to death. There are many types of damage which may cause pain, cripple or disfigure the PC, but don't move the PC significantly closer to being dead and so they do not remove BLD, BDY and INCY. The two main types of potentially lethal damage are blunt and bladed.





Blunt Damage- Blunt damage comes from anything that does crushing damage to the PC's tissues, like a club or a punch. Things like falling, being crushed or being rammed by a vehicle also do blunt damage. Blunt damage is subtracted from BDY. Once all BDY is gone, blunt damage is removed from BLD but the effect is doubled. So, if a person with 2 BDY is hit with something that does 5 blunt damage, all 2 BDY are taken away and the character suffers 6 damage to BLD (the remaining 3, times 2).





Bladed Damage- Bladed damage comes from anything which cuts, pierces or spills blood, including knives, guns, barbed wire, skidding, etc. Bladed damage goes straight to BLD. Any other type of damage which causes the PC to lose blood, be unable to take in oxygen, or does damage to the heart and lungs also does damage to BLD.



0 BLD- When a PC reaches 0 BLD it means he or she has been mortally wounded and without medical intervention he or she will eventually die. Even at 0 BLD or below, a PC can still do things, even fight, for a limited period of time, so long as the PC has INCY and END left. END effects how long the PC can continue to act, and INCY (Incapacity) effects how much more damage a PC can take before being immediately incapacitated.



As soon as a PC reaches 0 BLD, he or she loses 1 point of (current) END every round (in addition to END lost from other activities/circumstances). When END reaches 0, the PC is incapacitated (see Incapacity, below).

When damage reduces a PC's BLD to 0, any further damage is done to INCY. All further damage that would have done damage to BLD instead does damage to INCY. All further blunt damage does double damage to INCY. When a PC reaches 0 INCY it means he or she is incapacitated.

Incapacity- An incapacitated person can not stand, make fighting actions or reactions, or initiate any kind of communication. An incapacitated PC may make moderate (20 difficulty) WIL rolls to be able to do very simple things (e.g. answer a question, crawl away from a fire) but cannot do anything that would normally require a roll (e.g. perform a skill).

After being incapacitated, the PC has his or her base INCY + base END number of rounds before brain death occurs and no known means can revive the PC. If someone with the Emergency Medicine skill (p.44) treats the PC before this happens, death can be put off by means of CPR and lost BLD can be returned by stitching, cauterizing, tourniquetting, etc. so that the PC is no longer at 0 BLD.

Death by Stabbing

Jim has 4 BLD, 4 BDY, 4 INCY, 10 END. Jim is okay.

Jim is stabbed (3 bladed damage). All 3 damage go to BLD, reducing BLD by 3.

Jim has 1 BLD, 5 BDY, 4 INCY, 10 END. Jim is okay.

Jim is stabbed (3 bladed damage). 1 of the 3 damage goes to BLD, reducing BLD to 0, the rest goes to INCY, reducing INCY by 2.

Jim has 0 BLD, 5 BDY, 2 INCY, 10 END. Because he has 0 BLD, Jim is mortally wounded, and will lose 1 END per round. However, he can still fight as normal.

Jim is stabbed (3 bladed damage). All 3 damage go to INCY, reducing INCY by 3.

Jim has 0 BLD, 0 BDY, -1 INCY, 9 END. Because he has no INCY, Jim is incapacitated: he can't do anything. From here he has 14 rounds (base INCY (4) + base END (10)) before he is brain dead.

Death by Clubbing

Jim has 4 BLD, 5 BDY, 4 INCY, 10 END. Jim is okay.

Jim is hit with a club (3 blunt damage). All 3 damage go to BDY, reducing BDY by 3.

Jim has 4 BLD, 2 BDY, 4 INCY, 10 END. Jim is okay.

Jim is hit with a club (3 blunt damage). 2 points of the damage go to BDY, reducing BDY to 0. The remaining 1 point of damage goes to BLD, but it is doubled, so it reduces BLD by 2.

Jim has 2 BLD, 0 BDY, 4 INCY, 10 END.

Jim is hit with a club (3 blunt damage). 1 point goes to BLD (where it is doubled, reducing BLD by 2). The remaining 2 points of to INCY (where they are doubled, reducing INCY by 4). Jim is now at 0 INCY and is incapacitated.

Damage and Medical Effects

These are some sample medical effects one might observe in a PC who has taken bladed or blunt damage during combat:

1 blunt	1 bladed
A few ribs broken, a few internal organs bruised.	A large or deep cut which did not pierce internal organs but caused significant blood loss.
3 blunt	**3 bladed**
Several bones broken, internal organs badly damaged and bleeding heavily.	Internal organs lacerated, heavy blood loss.
6 blunt	**6 bladed**
Crushed skull or broken spine, massive internal bleeding.	Major arteries severed, internal organs pierced, massive blood loss.
9 blunt	**9 bladed**
Most bones broken, most internal organs destroyed, tissues pierced by jagged bone fragments.	Vital organs cut in half, blood spurting.

Armor

In Brief- AR is how much opposed success a strike needs to bypass armor. PR is subtracted from any strike that hits the armor. Armor piercing attacks cut through armor as if they had additional damage. To do a non-damaging attack (e.g. pain/stun) the attack must have been able to do damage as a normal strike.

A piece of armor has two factors:

Armor Rating (AR) represents how much of the body the armor covers; in other words, how difficult it is to hit an unprotected spot on the PC. To bypass armor, an attack must have an opposed success (beat it's difficulty by more than the defender beat his or her difficulty) greater than the AR.

Protection Rating (PR) represents how much damage each type the armor can absorb.

Example: *Lake has a leather suit with an AR of 7 and a PR of 2 bladed. A strike (a combat action, see p.112) with an opposed success of 7 or below will hit the armor and 2 bladed damage will be subtracted from the damage the strike would normally do. If the strike was with a weapon that does 4 bladed and 2 blunt damage, it would only do 2 bladed and 2 blunt damage. A strike with a success of 8 and above would hit an unprotected spot and do full damage*

Sample Armor Ratings

AR 20: Full body protection with no weak spots.

AR 15: Full body protection with some weak spots.

AR 12: Face completely exposed.

AR 10: Head completely exposed.

AR 7: Head, neck, hands, feet completely exposed.

AR 5: Only body, thighs, upper arms covered.

AR 4: Only torso and hips covered.

AR 3: Only torso covered.

AR of 20 represents total coverage and no amount of opposed success can bypass the armor.





Multiple Layers- When a PC is wearing multiple layers of armor, each layer acts upon the damage independently. One strike may hit one piece of armor and lose some of its damage, hit another piece of armor and lose more, then bypass a third piece of armor and not lose any more. In order for damage to reach a PC, it must either bypass or cut through every piece of armor the PC is wearing.







Armor Piercing- Some weapons and types of damage cut through armor better than they cut through other things (like people). An armor piercing bullet may be listed as doing: "5 bladed damage (pierces as 10)". When subtracting damage absorbed by the armor, treat the damage as if it is 10. When the damage gets to the PC, however, it can't do any more than 5 (the real damage). Note that poisons on a bladed object do full damage if any bladed damage gets through to the victim.



Non-Damaging Attacks- There are attacks which do not do damage, but do things like cause pain, cripple joints, knock people out, etc. Armor can protect from these attacks too. To determine whether armor protects from such an attack, figure out whether, had this been a normal strike with the same opposed success, any damage would have been done to the target. If no damage would have gotten through, then the non-damaging attack has no effect. Also, some attacks have a minimum damage (e.g. a knockout strike requires an attack that would have done at least 2 blunt damage if it was a normal strike) and if armor reduces the "would be" damage to less than this then the strike doesn't work.





Example: *Inferno is trying to stab Hoshi in the nuts with an ice-pick (a pain/stun strike). Hoshi is wearing a leather motorcycle outfit that has AR 10, PR 3 bladed 1 blunt. Inferno strike and Hoshi dodges, and Inferno wins (gets more over his difficulty than Hoshi did) but not enough to bypass the armor. Had this been a strike, it would have done 1 bladed damage (pierces as 3), which would not be enough to bypass the PR of the armor (3 bladed), thus the pain/stun has no significant effect on Hoshi.*





Healing

For every 7 day period, the average person regains the following:

1 point of BLD

1⁄2 point of BDY



Each of the following will slow the healing rate by one day:

Bad Damage Type- The PC was damaged by ragged, burn or radiation damage.



Botched First Aid- The PC never had any first aid performed on the injury, or an Emergency Medicine skill roll failed.

Infection- The PC contracts any disease, whether or not it is related to the injury.



Low END- The PC's base END is 5 or less.

Malnutrition- The PC cannot get food which satisfies basic nutritional requirements.



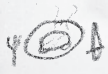
Mental Stress- The PC is put in constant fear of death or of not having the basic necessities of life met.

Physical Stress- The PC must do heavy labor or suffers from any amount of sleep deprivation.



Poor Hygiene- The PC is unable to keep wounds clean.

Reinjury- The PC take another injury while healing.



Each of the following will speed up the healing rate by one day:

Excellent First Aid- Immediately after the injury, the PC was given first aid by someone who got 10+ success on an Emergency Skill roll.

Excellent Recuperative Care- The PC is cared for by someone who makes a 30 difficulty Domestic Medicine, Emergency Medicine, Herbal Medicine, Pharmaceuticals, Science: Biology or Surgery roll to figure out how best to care for a recuperating PC.

Good Damage Type- The PC was damaged by electricity, cold, heat, hunger or thirst.

Healthy Diet- The PC eats meals prepared by a nutritionist or someone who beats a 30 difficulty Cooking roll to provide all the right nutrients a healing body needs.

High END- The PC's END is 15 or more.

Unlimited Rest- The PC spends as much time as he or she feels like in bed.

Example: *Tim took 3 bladed and 2 blunt damage. The 1st aid was botched and Tim has to work a job doing heavy labor. On the other hand, he has a friend cooking him nutritious meals. Altogether, he has 2 things that would slow his healing rate (physical stress, botched 1st aid) and 1 thing which would speed the healing rate (healthy diet). So, his net total is -1, meaning he gains back 1 BLD and 1/2 BDY every 8 days rather than every week.*

Drugs, Disease & Poisons

Symptoms/Effects

Some drugs, diseases and poisons do simple damage to BLD, just like being stabbed. The majority, however, have effects or symptoms that hit people with different intensities (depending on how much of the drug or poison they've taken or how bad they have the disease). Symptoms generally fall into the following categories:

-Symptoms that are simply annoying, which cannot be saved against (e.g. red puffy skin).

-Symptoms that reduce attributes and cannot be saved (e.g. a disease might cause "weakness" and reduce STH and SPD by 5).

-Symptoms that can be saved against (e.g. a poison might cause Vomiting, which can be saved against with a WIL +1d20 save). Failing a save might mean the PC is incapacitated, or it may even kill the PC.

The following lists some common symptoms/effects that can be saved against, what attribute is used for the save, and what happens to a PC who fails such a save:

Anterograde Amnesia (INL): Cannot recall anything about his or her past.

Cardiac Arrest (END): 1 BLD damage per round.

Coma (END): Unconscious and unable to waken. With a failure of 10+ the user suffers cardiac arrest.

Delusions (WIL): Believes without reservation some thought or idea (e.g. I am impervious to bullets). 10+ failure means the PC cannot think of anything else (is oblivious to the world).

Dysphoria (WIL): Overwhelmed by unhappiness/depression and is unable to initiate any activity.

Euphoria (WIL): Overwhelmed by pleasure and is unable to initiate any activity.

Hallucinations (WIL): Senses things which he or she is unable to distinguish from real sensations. 10+ failure means the PC is unable to see, hear or feel real stimuli because of overwhelming hallucinations.

Headache (WIL): -1 to all rolls per point of failure (save as distracting pain, p.101).

Insomnia (WIL): Sleep deprivation damage (see sidebar).

Panic (WIL): Victim does anything to escape danger. With failure of 10+ the user makes random counterproductive actions (e.g. runs into a wall, pulls shirt over head).

Paralysis (WIL): Unable to move. With a failure of 10+ user is unable to breathe.

Physiological Shock (END): END = 0, all other attributes halved. 1 BLD damage per minute.

Pulmonary Arrest (END): 1 END damage per round, then 1 BLD damage per round (same as Oxygen Deprivation, see sidebar).

Retrograde Amnesia (INL): Will not later remember anything that happened during the period of the symptom/effect.

Seizures (WIL): Loses consciousness for 1d6 minutes, loses all current END (as per exhausting activity, p.99). With a failure of 5+ there is possible physical injury. With failure of 10+ there is brain damage (-1 INL, AWR or AGY).

Stupor (WIL): Unable to think, remember, concentrate or make decisions (INL = 1, WIL = 0).

Sudden Amnesia (WIL): Forgets where he or she is and what's going on, takes 1d6 rounds to remember/figure it out.

Unconsciousness (END or WIL, whichever is less): Lasts 1 round per point of failure unless specified otherwise.

Vomiting (WIL): -20 to all other actions while vomiting.

Other Types of Damage

Burn: When a person is burned, four effects happen:
- -BLD damage (1 pt. per pt. of burn damage).
- -Pain (WIL+1d20 vs. 10/pt. of damage).
- -Physiological Shock (END+1d20 vs. 5/pt. of damage).
- -Increased chance of infection (-5 to save vs. disease contraction/pt. of damage).

Cold: Make saves vs. hypothermia hourly. 1st failure halves all attributes, each additional failure does 1 BLD damage.

Dropped Objects: Does blunt damage equal to weight (divided by 10 lbs or 5 kg) times number of stories. E.g. 20 lb. object dropped 5 stories does 10 blunt damage.

Electricity: When harmful levels of electricity run through a person, four effects happen:
- -Paralysis (WIL+1d20 vs. 20/pt. of damage), paralysis only lasts while the electricity is running.
- -Unconsciousness (WIL or END+1d20 vs. 10/pt. of damage)
- -Cardiac Arrest (END+1d20 vs. 5/pt. of damage).
- -Burn Damage: 1 pt. of burn damage for every 4 pt.s of electrical damage.

Explosion: Explosions can do one, two or all three of the following:
- -Incendiary Damage (same as Burn damage)
- -Concussion Damage (same as Blunt damage)
- -Shrapnel (same as Bladed damage, the amount is usually expressed as a dice roll and typically pierces armor, e.g. 1d20 bladed, pierces as double)

END Damage: Some toxins do END damage. Every pt. of damage takes away 1 current END. When END is at 0, further damage is done to BLD.

Falling: 2 blunt damage for each story fallen (a story is ~10 ft.). Armor typically cannot protect from this damage. Damage can be saved against (p.96).

Heat: Make saves vs. heat exhaustion hourly. 1st failure halves all attributes, each additional failure does 1 BLD damage.

Hunger: For every day without food: -¼ BLD, -2 END.

Radiation: For every pt. of damage, cumulative 1 BLD damage, Vomiting (10), Headache (10), fatigue (-2 END), confusion (-1 INL, AWR). Effects develop over 24 hours. BLD damage is permanent (unless bone marrow transplants are given). Strong likelihood (25% per pt. of damage) of developing cancer and cataracts within the next year.

Ragged: Like bladed damage, but with an increased chance of infection after the battle (see p.119). For each pt. of ragged damage taken the PC gets -5 to save vs. disease contraction.

Skidding: 1 bladed 1 blunt damage for each 20 SPD the PC is moving at. Less if the ground is very soft, more if it is rocky. Can be saved against (p.96).

Sleep Deprivation: For every 24 hours without sleep: -3 to AWR, CHM, INL and END. Must save vs. hallucinations and delusions at 3 difficulty per 24 hours. Must make saves vs. unconsciousness at 15 difficulty per 24 hours when not doing anything.

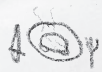
Strangulation/Loss of Oxygen: PC loses 1 current END per round (in addition to current END being lost for other reasons). Resting will not bring back any lost END. When END reaches 0, PC loses 1 BLD per round. When the PC can breathe normally again, lost END and BLD returns 1 per round. See Using END, p.99, for more.

Thirst: ½ BLD damage per day.







Drugs

A drug can have different effects based upon when and how it is used. A drug can have:

Normal Dosage Effects: A normal person taking one dose of the drug.



Overdose Effects: The effects of taking 2 times, 4 times and/or 8 times the normal dose.

Withdrawal Effects: The effects when the drug exits the user's system. Unless stated otherwise, this is when the normal effects cease.



Long Term Effects: The general effects of the drug on a habitual user.

Long Term Withdrawal Effects: The effects of withdrawal after habitual use.



Tolerance: The extra amount an experienced user of the drug must take in order to have the same effect. When a person starts using a drug regularly, tolerance typically increases 10% per week until it reaches the maximum.



Most of these effects will have the duration of the effects listed. If a duration for overdose effects, long term effects, etc. is not listed, assume it is the same duration as the normal effects.



When a drug/poison effect requires a roll, the PC should roll once per hour, minute or day depending upon the unit of measurement used to describe the effects duration. E.g. "Effects: Vomiting (20) for 24 hours" means the PC should save vs. vomiting once every hour for 24 hours.



Saving vs. Addiction- Each addictive drug lists the difficulty to avoid addiction. To this difficulty is added the number of doses the person has taken without a significant break (of at least 24 hours). Saves are thus made as follows:



WIL + 1d20 vs. Addiction Difficulty + number of doses taken

Cravings- Cravings first appear within 24 hours after an addicted character tries to stop using. Cravings are saved against on WIL+1d20 vs. 20. On the first successful save, the PC will not have another craving for 1 day. For each subsequent success, the time between cravings doubles. Most drugs do have special "triggers" which can cause a craving at any time, no matter how long it's been since the last craving. Cravings never go away, they just get farther and farther apart.



If a PC fails a craving, he or she must do anything within his or her power to seek out the drug. If the PC gets a hold of the drug, he or she will use it immediately and will be back to a one day period between cravings. If a PC is searching for his or her drug of choice but cannot find it, the PC can make a new save vs. cravings every hour to give up searching.

Example: *After getting her foot caught in the bear trap, Lisa has started using opium to deal with the pain. Opium has an Addiction Difficulty of 15 and a Craving Difficulty of 20. Cravings for opium can also be triggered by pain or anxiety. Lisa ends up taking 10 doses in the course of several days. At the end of that period the GM makes her save vs. Addiction (at WIL + 1d20 vs. 15 +10). She fails at this roll.*

Now she is addicted. When she tries to stop using not only does she experience the withdrawal effects listed for the drug, but within 1 day she must make a save vs. cravings at WIL + 1d20 vs. craving difficulty (20). She succeeds, and so her next craving will not be for two days. Two days later, she saves again and succeeds, it will now be four days until her next craving. Four days later, she saves again and succeeds, and now it will be eight days until her next craving.

Unfortunately, though, before 8 days have passed, she finds her food supply has disappeared. She doesn't know what she's going to eat through the upcoming winter, thus creating a great deal of anxiety. This anxiety is a craving trigger for opium, and so she must make a save vs. craving. This time, Lisa fails, and she is now forced to drop whatever she is doing and seek out some opium. She succeeds, getting the opium and smokes it. Now her craving periods are reset and she will experience another craving within 24 hours.

Disease

In Brief- Fail at save vs. contraction and you have the disease at 1x. Every Progression Speed period, roll vs. progression. Each failure adds 1x. 1st success means disease can't get any worse, each successive success subtracts 1x. 0x means you're cured.

Contraction- When a PC is exposed to a disease, the PC must make a save vs. Disease Contraction (END + 1d20 vs. the Disease Contraction Rating of the disease). Diseases will have different contraction ratings depending upon how the PC is exposed. Breathing the same air as an infected person may have a Contraction Rating of 10 while sharing bodily fluids with a person may have a Contraction Rating

of 40. If the PC makes the save, he or she does not catch the disease. If the PC fails then the PC has the disease at 1x symptoms.

Progression- Once a PC has a disease, the PC must fight to keep the disease from getting worse. Each disease has a Disease Progression Speed, which represents how quickly the disease will get worse. If the disease progression speed is 8 hours, then every 8 hours the PC must save vs. Disease Progression. Each disease also has its own Disease Progression Rating, which is the difficulty to save vs. disease progression. For every consecutive failure to save vs. disease progression, the symptoms increase by 1 level (1x to 2x, 2x to 3x, etc.). However, if the PC succeeds at a save, the disease is halted: it can no longer progress. From this point onward, a failed save vs. progression has no effect, but a successful save means the symptoms level is reduced (3x to 2x, 2x to 1x). When the symptoms level reaches 0, the PC is cured.

Treatments- Treatments can do two things. Some treatments help the PC fight the disease (give the PC plusses to save vs. disease progression). Other treatments only help reduce the severity of symptoms (most over-the-counter medications work in this way).

Immunity- Once a PC has defeated a disease, the PC has immunity to it, and gets +10 to save vs. disease contraction and progression from the same disease. The PC also gets +6 to save vs. disease contraction and progression from closely related diseases.

Example: *Marcos was exploring an abandoned building when the floor collapsed. Marcos fell into a pool of stagnant water which soaked Marcos' bandaged arm. The water had a bacteria with the following profile: Disease Contraction Rating of 20, a Disease Progression Rating of 20, a Disease Progression Speed of 12 hours, can be treated by antibiotics, and has the following symptoms: For each 1x the victim suffers from an aggregate fever (-10 to save vs. heat exhaustion), Vomiting (10), weakness (-5 STH, -5 SPD) and 1 BLD damage for each progression.*

12 hours after falling in the water, Marcos makes a save vs. disease contraction at END (7) + 1d20 vs. 20. He fails, he now has 1x symptoms. At 1x he is -10 to save vs. heat exhaustion, has -5 STH, -5 SPD, takes 1 BLD damage and must save vs. vomiting (at difficulty 10). 12 hours later must make a save vs. disease progression (at END (7) + 1d20 vs. 20). He fails, and now he has 2x symptoms: -20 to save vs. heat exhaustion, -10 STH, -10 SPD, an additional 1 BLD damage and he must save vs. vomiting at 20 difficulty. Since Marcos only has 8 SPD, he now cannot even stand. Marcos' friends finally get him some antibiotics, which give +8 to save vs. disease progression. After another 12 hours he saves again at END (7) +8 (antibiotics) +1d20 vs. 20. He succeeds: the disease is halted, but he is still at 2x symptoms. 12 hours later he rolls again and fails, but since the disease is halted nothing happens and he remains at 2x symptoms. 12 hours later he rolls again and succeeds, now his symptoms are reduced to 1x. 12 hours later he rolls again and succeeds again, now the disease is gone.

Skills

Basic Skill Use

There are certain activities that anyone can try to do without being trained: prowling, climbing, jumping, lying, etc. A few skills make people better at things they could have tried anyway, e.g. a climbing skill. The majority of skills, however, let a PC do things the PC would not have known how to do without the skill, e.g. try to calculate the speed and acceleration of an object sliding down a smooth incline.

Most of skills are intellectual and are rolled using INL. Other skills use the other attributes. Skills are purchased in levels, and are purchased with skill points at a cost per level set by the character class (see p.35). Each skill has six possible levels which can be achieved:

(1) Interest: Characters have studied only the basic levels of the skill. They know enough to try anything, but their chances of succeeding at difficult tasks are very low.

(2) Hobby: Characters keep up on the skill but are far from masters in it.

(3) Pursuit: Characters have spent a large portion of their time practicing the skill or keeping up with the subject. They have a respectable knowledge of the skill.

(4) Study: Characters have spent a significant portion of their lives studying the skill. They know almost everything an average person studying the skill could be expected to learn. Characters have a professional level of knowledge about the skill.

(5) Expertise: This is the equivalent of a Ph.D. in the skill. Characters know subtleties about the skill that few people know exist.

(6) Mastery: This is everything a person could possibly know about the skill. There are only a handful of people on the planet as skilled as the PC. Starting PCs may not have level 6 in any skill without special permission from the GM.

Skills that make people better at things they could have attempted anyway (e.g. Climbing) generally give +4 per level to all rolls of that type. Example: Lucy has Climbing (3), she gets +12 (4x3) to all climbing rolls.

Skills that allow people to attempt things they couldn't have attempted without the skill (e.g. solve a physics problem) give +4 per level above the first. In other words, the first level in the skill makes you able to make the roll, each subsequent level gives you +4. Example: *Parminder has Physics (1), he can make an INL +1d20 roll to solve a physics problem. His brother, Gauri, has Physics (3) and can make an INL +8 +1d20 roll to solve a physics problem.*



As in other rolls, the difficulty for a skill roll is set by the GM based on what the PC wants to achieve.



Example: *Tim has Physics (3). Tim wants to calculate the radioactive decay of a batch of toxic waste. The GM says that this will be a moderate (20) difficulty use of the skill. Tim rolls INL +8 (because he has level 3) + 1d20 vs. 20.*



Rerolling Skills

Once a PC has failed a skill roll, he or she cannot reroll until the situation has significantly changed, e.g. the target of the skill is different, the PC is in different working conditions or the PC has been provided new information to jog his or her memory.



Distractions



Anything that distracts the PC (including most failed saves) will give a penalty to skill rolls. If the PC is trying to do two things at once (e.g. answer a question about US history while running) the PC is at -10 to the skill roll.

Skills & Time



When a PC uses a skill, it is assumed that a PC is taking as long as he or she needs to. This might mean one round (e.g. using Science: Chemistry to realize that mixing floor cleaner with pool cleaners is dangerous) or weeks (e.g. using Shelter Making to build a house). PCs gain no plusses from taking extra time to complete a skill, but they do take a penalty if they are trying to rush.



Working Together

Two PCs with equal levels in a skill can often work together, giving +4 to the skill roll (one PC makes the roll). PCs with unequal levels in the skill cannot work together (one knows so much more than the other that the other can't do anything to help).

Using Books

Some skills have books that correspond to those skills, other skills cannot be put into a book. Each book corresponds to a certain level in the skill. A five-page illustrated first-aid manual designed for young people might correspond to Emergency Medicine (1) while a five-volume collection of "The Journal of Practical Trauma Treatment" might correspond to Emergency Medicine (5).

If PCs have a book that corresponds to their **current skill level**, they can use it as a reference book, giving +4 to their skill rolls whenever they reference the book.

If PCs have a book that is **one level higher** than what the PC has, the PC can use it as study material to learn the skill (see Endangered Skills, p.35, in Character Advancement).

A PC with **no levels** in a skill can use an Interest (1) level book to make a skill roll as if the PC has 1 level in that skill.

Using a book to help with a skill roll requires a Read/Write roll of a difficulty equal to whatever the PC is trying to do with the skill.

Example: *Patricia has the skill Electronics (1) and no levels in Cooking. At a market she picks up an Interest (1) Level Book on Electronics. It's a very basic level text, but it's useful for Patricia when she forgets some fact or term and needs to look it up. When she uses the book while using the Electronics skill (so long as she can make a Read/Write roll of equal difficulty to the Electronics roll she wants to make) it makes her a lot slower, but gives her +4.*

When she uses XP to buy another level in Electronics, the book is now useless, as it contains only information she already knows by heart. She will need an Electronics (2) book if she wants to still have a +4 to her Electronics roll.

Patricia also gets a Cooking (1) book. Although she doesn't have the Cooking skill, she can make rolls as if she has one level in Cooking by consulting the book.

See p.64 for the price and rarity of books at different levels.

Combat Skills

Each combat skill lists fighting actions and/or reactions which are learned as part of the skill. In addition to any plusses listed in the skill, the PC gets +4 for every skill level above the first to each of these actions and reactions. Most combat skills only allow the plusses to work on certain weapons.

If a skill gives +0 to an action to reaction, then the first level of the skill conveys no benefit. Benefits to that action/reaction only accrue when the PC gets 2 or more levels of the skill.

Example: *Fenn has Knife Throwing (4). The skill lists the following plusses when throwing knives or similar weapons:*

+2 per level to initiative
+4 to Strike
+0 to Vital Strike
-4 to Blinding Strike
No penalty for targeted strikes.

Because Fenn has 4 levels in the skill, he gets +12 to all of the listed combat actions and reactions, so Fenn's actual plusses are:

+8 (+2 x4) per level to initiative
+16 (+4 +12) to Strike
+12 (+0 +12) to Vital Strike
+8 (-4 +12) to Blinding Strike
No penalty for targeted strikes.

If a PC has different skills that give plusses on the same action with the same weapon (e.g. Vital Strike with knives from both Street Fighting: Armed and Knife Fighting) the PC takes only the highest bonus for each action (the plusses do not combine).

Non-Skills

A PC can try anything without using a skill. The PC simply narrates what he or she does.

Example: *Flagg has no demolitions or electronics skills of any kind and he's trying to disarm a bomb. The GM doesn't make him roll a skill roll, doesn't even make him roll INL. The GM simply describes the bomb and asks Flagg what he does. Flagg decides the best thing to do is grab a handful of wires and yank them out all at once. The GM narrates the result…*

Most normal everyday things do not require a skill roll, or typically any kind of roll. PCs are expected to be able to do normal things that anyone that age can do (except where some disadvantage says that they can't). Adults can eat, keep clean, stay afloat in water, use a pistol, read a map, cook a meal, tie a knot, tell a lie, recognize symptoms of serious illness, etc. Kids can dig a hole, make up a rhyme, remove a splinter, draw a picture, get dressed, etc.

Fighting

In Brief

Combat begins by determining initiative (who acts first), then proceeds though a number of rounds until combat is finished. Each round, each participant gets one action (used in order of initiative) to use against an opponent and one reaction (used when attacked) to react defensively to something done to him or her. There are many types of combat actions and reactions, each with a different intended result, different difficulty and using different attributes. There are also many factors that can modify the difficulty for an action or reaction, including skills, properties of the weapon and environmental variables.

Initiative

In Brief- Everyone rolls AWR + INL + 1d20 to determine the order of who gets to act.

At the beginning of combat, each participant makes an AWR + INL + 1d20 roll. The fighter with the highest roll will get the first action in the round, the second highest will go next, etc. The next round, initiative is the same. Initiative must be re-rolled every time there is a break in the action (e.g. fighters stop to taunt each other).

Surprise- The fighter who initiates combat should get a bonus to initiative, from +5 to +15, depending upon how much of a surprise the combat was to the other fighters. Also, characters who are completely unaware that they are the victims of an action (e.g. are hit unaware by a sniper) do not get a reaction.

A Combat Round

In Brief- ½ second, everyone gets 1 action and 1 reaction.

A combat round is a period of time, approximately equal to half a second, during which each participant gets <u>one action</u> and <u>one reaction</u>. The character's reaction is made in response to any attack against him or her at any time during the round.

Converting Actions & Reactions- Characters do not have to use their actions and reactions at the designated time; they can do any of the following:

-Wait and use their one action at the end of the round.

-Give up their action for that round in order to gain an extra reaction (no penalty).



-Trade a reaction for an action (must be used when a reaction would be: simultaneous to an attack on the PC, and is at extra difficulty, see Simultaneous Action, below).



Actions	vs.	Reactions
-Each character gets only one per round.		-Each character gets only one per round.
-Characters get to use their actions in an order determined by initiative.		-A character can only use a reaction when he or she is the target of an action.
-Actions can be traded for reactions at no extra difficulty.		-A character can use a reaction as an action at extra difficulty (+20 +WIL).
-Characters can wait until the end of the round to use an action.		-If the character is not acted upon in a round (or chooses not to react), he or she gets no reaction.





Range



In Brief- Must be close enough to opponent to hit them. Weapon range measure in Range Units.



Opponents can move closer or farther apart in two ways. The first is by using an action to move (this is a non-combat action so doesn't require a roll, but if one wants to do this at the same time as attacking one suffers a -10 penalty to the attack). The second is by reacting to attack with the reaction Jump, which moves the reactor back out of weapons' range if successful.



When opponents are using weapons of equal range and are generally trying to stay in range of each other, it is not necessary to keep track of range. It if only necessary when one fighter is trying to take advantage of range by using a longer weapon (and attacking before they can be attacked) or by constantly backing up (and forcing the opponent to advance each round) as a defensive strategy.



The effective range of handheld weapons is defined by range units. If a sword has a range of 1-2, then at range 0 you are too close to use it and at range 3 you are too far away. Ranges are as follows:

Range 0: Short knives, biting and clawing, minimum range for small pistols.

Range 1: Punches, kicks, knives, short swords.

Range 2: Long swords, chain weapons, minimum range for shotguns & rifles.

Range 3: Pole arms, broadswords, whips.

Range 4: Projectile weapons.

Example: *Timmy, who has a knife (range 0-1), is trying to attack Martha, who has a machete (range 1-2). They start outside weapons range of each other (range 3). Timmy does a split Move (into range 0) and Strike. The strike is at -10. Martha reacts with a Jump, moving out to range 2. Martha succeeds and now gets an action from range 2, where she can hit Timmy but Timmy can't hit back (even if he uses a Simultaneous Strike).*

Attributes in Combat

The following gives a basic idea of how attributes figure into various combat maneuvers:

AGY- Adds to the speed and accuracy of an action/ reaction.

AWR- Adds to actions that require noticing and reacting to an attack or a flaw in the enemy's defenses.

INL- Adds to actions that require the use of knowledge (e.g. knowing where to strike to hit a vital organ).

SPD- Adds to actions that involve quick and powerful footwork.

STH- Adds to the damage and pure force of an attack.

Resolving Combat

In Brief- Attacker must succeed on an action by more than opponent succeeds on a reaction.

A combat action follows the same rules as any other opposable action: it succeeds only if the character beats the given difficulty for that action and if the action isn't opposed by someone who beats their opposing action by more than the actor did. In terms of combat: you are tying to hit me and I am trying to stop you. You must not only succeed (do well enough to actually hit me) but succeed by more than I succeeded on my attempt to stop you.

Action/Reaction Example

Attacker's Action:	Defender's Reaction:
Strike (Handheld)	Dodge

The attacker declares the action first: an attack with some handheld weapon. The defender then chooses to use his or her reaction to dodge the blow.

Attacker's attributes:	Defender's Attributes:
STH+AGY = 23	AWR+AGY = 30

Each action or reaction uses specific attributes, a handheld strike uses STH and AGY, a dodge uses AWR and AGY. The combatants add those attributes.

Attacker's 1d20 roll:	Defender's 1d20 roll:
14	5

Combatants add their attributes to the result of their roll on a 20 sided die. If combatants had applicable skills or situational modifiers, those would be added in as well.

Attacker's Total vs. Difficulty:	Defender's Total vs. Difficulty:
Total of 37 vs. difficulty 25	Total 35 vs. difficulty 25

Each combatant's combined attributes plus 1d20 rolls are compared to the difficulty of the given action. Both the attack and dodge have a difficulty of 25. Here, both combatants beat the difficulty for their respective actions.

Attacker's Success:	Defender's Success:
37 – 25 = 12	35 – 25 = 10

Success is the amount by which a player beats the difficulty for the action. Since the strike and dodge are opposed, the person with the most success wins. Here, the attacker's success is more than the defenders (by 2 points, making it an opposed success of 2). The attacker wins and inflicts damage upon the defender (the goal of that particular action).

Noncombat Actions

In Brief- Simple things don't require roll, can't be opposed.

These are actions which are useful during combat but do not directly effect opponents and so the opponents can not react to them. The GM usually won't require a player to make difficulty rolls for these actions.

Draw- Ready a weapon for attack (may take more than one round if the weapon is not readily available).

Aim- Aim a projectile weapon at an enemy and follow any movement the enemy makes. If the character later makes an attack against the enemy with that weapon (without their aim having been interrupted) the character gets +4 to the roll.

Rise- Rise to standing from a prone state.

Move- Move up to 4 range units closer to or farther away from the opponent. See Range (p.110).

Modifiers

In Brief- Many factors make actions/reactions easier or harder.



Any factor can modify the difficulties for actions and reactions in a combat. GMs will determine bonuses and penalties for each situation. Some common modifiers follow:



Aim	+4 to roll	The attacker has just aimed at the target (see Noncombat Actions)
Blinded (Full)	-15 to roll	This is the penalty when a fighter's vision is completely obscured.
Blinded (Partial)	-7 to roll	This is the penalty when a fighter's vision is partially obscured or blurred.
Burst	-4 to roll	The character is firing more than one shot at once (up to the max. Rate Of Fire listed for that weapon). If the action is successful, each shot does damage.
Extended Action	+5 to roll	The character puts his or her whole body into an action (+5) but in doing so sacrifices his or her balance (-10 to next action or reaction). Not possible with projectile weapons.
Improvised Weapon	-8 to most rolls	See Improvised Weapons (p.118) for more.
Leaning	-10 to roll	While leaning over to attack something below the character's knees (e.g. attacking from horseback), an attacker is at -10 to any action or reaction.
Mounted	-4 to roll	This is the penalty for making a combat action from atop a moving vehicle or animal. Note that in order to hit opponents, mounted PCs must typically lean (see above). When the PC is moving he or she is at +4 difficulty to hit.
Paired	-4 to roll	The character is attacking with two weapons simultaneously. If the action succeeds, both weapons do damage.
Prone	-8 to roll	Penalty does not apply to kicks or projectile weapons. Because of their reduced profile, anyone trying to hit a prone PC with a projectile is at -8. See also Stomp (p.114).
Simultaneous Action	-20 +WIL to roll	See below.
Split	-10 to rolls	See below
Targeted	-4 to roll	The damage done by a successful attack is done to a specific part of the enemy predefined by the attacker (depending upon the part, the attack might do less damage than normal, but never more). To do more damage, see Vital Strike (p.115).
Underwater	-8 to roll	Because water reduces momentum, all attacks do half damage underwater. Characters without any swimming skills can typically move at ¼ their SPD underwater.













Simultaneous Actions

In Brief- Hit someone as they try to hit you, at +20 difficulty but add in WIL.



The character makes an action as a reaction: reacting to an action directed towards him or her with another action. Both actions happen simultaneously and neither are opposed. –20 to the roll, but WIL is added in as a third attribute. A WIL higher than 20 will not give a bonus to the action.



Example: *Tara and Marie are having a fistfight. Tara declares her action for the round: a strike against Marie. Now it is time for Marie to declare her reaction. She says she will take the hit and use the opportunity to hit Tara. At this point neither can do anything to avoid being hit, as either strike that succeeds will go through unopposed. However, instead of rolling the normal STH + AGY +1d20 vs. 25 to strike, Marie must roll STH + AGY + WIL +1d20 vs. 45.*



Split Actions/Reactions



In Brief- Turn one action or reaction into two, but at -10 to each.



The character splits one action into two actions or one reaction into two reactions but gets -10 to each.



Split actions can be used simultaneously (e.g. a PC strike simultaneously with two swords) or at different times (e.g. a strike with a sword, then another one later this combat round). Keep in mind, though, that some reactions (e.g. a jump out of range) are effective against two actions at once.



Split reactions can also be used simultaneously (e.g. parrying two swords simultaneously with two swords) or at different times (e.g. use one reaction now, save the other to deal with another attack later).



Example: *Wilford is facing two opponents. When he faces his first attack of the round he chooses to split his one reaction into two. He uses his first reaction now (to dodge the current attack) and saves the other for later. When he dodges, he must take a -10 penalty because this is a split action.*

When the second opponent, Gary, attacks, Gray declares he is splitting his action to be able to make two actions this round (each at -10). Now Wilford must decide whether to split his reaction again (and thus be at -20 to each) or put up no defense against one of Gary's actions.

Advanced Combatants

Combatants with extremely high attributes or high levels in combat skills may find it useful to use split actions and reactions as well as simultaneous actions.

For instance, a very skilled attacker may split her action and do two actions at once, e.g. a stomp on the opponent's ankle (a pain/stun attack) and a punch in the ribs (strike). The attacker will be at -10 to each of these actions. The victim cannot defend against both unless he splits his reaction and takes a -10 penalty to each.

Or, a very skilled defender may split a reaction in order to defend and make a simultaneous attack. For instance, the defender may step to the side (a dodge) and simultaneously slash at the attacker's neck (a vital strike). The defender is -10 to the dodge and is -30 and +WIL to the Vital Strike (-10 from the split, -20 +WIL from the simultaneous strike).

Advanced fighters may also split reactions and save them for later in order to react to an unexpected attack (such as a simultaneous Strike).

Combat Actions

These are actions that every person can attempt, even people with no combat training whatsoever. Actions that only people with special training can do can be found in various combat skills in the Skills section (p.109).

Area Attack

Goal- Hit everything in a given area with bullets or other projectiles.

Roll- INL + Number of shots fired + 1d20 vs. 10 + size of area in feet (or +3/m.).

Weapon- Any that can shoot more than once per action

-Each target can react separately to the attack.

-This and Sweep are the only actions which don't suffer from blindness penalties: the character can fire at an area without seeing it. Distance penalties for projectile weapons do apply.

-When declaring, define an area to spray. Roll a separate success roll for each person in the area.

-Each target hit takes damage from one projectile.

Blinding Strike

Goal- Damage target's eyes to blind him or her.

Roll- INL+AGY+1d20 vs. 30

Weapon- Anything that damages eyes or causes bleeding or swelling around the eye or any substance that can obscure vision or makes eyes shut involuntarily.

-Most weapons only partially blind (a nail can only poke out one eye at a time, sand will only partially damage vision).

-Some weapons fully blind (e.g. a caustic chemical spray). See Improvised Weapons: Blinding Substances (p.118) for more.

Crippling Attack

Goal- Damage a limb so as to make it unusable.

Roll- STH+INL+1d20 vs. 30

Weapon- Anything that can cut tendons, break bones or dislocate joints.

-A successful crippling attack cripples one limb.

-A person can continue to stand on one leg but is at SPD 1, -7 to all actions and reactions, and is -20 to saves vs. loss of balance.

Disarm

Goal- Knock the opponent's weapon from his or her hand.

Roll- STH+AGY+1d20 vs. 30

Weapon- Fists, kicks or anything which can cause a wrist to lose tension.

-Usually a strike to the wrist, though it may be a strike to the weapon itself.

-The target can resist with an opposed STH feat (STH+1d20 vs. 20) as a reaction.

Grab

Goal- Immobilize one limb or one weapon.

Roll- STH+AGY+1d20 vs. 25

Weapon- Hands, or anything which can grab (e.g. a snare).

-Once a limb or weapon is successfully grabbed, the grab remains until it is broken. The grabber can choose to let go, or the target can use an action to make an opposed STH roll against the grabber. Any successful pain/stun attack against the grabber will also cause the hold to be broken.

Grab (*Pain*)

Goal- Immobilize a limb so that the target can not move without pain.

Roll- STH+INL+1d20 vs. 35

Weapon- Hands

-The target's arm is simultaneously grabbed and twisted so that the target must make a save vs. pain (WIL+1d20 vs. 20) to move in any way.

-The target's free limb is still usable but usually on the opposite side of the body from the grabber.

Grab (*Strangle*)

Goal- Cut off blood and air flow through the neck.

Roll- STH+AGY+1d20 vs. 25

Weapon- Hands, anything that can be wrapped around the target's neck, or anything hard that can pin the neck against a stable surface.

-Grab can be broken by opposed STH roll or pain/stun attack.

-During the hold, the target loses 1 END per round then 1 BLD per round (as per Oxygen Deprivation, see p.105). If the hold is broken before the target dies, the lost BLD and END return one each per round.

-Both the target's hands are free during the grab.

Grab (*Wrestling*)

Goal- Use multiple limbs to immobilize the target's limbs.

Roll- STH+INL+1d20 vs. 30

Weapon- Hands

-If successful, the target in a hold that is easier to maintain than it is to break free from. To break hold target must make hard (30) STH feat vs. an easy (10) feat by the holder.

-Takes one limb to immobilize a limb (e.g. to immobilize both the target's arms, attacker must use both his or her arms).

Knockaway

Goal- Do damage and knock the target backwards.

Roll- STH+AGY+1d20 vs. 25

Weapon- Anything capable of inflicting two or more points of blunt damage over a wide area, e.g. a punch by someone with 16+ STH, a kick by someone with 20 SPD, a baseball bat, etc.

-Target takes 1 point of blunt damage and is knocked back one range unit per point of opposed success.

-Even if the damage is absorbed by armor, the target is still pushed backwards.

-Target must make a moderate save vs. loss of balance (AGY+1d20 vs. 20) to avoid falling down.

Knockdown

Goal- Knock the opponent to the floor.

Roll- STH+AGY+1d20 vs. 30

Weapon- Anything capable of hooking legs or pushing the target over through sheer force.

-If successful, the target is knocked down with no save. See p.111 for more on prone fighters.



Knockout



Goal- Knock the target unconscious.

Roll- STH+AGY+1d20 vs. 30

Weapon- Anything capable of doing 1 or more points of blunt damage

-If successful, the target can make an opposed save vs. unconsciousness (WIL/END+1d20 vs. 20). If the target can not successfully oppose the knockout, the target is knocked unconscious for one round per point of the attacker's opposed success.



-For every successful knockout, there is a chance of serious damage to the target, whether the attacker desires it or not. If the attacker's opposed success is more than 10, the attack also does 1d6 damage to BLD.



Pain/Stun



Goal- Stun the target by causing him or her pain.

Roll- INL+AGY+1d20 vs. 25

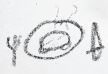
Weapon- Nearly anything capable of blunt, bladed or burn damage as well as things that don't cause enough damage to take away BLD or BDY (e.g. a lit cigarette, a syringe, a key held in a fist).



-If the attack is successful the target must make an opposed save vs. shocking pain (difficulty 20). If the target's opposed failure is less than 10, the target loses his or her next action. If the target's opposed failure is 10 or more, the target loses his or her next action and reaction.



Slash



Goal- Cause damage, distracting pain and disfigurement by an attack on the face or other sensitive area.

Roll- INL+AGY+1d20 vs. 25

Weapon- Anything capable of cutting or tearing long gashes in flesh.

-Does ½ point BLD damage and the target must make an opposed moderate (20 difficulty) save vs. distracting pain. Target suffers a -1 penalty for each point of opposed failure in this save.

Stomp

Goal- Do 2x damage to targets lower than the attacker.

Roll- SPD+STH+1d20 vs. 25

Weapon- Feet.

-The target must be below the knees of the attacker.

-Because this attack uses the full weight of the attacker against the target, it does double the damage of a normal kick.

Strike (*Handheld*)

Goal- Do damage the target.

Roll- STH+AGY+1d20 vs. 25

Weapon- Fists, feet or any handheld weapon capable of doing damage.

-If successful, it does the normal damage listed for the weapon.

-See p.11 for the normal strike damage for punches and kicks.

Strike (*Projectile*)

Goal- Damage the target.

Roll- INL+AGY+1d20 -1 per functional range unit vs. 25

Weapon- Any projectile weapon.

-For every one Functional Range (FR) unit away the target is, the character takes a -1 penalty to the roll (see Projectile Weapons, p.117).

Sweep

Goal- Use a long range handheld weapon to sweep through an entire 180 degree arc, hitting a target in that area.

Roll- STH + AGY +1d20 vs. 30

Weapon- Any weapon with range 2 or more.

-This action takes no blindness penalty.

-If there are multiple people within range, the weapon typically stops after it hits the first person.

Tackle

Goal- Knock both the attacker and the target to the ground.

Roll- SPD+STH+1d20 vs. 20

Weapon- Body.

-If the tackle is successfully dodged, the attacker must make a save vs. loss of balance to avoid ending up on the ground.

-A tackle does no damage.

-Target can resist with a STH +1d20 vs. 20 roll as a reaction.

Vital Strike (*Bladed*)

Goal- Use a bladed weapon to damage vital areas.

Roll- INL+AGY+1d20 vs. 35

Weapon- Any weapon that does bladed damage.

-Bladed damage that penetrates armor is doubled.

-Blunt damage is not doubled.

-This is an attack on an area where bladed damage is especially harmful (e.g. neck, heart).

Vital Strike (*Blunt*)

Goal- Use a blunt weapon to damage vital areas.

Roll- INL+STH+1d20 vs. 40

Weapon- Any weapon that does blunt damage.

-Blunt damage that penetrates armor is doubled.

-Bladed damage is not doubled.

-This is an attack on an area where blunt damage is especially harmful (e.g. neck, temples).

Wing

Goal- Damage easy to hit but non-vital parts.

Roll- INL+AGY+1d20 vs. 20

Weapon- Any weapon capable of doing damage.

-Aimed at exposed yet non-vital body parts (e.g. arms, thighs and ribs).

-Any damage not absorbed by armor is cut in half.

Combat Reactions

Dodge

Goal- Sidestep or duck under the path of the weapon.

Roll- AWR+AGY+1d20 vs. 25

-After a successful dodge, the defender is still in roughly the same place as he or she was before.

Entangle

Goal- Stop and trap the weapon.

Roll- INL+STH+1d20 vs. 30

-Requires something that can stop and trap the weapon (e.g. chain, meat hook, trident, jacket, folding chair).

-If successful, the action is blocked and the attacker must use another action to unentangle the weapon.

Flip

Goal- Dodge attack and knock over attacker.

Roll- AGY+STH+1d20 vs. 35

-This requires that the attacker make a lunge (punch or attack with a handheld weapon) and that the defender must be close enough to use the momentum to flip the attacker over a pivot point (usually the defender's shoulder).

-If successful, the defender takes no damage and attacker is knocked down with no save.



Drop

Goal- Drop below the path of the weapon.



Roll- AWR+AGY+1d20 vs. 20

-Whether successful or unsuccessful, the defender ends up on the floor at the end of the reaction.

Jump



Goal- Jump out of weapon's range.

Roll- SPD+AGY+1d20 vs. 25

-Unlike the Noncombat Action: Move, this is in reaction to a specific attack.

-Determine how many range levels the character needs to move to be out of the range of the weapon.



-+10 difficulty for every range level beyond the first.

-If the defender beats the difficulty but doesn't beat the opposed action, the PC gets hit but ends up out of weapon's range at the end of the reaction.



-Can also be used to jump towards the opponent, e.g. jump towards an opponent to get too close to be hit by a shotgun.

Parry



Goal- Block the attacker's weapon.

Roll- STH+AGY+1d20 vs. 25

-Be sure to declare what you are blocking and with what.

-Blocking a weapon with bare limbs, even if successful, may mean



Fighting Blind



In Brief- Blindness penalty for strike, tackle & grab can be reduced to -7 if you can deduce or sense where the target is.

A fighter with reduced vision will receive a penalty to almost all combat actions and reactions. The penalty ranges from -1 to -15 depending upon how bad the fighter's vision is. A PC who can't see out of one eye (or whose vision is otherwise half as good as a normal person's) gets -7. A PC who can see nothing at all gets -15.

The combat actions Area Attack (in which an area is sprayed with fire and anyone in that area has an equal chance of being hit) and Sweep (in which a long weapon is swung in a wide arc) suffer from no blindness penalties.



A PC can reduce a blindness penalty for Strike, Tackle and Grab to only -7 by using non-sight senses to determine exactly where an opponent is. If a PC's blindness penalty is less than -7 then the PC is better off using his or her sight to target opponents. The penalty can only be reduced for strikes, tackles and regular grabs (since other actions or reactions require knowledge of where a specific part of the opponent's body or the opponent's weapon is).



One way to determine the location of an opponent is to deduce it. For example: *A PC invites someone to sit in his favorite chair (the location of which he knows by heart) and when the person has sat down the PC aims a strike in the direction of that chair.*



Another way to determine the location of an enemy is by touch. If the PC is touching or grabbing an opponent, it is assumed that the PC knows where the opponent is. Example: *In combat, Mary sweeps her hand around. When her fingers brush against her opponent she immediately aims a kick in that direction. While the opponent is in that same spot, or while Mary continues to touch the opponent. Mary will get only a -7 penalty until the opponent moves.*





A more difficult way, although often the only way available, is to remotely sense where the opponent is by use of hearing. Many factors can effect the difficulty:



-How much ambient noise there is. Generally, if the ambient noise is louder than the noises being made by the target, then targeting by hearing is virtually impossible.



-How much noise the PC himself or herself is making. Once again, the PC must not be louder than the target. If the PC is breathing hard then it will be nearly impossible to locate someone breathing quietly.



-Whether the opponent is prowling. Any prowling roll to try to move quietly should be treated as an opposed roll vs. sense targeting.

-How loud the target is being (see table).

-Whether the PC is doing something else. A PC is at -10 to rolls to locate an opponent by sense while simultaneously making some other action or reaction (the action or reaction, however, doesn't take the penalty). Sensing can be done both during the action and reaction of a combat round.

At an even greater difficulty, an opponent can be sensed by smelling the opponent, or feeling their breath or the warmth of their skin. Yet the circumstances in which this is possible, and the acuity of senses necessary to take advantage of those circumstances, are extremely rare.

Sense Targeting Difficulties

AWR +1d20 vs.:

10 Target someone who is speaking.

20 Target someone by the sound of their footsteps or someone breathing loudly.

30 Target someone breathing softly.

40 Target someone by the sound of their clothes rustling as they move, by the smell of someone's bad breath, or by sensing the warmth of a nearby person on one's face.

Combat Example: *Chris is a completely blind adult (-15) with a sawed-off shotgun. Amy is a sighted child with a knife. Amy successfully sneaks up on Chris and gets the first attack, which Chris can't react to. She makes a split action: strike and move, hitting Chris as she moves and ending the action out of weapon range. Even with the -10 from the split, she beats her difficulty and Chris takes damage. Since this was a combat action, Amy loses 1 current END. Since she got the first action this round, Chris gets the next. Chris makes a roll of AWR +1d20 -10 (since he plans on doing an action at the same time) vs. 20 (since Amy is now down one on END and breathing heavily). He fails and so doesn't hear where Amy is. He makes a Strike with his shotgun at INL + AGY +8 (shotgun is sawed off) -15 (full blindness penalty) -1 (range penalty from the shotgun) +1d20 vs. 25. He fails to hit Amy.*

Next round, Amy gets the first action again. She is out of range, so she could do a split jump-in and strike, but that would leave her right next to Chris when he gets his action. He'll know where she is (via his sense of touch, since she would have just hit him with a short range weapon) and thus will be able to shoot with only a -7 penalty. What's worse, Chris will probably make a simultaneous strike, meaning Amy won't get to react. Instead, Amy opts to use her action to try to sneak around to Chris' back side so she can attack him with less fear of counter attack. She makes a prowling roll (AGY +1d20 vs. 20) to move quietly. She also makes an END + 1d20 vs. 20 roll to breathe quietly. She succeeds at prowling by 4, but fails breathing quietly. Instead, she opts to hold her breath instead, and will lose an additional 1 END per round in addition to that lost to combat actions. Chris makes an opposed AWR + 1d20

vs. 20 roll to hear Amy's footsteps. He succeeds by 5, more than Amy succeeded on her prowling roll. He now has an approximately good idea where she is, which is (by the end of her action) to his right side. Instead of using his shotgun, he opts to make a tackle, hoping to pin her. Since he is tackling sideways, the GM decides on a -4 penalty. So he rolls STH + SPD -7 (only a -7 blindness penalty because he knows where she is) -4 (penalty given by the GM for attacking sideways) +1d20 vs. 20 and succeeds by 1. Amy tries to dodge, but fails. Now Chris is on top of Amy and, since he now knows exactly where she is, can make strikes and grabs at -7.

Breathing Quietly

Any PC who is missing one or more current END lost to heavy exertion, oxygen deprivation, being incapacitated or hypoxia causing poisons is automatically considered to be breathing loudly.

Any PC can try to breathe softly and slowly, in an attempt to be quieter than the opponent, by rolling current END +1d20 vs. 20. Failure means the PC cannot control his or her breathing rate and must either breathe loudly or hold his or her breath altogether. A PC with missing END due to recent activity cannot regain lost END while breathing quietly, even if the PC is holding perfectly still, since the PC isn't taking in as much oxygen as the body wants.

Screamers

Many kids who have had to fight adults have come up with the idea of having one kid who is assigned the job of running around the adult, staying out of weapons' range at all times, screaming as loudly as he or she can, to disrupt the ability of the adult to target the kids by hearing.

Projectile Weapons

In Brief- -1 to hit for each FR away opponent is. Can't do damage beyond MR.

Range Penalty- When making any action with a projectile weapon, the PC takes a penalty equal to the number of range units away the target is. For example, if a weapon has a FR (Functional Range) of 5 ft. then for every 5 ft. away the opponent is (rounded down) there is a -1 penalty. A target 60 ft. away would be -12 to hit with that weapon. Weapons also have a Maximum Range (MR) beyond which the weapon can not do damage.

Cover- A character who lies flat, facing the enemy (reducing his or her profile) is very hard to hit with projectile weapons (-8 to hit). Any type of cover can give the enemy a minus to hit depending upon how much of the character's body is protected. Treat this as armor: standing partially behind a tree might have an AR of 5 (from that one direction) and a PR of 15 bladed/blunt.

Fighting Non-Humans

In Brief- Many actions won't work against non-humans. Small things harder to hit, big things easier.

Machines- Non-Biological opponents do not have BDY, BLD or INCY. Instead, each device has an amount of blunt or bladed damage that, if it takes, will cause it to cease functioning. One machine, for example, may be able to take 4 blunt or 9 bladed damage before it stops working.

Size- Animals and machines which are bigger or smaller than humans are easier or harder to hit (see table). Also, very small opponents can only take limited blunt damage unless they are crushed against some other surface (e.g. kicking a rat does little damage to the rat, but stomping on it does full damage).

Size	to hit
bee	-20
rat	-10
cat	-5
human	0
horse	+5
elephant	+10
house	+20

Special Attacks- Sense should be used in fighting non-humans. For instance, a blinding strike would be silly against a monster that does not depend upon its eyes, a rhinoceros would not be very susceptible to a knockdown attack by a human, etc. Without some knowledge of mechanics, a vital strike against a machine would be impossible. Vital and pain stun strikes on alien creatures depends upon the attacker successfully guessing what areas to hit to cause pain or do vital damage.

Swarms- A swarm is a group of small animals attacking the character that are so numerous we treat them as one entity. A swarm can not be parried or dodged, only run from.

Armor can help the character: any portion of the character's body which is covered by armor cannot be attacked. The amount of the character's body which is protected is the ratio of the AR to 20. So, a character with AR 10 could only be attacked by half the swarm at once. A character with an AR of 5 could only be attacked by three-fourths of the swarm.

Most swarms do not dodge and instead make simultaneous strikes at no minuses (for convenience's sake, assume that all swarm animals which can attack make a successful strike). Characters, on the other hand, usually can't kill more than a few swarm animals with each strike, except with certain weapons like poison sprays or flame throwers.

Strength Feats For Heavy Weapons

In Brief- STH +1d20 vs. difficulty, take penalty to all actions/reactions for each point of failure.



Some weapons are so heavy that using them effectively requires a STH feat. This is mostly meant for kids, and GMs are advised not to make adults of average or above-average STH make rolls each time they want to use their weapons. Different weapon have different STH feat difficulties. If a PC fails a STH feat, he or she may still use the weapon, but at a -1 penalty for each point the PC failed by. Example: *Tim has a Paper-Cutter Blade, which takes a 20 difficulty STH feat to use effectively. He only has 7 STH, and he rolls a 9, so 16 total, which means he fails by 4. When he attacks with the blade, he is at -4 to his strike. He will be at -4 for all further actions and reactions using the blade for the rest of this battle.*





Weapon Specific Difficulties



In Brief- Some actions/reactions are easier or harder with some weapons.



The difficulties listed for the various actions and reactions represent the difficulty with the typical weapon someone might use to do that action or reaction with. Some weapons are designed so that some actions/reactions are easier, while others are much harder. For instance, a pickaxe is somewhat unwieldy and hard to strike with. On the other hand, a whip is designed for pain/stun attacks and so such an attack would be easier. In weapon profiles, special actions and reactions are listed as:



Very Easy (-8 difficulty)
Easy (-4 difficulty)
Hard (+4 difficulty)
Very Hard (+8 difficulty)



Improvised Weapons



In Brief- Non weapons generally -8 to all but a few types of actions.

Normal objects can be used as weapons but since they are not designed as weapons they have higher difficulties to use. Also, many will break after the first attack.

Slashing Weapons: Any object with a cutting edge strong enough to cut flesh does 1 bladed damage. The PC is at -8 to any actions with this weapon except pain/stun, blinding and slash.

Poking Weapons: Objects with a point on them strong enough to be driven into flesh do 0.5 bladed damage. The PC is at -8 to any actions with this weapon except blinding strike, pain/stun and vital strike.

Blunt Weapons: Blunt objects with a good handle can do between 1 and 3 blunt damage. The PC is at -8 to any actions with these weapons except strike and pain/stun.

Thrown Objects: Any heavy object can be thrown at an enemy. If a character attacks someone with a huge rock at point blank range, we can simply say that is was a throw at 0 ft. Like other weapons, heavier thrown objects require STH feats to use effectively. They have normal difficulties but the following ranges:

Weight	Functional Range	Dmg	STH Feat Difficulty
1-2 lbs. or 0.5-0.9kg.	3 ft. or 1 m.	1⁄2	
3-5 lbs. or 1-2.5 kg.	3 ft. or 1 m.	1	10
6-10 lbs. or 2.6-4.5kg.	2 ft. or ½ m.	2	15
11-20 lbs. or 4.6-9kg.	1 ft. or 1/3 m.	3	20
21-99 lbs. or 10-45kg.	½ ft. or 1/8 m.	4	25
100+ lbs. or 45+ kg.	½ ft. or 1/8 m.	1 dmg/ 20lbs. or 10 kg.	30

Blinding Substances: These are any substances which can be thrown in the eyes. PCs can make a blinding attack with these substances at no minuses. They can be thrown only within a range of 5 ft. (1.5 m.). Most of these substances can be avoided by closing one's eyes (a very easy dodge). A successful attack, though, will partially blind (-7 to all actions or reactions) or fully blind (-15 to all actions/reactions) the opponent, depending upon the causticity of the substance. Extremely caustic substances (like bleach) will not only blind but act as a pain/stun strike on a successful blinding attack.

After Combat

In Brief- Further bleeding, infection and pain can happen without proper medical treatment.

After combat is finished, PCs who have taken injuries should seek out medical attention. The best case scenario is that someone with the Emergency Medicine skill and proper medical equipment can immediately treat wounded PCs. Immediate and proper medical care will eliminate the following post-combat complications:

Bleeding- For each point of bladed damage a PC has taken, that PC will lose another ½ point of BLD over the next 15 minutes unless the wound is cared for (tourniqueted, cauterized, stitched up).

Pain- When the endorphins the body produces in an emergency wear off, the PC will feel every bit of damage done. The PC must save vs. distracting pain with a difficulty of 5 for each point of damage done.

Infection- Unless a wound is cleaned and disinfected, the victim risks a serious infection. For every point of bladed damage a PC has taken, the PC must make a save vs. disease contraction with a difficulty of 10 per point of damage (max. 30). Note that burns and ragged damage (see Other Types of Damage, p.105) increase the chances of infection and are very difficult to treat using medical skills. If the PC fails the save vs. contraction, he or she suffers from a disease with the following profile (see p.106 for more on fighting diseases):

Disease Progression Rating: 20.

Disease Progression Speed: 12 hours.

Treatments: Antibiotics.

Symptoms: For each 1x the victim suffers from an aggregate fever (-10 to save vs. heat exhaustion), Vomiting (10), weakness (-5 STH, -5 SPD) and 1 BLD damage.

Simple Combat Example

Rusty and Juanita are in a fight:

Rusty: 12 AWR, 8 AGY, 10 INL, 6 SPD, 14 STH, 7 WIL, 3 BLD, 5 BDY, 4 INCY. No combat skills. Has a hunting knife (range 0-1, damage: 2½ bladed). No armor.

Juanita: 8 AWR, 10 AGY, 13 INL, 16 SPD, 4 STH, 8 WIL, 4 BLD, 4 BDY, 4 INCY. Kickboxing (2) (gives +8 to wing, +8 parry, +8 to knockaway, +4 to strike with her feet). No weapons. Her kicks do 1½ blunt damage. No armor.

GM- Roll initiative.

Rusty- (rolls INL (10) + AWR (12) +1d20) 28

Juanita- (rolls INL (13) + AWR (8) +1d20) 23



GM- Rusty, you get the first action. What do you do?

Rusty- I'm doing a split action, I'm moving into range 1 and doing a strike at Juanita with my knife.



GM- Juanita, are you reacting?

Juanita- I'm going to dodge.

GM- Okay, roll. Remember, Rusty, since you split your action you're -10 to each action. The move into range will succeed automatically, but you're -10 to hit.



Rusty- (rolls STH (14) + AGY (8) -10 (split action) +1d20 vs. 25) I got 27, that's 2 success.

Juanita- (rolls AWR (8) + AGY (10) + 1d20 vs. 25) I got 26. Only one success.



GM- Okay, the knife hits you Juanita, and does 2½ damage to your BLD. Okay, Juanita, now it's your action. You're down to 1½ BLD, so you're not mortally wounded yet.



Juanita- I'm going to make a strike with my feet.

Rusty- I'll block with my arm.

GM- Okay, roll.



Juanita- (rolls STH (4) + AGY (10) +4 (skill) + 1d20 vs. 25) I succeeded by 8.

Rusty- (rolls STH (14) + AGY (8) + 1d20 vs. 25) I succeed by 12.

GM- Okay, Rusty parries the kick. Next round. Rusty, your action. What do you do?



Rusty- I'm going to make a strike against Juanita with my knife.

GM- Okay, Juanita, your reaction?

Juanita- Um… I'll parry with my leg.



GM- Are you parrying the knife blade?

Juanita- Hell no. I'm going to parry his arm. I'm close enough to do that, right?

GM- You're in range 1, so I'm going to say yes.

Juanita- Well that's what I'm doing.

GM- Okay, roll.

GM- Okay, roll.

Rusty- (rolls STH (14) + AGY (8) +1d20 vs. 25) I got 3 success.

Juanita- (rolls STH (4) + AGY (10) + 8 (skill) + 1d20 vs. 25) I got 30. Five success.

GM- Okay, you kick the blade out of the way. Juanita, it's your action.



Juanita- I'll do a knockdown, with my feet.

Rusty- I'll let her kick me and do a simultaneous strike.



GM- Okay, roll.

Juanita- (rolls STH (4) + AGY (10) + 1d20 vs. 30). Two success.

Rusty-(rolls STH(14)+AGY(8)+WIL(7)+1d20 vs.45). Three success.



GM- Okay. Juanita, you take another 2½ damage to your BLD. Rusty, you're knocked on the ground.

Juanita- My BLD is zero now, and I'm down to 3 INCY.



GM- Well, you've just been mortally wounded. From now on you'll be losing a point of current END every round. Rusty, it's your action.

Rusty- I'll get up.



Juanita- While he's doing that, I'm going to run away.







Tips for GMs: Keeping Combat Quick

1. Never let the PCs get into a fair fight. Either the PCs should be ambushed, or the PCs should be doing the ambushing, or the PCs should be vastly superior to the people or animals they are fighting, or the PCs should be vastly inferior to their opponents.

2. Enemies run away, surrender or play dead when they realize they are getting their asses kicked.

3. Figure out the NPC fighter's typical action and typical reaction ahead of time and calculate it (e.g. this opponent strikes at 1d20 vs. 3, dodges at 1d20 +4 vs. 0).

4. NPC fighters only make simple actions (e.g. strike and dodge, no extended simultaneous split actions).

5. Don't bother keeping track of END if the battle is only going to last a few rounds.

6. Give opponents weapons with the same range as that of the PCs – this makes for a lot less jumping around during battle.

7. Start PCs and opponents in weapons range of each other.

8. Give each player only a limited amount of time to declare an action or reaction.

Chapter Three: About KidWorld

History

Beginning

In Brief- A mysterious plague in Colorado.

It started with news stories of a terrible disease in Colorado. Nobody knew what it was, except that it spread so quickly people thought it must be airborne. People all over the world were captivated, watching pictures of people with sores on their skin, people coughing up blood, people with their eyes glazed from brain damage stumbling down the streets, and piles of bodies being burned because people were dying too fast to be buried.

The Initial Chaos

In Brief- Riots, anti-Arab violence as Plague spreads. A few adults and most kids seemed immune.

Then the news channels started saying that it might be some bioweapon terrorists had released into the atmosphere. Suddenly Arab people were getting their homes and businesses burned down, some were even lynched, and the President was ordering them to be put into internment camps ("for their own safety as much as ours"). There was even a renewal of bombings of sites in the Middle East that were supposedly terrorist training camps. Yet despite all this, the disease continued to spread, showing up in a new state every day. There were riots and looting all around the country. The freeways were jammed with people trying to escape urban areas. Yet the news reported that even people living in remote mountain cabins were getting sick. TV stations cancelled all their regular programming: it was nothing but haggard looking reporters standing in front of piles of bodies, or in front of shopping malls where rioters were hauling away everything they could carry, or news helicopters flying over remote areas pointing out all the bodies lying on the ground. Even monkeys in zoos were getting sick. And in Colorado some doomsday cult was blowing up hospitals and labs, trying to prevent anyone from researching a treatment for the disease. Some news stations decided this cult must have been responsible for the Plague.

Not everyone got sick, even in Colorado where the disease first appeared. More than half the adults in the area died, but some only got a fever, and some showed no symptoms. Kids did even better. Very few kids died. There were heartbreaking news reports showing surviving adults breaking into homes and forcing kids to leave their dead parents.







Hope

In Brief- The initial deaths cease. It seems that those who have survived are now safe.

The disease spread to Canada and Mexico, and there were reports of it showing up in Europe and Asia. The impact of the disease didn't seem to lessen the farther it got from its starting point. And yet in Colorado, those who had survived the Plague seemed to be rid of it. Yes, some had permanent damage: sores or neurological problems or a wheezing cough that never stopped, but new cases of the disease just weren't happening. It seemed that if you survived the initial deaths, you would be okay.



People had figured out that it had to be something in the air and were hiding themselves in bomb shelters. But one clever TV meteorologist did some calculations and announced that the spread of the disease matched wind patterns, but not recent wind patterns, those of a month ago. Which meant that it was too late: by the time the first person showed signs of the illness, everyone in the country had already been exposed.





The pathologists figured out that the various symptoms of the disease were just auto-immune effects. Some invisible monster was rampaging through human bodies, and because the immune system couldn't touch it the immune system went a little crazy and attacked random pieces of the body itself. Once this was known, immune system suppressants could be given to people experiencing the disease. The survival rate for those suffering from the disease was increased radically, but this revelation came too late for most of the world: most people had either gotten over the disease or had died from it.



Within a few weeks the disease had burned through all of the country. America stopped to take stock of itself. Many children had died, and more than half the adults in the country, but it was over. It would be hard, and there would be much mourning, but America could rebuild itself.

Blindness Begins

In Brief- Adults start going blind. The military conscribes children. Adults try to prepare for a world where they are not in charge. Some adults start eating kids' eyes.



Then adults started going blind. It started in Colorado and spread in exactly the same pattern. With horror, the country realized that there was another phase to the disease, one that did not seem to spare any of its adult victims. Every adult's vision was going dim, slowly but steadily. It was predicted that once it started the adults would be blind within weeks, and within two months every adult in the country would be blind.





Yet kids seemed immune to this phase of the disease. The President had not been heard from in days, and nobody seemed quite sure who was running the government, but suddenly law enforcement and military units all over the country were given the order to capture and secure as many children as possible as quickly as possible. They were told that having trained children in the military would soon become vital to the nation's security. Once adults lost their vision, they were told, children would be the arms in a new arms race that America must not lose.





So, all over the country, children were kidnapped, stuffed into jeeps and taken to military bases or impromptu camps surrounded by fences and razor-wire. Some children were literally torn from the arms of their parents. Once inside the camps, some children were selected to be taken away and experimented on by desperate scientists, others were selected for intensive military training. Yet there weren't enough teachers or scientists to train or experiment on all the kids, the rest were forced to sit inside their fenced-in compounds and wait. They were a resource that the government kept in an iron grip, not because they had anything to use them for, but because they didn't want anyone else to have them.



Meanwhile, in the nearly empty cities, where all that remained were those kids who had evaded capture and adults that were losing more sight every day, many adults decided to prepare for a world without adult civilization. In some cities, the local police rounded up all the guns they could find and melted them down, knowing that soon there would be nobody able to use them who would be responsible enough to use them wisely. In other places, the adults found all the kids they could and tried to pass on as much of their knowledge as they could. Many kids were coerced into taking oaths to continue the legacy of American society by taking on adult roles: cop, priest, doctor, judge, etc.



In the last days of adult sight, when only a few of the TV and radio stations were still running, there were sporadic reports that eating the eyes of children could temporarily restore adult vision. Most adults would never imagine doing something like this, but a few were desperate, especially those murderers who had escaped from maximum security prisons in the chaos of the Plague. They started hunting the nearly-abandoned cities for stray children.

Sight Gone

In Brief- Kids escape military camps, now fear adults. Kids and adults form separate communities. Some try to enslave the other.

A season after the Plague first appeared, the world's adults were blind. The military groups who had captured most of the country's children found themselves both blind and outnumbered. In order to keep control they found themselves being increasingly cruel, sometimes threatening to execute children who disobeyed them. This started a vicious cycle: the more the kids hated them, the meaner the adults had to be to keep control, and the more the kids hated them. When hastily-thrown-together food stores dwindled, the kids started to rebel. In a few cases angry children slaughtered their adult captors.

Kids from the military camps returned to the cities, looking for food in the abandoned buildings. They met up with the children who had stayed behind. Each had a tale of horror at adult hands to tell: either of enslavement and cruelty by the military or of adults who hunted and plucked out the eyes of children. Most kids knew that not all adults were bad, yet they were still afraid and tended to run away from or chuck rocks at any adult they saw. As wandering survivors settled down into communities, these communities became divided into adult communities and kid communities (the majority). The members of these communities had little time to think about other communities: most were devoting all their time and energy to figuring out how to survive.

And yet some adults realized they needed kids to see for them. And some kids realized that they needed the knowledge of adults. Thus some communities decided that if they could not gain willing help they would gain help by force, and some adult communities began to enslave kids, and some kid communities began to enslave adults.

Four Years Later

In Brief- The world is slightly more stable and most people have some survival strategy.

It's been four years since the Plague first appeared. Survival is still hard (and getting harder every day, as the canned food that provides most of people's diets is quickly running out) but at least kids and adults have some idea how they're going to go about surviving. In some communities some social order has taken over and seems relatively stable, in others people have come to terms with anarchy as a way of life. Older kids have started taking the means of survival that they discovered and teaching them to younger kids. There are now kids old enough to strike out on their own who don't even remember the time when adults could see. New religions have even begun to spread among kids. Society is adapting, though it is a constant struggle.

Current Populations

Every population area varies widely depending on its particular history, but an average population center has

-1/10th its pre-Plague population.

-5 kids to each adult.

-1 adult today for every 45 living before the Plague.*

-1 kid or baby today for every 3 living before the Plague.*

*Modern populations include those who were "kids" during the Plague but are now adults, and those born after the Plague began.

Communities

Kid Only

In Brief- Communities with no adults. The most common type in KidWorld. Have all manner of governments, but most commonly a single ruler or an anarchy. Some towns are ruled by a prejudice or crazy idea.

These are the most numerous type of communities in KidWorld. Kids live by themselves, either because they've repelled any adult that has tried to come live with them or because no adult has dared try.

Anarchies- These are the most common kid-only communities. Kids here are living the same way they did when they first found themselves without any sort of adult guidance. The population is mostly Radicals, but Students, Inheritors, Builders, Ferals and Nurturers (and, more rarely, Cadets, Scouts and Horse Riders) live in these communities. The populations can range from a handful of kids in a small town to thousands of kids at the heart of a major city. Some kids form gangs and fight against other gangs. Some kids bully weaker kids around, telling them what to do and stealing their stuff. Some kids form cliques and ostracize kids they don't like. Yet for the most part, kids leave each other alone; they're too busy trying to keep themselves fed, warm and entertained. A few kids grow food in little gardens, pick fruit from neighborhood fruit trees or catch animals (e.g. ducks in the park) but the majority lack the knowledge or foresight to do this.







Kids mostly survive on preserved food left over from before the Plague. The easily obtainable food (e.g. on the shelves in grocery stores) has long since been eaten. Yet in the early chaos of the Plague, many people looted stores and hid away caches of canned foods that they never lived to use. To find these caches, kids must explore the unused buildings of their communities. In cities with high kid populations, most kids have gravitated towards the city center. Having exhaustively searched the city center, they are forced to mount scrounging expeditions to the suburbs. When kids can't find food, they often find other useful items that they can trade with other kids for food.





When the communities in small towns exhaust every bit of preserved food, they are forced to move to another town. Sometimes they scatter, all going different directions. Others move en-masse, hitting the road as a horde of hungry refugees.



Anarchies rarely have defenses so there's nothing to prevent a pack of wild dogs, Horse Rider bandits or an eye-eating adult from wandering in and preying on children.



Ruled Towns- In other communities, typically smaller ones, one kid has taken over and rules the town. The leader is typically the biggest, the oldest and the most charming kid in the town. Some are bullies who have taken over by force and rule with threats of violence (often with a cadre of underling bullies to enforce their will). Others have taken over by being good organizers and leaders, and they rule (mostly) with the consent of the kids being ruled.



Leaders can be hated and feared or they can be beloved, but most fall somewhere in between. Some kids have even become leaders based on a platform of subjugation and enslavement of a disliked minority (e.g. girls, boys, non-whites, whites, non-Christians, etc.). Those who gained power based on strength and meanness stay in power until someone stronger and meaner comes along (or until they go so blind they can't effectively bully). Those who gained power based on charm stay in power until their leadership abilities falter or until someone with more charm comes along.



The character of a ruled town varies depending on the character class of the ruler. Most are ruled by Radicals and everyone in the town is expected to live a Radical lifestyle: everyone takes care of themselves and there are few rules. When a Builder rules a town, kids are enlisted into massive engineering projects (some so ambitious that they will never be completed, like a wall around a city or a tower that reaches up to heaven). When a Nurturer rules, everyone has a duty to take care of the smaller children. When a Student rules, kids are often forced to attend schools and there are attempts to revive lost technologies (e.g. agriculture, electric generators).





Some kids became rulers because they happened to know about or discover some means for survival for the community. E.g. in some towns surrounded by agricultural lands the leader was the one kid that knew how to plant and harvest crops and was able to confidently tell the other kids "do what I tell you and you won't starve to death." These kids tend to keep their power for quite a while. So long as they can provide for the needs of the kids under their control, they are safe from internal insurrections.





Idea Ruled Towns- These are towns where some extreme idea has taken root among the children. No matter how crazy it is, it perpetuates itself. It is the idea, and how it tells kids they should act, that rule the town more than any given kid does. Any kid who questions it is ostracized or punished. Often those doing the ostracizing or punishment are motivated only by wanting to show loyalty to the idea to avoid ostracism or punishment themselves. For the most part, though, the reason kids believe in the idea is because everyone else does. An idea typically rules a town for only a few weeks before kids lose their zeal for it, although in rare cases it can last for years.





Most idea ruled towns are ruled by a purely magical or superstitious idea, e.g. that keeping shrines to their lost parents will make their parents return, that decreasing amounts of food found by scavengers are caused by some kids thinking 'sinful thoughts', that kids won't grow up (and won't go blind) if they avoid reading books, that blindness is contagious and so they should kill anyone who starts going blind, etc.

Other idea ruled towns are ruled by a particular fear, usually an irrational fear. For instance, life in a town might revolve around the fear that wild bears will come eat the kids. Anyone who doesn't do their part to help protect the community (e.g. taking shifts on bear-lookout, building and maintaining anti-bear walls) is banished (or sometimes killed).

In some idea ruled towns the idea is a game which has grown to such great importance in the minds of the children that it has become real-life to them. For instance, there is a town where some popular kids started pretending that the less popular kids didn't exist. Wanting to be popular, most of the other kids fell in-line with the act. All kids caught acknowledging the invisible kids were, themselves 'made' invisible. The kids took it so seriously that they forgot that they had any choice but to play the game. The invisible kids kidnap other kids and torture them until they acknowledge the invisible kids, thus making them invisible. The visible kids, afraid of getting hurt or having all their stuff stolen by invisible kids, have taken to swinging machetes back and forth, nonchalantly, wherever the go, so they can hit any invisible kid that comes near while pretending that nothing happened.

Caste Communities- In some towns, some characteristic becomes thought of as making some kids better and more deserving of life, property and happiness than others. This quality could be strength, intelligence, sports skills, size, age, ability to win insult fights, ability to withstand pain, or even possession of paper money (something which is valueless in the rest of KidWorld). A caste system can be as benign as a near-anarchy where conflicts are decided by a contest in the valued characteristic (e.g. if two groups are in conflict over scrounging turf, they arm wrestle to settle the conflict). Caste communities can grow so bad that the ruling class can do whatever they want to the underclass, even murder them.

Cadet Communities- Most Cadets live in communities that are completely or almost completely made up of Cadets. These communities are often located in old military bases, although they rarely have the population to utilize even half the quarters there. Some Cadet communities are in camps: a number of large green-canvas tents set

up in a forest clearing, on grassland or desert sand, surrounded by barbed wire fences. Many of these were emergency camps set up by the US military during the early days of the Plague. Others were set up by Cadets on the outskirts of populated areas using whatever tents they could get a hold of. Cadets prefer to be near urban areas (so they can scrounge, trade and/or pillage) but outside of those areas (so they can maximize their defenses from attack). When cadets have no practical place to live but inside an urban zone they choose to live in whatever buildings are easiest to defend (e.g. the county jail).

Cadet communities are very conscious of security and defenses. Besides barbed wire fences they have many traps surrounding their communities (including improvised land mines), trained guard dogs and guards patrolling the perimeter 24 hours a day. When they have electricity they keep perimeter lights lit at night to keep anyone from sneaking up under cover of darkness. When there is no electricity, candles, torches or bonfires are often used for the same purpose. Such defenses are found even when a Cadet community has absolutely no enemies in the area. The reason is that Cadets pride themselves on their discipline, and constant vigilance in physical security is one way to prove discipline.

No matter how small, all Cadet communities have a well-defined hierarchy. There are no Cadet anarchies. Any Cadet community which dissolves into anarchy would no longer be considered a real Cadet community.

Most Cadet communities have a single commander, typically an older kid, often the founder of the community, whose orders must be obeyed by everyone within the community. Punishment is harsh for anyone who disobeys a superior.

Some Cadet communities have kids who are not trained as Cadets but are allowed to live there because they have useful non-military roles within the community (e.g. Students, Nurturers, Horse Riders, Builders). Yet even these kids are given a rank within the community's military structure and must obey the orders of superiors. A few of the largest Cadet communities even have "corps" of non-Cadets, e.g. an Engineering Cops made up of Builders in which elder Builders outrank the younger and can pick from new recruits in the community to be trained as Builders.

Horse Rider Communities- Horse Rider communities have to be very mobile, as they have to go where there is grass for horses to eat, thus they spend little time building or modifying dwellings. Some Horse Rider communities live in the North but make annual journeys South for the winter. Horse Rider communities also tend to be the smallest of kid communities (a smaller group makes it easier for them to find enough food for their horses). The average Horse Rider community has only five kids. Horse Riders are least likely to have non-Horse Rider kids living with them. They don't stay anywhere long enough to need the services of a full-time Builder (except perhaps to create a perimeter of traps wherever they are camped). They pride themselves on being able to take care of themselves and their horses and would find it degrading to ask for regular help from Students, Inheritors or Scouts. A community might have one Nurturer to care for the camp's young (the younger brothers and sisters of Horse Riders) while other community members are out riding. A few communities in the Midwest are half Horse Rider (Horse Riders herd livestock) and half Students or Inheritors (who grow crops, care for pigs and chickens).







Horse Rider communities tend to camp on the outside of urban areas. This allows them to trade for scrounged goods with urbanites while being near open grassland for grazing. They may occasionally take their horses into urban areas to graze in parks, golf courses or on the lawns of suburban neighborhoods.



On the East and West coasts, Horse Rider communities are more commonly found in what were once wealthy suburbs: places with golf courses to graze on and stables to scrounge for horse-care supplies in. In the middle of the country, they are more likely to be found in semi-rural areas, especially in places that were once (and sometimes still are) cattle ranches.





Because of their small size, most Horse Rider communities are benevolent anarchies where decisions are made by consensus. A few are simple democracies where every important decision is decided by a majority vote. Some have a leader, typically the eldest, but that leader has little power (Horse Riders who don't like what the leader is telling them to do can get on their horses and leave).





Scout Towns- These are usually camps located out in the wilderness, although some are in small mountain towns or ranger stations, or even in resort hotels overlooking national parks. A few large urban parks (e.g. Golden Gate Park in San Francisco) have Scouts living in or just outside of the park who count the park as their territory.

Some Scouts live in cabins or RVs, some live in large tents. A few live in caves. A few are lucky enough to have talented Builders and live in tree houses that are hard to see by anyone who wanders through not knowing to look for them.



Whereas Cadet communities have blatant defenses (barbed wire, patrols, fires burning all night), the first line of defense for Scout communities is that their camps are hard to find (or stumble upon by accident). Scouts know the areas around them very well and if they are discovered they can grab their most valuable possessions (usually stored in backpacks) and scatter to a thousand hiding places in the nearby wilderness. Some Scout communities have traps that do double duty: they trap animals to eat and they also trap intruders.





Scouts survive mainly by foraging for berries and other edible plants, and by hunting and trapping animals. Yet most like to make occasional trading missions to population centers. They bring excess meat or berries, or crafts they've made (e.g. bows and arrows) and trade them for scavenged items like knives, rope, craft tools, salt (useful for preserving meat), etc.



Scouts are more likely than Cadets or Horse Riders to have kids living in their communities who aren't Scouts. Scouts know that not everyone in the community needs to have wilderness survival skills for the community to thrive. It's useful to have a Builder, a few Nurturers, and if they're lucky, a Horse Rider. Some Scout communities have even befriended a Feral who they found sharing their wilderness with them.





Scouts seldom raid other communities, though some extort travelers passing through their wildernesses. Paying the extortion can be worth it if it comes with a Scout to guide travelers through the area.



Tiny Towns- These are towns where everyone in the town, or almost everyone, is an Inheritor. There is a deliberate attempt to make life look and feel like pre-Plague life. A police officer in a police uniform (or as close to it as kid tailors can get), a doctor in a white coat at the doctors' office, a barber giving haircuts at the barbershop, etc.



Sometimes the appearance is just an act, covering up something that any Radical would be familiar with. The "cops" are just a gang of bullies that prey on kids, the doctors are just the kids who have hoarded all the medicine, the firefighters start fires and demand payment to put them out, etc.

All tiny-towns fit somewhere on a spectrum on how much practical sense the behavior of the kids makes. On one end of the spectrum are communities where every member provides a valuable service they learned from their adult forbearers: the cops actually keep order, the judges actually settle disputes, the schoolteachers actually teach kids, etc. These are usually the happiest tiny towns.

On the other end of the spectrum are tiny towns where the acts of kids are just bizarre parodies of adults, just like the 'airstrips' of cargo cults were bizarre parodies of western airstrips (see Cargo Cults text box, p.23). The tiny-cops give people tickets for no reason. The tiny-judges get their ruling by turning to random pages in law books. The tiny-doctors make a show at listening to a patient's chest with a stethoscope, scratch random nonsense on a prescription pad, then the tiny-pharmacist hands the kids random pills. Tiny-businesspeople spend a few hours a day sitting at desks, shuffling papers around and pretending to talk on the phone. Tiny-shopkeepers sit behind the counters of shops where nothing useful is ever sold. These kids keep at these insane rituals because they think it will either bring back the adults or that it will somehow bring back the peace and prosperity of pre-Plague society.

Kid Ruled

In Brief- Communities where kids enslave adults are usually fairly prosperous and slave owners have a distinct advantage. Yet it is hard to keep from being overpowered or outsmarted by adults.

These are towns in which kids rule and keep adults enslaved. The average kid-ruled town only has a few adults. A few are anarchies, but most are ruled towns where some head kid coordinates the use of, care for and security of the adults. Security is not just to keep the adults from escaping, but to keep the adults from being hurt. Nearly every kid community has a kid whose only memories of adults are of being threatened or tortured and who would love to take out his or her anger on a captive adult.

Often the possession of an adult is a big enough asset to allow a kid become the leader of a community. A Mouth can advise a kid on who to trust and what to say to gain the loyalty of other kids. A Brain can tell a kid how to plant crops, practice medicine, build an electric generator, etc. A Brawn can be told to

attack any kids that disobey the leader, or even used as an armored 'war horse' that the leader can command to reach out, grab and cripple or kill kids. Those kids who became leaders through possessing an adult slave guard their slaves zealously.

Another reason why it is often the leader of a town who deals with the adults is that only a minority of kids can safely deal with adults. Some kids are too scared of adults to even get near them. Others can approach them but if an adult were to command "untie me" the kids would be so overawed they'd comply. Other kids could be too easily talked into believing that the adult was their friend. One kid once released an adult slave because the adult promised to take the kid to an abandoned candy store on the edge of town. The kid was found on the edge of town with her eyes plucked out and the adult was never seen again.

Sometimes it's not clear who runs a town. Adults (Mouths especially) may be considered slaves, but through their roles as advisors they may pull the strings behind everything that goes on in the town. A few adult slaves have even declined freedom when offered to them: they'd rather be clothed and fed by children who can see than stumble around searching desperately for food with a group of blind adults.

The security placed on adults ranges from none, if the kids figure blind adults can't easily escape or attack kids, to extreme (e.g. being permanently chained naked to a chair with a hole cut in the seat and a bucket underneath). Some are treated fairly well, others are whipped and beaten regularly until something gets infected and they die. In a few communities, adults are treated like animals: chained up so they can only scramble around on all fours, naked, forced to sleep in the streets, thrown scraps of food that kids don't want, etc.

Some of the most successful communities in KidWorld are those who enslave adults. They have all the benefits of adult communities: the knowledge of technology, medicine, agriculture, engineering, and the sheer brawn it takes to plow fields or do large engineering projects. Yet this prosperity comes at the price of having to hold other humans against their will, humans who are mostly innocent and who often only want to go off and try to find out if their kids or other loved ones are still alive. Kids have a very pliable sense of morality, and usually end up adopting the morality of the community they're in unquestioningly. Yet some kids have turned into anti-slavery activists after seeing an adult weeping.



Kids occasionally enslave other kids, especially after enslaving adults has taught them how to be effective slave-masters. Sometimes this is just the same bullying that went on before the Plague ("you're my slave, you have to do my chores now.") Sometimes, though, kids treat other kids as they do adult slaves: locking them up, forcing them to do labor and take on dangerous tasks, beating them if they refuse, etc.

















Slavery is Bad for Everyone

History has shown that slavery is not a system that works. It may provide temporary economic benefit to a small group of people, but in the end it damages everyone involved. This is an important consideration for a GM trying to simulate slave-holding communities in KidWorld. The damage done to slaves is well known to anyone with a public-school history education. What is less well known, but just as important, is the damage that slavery does to the people that own slaves. The primary damage that slavery does to owners is:

Fear: No slave owner of any intelligence believes that the people he or she is enslaving like being enslaved, so every slave owner must live in constant fear that slaves will escape or revolt. Constant fear is one of the most psychologically caustic things that can happen to a person and can cause a number of problems, including nightmares, depression, bad temper and drug abuse.

No Trust: Slave owners know they can't trust anything a slave says. If a slave says "you're a great master, I'd never leave you, I couldn't survive without you" the slave owner can never know if that's a true statement or whether it's just the slave trying to put himself or herself in a position where it is easy to escape. It is difficult and stressful to work with a person every day and not know if you can believe anything that person says.

Dependence: People become dependent on their slaves, fear that they couldn't survive without them so that they become unwilling to give them up, even if they would like to. This can create terrible moral conflicts.

Empathy: Slaves suffer, and the natural human response to suffering is empathy. Some slave owners just feel bad, sharing in their slaves suffering. Others try to kill off their own empathy. This form of psychological mini-suicide is possible but usually leaves the slave owner numb, unable to fully love others or enjoy life.

Adult Only

In Brief- Only adults. Mostly isolated, surviving on subsistence farming. Often a direct democracy. Have better tech but fewer ways or reasons to utilize it. Have clever ways of compensating for their blindness.

These are communities that either had kid slaves who escaped or, more often, never had any kids in the community's history. Any attempts to get kids to help them have ended in frustration. The kids assume, whether it's true or not, that the adults want to keep them as slaves and so stay away from the adults.

Adult communities are much more likely than kid communities to have some system of government, and for that system to be fairly stable. Direct democracy is the most common. They are small enough not to need representatives. Everyone can attend community meetings and vote on matters. Since they are blind and have no TV, radio or music and few Braille books, the democratic meetings are a major form of entertainment. Community members will spend hours arguing about unimportant details. Most have some sort of elected president who makes sure that the decisions of the group are carried out.

There are other forms of government to be found in adult only communities. Some are theocracies ruled by a priest or cult leader, often adhering to a doctrine that states that the apocalypse is in progress and only if they live penitent lives will they be spared. Some are led by a bully or group of bullies who terrorize the rest of the group.

Some adult only communities have evolved from military units and still retain, to a greater or lesser degree, a military chain of command. See p.178 for more on military communities.

Adult communities may scavenge for preserved food, like kids do, but it is more difficult and dangerous for them than it is for kids. Mostly adults survive via small subsistence farms that they plant and harvest by hand. They may also raise livestock to eat: chickens, pigs, cows, dogs and cats. The sustenance from this form of living is usually barely enough to keep them alive. A bad year (e.g. a blight or locust infestation) might drive the adults to cannibalism or starvation.

Most kid communities have the benefit of being able to trade with neighboring kid communities. Adult communities aren't so lucky. Their neighbors are

usually kids, most of whom are too scared or hateful to trade with the adults. Adults are thus more isolated than kids. Unless they have short-wave radios they are unaware of what's happening in the rest of KidWorld. They may even still be waiting in vain hope that the government will find a cure for their blindness and come save them.

Adults are less able to forget what they've lost than kids, so many adult communities have a somewhat morose tone. Almost every community of adults has at least one parent who still has hope that his or her children are still alive and wants to try to find them.

The technical and scientific knowledge of these communities is more than offset by their blindness. They can run modern tech, but batteries, fuel and replacement parts are hard to find. Many communities have hand crank electricity, but not much to do with it except keep themselves entertained with CD players or run security systems. They often have prescription drugs, and the knowledge to use them, but no way to read the pill bottles. Very few are lucky enough to have adaptive technology for the blind (e.g. Braille input and output devices, optical character recognition scanners).

Yet adults have created ingenious low-tech ways to deal with their disability. A lot is done with strings, both as a means of detecting intruders and as a means of easy navigation (and sometimes even for communication). One community has a system with ropes strung between buildings and bicycles attached to the ropes to allow the adults to travel quickly to distant parts of the community. One community has clay 'maps' of the community at every corner with a star-shaped 'you are here' on each.

Since they have a hard time defending themselves in hand-to-hand combat, they rely heavily on traps. The cleverness of their traps rival those of the cleverest Builder and are more technologically sophisticated. Where there is running electricity they may take advantage of motion sensors and infrared beams. Some adults live in complete darkness (e.g. in underground bunkers) surrounded by photovoltaic cells linked to traps (e.g. blasting caps). The idea is that any kid invaders will have torches or flashlights which will be bright enough to set off the traps. In military communities the traps take advantage of old munitions to create improvised landmines, spring guns, etc. In those communities with ex-cops and national guard members the traps often involve pepper spray or tear gas grenades.

Adult-Ruled

In Brief- Adults keep kids slaves, use them as readers and guide dogs. Kids are disciplined harshly out of fear. These communities are very successful.



These are communities in which adults keep children as slaves. Some have had kids ever since people started grabbing children at the beginning of the blindness. Some have used clever traps to capture kids who came to scavenge in the town. Some have invaded neighboring communities (usually at night when they could approach without being seen) to kidnap kids. Others have traded goods to slavers (usually groups of unscrupulous kids) for captured children. In a few communities the 'slaves' are the kids of some of the community members. While the parents may care for and trust their children, the rest of the community treats them as tools to be protected from loss (and from being monopolized by one or two members of the community).







There are usually more adults than kids, so adults have to fight over who gets use of a kid. Kids are typically worked 16 or more hours a day. Kids are most commonly used as guide dogs and readers. They lead members around the community, help them scrounge for food and other valuables. They describe circuits and machines for engineers. They examine patients and read pill bottles for doctors. They find and measure out ingredients for cooks. They are even forced to read fiction books to the adults for their entertainment.





Kids are educated, but only in what they need for their duties as servants. Kids who don't know how to read are taught quickly. If they're lucky an older kid will teach them. If they're unlucky a blind adult will teach them by scribbling barely legible words on pieces of paper and demanding 'what does this say?'



Yet kids learn a lot from their exposure to all the vital pieces of the community, even if the adults don't mean for them to learn. Kids learn electronics, mechanics, medicine, cooking, agriculture and more. An experienced kid slave, especially if he or she was the only slave of the community, has the skills to become a leader of a thriving kid community when he or she escapes. Kids also gain the knowledge to subtly sabotage all the workings of the community, which is how many escape.



The security placed on kid slaves usually depends on how long the adults have had the kids. Where they've had the kids for years and where the kids have behaved themselves, they usually rely only on invisible chains of fear, loyalty and dependency. Where kids have only been slaves for a short time, especially where they have been disobedient, they are kept locked in a room when not being used and when they are being used they are always connected to an adult by a rope, chain or handcuffs. Some communities have even mutilated the feet of children to prevent escape attempts, though most consider themselves too ethical for this. Even while the kids are being chained up and forced to work all day long, the adults attempt amateur brainwashing: telling the kids that they are loved and cared for, and that they would probably die if not for the wisdom of the adults. The adults may even have fooled themselves into believing that the kids need them more than they need the kids. Many communities make up or exaggerate stories about the dangers in the outside world (e.g. eye eaters, wild animals) to make kids wary of leaving.







Discipline varies in adult-ruled communities, but it is almost always more harsh than in the average pre-Plague family. Mostly this is because of fear: the adults know they desperately need the kids' obedience and how easily the kids could hurt them, so they drastically punish even minor transgressions, hoping to avoid escalation into serious transgressions. Common punishments in adult-ruled communities include locking kids in a dark room, taking away personal items, denying food, spanking, whipping, slapping or punching. Execution is rare, both because this is a moral line that even those willing to enslave children are unwilling to cross and also because children are too valuable. Yet there are one or two military adult-ruled communities that adhere to the "follow orders or else" principle so strongly that they have executed kids for "treason."







Adult-ruled communities are, on average, more prosperous than kid-ruled, kid-only or adult-only communities, because they have knowledge of what to do and eyes to help them do it. Adult-ruled communities often have productive farms, decent medical clinics, breweries, even working vehicles. They would be even more successful if they didn't have to spend so much time and resources trying to keep the kids from escaping.

Utopias

In Brief- Legendary communities where kids and adults live together as equals.

These are communities where adults and kids live together in peace. Nobody is enslaved, nobody wants to escape. They make the best use of the resources they have and can be prosperous with little. They are more efficient than adult-ruled or kid-ruled communities because they don't have to devote resources to preventing escapes (or trading valuable goods for slaves).

Utopias are extremely rare, so much so that many in KidWorld doubt that any exist. Yet like the Tibetan legend of Shambhala (the utopian mountain kingdom where people live a thousand years) many adults and kids set out on quests to find and join an utopia. To many, an utopia is not just a nice place to live, it is the ideal base of operations from which to attempt to rebuild society or save the human race by discovering a cure for the Plague.

Yet there are also rumors of evil Utopias, communities of slavers in which kids and adults work together to capture people and sell them. It is said that the adults are eye-eaters and when a kid can't be sold his or her eyes are eaten.



Community Building Rules

There are many options for how to start play in KidWorld. The PCs could simply start on the road, displaced from the various communities that they come from, or players could leave it in the hands of the GM to invent the community that the players have been living in and start play in. The third option is to build the community using the following rules.



Communities are built using Bonus Points, just like advantages and disads. Good things about the community cost BP while bad things give BP. Unlike normal advantages or disads, however, the total BP cost or benefit for the community can be spread out among multiple players.

Example: *After working together the four players have come to an agreement about what they want their community to look like. The community has more advantages than disads and will end up costing 13 BP. However, one of the players is playing an adult, and since this is a community where kids enslave adults, the players don't think it would be fair to split the cost evenly. Instead, the player with the adult PC pays only 1 BP, the other three pay 4 BP, making a total of 13. Each player must take disads (or reduce starting attributes, skill points or resources) to pay for their part of the community.*

Community Building Rules (continued)

If costs do not add up to a whole bonus point, round up to the nearest point. For example: *If there are 3 PCs, and their community has an expert (which costs ½ BP per PC) then the total cost, 1½ BP, which should be rounded up to 2 BP.*

Type (choose one)

Kid-Only (0 BP)- There are no adults in this type of community.

Kid-Ruled (Gives 4 BP/adult PC)- Kids keep adults as slaves.

Adult-Only (0 BP)- There are no kids in this type of community.

Adult-Ruled (Gives 4 BP/kid PC)- Adults keep kids as slaves.

Government

Benevolent Anarchy (0 BP)- There are no leaders and no rules, but community members get along fairly well nonetheless.

Malevolent Anarchy (Gives 1 BP/PC)- There are no leaders and no rules and the residents spend most of their time in gang wars, preying upon weaker residents or being prayed upon by stronger residents.

+**Idea Ruled** (Gives 1 BP/PC)- Kid communities only. Some game, ritual or idea has grown to such importance in the community that community members think of it a matter of life or death. This could accurately be called a mass delusion or psychosis. See p.124 for some examples.

+**Caste System** (Gives 2 BP per PC in the lower caste)- The community has decided that some segment of the population is an underclass and can be bullied and preyed upon. The underclass could be boys, girls, whites, non-whites, weak kids, stupid kids, etc.

Benevolent Leadership (Costs 1 BP/PC)- One person or a small group makes decisions, lays down and enforces rules for the community. The leader has the well-being of the community in mind and is one of the most qualified in the community to do this job. For the most part, the community members are being led with their own consent. This option includes communities with a hierarchy based on a military or scouting based system.

+**Highly Skilled Leader** (Costs 1 BP/PC)- The leader is very knowledgeable in some skill the community can use to aid in its own survival. If a kid, the leader might be a high level Builder, Student, Inheritor, Scout, etc. If an adult the leader might be a doctor, engineer, farmer, etc.

Malevolent Leadership (Gives 3 BP/PC)- The leader of the community is either a very bad leader (and unwilling to give up power) or doesn't have the best interests of the community at heart. The rules of the community do not serve the people and are enforced harshly and arbitrarily. The leader is protected by, and his or her will is enforced by, a group of loyal thugs.

+**Leader Controls Resources** (Gives 1 BP/PC)- The malevolent leader controls some resource that is important for the well being of the community. E.g. the leader has hoarded all the community's food, or knows where the only source of fresh water is, or has a map to the mine field surrounding the town, etc.

+**Leader Has Weapon** (Gives 1 BP/PC)- The malevolent leader of the town has a weapon which is superior to anything else available in the town. E.g. in a kid community it might be a pistol, samurai sword or a trained attack dog. In an adult community it might be a trained attack dog or a shotgun with a heat scope (p.56).

Democracy (Costs 1 BP/PC)- The community is a true democracy: everyone (except slaves) has an equal say in deciding policies and laws.

Benevolent Theocracy (Costs 0 BP)- The community is based on a religion and all members live by the precepts and laws of that religion. For the most part the precepts include: aiding those in need, not picking fights and cooperating for the greater good.

Malevolent Theocracy (Gives 1 BP/PC)- The community is ruled by the precepts of a strictly fundamentalist religion or by a doomsday cult. Bizarre things (e.g. dancing, bragging, eating meat, owning dolls) are illegal and punishments are harsh for anyone who breaks the rules. The rules of the community are often at odds with the community's safety and prosperity (e.g. instead of being eaten, animals are slaughtered as sacrifices and allowed to rot in the streets).

Benevolent Tiny-Town (0 BP)- This is a kid-only town in which kids have pledged to continue adult society by taking on the roles of adults. For the most part the kids have taken on useful roles (e.g. doctor, police officer, mayor) and do those jobs to the best of their abilities.

Malevolent Tiny-Town (Gives 1 BP/PC)- The kids in the town are acting in a parody of pre-Plague adult society. The problem is that the kids don't actually provide the services that adults did. The cops don't keep the peace, the judges don't dispense justice, the doctors don't have actual medical knowledge, etc.

Population (choose one)

Very Small (Gives 1 BP/PC)- Besides the PCs there are only a handful of other people living in the community. PCs are unlikely to find teachers of various skills the PCs want to learn.

Small (0 BP)- 10-25 people.

Large (0 BP)- 26-100 people.

Very Large (Cost 1 BP/PC)- The community has hundreds of people in it.

Scrounging (choose one)

Virgin (Costs 1 BP/PC)- The community has many unexplored buildings that probably have canned food and other tradables in them.

Average (0 BP)- Most buildings have been given at least a cursory examination by looters and scroungers, but those willing to give them a more through search will find useful items.

Bare (Gives 1 BP/PC)- Every building and vehicle in the town had been thoroughly searched several times over. If there are any goods left they are extremely well hidden.










Community Building Rules (continued)

Neighbors (choose one)

Isolated (Gives 1 BP/PC)- The community is a long trek from any other communities (or places worth exploring). The community may know that there are other communities, but doesn't know anything about them.

Average (0 BP)- The community has a handful of neighbors of assorted types, most are a day's journey on foot. Visitors come regularly, usually to trade.

Metropolitan (Costs 1 BP/PC)- The community is surrounded on all sides by close neighbors. There are more than a dozen communities a day's walk or less from the community. Unless the leadership of the community disallows such a thing, there are regular market days where a wide range of goods are traded.

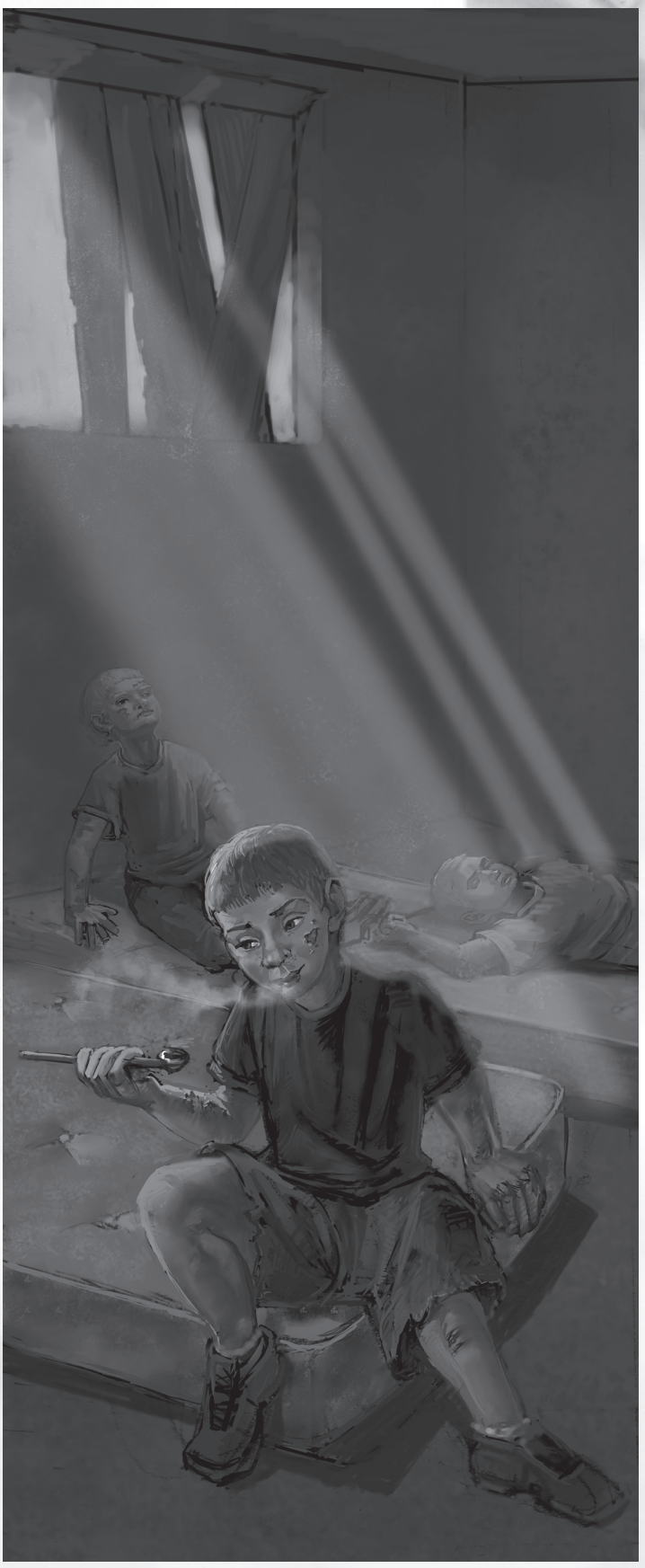
Miscellaneous Advantages (optional)

Farms (Costs 1 BP/PC)- Relatively large areas of cultivated land produce food crops. Grains, fruit and vegetables are fairly cheap and PCs who can bring these items to other communities can trade them for a profit.

Livestock (Costs 1 BP/PC)- There is ample grazing land, allowing the community to raise sheep, cattle, goats and horses. Meat and milk are fairly cheap and can be taken to other communities for trade.

Electricity (Costs 1 BP/PC)- Some Student, Builder or Brain has set up or repaired a system for generating electricity (usually a water wheel, windmill, solar panels, or a generator driven by human or animal labor). There is enough electricity to provide lights at night, recharge batteries and run a limited number of appliances.

Cache (Costs 1 BP/PC)- Choose some item from the equipment section which is rated as Rare. The community has a relatively large number of this item. Perhaps one person once owned the cache, but due to trading and theft the cache was dispersed and most people in the town have some. Examples: pistols, containers of gasoline, Braille typewriters, etc.



Community Building Rules (continued)

Doctor (Costs 1 BP/PC)- The community has someone with significant medical training and the resources to use that training and who will treat anyone who comes needing medical help. The doctor may extort trade goods or services from those seeking treatment, but will not deny services to a seriously sick or injured person just because they can't currently pay.

Expert (Costs ½ BP/PC)- One member of a community is an expert at some set of skills. E.g. a highly skilled Builder, an electrical engineer, a pathologist, a martial artist, etc. The expert is willing to use his or her skills to benefit the community and can be convinced (under the right circumstances) to train the PCs.

Defenses (Costs 1 BP/PC)- The community is usually able to control who enters the community, perhaps because of a guarded bridge, a wall, a barbed wire fence, etc.

Shortwave Radio (Costs 1 BP/PC)- The town has a short-wave radio that it can power (either because it has its own hand-crank generator, the town has a steady supply of batteries, or it runs on the towns electrical system). The operators (usually Brains or Students) can communicate with others around the country, and the town is a lot more knowledgeable about what's happening around KidWorld than most other towns.

Miscellaneous Disads (optional)

Desert (Gives 1 BP/PC)- The community is surrounded by desert. It is very hot, water is scarce and there is little vegetation around that humans or animals can eat.

Cold (Gives 1 BP/PC)- During winter months the temperature drops to below-freezing. During these times there is a constant battle to stay warm or freeze to death.

Drug Problem (Gives 1 BP/PC)- The community either has a very large cache of illegal drugs or the means of manufacturing drugs (e.g. a field of poppies or marijuana plants). Many people in the community are addicted to drugs, there is a lot of theft and violence, and those who control the drugs have a lot of power.

Wild Animals (Gives 1 BP/PC)- There is a pack of wild dogs, wolves, mountain lions or a bear who have access to the town and have a taste for human flesh.

Slavers (Gives 1 BP/PC)- There is a group of slavers that prey upon the community, entering at regular intervals to kidnap community members.

Bandits (Gives 1 BP/PC)- A neighboring group with military might (usually Cadets, Horse Riders or a military-based adult group) regularly come to the community to steal supplies. The PCs' community seldom fights back, either because there is no leadership or because the leaders know that their community would not win in a fight.

Eye-Eaters (Gives 2 BP/Kid PC)- A group of vicious and sighted adults regularly comes to the community looking to catch kids to pluck out their eyes and eat them.

Lack of Water (Gives 1 BP/PC)- The community has no fresh water. Community members must go out to trade with other communities to get drinking water.

Community Creation Examples: *There are 4 PCs: 3 kids and 1 adult. They decide that this will be a community where kids enslave adults (gives 4 BP per adult, so 4 BP). They decide they don't want a lot of rules, so they choose Benevolent Anarchy (Costs 0). They also decide, in order to get some points, that this will be a caste system in which unpopular (low CHM) kids are considered an underclass. The kid-average for CHM is 7, and two of the kids have less than that amount of CHM (the adult isn't eligible to be in an underclass as he is already a slave), so the PCs get 2 BP per underclass PC, or 4 BP total.*

For population, the PCs decide that the more kids, the more chance of finding whatever trade goods or services they need, so they choose Very Large, which costs 1 BP/PC (or 4 BP). For Scrounging and Neighbors they choose average (both 0 BP options). They also decide they want the town to have a doctor (costs 1 BP per PC, so 4 BP) and an expert Scout (costs ½ BP per PC, or 2 BP) to teach the PCs wilderness skills. They also decide that the town is preyed upon by wild animals (gives 1 BP per PC, or 4 BP).

Altogether the community options give 12 BP (4 for adult slavery, 4 for caste system, 4 for animals) and costs 10 BP (4 for Doctor, 4 for Very Large, 2 for Expert). In total, the community is disadvantageous by 2 BP. The group decides to give all 2 of the BP to the adult PC who, being a slave, gets the worst of the situation.



Geography

The Midwest

In Brief- Lots of food. Denver is crossroads.



In many ways the Midwest is the best part of North America to be in: there are a lot of sources of food for a comparatively small population, so starvation is not as often a problem here. One is most likely to find fresh food at markets in the Midwest. Kids and adults have taken over a lot of farms and ranches. Many Horse Riders have captured ranch horses and have taken on the roles of cowboys and cowgirls.



The Rocky Mountains run from Mexico to Canada and are the most difficult range to cross in the country, a major impediment to those trying to make a cross-country voyage. Some routes lead travelers over mountain passes where there is danger of being snowed in and starving. Other routes lead along rivers, though deep canyons with high walls that are prone to flash floods when it rains. Most travelers, though, follow major highways, and many end up passing through Denver.



Denver- The first people to get sick from the Plague got sick here, and so people have surmised that Denver is where the Plague started. Many come here searching for clues to the Plague's origin, and possibly even a cure. Denver is also a stop for many travelers trying to cross the country. Route 70 is how most people enter and travel through the city, and on both the East and West ends of the city small bazaars cater to travelers. There are many here who claim that they can, for a price, safely guide travelers through the city.



Many who travel to the Denver area decide that this is a place they can live. Denver has about 250,000 kids and about 50,000 adults. Some kids wander the city, homeless, yet most of Denver's population is in hundreds of small communities (with populations from 10 to 500) that have laid claim to different Denver neighborhoods. Most communities exist in what was once the suburbs and survive mostly by agriculture.



In many ways, Denver is like a collection of feudal states. Each has its own government and laws (or lack thereof), each protects its territory, each fears and often goes to war against other communities, and each depends on trade with the others. Denver has nearly every form of community known to KidWorld: communities where adults enslave kids, communities where kids enslave adults, communities where kids don't want adults around, democracies, theocracies, anarchies, etc. There is a relatively large Scout community living in the Rocky Mountain Arsenal National Wildlife Refuge (in the Northeast of the Denver area, near Denver International Airport). Buckley Air Base to the East of the Denver area has a military community operating from it, and occasionally Denver residents see helicopters leaving the base (piloted by kid slaves working under adult supervision, it is presumed).

Denver is also the home base of the cult 5:5, which has claimed responsibility for the Plague. Where 5:5 operates from and what they are trying to do is unknown, but Denver residents speak as if 5:5 was a boogeyman lurking in every shadow. See p.149 for more on 5:5.

In the early days of the Plague kids broke into the Denver mint and liberated a large supply of cash. Once they found out it had no value, they mostly threw it away. Yet it is common in Denver to see money used as decoration, burned as fuel or blowing around as trash.

Cheyenne Mountain- About 70 miles South of Denver, built into the side of a mountain, is a large NORAD bunker. Whatever remains of the US military command stays holed up here, gathering information from surviving military units and waiting for the time that they can give meaningful orders. They have sufficient food and water supplies so that they don't have to leave the mountain. Many kids and adults have gone here, but so far nobody has been let in.

Northern US & Canada

In Brief- Many wilderness areas, bears, cold.

This area has some of the largest wilderness areas left in North America, and many of the deadliest animals. Glacier National Park, on the Montana-Alberta border, is North America's capitol for bear attacks. The large wilderness areas make Scouts disproportionately powerful in this area.

Cold is also a significant factor in the lives of kids and adults. As winter approaches smart people stockpile firewood (or other burnables) to keep themselves warm through the winter. Those who don't think ahead often either freeze or are forced to find and use someone else's stockpile. Often a gang of bullies will ignore the coming threat of winter and, when it gets too cold, find kids who have been responsible and kick them out of their homes. Hunters and trappers also do poorly in the winter, since many animals migrate Southwards. When it gets very cold, just going outside without losing body parts to frostbite can be a real challenge.

The Store-It-All

In Brief- Kids live in storage sheds, keep and fight using adult slaves. Adults are forbidden to speak.

History- Most of the kids who make up this community were orphans, living in downtown Salt Lake City, who hid when the military came to get kids. The kids came together at a large, concrete, multi-story storage building near downtown. Not long after they started living there, a group of adults came to try to enslave them. The kids fought back, pushing adults into storage sheds, closing the sheet metal doors and trapping them. They tried to keep the adults as slaves, but the adults talked the kids into giving them more and more freedoms (e.g. letting them hang out together, not locking them in at night) and several adults rebelled, absconding with several kids in the middle of the night. One kid who tried to resist was thrown down a flight of stairs and became paralyzed from the waist down.

After that it was determined that the remaining adult slaves could not be allowed to speak. Any adult caught speaking would have his or her tongue cut out. If the tongueless adult continued to try to speak, he or she would be killed. Any kid who allowed an adult to speak and didn't report it would have his or her slave taken away and would be banished.

Population- 25 kids (mostly Radicals) with 8 adult slaves.

Lifestyle- The kids have little hope of finding food in the storage sheds, so they form small parties to go elsewhere to trade or scrounge. Each party usually has at least one adult slave, used for heavy lifting and for defense.

There are about 500 sheds of varying sizes in the building and the kids have gotten into only about half of them. The kids spend a considerable amount of time trying to get into storage sheds (the preferred method is to insert a railroad spike into the loop of a padlock and have an adult hammer on it until the padlock breaks) and searching through the contents of sheds they've gotten into. The majority of what they find is useless to them: old clothes, books, art, furniture, paperwork, appliances, etc. Sometimes, however, they find useful or tradable items. Their biggest find so far was a cache of rifles and shotguns. They were wasteful with the ammo (e.g. doing too much target practice, firing up into the air to scare off potential enemies before exploring a new building) and now they have no more ammo and have traded away most of their firearms.

Each kid has a storage shed he or she uses as a personal bedroom. These rooms are outfitted quite nicely, with beds, posters, candles, nightstands, toys, etc. Other storage sheds are used as bathrooms using a system of buckets. Adults are kept locked in storage sheds when not being used. The adult sheds are kept far apart so that the adults cannot communicate.

For fun, and to learn to better defend themselves, the kids hold gladiatorial games in the large freight elevator on the first floor. Typically the combatants are two slaves, each with a kid riding on his or her shoulders and issuing commands. Other times the battle is one adult with rider versus four kids. The kids usually have a long pole (e.g. a broom handle) with a spike on it, but for these battles the spike is covered with a rubber ball. Kids seldom get hurt but sometimes adults have been badly injured.

Adults wear collars with nails on the inside pointing at the neck, attached to long leashes. If kids yank on the leash, the nails cut into the adult's neck. One adult was seriously injured when he was walking and his master accidentally stepped on the leash.

Grownup Whisperers

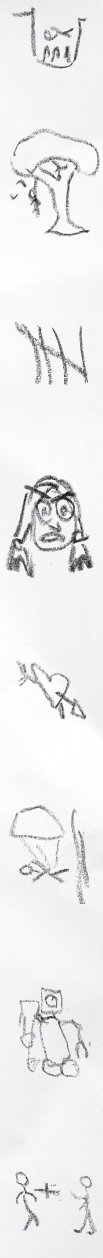
Although it is strictly forbidden, there are some kids who secretly speak to their adults. Since no kid would admit to anyone that they speak to adults, these kids don't know of each other (or even that there are others). Their motivations vary. Some want to apologize for and seek absolution for enslaving adults. Some seek advice or teaching. Some want a loving parental figure in their lives. Although the adults do want to help their masters, they are also looking for any opportunity to escape or to turn the tables on their captors. Most are subtly manipulating the kids, gaining their trust, even asking the kids to call them "mom" or "dad."

Some who speak to their adult have argued in the Store-It-All for giving adults more rights. Others, trying to hide the fact that they speak to adults, act fanatically anti-adult. All who speak to their adult benefit in some substantial way: they're better educated, are given useful advice in their dealings with other kids or just have a better emotional well-being because they have a comforting adult telling them everything will be okay.

The Store-It-All is not an attractive target to bandits and slavers. Valuables are usually kept locked away. The halls are filled with trash, making it difficult for anyone to move though without making noise (as well as for slaves to move around without the help of their masters).

When attacked, kids too young to aid in the building's defense are locked up. The remaining kids flee to the second level and push heavy boxes over onto anyone trying to ascend the stairs. If they run out of stuff to push over they can flee to the third floor and do it again, then the fourth, etc. If enemies are able to corner kids, the kids will fight back using their adult slaves and the skills honed in gladiatorial combat.

Politics- The Store-It-All is a sort of a democracy, where all the kids meet to discuss problems, vote on laws and courses of action. Kids who own slaves get 3 votes (the idea is that they contribute more to the community and so should have a bigger say). In exchange for this privilege, kids with slaves must lend out their slaves to the slaveless when asked. Refusing such requests too many times will get a kid's slave taken away on the grounds of 'greediness' and given to another random kid. No kid can own more than one slave.



The Store-It-All (continued)










Jordi Howell, Paralyzed Slave Owner

Age- 9.

Appearance- A thin, 9-year-old white boy, hair cut in a crew cut, wearing a black t-shirt, black jeans, a black cape and bare feet. He is almost always seen strapped to the shoulders of a thirty-something blonde woman with a collar around her neck, a men's tank top and boxer shorts, poor posture and a look of pain on her face.

Attributes- ADJ 5, AGY 12, AWR 13, CHM 8, END 5, INL 7, SPD 0, STH 9, WIL 7.

Cognitive Deficits- Conventional Morality, Evil Strangers, Paranoia.

Social Status- Jordi is a founding member of the Store-It-All community, a slave owner (thus getting three votes) and the most outspoken adult-hater in the community.

History- Like most kids in the Store-It-All, Jordi's parents died in the early days of the Plague and he was left to fend for himself. When he heard the military was rounding up kids he hid. Later, while scrounging for food in a mostly empty city, he ran into and became friends with other kids. They discovered the Store-It-All and decided it would be an easy place to defend. Later, while trying to stop a slave rebellion he was pushed down a flight of stairs and hurt his back. When he recovered he found he could no longer move his legs or control his urination or defecation. He was the first to suggest the rule that adults not be allowed to speak. He had spoken out against giving adults any rights ever since.

Motivations- Jordi believes that if kids don't enslave adults, then adults will enslave kids. He thinks adults need to accept the fact that they no longer rule the world. He thinks the most dangerous thing about adults is that they are such skillful liars, which is why he doesn't trust any kid around speaking adults. He lives in fear of another slave revolt, possibly aided by sympathetic kids, and that he will be killed this time.

Methods- Since he cannot walk, he rides everywhere on the back of his slave (who he calls "horsie"). He is skilled at gladiatorial combat. He is not cruel to his slave, mostly because he figures the best way to encourage good behavior is to reward it with humane treatment. On the other hand, he doesn't like to think of adults as humans and thus tries to envision them as very smart animals.

Special Equipment- Broom handle with spike (range 2-3, 1 bladed damage).

Skills- Specific Weapon Training (3): Broom handle with spike.

Typical Attack- He has his adult advance until she brushes against the opponent with her outstretched hands, then she grabs the opponent at 1d20 vs. 7. Once the opponent is grabbed, and unable to Dodge, Drop or Jump, Jordi strikes with his spiked broom handle, making Strikes at STH (9) + AGY (12) +12 (skill) +1d20 vs. 25 (or 1d20 +8 vs. 0), doing 1 bladed damage if successful.

Typical Reaction- Parry with broom handle at STH (9) + AGY (12) +12 (skill) +1d20 vs. 25 (or 1d20 +8 vs. 0).

Places of Interest- The Store-It-All building is located near a freeway overpass in downtown Salt Lake City. Near it are office and apartment buildings and a parking garage. There is a large colorful advertisement for the storage service painted on the side of the building. The building is a tall concrete box with small opaque plastic windows. On the bottom floor is an office where records were once kept and padlocks, boxes and packing materials once sold (the kids have long since divvied up all the packaged padlocks). There is one passenger elevator next to the office and one large freight elevator in the center of the building, both now grounded on the first floor. There are also two stairwells at opposite corners of the building. During daytime, light from the plastic windows makes it just barely bright enough to navigate the junk-strewn hallways. Most of the sheds are 10' by 10' inside, through there are some 10' by 20' and 10' by 30'.

Store-It-All Trade

Salt Lake City kids know that the Store-It-All kids often find caches of interesting items and are willing to sell them at lower-than-market-value. The following items are available at less than market price:

Padlock (Cheap): 1 CF

Padlock (Expensive): 2 CF

Can of Paint: ½ CF

Spraypaint: 1 CF

Hunting Rifle: 10 CF

Shotgun (Pump): 7 CF

Clothes (Tough): 2 CF

Clothes (Cool): 1 CF

Exercise Machine: 3 CF

Packing Tape: ½ CF

Camouflage Netting (5x30 ft. roll): 2 CF

Shortwave Radio (AC Powered): 40 CF

Camping Tent: 4 CF

Bungee Cord: 1 CF/4 cords

Community Creation Profile

Type: Kid-Ruled (Gives 4 BP/adult)

Government: Democracy (Costs 1 BP/PC)

Population: Large (0 BP)

Scrounging: Virgin (Costs 1 BP/PC)

Neighbors: Metropolitan (Costs 1 BP/PC)

Miscellaneous

Cache: Rifles/Shotguns (Costs 1 BP/PC)

Defenses (Costs 1 BP/PC)

Total: Costs 5 BP for kid PCs, 1 BP for adult PCs

Camp Freedom

In Brief- Once Muslim internment camp, now ruled by violent, paranoid Muslim kid bent on protecting his people at any cost.

History- In the early days of the Plague, the government (or at least most of the government) believed the Plague was the work of Muslim terrorists. There were many attacks on people of Arab or Middle Eastern descent. Even before the government started rounding up kids, they started rounding up people of Arab and Middle Eastern descent. It was said to be "for their protection," but many believed that it was just an excuse to keep Muslims where they could be watched.

Many families voluntarily gave themselves up to the military, believing it would be safer for them in an internment camp than on the streets. Other families hid.

When the military started capturing kids to become soldiers, they left the kids in the Arab camps alone, fearing that they could not be trusted.

As society started to break down, the fate of the residents of these concentration camps were often left up to the camp commanders. Some commanders decided to let the prisoners free (with a warning that they should hide their identity, as many kids and adults still believed Muslims were responsible for the Plague). In a few camps, the commanders had the prisoners executed. Some camps were stormed by angry civilians who attempted to kill everyone they could get their hands on. Some commanders refused to let their prisoners go, but didn't have the resources to feed them, and so let their prisoners starve until the prisoners became desperate enough to escape or rebel.

About a year after the Plague first appeared, a message in Arabic went out on military radio frequencies from one of these internment camps, inviting any Muslims who had survived the camp system to come to the camp. The senders of the message claimed they were founding a community where Muslims could live without fear. The camp was what the government had named "Camp Freedom," located in South Dakota. Some thought it was a trap, some didn't think they could survive the trip, some thought they could live peacefully within their home communities, yet many thousands decided to try to get to Camp Freedom.

The trek was long and hard. Many children were forced to leave their parents behind.

Some of the anti-Muslim lynch mobs found out about Camp Freedom, and converged on the camp. Yet they found the camp dwellers were armed with military firearms. There was a huge firefight, with blind adults shooting at each other. The adults of the camp had formed a protective ring around where they had hid their children. By virtue of sheer numbers, the lynch mobs were able to destroy the adults. Yet when they went to kill the kids, they found the kids were armed as well. Young Gaby Ajrem helped lead a charge that killed all the lynch-mob adults.



Government- A benevolent Leadership, run with a military structure, with Gaby Arjem as the undisputed leader-for-life and his younger brothers as next in charge.



Lifestyle- Gaby considers life in the camp to be training. Every kid is trained in fighting with knives and pistols (trainees shoot blanks, to preserve ammo).



The camp has made pre-emptive attacks on nearby communities they considered threats. One adult community that kept kid slaves was taken over completely. The kid slaves were freed (and allowed to join Camp Freedom or leave) and the adults were enslaved.



Adult slaves are forced to cook, clean, do laundry, etc. When an adult disobeys orders or tries to escape, they are tied to a post and used as a target for knife training. When the adult is almost dead, Gaby takes pleasure in finishing off the adult with his pistol.



Gaby is paranoid and sends kids on reconnaissance missions to spy on nearby kid communities. He is looking for any evidence that they are preparing to attack Camp Freedom. If he ever does hear of such evidence, he will immediately make a merciless pre-emptive strike.



Muslim religion is not compulsory, and those few non-Muslims in the camp are allowed to practice whatever they practice and to eat and wear whatever they want. All Muslims in the camp, though, must strictly follow Muslim law (or as much of it as Gaby and his brothers can remember). They pray towards Mecca 5 times a day. Instead of clocks, the camp uses sun dials, and kids who watch them and sound off the call to prayer.



The camp currently survives primarily on the military stores of preserved food, but there are also many hunting trips into nearby woods.



Population- 1,000 kids (mostly Cadets).

Camp Freedom (continued)

Places of Note- Camp Freedom sits at the foot of a mountain, on grassy, rocky land. The camp is surrounded by a hand-made stone wall topped with razor wire. There is only one gate and it is guarded by armed kids at all times. Inside the camp are a number of trailers, large tents, and cheap pre-fabricated buildings where the kids live.



Small buildings around the camp hold caches of firearms and ammunition. They are guarded at all times. There are also caches of explosives buried underground, their location known only by officers.



There is a restricted room that only Gaby and high-ranking officers are allowed into. Meetings are held here. There are electric lights and a radio constantly broadcasting a message, on a loop, inviting Muslims to come to the camp and warning enemies of Muslims to stay away.



Outside the camp there are lookout stations on the mountain where kids can see anyone who approaches. There are also small units that patrol the area surrounding the camp looking for any intruders or evidence of anyone preparing to attack the camp.



Joining- Kids who appear to be of Middle Eastern descent can join the community easily, especially if they speak Arabic or know Muslim prayers. Other kids are allowed to join, but they are subjected to a long period of being watched, spied on and constantly questioned before they are considered trusted. Non-Muslim kids can become accepted as citizens, but will never achieve high rank in the community's military hierarchy.



Camp Freedom Community Profile

Type: Kid-Ruled (4 BP/adult PC)

Government: Benevolent Leadership (Costs 1 BP)

Population: Very Large (Costs 1 BP/PC)

Scrounging: Bare (Gives 1 BP/PC)

Neighbors: Isolated (Gives 1 BP/PC)

Miscellaneous

- Electricity (Costs 1 BP/PC)
- Cache: Weapons (Costs 1 BP/PC)
- Defenses (Costs 1 BP/PC)
- Shortwave Radio (Costs 1 BP/PC)
- Cold (Gives 1 BP/PC)

Total: Costs 3 BP/kid PC, gives 1 BP/adult PC







Gaby Ajrem, Camp Freedom Leader

Age- 13

Attributes- ADJ 3, AWR 11, AGY 15, CHM 10, END 6, INL 9, SPD 8, STH 9, WIL 12, BLD 4, BDY 3½, INCY 3

Cognitive Deficits- Evil Strangers.

Appearance- A tall teen of Arab descent. His hair is cut short and he has a distinguishing mole in front of his left ear. He always wears olive military-surplus clothing and carries a pistol on his belt.

History- Gaby's father was killed before coming to the camp, his mother killed repelling the lynch-mob. Gaby and his five brothers led the assault that destroyed the lynch mob and later came to rule the camp. Three of his brothers have died, leaving him the oldest and the leader of the camp.

Personality- Gaby tries to be a compassionate, reasonable person. Yet he is paranoid, believing (not without reason) that the nation is full of people that want to destroy Muslims and that he must be prepared to do anything to survive. He also has a terrible temper. Theoretically he dislikes violence, but when he actually start hurting people he finds it very hard to stop. He considers himself a good Muslim, tries to be humble and live by Muslim law.

Motivations- Gaby's primary concern is the survival of his community, and nearly everything he does is towards those ends.

Methods- As a leader, Gaby is hands on, not trusting that anything has been done to his specifications until he has been on-site to see it himself. As a military commander he believes that the only way to deal with enemies is with a merciless all-out offensive. He does not believe in surrendering or retreating. He is willing to use torture to extract information.

Special Equipment- He always carries an automatic pistol, fully loaded. When going out to war he carries an assault rifle and a satchel full of fragmentation grenades.

Special Skills- Pistol (3), Rifle/Shotgun (2), Ordinance (2).

Blindness Penalty- -8

Typical Attack- Vital Strike (Bladed) with pistol at INL (9) + AGY (15) +12 (skill) -8 (blindness) -1/5 ft. + 1d20 vs. 35 (or 1d20 -1/5 ft. vs. 7).

Typical Reaction- Dodge at AGY (11) + AWR (15) -8 (blindness) +1d20 vs. 25 (or 1d20 vs. 7).

The Citadel

In Brief- Escaped zoo animals have forced kids to live in twin skyscrapers. They do stunts on ropes between the two buildings.

History- After society fell, nobody was feeding the animals in the Chicago area zoos. Before they all starved, some unknown person or people freed all the animals.

Most of the zoo's herbivores were quickly killed by the zoo's predators. After that, the predators had to subsist on urban wildlife (cats, dogs, pigeons, rats, etc.) and on humans. Kids in Chicago quickly learned that whenever they went outside they were potential prey.

Many kids clustered together in one of a pair of twin office buildings in downtown Chicago, Citadel 1. Living in a skyscraper, they adopted the name "Scrapers" for themselves. Some members of this community took it upon themselves to go out into the dangerous animal-infested territory and find other kids in hiding and bring them back to the Citadel. Starting with only 30 kids, the population grew rapidly.

When the building they were occupying became too small to hold them all, the kids branched out to the sister building, Citadel 2. Wanting a way to move and transfer goods between one building to another, without being in danger of animal attacks, kid Builders created a system of zip-lines between the two.

Roaming Beasts

-Large Cats: The most feared predators are large felines: African lions, slender-tailed meerkats, pumas, leopards, Amur tigers, etc.

-Wild Dogs: Feral dogs have interbred with wild African dogs and wolves escaped from the zoo, creating a dangerous new sub-species.

-Monkeys: Tamarins, chimpanzees, lemurs, white-cheeked gibbons, and even a few gorillas were able to survive predation, mostly because of their climbing abilities. They have been known to attack children, especially those who intrude on their territory and come close to their babies.

Government: Democracy. There is no one leader to the Scrapers. When important issues come up, they often take a vote in one building and a vote in the other building, and then share the results to see what decision has been made. To coordinate these gatherings, one kid is picked in each building, called the arbiter, who is trusted with compiling vote totals. The arbiters are also in charge of settling disputes when they arise. Usually a good talking to is all that is needed, but if that doesn't work the arbiters separate feuding parties by sending one to live in the other building.

Lifestyle- Everyone is expected to contribute what they can. Sharing is the rule and anyone who brings anything in from the outside must give it up to be shared between the kids. Kids are under intense peer pressure to find some chore or job that helps the community. One of the most dangerous and most respected jobs is leaving the Citadel to hunt, scrounge and look for kids who have not yet come to the Citadel.

There is competition between the towers. When one hunting party, for instance, is able to kill one of the big cats that stalk the streets, the meat is shared equally between the buildings, but the tower where the hunters live is celebrated and everyone in that tower feels a sense of pride.

Scrapers are well trained in the use of slings, slingshots and other thrown weapons. There are always kids watching the streets below and they try to kill any wild animal that dares to come close. At any given hour of the day, dozens of faces can be seen peering from the windows above.

The primary source of food for the kids comes from indoor gardens, growing with sunlight filtering in through tower windows. Nearly every floor has gardens in those rooms that have eastern or western-facing views. Kids take great pride in their gardens and harvest time is a time for the kids who have done well to boastfully dump food into the communal food piles.

There are quite a few rope bridges that link the buildings at various floors, as well as many ropes slung across at an incline so as to send supply packages sliding down to the other building. For the last year, the favorite pastime for the Scrapers has been a new sport called ripcording. The kid who invented it told a fantastic story of falling off a roof and saving himself by grabbing onto a rip cord with his belt.

Ripcorders have invented their own special equipment and many dangerous stunts and contests. There have been a handful of deaths when ripcorders slipped or missed a cord they were jumping to, but so far that hasn't soured the community's love of the sport. A ripcording competition will bring most of the population of both towers to watch it, and good ripcorders are treated like celebrities.

The Citadel is a community that runs on bragging rights. If the community has a dark side, it is this obsession with fame and how it sometimes drives kids to do dangerous things. Hunters that brave the animal infested streets to bring back lost kids or meat are given some bragging rights. Master farmers who produce large crops of yummy food are given some bragging rights. Arbiters who can work out compromises between feuding kids and talk greedy kids into sharing are given some bragging rights. Builders who create new traps or bridges or quick-ascent devices get some bragging rights. Skilled ripcorders, especially those who do death-defying stunts like jumping into space and grabbing onto a cord as they fall, are given more still. And for Scrapers, if you don't have anything to brag about, you're a nobody.



The Citadel (continued)

Population- 1,250 kids (mostly Radicals).

Places of Note- The entrances to the towers on the bottom floor have all been blocked off and surrounded by traps. Those who want to enter one of the buildings must signal someone on the second floors to lower rope ladders. A weight is released which quickly pulls the ladders up (useful if kids are being chased by predators when they approach the tower).



Joining- Any kid who can make their way to the towers (or who is rescued by a search party) can become a member of the community. The kids have given little thought to what they would do if an adult came to them. They assume that all adults in the area have been eaten by predators.



Some in the Citadel worry that the Citadel is too crowded and cannot support more kids. There have been some votes to stop searching for new kids, yet so far these proposals have been voted down. A few have gone so far as to accuse the Arbiters of rigging the votes, but most believe this would never happen. Because of the bragging rights that come with bringing a new kid back to the Citadel, it is doubtful that search parties will stop any time soon.



Scraper Trading

Although most goods are shared or given away to anyone who asks for them, kids still must trade if they want custom made items. One such item is:

Ripcord Jacket- A jacket made of a heavy material (usually denim reinforced with strips of leathe) with several high-strength cords, carabiners and rings to attach them to. Used to attach oneself to a ripcord while ripcording. Weighs 4 lbs. Costs 10 CF.



Ripcording (AGY)- An Athletics skill available only in the Citadel.

Easy (10): Cross from one building to another by sliding along a rope.

Moderate (20): Jump and latch onto a rope in midair.

Hard (30): Detach oneself from a rope while sliding at just the right time to fall through an open window and onto an old mattress.



Citadel Community Profile

Type: Kid Only (0 BP)

Government: Democracy (Costs 1 BP/PC)

Population: Very Large (Costs 1 BP/PC)

Scrounging: Average (Costs 0 BP)

Neighbors: Isolated (Gives 1 BP/PC)

Miscellaneous

Farms (Costs 1 BP/PC)

Defenses (Costs 1 BP/PC)

Wild Animals (Gives 1 BP/PC)

Total: Costs 2 BP/PC



East Coast

In Brief- Little farmland and picked-over scrounging make life hard. Mostly empty urban areas with roving bandits.

The East Coast was the most densely populated part of the United States and thus the part where the most people have died of starvation since the Plague. Those who have survived have seen very hard times. Many inner cities are virtually abandoned, with populations of dozens where there were once millions. They are patrolled by vicious gangs of tough kids who have survived by taking food from others, even if it meant taking food from the hands of a starving person. Yet the East Coast is also a place where many people hid caches of food, to protect them from looters, and then died before they could eat them, so an explorer who is good at finding hidden things can score big.

A few kids living near the ocean or major waterways have learned how to fish or gather shellfish. They can bring back enough food to feed many kids, and earn a fortune in trade goods, but their jobs are dangerous and many drown.

Washington DC- In the early days of the Plague, protestors flocked to the Capitol to demand answers. Many of these protestors died away from home and their desiccated corpses lie around the Whitehouse.

There are members of the Federal government still in hiding in the Presidential Emergency Operations Center under the Whitehouse and other Washington DC bunkers, living off of huge supplies of canned food.

The Library of Congress is a mecca for Students and for adults looking for Braille books. Ownership of the library is constantly shifting, as gangs take it over hoping to make a living by charging people for access to books.

Kids come from all around to vandalize the Capitol buildings and monuments. Kids, especially Radicals, think it's something to brag about that they wrote their name on the face of the Lincoln statue with magic marker.

The Smithsonian museum complex attracts a lot of Builders and Students, because it has a lot of old technology. A Student might find a modern airplane far too complex to repair (let alone build a new one) but studying a full-sized reproduction of the Wright Brothers' plane may give them useful information.

The New York Area

The New York metropolitan area was one of the world's largest population centers with some of the world's best hospitals, and so there were many survivors of the initial onslaught of the Plague. Yet the large number of survivors became a liability: food supplies in the area were quickly used up or hoarded. Today, urban survivors fall into one of two groups; those who found a way to grow food and bandits who travel to less urban neighboring communities to steal their supplies.

There are several small islands in the New York area with greenery and wildlife, and sometimes even valuables that could be scrounged, but there are few in the area with ships and the knowledge to use them that can reliably get to the islands and back.

Mean Streets- Today, the streets of Manhattan, Brooklyn, Queens and the Bronx are mostly empty. Gangs of kid bandits call these areas home, but they spend most of their time traveling out of town or assaulting the defenses of the few self-sustaining communities. These bandit gangs all consider themselves very tough and make it a point of pride to never back down from a fight. They expend a lot of energy fighting in gang wars. With their posturing, graffiti, outlandish costumes and large gang battles they resemble gangs from New York's past. These bandit gangs do explore and scavenge from local buildings, but they do so for entertainment, and to get useful non-food items like weapons, not out of hopes of finding enough food to live on. The bandits keep adult slaves when they can catch them, but the adults are underfed and don't last long. Typically, adult slaves are used as war-horses in gang combat and many die in battle before they can starve.

The bandit gangs of New York will rob anyone they think they can intimidate or beat in a fight, even other bandit gangs. Explorers who come to the New York area rarely make it far before they either have to give up their possessions or fight a group of bandits.

New York bandit gangs also like to position themselves on bridges, build barricades and charge anyone who wants to cross.

The New York metropolitan area also has several Eye Eaters. They keep to the shadows, hiding in abandoned buildings and preying on kids who are alone. Some walk through subway tunnels to travel the area without being seen. Yet they are few enough, and the area they prowl is large enough, that they rarely meet and have made no attempts to organize.

Many of the tunnels of the New York area are flooded, yet there are some dry enough to travel through. Eye eaters, kids who have been cast out from their communities and war parties trying to make surprise attacks have all used the tunnels to their advantage.

The Bastion- To many adults, it was only natural to believe that if adult society was to survive it would be in downtown Manhattan, the heart of the New York metropolitan area. So, as the Plague ravaged the population, the streets of downtown Manhattan became crowded with adults, many of whom had seen their children torn away by the military. The mayor's office declared martial law and started housing these refugees in downtown office buildings. The New York city government, perhaps the best in the US at dealing with chaos on a massive scale, started laying in supplies, conscripting survivors to do jobs, and generally tried to help as many as possible to survive. They even conscripted as many children as they could get a hold of to aid the adults.

As food supplies withered away, the city government began ordering food crops to be grown, at first in the small parks dotting downtown. As the population of kid bandits began to prey on them more-and-more, they moved their farms to the roofs of buildings.

Today, the Bastion has about 300 adults and 25 kids. Most of the kids are pure slaves. There are a few who are children of Bastion adults, and are treated better during their off-hours, but during work hours they are treated like any other slave.

The adults live in the higher levels of a number of downtown skyscrapers, which have had bridges built between them. The rooftops have gardens and rainwater collectors. There are also smaller gardens in windowsills on the ledges. The adults rarely travel down to the streets. Their height is also their defense: they figure that by the time kids climb 30 stories they will be too tired to attack. Those stairwells which are not blocked off completely are guarded (and the steps coated with glass from old light bulbs so nobody can sneak past without making noise). The guards have large stacks of furniture and heavy boxes that they can push down on invaders. They also have sawed-off shotguns.

The Bastion has a DC electricity system based on solar panels and rechargeable batteries. It is only turned on at night, at which times it runs a number of small light bulbs (for the benefit of slaves, who are kept working well into the night), a shortwave radio, and a CD player (the community holds 'concerts' for entertainment of adults).

The Bastion is ruled by a number of Commissioners, each of whom rules for life and names their own replacements. The Bastion is essentially socialist. Every member of the community is assigned to one of the Commissioners, who control what the adults do all day. The commissioners also distribute all resources to the population. There are Commissioners of Police (run security, enforce peace), Infrastructure (maintain the electrical system and bridges between buildings), Agriculture, Recreation and Public Health. The only elected official is the Mayor, who is elected for a one year term and decides how many laborers and resources each Commissioner is given to










The New York Area (continued)

work with. Thus the Mayor can't tell a Commissioner what to do, but can decimate that commissioner's workforce. Yet such extreme measures are rarely needed: each of the Commissioners is honest in their desire to help the community survive and do a good job. Although there is squabbling for resources, it is open and honest squabbling.



The Park- Central Park, the largest park in the New York area (and one of the largest in the world) is home to a kid-only community, a cooperation between a local scouting troop and a group of Students who organized around a local public library. Although they cooperate, the Students and Scouts maintain separate governments. The Scouts patrol the outskirts of the park, camouflaged and hiding in blinds that have been built for them. From these blinds they can shoot intruders with bows and arrows. The scouts also trap birds and squirrels for food.



The Students have a large farming operation in the interior of the park. They grow crops (some in makeshift greenhouses) and graze animals (mostly stolen from Central Park Zoo) on grassy areas.

The Students and Scouts live in various small buildings around the park. Their life is a lot of work and little play, but they live fairly comfortably. Except when bandits penetrate their lines and steal their supplies, they have enough food, water and firewood to last them all year.



The Penitent Blind- The Cloisters, a reconstructed medieval monastery in upper Manhattan, has been taken over by a small cult of adults and adolescents. These adults believe that blindness is God's punishment for society's sins and that if adults can take their punishment with a penitent attitude then the sins will eventually be forgiven and their sight returned. The penitents live a very austere lifestyle. They grow food in the Cloister's atrium and barely have enough to survive. They live most of their days in silent contemplation and prayer.



Adolescents from the surrounding area come to the Cloisters when they begin to lose their sight (and thus start becoming unable to compete in the combat-heavy culture of the NY kid bandits). The adolescents who join rarely believe in the religion, they just want a safe place to go blind in. Yet before long they are brainwashed to fully believe in the cult's doctrines, are outfitted with medieval armor and weapons and are charged with guarding the Cloisters from intruders, a job they will keep until they go completely blind and have to retire to prayer and contemplation.





Doctor Island- Roosevelt Island is a small sliver of island to the East side of Manhattan Island. At the time of the Plague it was taken up mostly by hospitals and large apartment buildings. The only way onto the island today is from a makeshift hand-powered tram that rides the old tram cables. The island was once accessible by subway, but those tunnels are now completely flooded.

During the early days of the Plague, every hospital in the city became a triage center, overrun with the sick. Yet because Roosevelt Island was difficult to access, it had less patients (and thus could provide a higher quality of care). As the population of surviving adults fell, the hospitals on Roosevelt Island still had a respectable quantity of medical supplies (as opposed to other hospitals, which either used up all their medical supplies, had them stolen by looters, or had them confiscated by what was left of the city government). And because it was harder to access, the residential parts of the island were not as picked over and continued to provide food for scroungers for quite a while.

The last surviving doctor decided to try to keep the hospital running by training a group of kids as doctors. He chose only girls, since he believed that girls would be easier to control.

Today, the ten girl doctors rule the island. The old doctor is still alive and is treated well, but it is clear to everyone that he does what the girls tell him to and not the other way around. There is a small population of kids on the island, some are friends or family of the girls, others are kids who have been treated and are providing labor or services to pay off the debt. All the residents of the island know they must always follow the directions of the doctor girls or risk being kicked off the island.

Everyone in the area knows that the best place to go for medical treatment is 'Doctor Island.' They also know that they had better bring valuable trade goods (or useful skills they can barter with) because the girls charge a lot for their services. The island has no real military. If anyone threatens the girls or tries to steal from them, they threaten to never again treat anyone from that that gang or community.

Even adults occasionally make their way to the island (usually in the dead of night so as not to be mugged by kid bandits). The doctor girls do not enslave adults who come to them for help, but they do press them into long periods of indentured servitude to pay for their treatment.

Community Profiles

Mean Streets: Gives 4 BP/adult, gives 3 BP/kid {Kid-Ruled (+4 BP/adult), Government: Malevolent Anarchy (+1BP/PC), Population: Large (0 BP), Scrounging: Bare (+1 BP/PC), Neighbors: Metropolitan (-1 BP/PC), Eye-Eaters (+2 BP/kid)}

Bastion: Costs 5 BP/adult 1 BP/kid {Adult-Ruled (+4 BP/kid), Government: Democracy (-1 BP/PC), Population: Very Large (-1 BP/PC), Scrounging: Bare (+1 BP/PC), Neighbors: Metropolitan (-1 BP/PC), Electricity (-1 BP/PC), Doctor (-1 BP/PC), Defenses (-1 BP/PC), Shortwave Radio (-1 BP/pc), Bandits (+1 BP/PC).}

The Park: Costs 0 BP {Kid-Ruled (0 BP), Government: Benevolent Leadership (-1 BP/PC), Population: Large (0 BP), Scrounging: Bare (+1 BP/PC), Neighbors: Metropolitan (-1 BP/PC), Bandits (+1 BP/PC)}

Penitent Blind: Gives 3 BP/adult {Adult-Only (0 BP), Malevolent Theocracy (+1 BP/PC), Population: Small (0 BP), Scrounging: Bare (+1 BP/PC), Defenses (-1 BP/PC), Bandits (+1 BP/PC)}

Doctor Island: Gives 1 BP/adult, costs 3 BP/kid {Kid-Ruled (4 BP/Adult), Government: Benevolent Leadership /w/ Highly Skilled Leaders (-2 BP/PC), Population: Small (0 BP), Scrounging: Average (0 BP), Doctor (-1 BP/PC)}

West Coast

In Brief- Many mostly-deserted urban sprawls. Like East Coast but with more agricultural areas.

Like the East Coast, the West coast was highly urbanized. Yet the West Coast also had significant farmland, and so the West Coast was more likely to have cities where fresh food made its way to the markets.

The exception is the Los Angeles area, one of the world's largest urban sprawls. Not only were those in the center of the sprawl too far from farmland to get fresh food, their fresh water supplies went away when the system of dams and canals that brought water from far away stopped working.

Disneyland- Many kids trek through the nearly-empty urban sprawl to get to Disneyland, which has been a popular site for kids to visit ever since the first kids realized they could go anywhere they wanted. Disneyland has a fairly large population of kids, but few stay there long. Most kids show up, do some trading, see the park, decide there's no good way for them to make a living there, and leave. The kids who head to Disneyland are very different from the kids who head to, for instance, the Cal Tech library. Most kids at Disneyland are stereotypical Radicals: those kids who figure that they're going to die or go blind so they might as well have some fun first. Thus Disneyland is a wild, "anything goes" sort of place, almost like a kids' Los Vegas.

The West Coast has significant racial diversity, with significant White, Black, Hispanic and Asian populations. In some places these ethnic groupings intermingle, in others they separate into race based gangs and vie for supremacy.

Southwest

In Brief- Little water. Some Hispanic-Anglo ethnic conflicts. Many Native Americans, some with useful skills.

In most parts of the Southwest, the main impediment to survival is lack of water, so most survivors have ended up clustering around lakes and rivers. The Southwest also sees significant numbers of death by snake bites and scorpion stings.

Much of the population of the Southwest is ethnically and culturally Hispanic. Many kid communities in the South have divided themselves along ethnic lines, and there is some persecution and violence. The violence is not one sided. Depending on the makeup of an individual community, White kids may persecute Hispanics, Hispanics may persecute Whites, or they may battle against each other as race-based gangs. Sometimes there is even conflict between recent immigrants who speak Spanish fluently and less recent Hispanic immigrants who only speak English.



Along the border many Inheritors have taken on the job of their "minutemen" forbearers, patrolling the border for refugees from Mexico trying to enter the country. These new minutemen are often more cruel and violent than their pre-Plague counterparts and often kill or enslave those they catch.



Four Corners- Where Utah, Colorado, New Mexico and Arizona meet is home to several Indian reservations, the largest and most populous of which is the Navajo reservation. The primary means of survival for those living here is sheep and cattle herding and many Native American kids pride themselves of having the skills of both a Scout and a Horse Rider.





The South

In Brief- Bad racism in some communities, racial harmony in others. Many kids in the mountains with good wilderness skills.



In the Southeastern states, it did not take long for old racial conflicts to be revived among kids. The violence and persecution goes both ways, but it is White kids who are especially likely to go down the path to institutionalized racism. The natural human inclination towards prejudice, along with an unrealistically romantic view of Southern history combines to create fantastic ideas of a Confederate utopia that can thrive once blacks are subjugated. Many kids have formed kid versions of the KKK and a few communities have even re-instituted black slavery.





Yet despite this trend towards institutionalized racism, there are also some communities that are models of racial harmony. Most were founded by kids of different races who grew up as friends and never thought that race really mattered.

The Apiary

In Brief- Kid-ruled community that raises bees, provides honey and candles to entire Pacific northwest.

History- Salem, Oregon was a retirement capital, with many retirement homes and assisted living complexes. When the plague came, it wiped out most of the city's population. Because the high retiree population meant fewer kids, there were only a small number of kids banding together for survival.



Eight-year-old Sonia Gonzalez, as she watched her grandparents die, promised them she would take care of their apiary (an area where a bee hive is kept), which was located outside of town. She traveled to her grandfather's beekeeping cabin and brought with her all the lost, scared and hungry kids she found along her way. She carried a dagger with her in a fashion that showed she knew how to use it. She fought bravely, protecting other kids from the dangers they met along the way. Many older kids were so impressed by her self-confidence that they decided to come along and help out.





After many detours and shortcuts, Sonia and a group of twenty kids arrived at the cabin. The kids started building cabins and setting up tents to live in as Sonia tended to the hive. They had captured stray animals along the way and now they killed them, butchered them, cured the meat with honey and ate it by the light of bees-wax candles.



When a group of blind adults with guns came to try to enslave the kids, Sonia used the bees as a weapon. She tricked them into following her near the hives, then she threw a rock at one of the hives. The adults escaped but never came back.



Sonia taught others how to tend to bees and the bee farming operation slowly but surely expanded. The community grew and, when it established trade contacts with other communities, became very successful.



Government- Benevolent Leadership (Sonia Gonzalez is the uncontested leader).

Lifestyle- The community acts like a family. The members may not always get along, but they love and care for each other.



The spring and summer months are the busiest in the community. Sonia assigns kids to shifts working the bee hives all day long. Hives are constructed from wood and have long removable frames, which (after using smoke to calm the bees) are slid out, with the help of a hive tool. Bee keepers either drain honey from these frames, or take the whole frame to remove both the honey and wax.



Kids quickly learn to be comfortable around bees, to never slap at bees that land on them, and how to recognize different types of bees (queens, who stay in one portion of the hive, giving birth to more and more bees; workers who clean and care for the queen and pupae and leave to gather pollen and nectar; and drones who do nothing but eat honey and mate with queens).

During the cold seasons, there are fewer bees and the kids must survive on their stored supplies. Since winter months are hard for everyone in the area, Winter is also a time when the Apiary is more likely to be attacked. Kids thus spend much of the Winter training to defend themselves.

The kids do engage in some other forms of agriculture: there are some cherry trees, a few goats and pigs. For the most part, however, they get their other necessities by trading honey and wax candles to kids in other nearby communities. The candles they sell are traded and re-traded and have been seen as far away as California and Canada.

Sonia assigns each community member a strict schedule of duties, and kids are expected to never slack. Sonia is a kind and pleasant boss, but she will banish people from the community if they don't do enough work or if they are careless and cause an accident. Kids are assigned duties based on their skills. Tough and adventurous kids are made into guards. Smart and crafty kids are assigned to build new shelters and hive boxes. Kids who are good at gardening are sent to care for the food crops and the fields of flowers that feed the bees. Those who love travel are sent off to markets to trade candles and honey for whatever the community needs.

Once a week a party is held at the Casa de Abuelo (Sonia's grandparents' original cabin). Honey-cured meat is served and kids with instruments play music. Nearly every kid in the community shows up for the party (save a few who have volunteered to sit this week's party out to be guards). For many kids the party is the only time they can get to know Sonia as a friend rather than a boss. It has always been Sonia's dream to recreate her family and during these parties she feels she is meeting this goal.

Population- 80 kids

Places of Note- The kids of the Apiary have laid claim to several square miles of what used to be orchards in the countryside near Salem, Oregon. Fences and signs warn people that this is private property and direct them to the gate they should go to in order to trade for honey and candles. The center of the community is Casa de Abuelo (Grandfather House), the cabin near the first and largest hive. Sonia and her closest friends live in this cabin. The Casa de Abuelo has a very beautiful pond near it. It is not very large, but is big enough to for a few kids to swim in.

Last Year's Yield

The community now has 3 colonies (with more to come). Last season, the community produced 180 jars of honey and 200 lbs. of beeswax for candles. About a third of this was consumed by members of the community, and the rest was traded to other communities.

The Apiary (continued)

The other hives are spread out, kept far apart so the bees would not compete with each other. Surrounding Case de Abuelo and each of the other hives is a cluster of shelters (mostly tents, small cabins and old cars) where kids live. Near Casa de Abuelo there is also a large pavilion where water is boiled in large pots over wood fires to get wax out of honeycombs and make candles.

Joining- Sonia decides whether a new kid can join the community or not. She usually talks with the kid, asks them to talk about themselves and asks whether they're willing to work hard and follow orders, and tries to judge whether the kid is trustworthy or not.

Venom Sensitivity

During character creation for PCs who will be living in the Apiary, the advantage Venom Immunity (p.82) should cost 3 BP (rather than 1), the disadvantage Venom Allergy (p.88) should give 4 BP (rather than 1) and Venom Hypersensitivity should give 10 BP (rather than 4). Note that if a PC is known to have Venom Hypersensitivity, Sonia will encourage them to find a home elsewhere.

Community Creation Profile

Type: Kid Only (0 BP)

Government: Benevolent Leadership (Costs 1 BP/PC)

Highly Skilled Leader (Costs 1 BP/PC)

Population: Large

Scrounging: Bare (Gives 1 BP/PC)

Neighbors: Average (0 BP)

Miscellaneous

Farms (Costs 1 BP/PC)

Livestock (Costs 1 BP/PC)

Total: Costs 3 BP/PC

The Market

Bee-keeping tools and the honey and wax gathered from the bees are shared among members of the community. Those who come to the gates of the Apiary can get a good deal on honey and candles, and can even buy some bee-keeping equipment to try to start their own operations.

Bee brush- A brush or whisk broom used to remove bees from combs. Costs 1 CF.

Bee Box- A box with shelves in which the bees live. Costs 40 CF.

Beekeeper Livestock- A small box with mesh to let in air, with a healthy, mated young queen, two or three pounds of worker bees and a can of syrup for the insects to eat while caged. Used to start a new hive. Costs 50 CF.

Beekeeper Suit (Light)- Includes only a hooded veil and thick gloves. Good for people who are not particularly sensitive to bee-stings. Weighs 2 lbs. Costs 10 CF.

Beekeeper Suit (Full)- Includes full body suit to protect, along with helmet and thick gloves. Good for people with sensitivity to bee stings. Gives AR 15, PR 1 bladed. Weighs 4 lbs. Costs 20 CF.

Candles- See pg.57. Costs 1 CF for a pillar.

Honey- Costs 3 CF/jar

Hive Tool- A metal, crowbar-like device used to open hives, pry frames apart, and scrape wax and propolis from the hive parts. Easy strike. Damage: 1 bladed or 1 blunt. Weighs 1 lb. Costs 8 CF.

Smoker- A small box that expels smoke at bees. Used to calm the bees before collecting honey from their hive. Costs 6 CF.

Sonia Gonzalez, Leader of the Apiary

Age- 11.

Attributes- ADJ 12, AWR 6, AGY 5, CHM 11, END 4, INL 9, SPD 5, STH 4, WIL 10, BLD 4, BDY 2½, INCY 3

Cognitive Deficits- Social Self-Worth, Wishing.

Appearance- A cute girl, of Mexican descent with wavy, thick black hair, usually braided back. She typically wears a holey old black sweater, jeans and a yellow bandana around her neck.

History- Before the Plague, Sonia's parents were killed in a car accident and she was sent to live with her grandparents. Her grandfather brought her to the cabin to tend to the bees every other day. Soon, even as a young girl, she was imitating everything her grandfather did and had learned many of his tricks. When the Plague hit, she stayed with her grandparents, tending to them as they died, and then trying to wish them back to life. When she finally decided they were gone forever, she left for the cabin, to take care of the bees, picking up stray kids along the way.

Personality- Sonia is a sad girl who hides behind a happy face. She lost everyone that was important to her (just as many other kids did), but had no one else to turn to, because she was an only child. The only family she has are some cousins in Mexico. She has never mourned the loss of her parents or grandparents, deciding instead to move forward, but when she is alone the despair eats at her.

Motivations- Sonia's first priority was the bees. However, now that the bees have been properly cultivated, she has turned her sights to making a better life for all kids. She thinks that bees are the answer and frequently trades stocks of virgin queens and some workers to other communities in hopes of using bees to build a new world. She cares deeply for her community and will do almost anything for them, treating all kids within the Apiary like family.

Methods- She always has a kind word for every kid in the community, and she rules with charisma and with self-confidence that garners respect. When she is in the Apiary she is perfectly at home, going wherever it pleases her. When there are visitors to the community, or when she is forced to leave the Apiary, she has three big kids following her acting as her guards.












In Brief- Once a brutal anarchy, now a Horse Rider regime enforces peace.

History- After the Plague, San Antonio Texas became the worst kind of anarchy: one in which kids survived only by forming into gangs and making war on each other for scarce resources. San Antonio became known as "Hell's Den" for its violence and lawlessness. Yet six months ago a group made up mostly of Horse Riders, led by a Horse Rider named Kwame Ofori, rode in and began taking over territory. Every attack made on them, was returned threefold, and the group was able to create an oasis of stability and order within Hell's Den, called Peace.

Government: Benevolent Leadership, with a group of 35 Peacekeepers (including the community's original founders) enforcing laws and defending the city from those who would try to take power away from them. Kwame Ofori is the head of the Peacekeepers.

To become a Peacekeeper, one must apply to Kwame Ofori. He gives applicants several physical and mental tests, e.g. obstacle courses, scrounging missions, puzzles, mysteries to solve. Those who can pass these tests becomes Peacekeepers.

Lifestyle- A kid who wants to live in Peace must help defend Peace against attack by outsiders. Anyone who shirks this duty is kicked out. Otherwise, residents of Peace are free agents, able to use their time as they see fit, to scrounge, travel and trade. Life is much like the anarchy outside Peace, except that kids live with less fear that they will be attacked and have their possessions stolen.

Graffiti tags warn anyone who enters Peace about the community's rules. Whenever a kid is accused of hurting or stealing from another, or betraying the community in some way, the accusation must be immediately addressed to a Peacekeeper (accusing someone long after the supposed infraction is considered evidence of deception). Peacekeepers are both police and judge. Each has his or her own means of trying to discover the truth of an accusation: some investigate thoroughly, some try to use intimidation to get a confession, some go with their gut feeling and some take bribes.

When a Peacekeeper finds a kid guilty of a crime, he or she can assign any sort of punishment. They like to set examples for the rest of the community so they are sometimes harsh and cruel. Theft might be punished by having a hand chopped off, false accusations might be punished by hanging.

Peace

Kwame Ofori (Leader of the Peacekeepers)

Age- 10

Attributes- ADJ 9, AWR 10, AGY 6, CHM 6, END 7, INL 7, SPD 4, STH 7, WIL 6, BLD 2, BDY 3, INCY 4

Cognitive Deficits- All-Knowing, Ghosts, Luck.

Appearance- A ten-year-old African boy, with a dark brown complexion. Wears jeans and chaps and a leather vest. On his head are a pair of goggles he uses while in a fight or while riding fast. Speaks with an African accent.

History- Kwame came to the US from Africa when he was very young. His father was a great chemist and gained his legal citizenship with his award-winning research into analytical chemistry. When the Plague started, Kwame's father abandoned Kwame and his mother to go to Denver to help look for a cure. Kwame's mother died and he was left alone on a small ranch. Kwame collected what he could to remember his parents by and started out on his horse. Kwame found and joined forces with other lone kids on horseback. As they traveled from town to town they started righting wrongs and thus gained the name Peacekeepers. Kwame became their leader. When they saw the chaos of San Antonio they decided to try to create something better. Throughout his rule, he has survived three assassination attempts and an unsuccessful coup.

Personality- Kwame tries to never be as emotionally distant as his father was. Kwame makes it a point to show what he's feeling, typically through action. When angry or threatened, he is quick to lash out. When sad, he isolates himself. When happy, he gives everyone smiles and compliments and small gifts. Anyone who wants to be around Kwame must learn to deal with his moods.

Motivations- Kwame's family came in search of the American dream. The Plague derailed that plan. However, Kwame still strongly believes in truth and justice and is driven to make America what he hoped it would be. He wants to create at least one small corner of the world where people are free to live without fear.

Methods- Kwame believes violence is the worst thing in the world, and he aims to wipe it out by being more violent than anyone else.

Special Equipment- Pistol: Revolver with 4 bullets, Stock Horse (see p.55). Kwame keeps a number of chemistry books and papers that were the property of his father, as well as a few notes his father took on the Plague when he was working on the problem from Texas. PCs with the scientific background to understand this material may be able to use it to help understand the Plague.

Special Skills- Justice and Agreement (3), Science: Chemistry (1), Pistol (1).

Typical Attack- Trample with his horse (8 blunt damage) at 1d20 vs. 10. Only if cornered will he use his pistol, making a strike at INL (7) + AGY (10) +8 skill -1/5 ft. +1d20 vs. 25 (or 1d20 -1/5ft. vs. 0), doing 4 bladed damage if successful.

Typical Reaction- Dodge at AWR (10) + AGY (6) +1d20 vs. 25 (or 1d20 vs. 9).

Peace (continued)

Peacekeepers constantly patrol Peace, with shifts on duty at every hour of the day, and it never takes long to summon one. Peacekeepers are often found on the territory's borders, searching for those who would try to infiltrate the community to steal from or make war on its members.

Population- Approximately 250 kids, with a high turnaround as kids pass in and out of Peace.

Places of Note- Peace turf is mostly made up of what was once the turf of the Snakes, what used to be San Antonio's biggest post-Plague gang. One can still see remnants of Snake graffiti on some walls. The turf is about 2 square miles altogether and is surrounded by many traps meant to catch those who try to sneak in under the cover of darkness. The leadership of Peace is constantly changing headquarters (to avoid attack), yet typically use a building within their turf as a central stronghold.

The Pool Hall in the center of Peace is the central hang-out for the community. At any given time, the Pool Hall has about 30 to 40 kids playing pool or just hanging out inside. Since there are almost always kids there, the pool hall is one of the first places Peacekeepers go to when they want to gather a defense force, and those who try to attack Peace are often repelled by kids holding pool cues.

Joining- Anyone who comes to the borders, gets the attention of a Peacekeeper and agrees that he or she comes in peace and with no weapons, will be escorted past the traps and into the city. The new person can stay in Peace so long he or she follows Peace's rules. Peacekeepers sometimes deny entrance to kids who don't seem capable of aiding in the defense of Peace. If a kid is denied entrance or kicked out of Peace, only Kwame Ofori has the authority allow them back in.

Peace Community Profile

Type: Kid-Only (0 BP)

Government: Benevolent Leadership (Costs 1 BP/PC)

Population: Very Large (Costs 1 BP/PC)

Scrounging: Average (0 BP)

Neighbors: Metropolitan (Costs 1 BP/PC)

Total: Costs 3 BP/PC

The Mission

In Brief- Three kids keep the town population locked up in a church, teaching them that the apocalypse is here.

History- In Bertonville, Louisiana, the already small population was hit hard by the Plague. Very few kids remained. Being a very religious town (mostly Catholic), the kids ran to the town's one church, called the Lord's Mission. The church's altar boys had already turned the church into a fort, but allowed the other children sanctuary.

Three kids, known as the Trinity, became the new priests of the church, taking confession, giving communion, and handing out punishment to kids who broke the rules of the sanctuary. Those who had come to the church simply seeking shelter were indoctrinated into this new religion.

Government- Malevolent theocracy, led by the Trinity, a triumvirate of kids who have become the church's priests. The Trinity use the Altar Boys, a select group of very loyal kids, as enforcers of their rules.

Lifestyle- The teachings of the Trinity are very simplistic. They teach that God constantly watches over the parishioners, that the world outside of the Mission is plagued by demons, and that the Trinity are the new messiahs of the church, being blessed by God with the authority to lead kids to a new paradise. Only the Altar Boys are considered holy enough to leave the church and deal with the demons and temptations of the outside world. All other kids are urged to stay inside. A few kids have run off, but have never returned. The kids inside are told by the Trinity that demons or heathens killed the runaways, and almost all of the kids believe it.

The law of the Mission is based on the Trinity's strict interpretation of biblical laws. Breaking any of the Ten Commandments gets a kid 20 lashes, solitary confinement and bread-and-water for several days. Even worse punishments await anyone caught doing any sort of blasphemy (e.g. saying "God damn it"), any disrespect to the Trinity or anything that seems at all homosexual (e.g. a girl who wears pants or a boy who looks at another boy while in the showers).

Those Who Leave

No non-Altar Boy who leaves the church ever returns. This is because the Altar Boys, under the direction of the Trinity, hunt down and kill anyone who leaves. The Trinity then claims that the escapee's body had been discovered, mutilated by demons or heathens. The bodies are usually stored at a nearby general store.

It's a miserable, pleasureless existence for kids in the mission. They are stuck in a claustrophobic (and by now quite smelly) church, forced to spend all day either praying, listening to sermons, or doing chores. The only food that comes in is that which the Altar Boys bring back from scrounging missions and it is seldom enough to slake the kids' hunger. Their only cheer is the belief that any day now God will reward their obedience with a paradise on Earth.



The Mission (continued)

Typical Altar Boy

Age- 12.

Attributes- ADJ 6, AWR 7, AGY 8, CHM 5, END 7, INL 6, SPD 7, STH 9, WIL 6, BLD 2, BDY 3, INCY 4

Appearance- Altar Boys wear long robes that have been ripped and torn to allow for a loose fit and easy movement. The colors are red and white, and each one wears a large wooden crucifix around his neck. They have stern looks, as they must keep a tough appearance at all times.

Behavior- Altar Boys are law enforcement within the Mission. Children can be convicted of sinning with no more evidence than an accusation from an Altar Boy, while fairly obvious sinning by Altar Boys is ignored. The Altar Boys also help brainwash new members, are sent out to secretly kill those who insist on leaving, and are sent out to scrounge for supplies or to trade with communities in other towns (sometimes several days' journey away).

Special Skills- Club (2).

Typical Attack- Strike with a broom handle at STH (9) + AGY (8) -5 (blindness penalty) +4 (skill) +1d20 vs. 25 (or 1d20 vs. 9) doing 1 blunt damage if successful.

Typical Reaction- Parry with broom handle at STH (9) + AGY (8) -5 (blindness penalty) +4 (weapon) +8 (skill) +1d20 vs. 25 (or 1d20 vs. 1).

Population- 3 in the Trinity, 10 Altar Boys (3 or 4 of which are usually out scrounging or trading) and 40 other kids.

Places of Note- As the town's main community center and storm shelter, the church had many meeting rooms and a shelter with cots in the basement. Regular kids and Altar Boys sleep in the basement. The Trinity live in the former Priests' study and use it as an office.

Outside the church, the town appears lifeless and thoroughly depleted of anything worth scrounging.

Joining- Few kids show up in Bertonville, and many who do figure that the town is abandoned and bare of scroungeables and leave immediately. Those kids who do find an Altar Boy or come to the door of the church are invited in, and then immediately imprisoned while they can be "cleansed of demons and sin." They are prayed over and lectured by Altar Boys and members of the trinity, denied sleep and food, and asked to repent their sins and give themselves over to God. Those who give in to this brainwashing become a member of the flock. Those who resist are expelled from the church and told never to return on pain of death.

The Mission Community Profile

Type: Kid-Only (0 BP)

Government: Malevolent Theocracy (Gives 1 BP/PC)

Population: Large (0 BP)

Scrounging: Bare (Gives 1 BP)

Miscellaneous Defenses (Costs 1 BP)

Total: Gives 1 BP/PC.

The Trinity

Brother Charles Benjamin: Charles (Chuck to the other two) was once a tough kid who had runs-in with the law. Then he appeared to repent and became an altar boy at the local church. His conversion was real, but it didn't change his personality: at heart he still has a 'take what you want' attitude towards life. He has a tendency to give orders without consulting with the rest of the Trinity, mostly because he is the biggest and strongest. His sermons usually speak of hell-fire and death of kids, with horrible descriptions of the demons that lurk outside the Mission. Current age: 14.

Brother Jonathan Schultz: Jonathan organizes work in the Mission, giving duties to both the Altar Boys and the ordinary kids. He spends most of his day watching kids at work and telling them when they are not doing something right. As a boss he can be overly harsh. The other two members of the Trinity don't know this, but when he meets with returning scrounge-and-trade parties he usually puts a few items in his robes (especially cans of food) and hides them in a secret personal stash he maintains a few blocks from the church. His sermons usually speak of the lord above as a vigilant watcher and how anyone who goes against the Trinity will feel the lord's wrath. Current age: 13.

Brother Simon Malloy: Simon is the most likeable of the Trinity, the one most kids come to with problems or for advice. He's always advising kids to be joyous because paradise is coming soon. The other two members of the Trinity like having him around because he can get with kindness what they can't get with threats. Simon sometimes thinks the other two members of the Trinity are too cruel and that he should speak out against them or try to leave, but he is too afraid of being beaten or killed if he does. Instead, he has taken refuge in belief. More than either of the other two, he tries to believe that God really is going to save them. His sermons speak of the paradise that awaits for the kids who stay true to the Trinity. Current age: 13.

The Southeast contains many significant woodland areas, especially in the Appalachian mountain range. Many of the people who lived in these mountains Pre-Plague had a multi-faceted means of subsistence (some wage labor, some farming, some hunting, some trading) which translated quite well into means of post-Plague survival. A "hillbilly" kid is considered as knowledgeable as any Scout, if not more so, about how to survive in and eke a living from a wilderness. The large extended families in these areas also provided ready-made organizations through which kids could work together. While kids in other parts of the country organize themselves into gangs, clubs, partnerships or communities, in the Appalachians they are most likely to be organized into clans.

New Orleans- Most of the city is below ocean level, and with the loss of the power grids the huge pumps that pump out groundwater stopped operating, and soon the streets began to flood. Not long after that the levees, which had nobody maintaining them, began to fall apart. Today, much of New Orleans is underwater. This hasn't stopped kids from exploring and even living in the flooded areas. Kids float around in boats and on homemade rafts. Explorers become skilled divers, making dangerous trips into dark and murky waters to get valuables.

Cape Canaveral- NASA's Kennedy Space Center in Florida, at Cape Canaveral, is the destination of many kids who hope to fulfill a dream of going to space. There are space shuttles here, which in theory might be made to work if someone knew how. A group of mostly-blind teenagers has started an astronaut training school, where they promise to get kids ready to go up into space. The school, however, is just a scam to get kids to bring in cans of food and the lessons are mostly bullshit.

Oklahoma- This state has a large Native American population, mostly living on several reservations. A few kids were able to learn traditional skills, e.g. traditional crafts, herbalism, gathering, when they were still with their parents and grandparents. These kids do very well in a world lacking in high technology, and have been teaching their friends and neighbors these skills. There have even been large numbers of non-Native American kids joining Native Americans communities because they see how well the kids there have adapted to this new world.

Disneyworld- Like Disneyland on the West Coast, Disneyworld is a major attraction to kids, especially those who just want to have some fun.

Groups

In Brief- Few groups have anything more than local influence.

The world before the Plague had a profusion of organizations of all kinds that operated on regional, state, national and even international scales. Today, there are only a tiny handful of organizations have a reach beyond a single town or city. Ideas that have spread (e.g. new religions, eye eating) but not human organizations. The problem is that travel is so difficult, and long distance communication so rare, that almost every community in KidWorld is on its own. An organization that can't offer support or threaten retribution from a distance has little hope of keeping its members loyal.







5:5

In Brief- Secretive, violent doomsday cult, headquartered in Denver. Has adult and kid members, wants to sabotage any attempt to cure the Plague.



History- Most people in KidWorld have heard of 5:5, but few know any hard facts about it. There are rumors that they engineered the Plague, that they took credit for it, that they hoped to fulfill biblical prophecy by killing the strong and leaving the meek to inherit the Earth, and that they are still actively working to destroy the rest of the adult world.





After the Plague killed most of the adults, and after it was discovered that the surviving adults were slowly going blind, preachers started showing up on street corners in Denver and other major American cities, saying that this was the fulfillment of the biblical prophecy "The meek shall inherit the Earth." Adults were invited to come aid the cult in preparing the children to rule the world, and kids were invited to come be trained to be the priests and leaders of the new world. Some kids even ran away from their parents to join the cult. Many were attracted to this preaching and were taken back to cult headquarters for indoctrination. There were some violent clashes between the cult and the military when the military came to take children away. For the most part, however, the cult was able to hide indoctrinated children from the military.





Shortly before electrical grids started to go down throughout the US, tapes started to circulate among news agencies, showing the leader of the cult taking credit for the Plague. He said that, under orders from God, his cult created and released the Plague. He explained that a few adults had been spared temporarily, so they could teach kids what they needed to know. Some believed the leader's pronouncements, others were skeptical. After all, anyone could claim (and many had) that they were responsible for the Plague. The tapes showed no proof.



The government immediately put out orders to all law enforcement agencies to hunt down and arrest all members of this cult. Yet by then it was too late: adults were going blind, electrical and phone grids were going down, and kids would soon start overthrowing their military captors. In the chaos of the fall of adult civilization, no significant strikes could be made against the cult.



Organization- At the head of the 5:5 is a man who calls himself Matthew. He is the absolute leader of the cult and cult members are taught to worship and adore him as a prophet who is in direct communication with God.



Matthew's history and current location are a secret, even from most of his followers. He lives in a house on the outskirts of Denver but only a few know where it is. He almost never leaves there. High ranking cult adolescents make weekly pilgrimages there from Denver with food and other supplies gathered by the Denver members of the cult.



Living with Matthew are a collection of advisors, all handpicked from among the smartest, most educated and most loyal grown-up members of the cult. The names of these advisors and their responsibilities are kept secret, mostly because advisors often end up being quietly killed and replaced.



The cult has secret headquarters in cities around the country. Each is ruled by a Head Preacher who is considered the representative of Matthew and thus the ultimate authority in that city. Head Preachers surround themselves with both kid and adult aides, whoever they feel they can depend upon.



Matthew contacts each of this flock using short wave radio, giving daily sermons. Although the sermons sound like simple bible-preaching, those regional Head Preachers who are listening know that there are secret codes embedded in his sermons. They each have a bible with notes scrawled in every passage and (with the help of a kid who can read) a cult leader can look up the passage being discussed and find the secret orders that are being given to them.

Beliefs- Members are taught that God told Matthew to create the Plague, because the corrupt adult civilization had to be wiped out to make way for a theocracy. The kids who are members of the cult today will become conquering holy warriors, uniting the country (and someday the whole world) under a righteous Christian empire. God will reward this holy nation with peace and prosperity. Matthew's view of the role of adults has changed. At first, he claimed adults were just spared long enough to impart their wisdom to kids and would soon die out. Today, he implies that the cult's adults will be "advisors" to the kids until they die of old age.

The fact that kids start growing blind as they turn into adolescents raised major questions within the cult (and caused quite a few defections). Matthew has since explained that those older kids who start going blind are still too corrupt and ungodly. Once a kid starts going blind they are told that God has not chosen them to be a new leader of the world, and the only thing they can do is repent, advise younger generations and hope to earn a place in heaven. Younger kids who have not yet started going blind are promised that if they are righteous enough God will exempt them from blindness.

Methods- The primary business of the cult is to recruit and teach kids. Blind adults are used as teachers. Teaching involves very little traditional academics (reading, writing, arithmetic, etc.). Most of it is bible study, indoctrination in the worship of Matthew as a prophet, and training as soldiers. Kids who resist training (often because they would rather be outside playing or exploring) are sent to "intense training" (really just a form of cruel brainwashing) and come back ready to do whatever they are told.

Teams of kids, led by adults, also go out to get food and other resources by scrounging, trading or, if necessary, stealing (they call everything they take from others "offerings"). Many of the leaders of these teams were hardened criminals before joining the cult and are not afraid to use violence to get what they want. These teams are also responsible for recruiting new members. They prefer to take adults and kids who will join willingly, but if they can't find anyone willing to come willingly they will kidnap people and take them back to the cult headquarters for brainwashing.

Although the cult tries to keep the locations of its headquarters secret, occasionally they are discovered by those who would prey on them or make war against them. When attacked, every member of the cult is expected to fight back, and to keep fighting back until the enemy is completely wiped out. When at war against other kids, young soldiers take the eyes of their enemies and give them to the adults.

The cult also has a sophisticated intelligence-gathering network. Members, both kid and adult, who have shown unflagging loyalty to the cult are sent to infiltrate other communities. Some even allow themselves to be captured and sold into slavery. In these communities their primary job is to look for anyone who is plotting to make war on 5:5 or who is plotting to try to find a cure for the Plague. Their observations are taken by secret messengers, encoded and sent to Matthew. The response to a perceived threat is always the same: sabotage and assassination by secret cult agents, and attack from without by cult strike teams. The strike teams try to show up suddenly (usually in the middle of night), kill or kidnap as many of the enemy as they can, and then disappear again. Enemies who are brought back are brainwashed so that they will give information to the cult.

Population- Denver, Colorado has the most members of this cult. There are about 500 cult members in Denver, including about 200 secret agents living in non-cult communities. There are about 7,000 members living in other cities and towns in Colorado and in major cities throughout the US and Canada. Nine in ten members of the cult are kids.

Radio Operators

In Brief- Kids and adults with access to shortwave radios communicate, share news, advice and friendship.

History- In 1921, amateur radio enthusiasts were able to send a message across the Atlantic using high-frequency (or short wave) signals. Since then, communication across long distances has been a hobby of both adults and young people. In the US, the federal government required testing and licensing to become an amateur shortwave radio operator. Throughout the history of short wave, amateur radio operators have been instrumental in establishing communications when normal lines of communication have been knocked out by natural disasters. This hobby only declined in popularity when the internet came, and at the time of the Plague very few kids knew how to operate a shortwave radio. Many shortwave radio sets sat unused in the homes of adult operators who died without teaching anyone how to use them.

Yet after the internet and phones stopped working, TV and radio stations stopped broadcasting, and the post offices stopped delivery, many came to realize that shortwave radio was the only reliable means of communication between cities. The story of how people became radio operators varies. A few were familiar with the hobby before the Plague and managed to hook up their radios to hand-crank generators or solar cells before they went blind. Some were people who took it upon themselves to seek out the technology, figure out how to get it working, and teach themselves to use it. In some communities, the leaders saw the potential usefulness of having shortwave communication and ordered a Brain or Student or a whole team of people to figure out how to get shortwave communications working.

















Organization- There is no leadership and no rules in the community of radio operators. It is a community of people brought together by the desire to reach out to and communicate with people in other parts of the world. On the radio there is no slavery and no discrimination. Kids and adults speak to each other as equals. Radio operators become close friends with people they will never meet. Often the friendship of radio operators is in direct opposition to the standards of the community they live in. For instance, an operator in a community where kids enslave adults might have an adult friend, or an operator in a theocracy where non-Christians are burned at the stake might have a friend who is a member of a Jewish community. For this reason, the loyalty of Radio Operators to their community is sometimes suspect. This suspicion is not unreasonable. Radio operators are often the ones to speak out against, try to overthrow or try to escape from the communities they live in. Radio operators have ready access to what has become a very rare resource in KidWorld: the impartial advice and opinions of an outside observer.

The radio waves aren't all friendship and love. Evil is perpetrated on the radio, as all Radio Operators become quickly aware of. Some use the radio to attract people who will be captured as slaves or will have their eyes eaten. An adult on the radio advertising the thriving utopia (p.130) might just be hoping to lure in a kid slave. Others listen to the radio to try to find the locations of those they can prey upon, either as bandits, eye eaters or slavers. Sometimes a friend you meet on the radio is really just trying to get information on your defenses to give to his or her community. The radio is also used to spread hate. Nearly every cult, fundamentalist religion or extremist political group desires to have a shortwave radio so they can spread their ideologies. The anti-adult God's War religion (see p.155) has spread their religion significantly beyond the area that missionaries on foot have been able to reach.

Methods- Operators use the radio as a news service. They trade information and become aware of all the various threats to the people of KidWorld. Operators know all about the eye eaters, bandits, cults, slaver camps, diseases, etc. that their communities may someday have to deal with. This makes them valuable advisors within their communities.



When a Radio Operator is in trouble, his or her shortwave friends are almost always too far away to be able to do anything about it except offer advice. Yet such advice is often quite valuable. With a number highly educated adults, and kids with access to books, Radio Operators who mobilize to find the answer to a question can often find it.



The radio is also used as a means of entertainment. Radio Operators trade stories and jokes. They read books on the air (both fiction and non-fiction). Some even arrange for concerts or get old CD players working and broadcast music.



Population- Throughout the US and Canada, about 700 people currently have access to Short Wave radios. Some are only able to spend a few minutes a day on the air, others are on them all day and most of the night. The number of radio operators are growing steadily. Right now, Radio Operators are about equally divided between kids and adults, yet the kid segment of the Radio Operator population is growing most rapidly.



Mr. Vechhio's Kids



In Brief- Kids who were subjected to a social psychology experiment before the Plague. Now they believe everyone is capable of evil and have pledged to speak out against evil.



History- Shortly before the Plague started, Ronald Vecchio, the teacher of a 4th grade elementary class in a working-class neighborhood in New Jersey, had his kids participate in an experiment. His experimen was based on social psychology experiments like Milgram's Obedience to Authority experiment and Zimbardo's Stanford Prison experiment. Mr. Vecchio arbitrarily divided the class into two groups: the "scientists" and the "subjects" and, with a minimum of manipulation, got the two groups to distrust and hate each other. As a capstone of his experiment, he made the "scientist" kids believe they were remotely shocking the subjects, and even delivering lethal shocks to them. The subjects weren't actually being shocked, and instead were in another room, watching in horror as their classmates delivered what they thought might be killing shocks.



The next day after the shocking incident, a substitute took over the class. Parents had found out about the experiment and complained to the principal, who immediately suspended Mr. Vecchio. The kids never heard from Mr. Vecchio again and were never able to figure out why he did the experiment and what lesson he was planning to impart on the kids. Was he just being a psychopathic bastard, or was he working on some lesson on morality? Most kids believed the latter, but were never told what that lesson was. Shortly after Mr. Vecchio's removal, before the kids could even have appointments with the school counselor to talk about the incident and what it meant, the Plague started killing people and school was closed.

Later, many of the kids from the class found themselves together in a military camp. The experimenter kids begged forgiveness and the subject kids gave it. Together they discussed what it all meant. They weren't able to come to any conclusive answers, but they did decide that humans were capable of terrible immorality, with very little provocation, and they realized that with society collapsing around them this capacity would be brought to the forefront of human affairs.

The kids entered into a pact to never act evilly and to always speak out when others are doing evil. To remind themselves of this pledge, they burned a mark the shape of a V (for Vecchio) on to the backs of their hands. The military camp ran out of supplies and was forced to shut down, but they remembered their pledge. Some were even able to explain their experiences to other kids and get other kids to take the same pledge, thus growing the ranks of Mr. Vecchio's Kids.

"Dear Mistur Vekio,

Why did you do that? That was really mean. You made me be mad at my best friend just becuz he was a subjict and I was a siuntist, except we wernt even really that. And then you made me think I was hurting other kids. Except im the kid and your the teacher and im sposed to do that you say so I dont think its my fault that I hit the shok buton becuz you told me too. My mom said it was just sykolokigal trikury and if thats tru then thats mean becuz you shoodnt trik peepl. My frends say you was trying to teach us some thing but I dunno what. Wer you trying to teach us that we mite be bad becuz some one tells us too? I think thats a bad think to teach becuz it just makes me feel sad inside. Pleez come back and tell us what we was sposed to lurn.

Lewis"

Beliefs- Although few of them know the quote, most of Mr. Vecchio's Kids' beliefs can be summed up by the Edmund Burke quote: "All that is necessary for the triumph of evil is that good men do nothing." That is their only real belief. They don't claim to know what is right and what is wrong, or why people are so prone to doing horrible things, they only know that someone needs to be responsible for questioning the morality of a groups' activities, no matter the cost.

Organization- Mr. Vechhio's Kids have no dependable means of communication with each other. They aren't really an organization in that they don't make an attempt to stay organized. Yet every once in a while, one of the kids might run into another and ask for help, or a kid might hear a rumor about some kid with a V on her hand who has been imprisoned for speaking out against a town's ruler. In these rare situations, Mr. Vecchio's kids usually try to help each other out.

Methods- With so many religious fanatics wandering through shouting that people are going to hell or that the world will be destroyed, it is sometimes underwhelming to hear one kid saying "I think what you're doing might be wrong." Yet, typically, Mr. Vecchio's kids keep saying it, every day, until they provoke some sort of reaction (usually a negative one).

Their commitment to speaking out against evil has made them a lot of enemies and most have become wandering outcasts. They go from community to community, pointing out what each community is doing that is immoral until they annoy enough people that they are kicked out or forced to flee for their lives. Many have scars from beatings, whippings, even tortures and mutilations they suffered after offending powerful kids. Yet none of these misfortunes have lessened the belief that they need to stand up for what is right. If anything, it has strengthened that conviction.

A few members of the group have gone in search of Mr. Vecchio, hoping he is still alive and can answer some of their questions about morality and human nature and about why they had to undergo such a traumatic experience.

Population- There are about 40 of Mr. Vecchio's kids, including 12 who were in Mr. Vecchio's class and 28 who weren't but who were talked into taking the pledge after the Plague. Most of Mr. Vechhio's kids can be found in New Jersey and New York, yet they have been seen as far North as Ottawa and Quebec, as far South as Baltimore and Washington D.C. and as far West as Detroit and Cincinnati.

Up-And Comers

In Brief- Many organizations from before the Plague are still around and trying to regain power. Many new religions, business and political groups trying to organize and grow.



Some organizations do not have the communication or travel abilities to actually make their will felt in the affairs of KidWorld, but someday this may change. There are a lot of people who still consider themselves leaders of a once-powerful organization and would like, someday, to regain that power. If these organizations have their way they will someday soon be major players in KidWorld.



These include religious organizations. Some are pre-Plague religious organizations. In some highly-Catholic areas, members of the Catholic church have managed to resurrect some of the church hierarchy and even provide a limited form of government. Other major churches include Baptist churches in the South and the Church of Latter-Day Saints in Utah.



Others are new religions. Some of the most popular new religions are listed on p.154. As they grow older, they are more likely to gain a priesthood with an increasingly complex organization.



The US military command is another group that has receded into the background, but maintains its organizational structure and communication lines. See p.178 for more on the military.



Some well-armed militia groups have survived the Plague (mostly with kid leadership) and have taken over communities, running them according to their interpretation of the US constitution. Many of these groups are in Michigan. Elsewhere, various radical and reactionary political groups are trying to consolidate power and spread their influence. These espouse every political system, from communism to libertarianism to theocracy.



A few communities have been organized as businesses, or have even taken over the business model of a business that operated before the Plague. The most successful are those who can produce and sell food. Some of these communities are trying to expand their power, both by making their operations larger and their trading range father-reaching and by setting up new branches in other parts of the country.



Many kids still consider themselves loyal to nationwide organizations of gangs that existed before the Plague. A kid who considered himself a Crip, for instance, might come to a new town and expect any Crip set already there to treat him as an equal, or may attempt to found a new Crip set in the town.

Religion

In Brief- Many old religions revitalized by the crisis. Many new religions have been created. Most claim that a higher being will make everything better. Although some give psychological strength, many are dangerous and coercive.



Times of great crisis have always caused many to turn to their religion with renewed fervor and have always created numerous new religions and cults. The less hope the physical world provides, the more likely people are to adopt beliefs that offer hope from the metaphysical realm. About 1 in 10 communities in KidWorld lives a lifestyle strongly effected by either a renewed or a new religion.





Many people who were not religious before the Plague have turned into fervent, conservative followers. Many adults live like monks: fastidiously avoiding sin or excess and spending most of their day in prayer. Many adult and kid-run communities have turned into strict theocracies where the only law is religious law, interpreted in the strictest possible manner. Although religion has made life bearable and helped many retain their sanity, it has also brought about a return to the intolerance of ages past. In post-Plague America, thousands die each year as a result of religious wars, persecution of nonbelievers and capitol punishment for breaking religious laws.





In addition to the many who have been brought back to old religions, numerous new religions have been created. Some are reinterpretations or admixtures of old religions. Others take ideas from fiction, science or history and recast them in a religious light. Some are based on the exploits of real people, adults or kids, who have been deified. A few are completely novel inventions. What they all have in common is that they offer hope that things will get better, either in this world or in the next. There are three basic types: those that offer believers a paradise (and chance to reunite with their lost loved ones) in the afterlife, those that promise the world will be destroyed and a superior being will create a paradise in its place, and those that promise that the old world (and those who once inhabited it) will be miraculously restored. In popular culture these are called cults, but religious scholars recognize them as cults only when they use coercion and brainwashing techniques to gain members. Any of those types of new religions can be found in both coercive and non-coercive forms throughout KidWorld. Just because a religion is not a cult, though, does not mean it isn't dangerous. Many of the new religions persecute others, wage warfare, commit genocide and occasionally even commit human sacrifice.





Kids are more susceptible to adopting new ideas. A new religion can spread like wildfire in kid communities. Yet kids rarely have the patience or willpower for serious acts of devotion found in new adult religions (e.g. self-mutilation, vows of silence). As easily as kids adopt new religions, they also forget them. Kid religions must be based on very simple concepts. They are more popular when they take advantage of the superstitions and beliefs that children are naturally heir too.

Angry-Dad Christianity

In Brief- Degenerate Christianity with God as an abusive parent. Most common religion in North America.

Origin- Since Christianity was the most common religion in pre-Plague America, most kid religions are attempts to replicate Christianity. Yet some of the philosophical concepts in Christianity were too difficulty for kids to grasp. Kids cannot grasp, for instance, how God can have unconditional love for humans yet allow bad things to happen in the world. The most common kid religion in the US is thus a form of degenerate Christianity. This is not one single religion, but rather many independent reinterpretations of the basic precepts of Christianity.

Precepts- God is not all-loving. Instead, he is like an abusive parent. At times he acts loving, but he also makes arbitrary rules and angrily punishes anyone who breaks them, even by accident. Any time something bad happens that cannot be clearly traced back to human malfeasance (e.g. disease, bad weather, poor luck) it is believed that someone pissed off God and God is punishing not only that person but anyone else nearby.

The purpose of prayer and worship is to placate God; to calm him when he is angry and get on his good side when he is in a good mood.

The role of Jesus varies. Some followers almost forget about Jesus. Others assume Jesus and God are two words for the same thing. Some think that Jesus' death is what made God so prone to anger against humanity and it is something that must be constantly apologized for. Others see Jesus as the ultimate older brother who sacrificed himself to appease God's wrath and to gain leniency for his younger siblings (humanity).

Priesthood- Some Angry-Dad Christian communities have no priesthood. They're just a group of kids with shared beliefs. About half of Angry-Dad Christian communities have one kid, almost always an Inheritor, who teaches Angry-Dad Christianity and has heightened social status as a priest. For the most part their authority comes from the fact that they dress like a priest and have control over a church building. This supposedly gives them extra influence with God and the priest's prayers are believed to have more power than those of a regular kid. In other communities a priest's power comes from the belief that they know more about God's arbitrary rules (mostly from reading the bible) than other kids.

The level of influence of priests varies. In some communities they are unconditional rulers. In others they have only limited influence with only that portion of the community that subscribes to Angry-Dad Christianity.

Practices- Prayer is the most common form of worship. Some Angry-Dad Christians hold church services with sermons, singing and reading from the bible. A few go even further to try to pacify God: hurting themselves, destroying prized possessions, punishing people who are considered sinners, blasphemers or non-believers, even (rarely) crucifying people.

Proselytizing- Angry-Dad Christianity is practiced typically from selfish motives and many believers purposefully keep others in the dark. They think that if God is mad at some other group, they are less likely to pick on the believers. A few Angry-Dad Christians proselytize because they think doing so pleases God. Altogether, the religion is neither growing nor shrinking. For each kid who is proselytized, another kid either grows out of it or just forgets about it and moves on to something else.

The Rapture

Some kids and grownups have chosen to reinterpret the Christian idea of the Rapture to fit the events surrounding the Plague. Most commonly they believe that those who were killed right-away by the Plague were the chosen of God and went straight to heaven. Those who were spared, both kid and adult, were not true believers and have been sentenced to live through hell-on-earth leading to the final battle of the apocalypse. Those who believe that the rapture has happened form bible and prayer groups, try to arm themselves for the upcoming wars and are on constantly lookout for an up-and-coming new leader who is the antichrist.

God's War

In Brief- From Miami homeless shelters and spreading quickly. Teaches that God, angels and good ghosts are fighting guerilla war against conquering Devil. All surviving adults are considered evil.



Origin- This religion first appeared before the Plague among the children living in Miami homeless shelters. Like most new religions, it appeared among people in crisis to help them explain why things had gone so horribly wrong and to give hope that they might improve. The scope of the religion was very small and was about to disappear when the Plague happened. After the Plague, the religion spread quickly among kids in army concentration camps and then spread more when the kids escaped onto the streets. The precepts were changed to explain the cosmic role of the Plague. Today it is the fastest growing religion in KidWorld.





Precepts- Before the Plague, a cabal of rich and powerful white men, in a bid to buy even more power for themselves, supplied Satan with weapons and other military supplies. Satan then stormed heaven with an army of demons. God and his angels were forced to flee and went into hiding to fight guerilla warfare against Satan.



Satan created a plague which would kill all good adults. God retaliated by creating a plague which would strike the remaining (evil) adults blind. The souls of all the good who have died have joined God's army to help fight Satan. However, the dead are unarmed unless surviving kids find their graves and place weapons on them. In areas where belief in God's War predominated, there are many mass graves covered with knives, clubs, even firearms. Kids also light fires on rooftops at night because they believe that angels eat light and the fires give them energy during their nighttime maneuvers.





Just as the devil is the antithesis of God, followers of God's War believe in a terrifying creature known as Bloody Mary who is the anti-Virgin Mary. Bloody Mary is Satan's most powerful ally and is capable of emerging from mirrors or bodies of water to attack kids (which is why kids stay away from both whenever possible).



Believers in God's War are very anti-adult. They drive away any adults that come by and they typically refuse to even keep adult slaves around. They believe that all the good adults are dead, and so any surviving adult must be in league with Satan. In most God's War communities, kids who survive long enough to start going blind are assumed to be evil.

Priesthood- There are children who choose to devote their time preaching this religion, but there is no specific priesthood with a special status. Some kids choose to give extra respect to preachers, some don't.



Practices- Followers of God's War are obsessed with finding the graves of their dead relatives and putting weapons on those graves to arm their relatives. Since so many adults have been buried in unmarked mass graves (if they were buried at all) followers often pray to God to send a 'sign' telling them where the grave is. In some communities, palm fronds placed on the graves are believed to turn into swords for the relatives. At night time they light as many fires as possible on rooftops (or in windows if it's raining) to feed the angels. Kids take turns staying up and tending to the fires. Followers break mirrors whenever they can find them and when they must pass near bodies of water they throw things in to make the surface less mirror-like.







Proselytizing- Followers believe they are actively helping God's forces defeat Satan and that if enough kids help out God will defeat Satan and will return all the good people who have died back to life. Believers think it is very important to spread their religion to as many kids as possible. A group of Miami Students use short-wave radio to broadcast sermons about God's War. Parties of missionaries take it upon themselves to travel to communities that haven't heard of God's War yet. Some have even snuck into or allowed themselves to be enslaved by communities where adults enslave kids so they can spread the religion to the enslaved kids and foment revolts.







Most of kid communities in Florida have God's War as the majority religion. Missionaries have brought God's War as far West as Texas and as war North as Baltimore. There are also scattered communities throughout North America that have converted to God's War after hearing about it on the radio.

Luck

In Brief- Childish superstitions elevated to animistic semi-religion.

Origin- Kids are naturally superstitious. Unless convinced otherwise, kids will believe that things and actions are lucky or unlucky. With the removal of adults to correct the superstitions of kids, the belief in luck has grown so strong in some communities that it has come to resemble a religion. As a religion, Luck most closely resembles the animism which anthropologists believe was humanity's first religion.

Precepts- There is little mention of a god or gods. If such things are believed in, they aren't thought of as having much effect on kids' day-to-day lives. What is important is an impersonal, amoral force of luck which is inherent in various objects or activities. Luck can be good or bad, but bad luck is far more common than good. Some objects are always lucky or unlucky (e.g. a black cat or a four-leaf clover) others are randomly lucky or unlucky. A Luck believer might 'discover' that a certain rock is lucky, or that a certain shoe is unlucky.

Many kids who believe in luck also believe in omniscient beings (often called 'fates') who punish kids in ironic ways for things kids happen to say out loud. E.g. saying "at least that's the worst thing that will happen today" is an invitation to the fates to try to make something worse happen to the speaker. The fates cannot be appeased, although some believers in Luck believe there are rituals that can 'take back' something that was said.

Each community has a different list of what's lucky and unlucky, but most believe that things that are black, or that have something that resembles a skull or that have the number 13 on them are unlucky. Luck items are usually things that are very rare, often white or green and are often beautiful.

Priesthood- Generally there is no priesthood; luck is just a shared set of beliefs. However, some communities have 'luck merchants': kids who collect and sell lucky objects. They may also sell unlucky objects (kids buy them to give to enemies). Luck merchants may even, for a fee, teach various rituals to gain good luck or cancel out the bad. A few luck merchants hire themselves out as luck detectives to discover why a person or community is experiencing bad luck.

Practices- As a religion, Luck is all about rituals and taboos. Each community has a huge (and unique) list of things not to do and objects not to keep around. There is a smaller list of things to do and objects to collect that are good luck. There are also rituals to do that reduce or cancel the effects of doing unlucky things.

Whenever bad things happen, there is a desperate search for the cause of the ill luck so it can be removed before it causes worse things to happen. This can lead to newly acquired possessions (sometimes quite valuable ones) being thrown out (or traded to an unknowing party). Sometimes people are accused of bringing bad luck to a community, either inadvertently (by being a jinx) or purposefully (by giving someone a bad luck item or hiding it within a community). The accused usually has no ability to prove his or her innocence and is often banished or killed.

Proselytizing- There is not much proselytizing. Like Angry-Dad Christianity, for every kid that is taught Luck another kid grows out of it. The only people purposefully trying to spread the religion are traveling luck merchants who must convince other kids that their products and services are valuable.

Parent-Worship

In Brief- Kids believe their dead parents are in heaven watching over and protecting them.

Origin- Like Luck and Angry-Dad Christianity, there is no single origin of Parent-Worship, it's something that has sprung up naturally all over KidWorld. It often co-occurs with Inheritors (for more on the religious aspects of Inheritors, see p.23).

Precepts- For Parent-Worshippers, dead parents take the place occupied by a god or gods in most religions: they are benevolent beings that watch over the kids from heaven, hoping that the kids will do the things that must be done in order to be saved by the parents. Most Parent-Worshippers believe that all good luck is the influence of parents from up in heaven. Parent-Worshipping Inheritors believe their replication of adult roles either pleases their dead parents or will eventually resurrect those parents.

Priesthood- Most Parent-Worshippers don't have a community to practice with, much less a leader, it's just something they believe and practice privately. When a whole community worships parents, some kids are more vocal and persuasive in their belief, but they have no special status as priests. Because kids worship their own parents, there is no need for a spiritual intermediary.

Practices- Parent-Worshippers pray to and keep shrines to their dead parents. The altars usually contain photos, drawings and personal belongings of their dead parents. They may light candles and incense or leave offerings at these altars. In one community, kids have taken clothing-store mannequins, dressed them up in their parents' clothes, set them up in their former homes, and now treat those homes as shrines and pray to the mannequins as if they were religious statuary. Parent-Worshippers who are Inheritors take their imitation of adults as a serious religious ritual.

Proselytizing- Attempts to spread Parent-Worship are rare, yet when Parent-Worship has become the default religion of a town, kids in the town are sometimes forced to adopt the religion or be banished. Some kids who were raised by Parent-Worshipping kids now worship parents they can't even remember. All in all, Parent-Worship in KidWorld is declining.

Abandoned Theology

In Brief- Kids believe that God is dead or gone, that they can now do anything they want.

Origin- After the Plague, many kids came to believe that God had gone, either died or just went somewhere else, leaving humans without anyone to look over them.



Abandoned Theology is essentially a kid-religion. Many adults have had their belief in God shaken or destroyed by the Plague and following events, and some have become atheists or agnostics, but few adults believe that God has literally died or left.



Precepts- The mythology about what happened to God varies, but the general idea is always that he is gone and not coming back and that nothing is ever going to take his place. This is generally regarded as a bad thing, but there is an upside: people can now do whatever they want. There are no longer any sins or any hell. Most believers see no reason not to engage in theft, murder, rape, etc.



Many Abandoned Theology believers also believe that the human race is doomed, either because the Plague will make survival impossible or because the universe will cease to function without God's intervention (e.g. the Sun will go out without God stoking the fires).



Priesthood- Abandoned Theology has nobody with religious authority or who is responsible for rituals. All believers in Abandoned Theology are considered equal. There are preachers, but they have no authority.



Proselytizing- The most rapidly growing new or revitalized religions in KidWorld are those that offer a message of hope to believers. Abandoned Theology is not one of those. Rather than feeling they are "spreading the good word," preachers of Abandoned Theology feel more like someone who has the sad duty to inform people of the death of a friend. Proselytizers often come to town and announce themselves with "Everyone gather around, I have bad news." Many prosletyzers dress in black and wear veils like a person in mourning, or travel in fake funeral processions. The silver lining of moral freedom is usually offered as consolation to those who have just been converted and are deeply depressed.





Abandoned Theology is found in small pockets throughout North America. It is growing, but very slowly. Communities most likely to be converted are isolated communities that have not yet been exposed to any other new or revitalized religious movements. Many kids who have been converted to Abandoned Theology will be later converted to one of the other new religions, since most kids would gladly trade belief in a loving God for belief in an abandoned universe.

Child Psychology

Child Cognition

In Brief- Kids inherently limited in the types of abstract thinking they can do.



Kids are not merely adults who have been taught less facts, they are people who have not fully learned to think at the level that adults take for granted. It is important, when considering what kids are able to do by and for themselves, to remember that there are inherent limitations to their thought processes.



Most kids have very little sense of time. A kid who is bored will truly believe that hours are passing even when it is only minutes. A kid who is having fun will truly believe that only minutes have passed when it has really been hours. Kids can get much more engrossed in things than any adult, forgetting completely about everything else going on in their lives.



Children are poor at reality checking, the ability to decide whether an idea is likely to be true or not. For instance, you enter a town you've never been before and see your first name written on a wall with "sucks" after it. Your first thought might be that someone in this town knows you, perhaps some old enemy that came here before you. Yet reality checking would tell you that this is unlikely and you might look for other more likely, explanations, such as another kid in this town with the same first name as you. Yet kids (like many schizophrenic adults) would just go with their first assumption. Kids just don't have the depth of experience to know what kids of things are likely or not likely.





Kids also don't have the depth of experience to view experiences in context. Every pain is thought of as the worst pain ever. Every bad thing is the worst tragedy ever. Every fun thing is the best thing ever.



Children have a lot to learn, and most of childhood can be understood as a learning experience. Physical games and sports develop coordination and understanding of how the physical world works. Social games help develop social skills and understanding of other people. Imagination games and day-dreaming help develop facility with thought and abstract concepts. Children are often described as "natural scientests," constantly experimenting with the world around them to discover how it works.



The following, based on Jean Piaget's stages of development, gives a brief description of kids' abilities and limitations at different levels.

"Look," the adult said, exasperated, "I'm not here to cause trouble and I'm not here to try to enslave anyone. I wouldn't be able to if I wanted to. I'm here on a trading mission. Trading is something that both our communities will benefit from. My community will get something we need, your community will get something you need. We both win. Get it?"

The adult heard the sound of kids whispering. Then one kid spoke: "Okay, tell us what you want."

"Well first can you tell me: is this the old Travis Ranch?"

"Yeah," another kid responded.

The adult breathed a sigh of relief. "Oh thank God. You have no idea how long it took me to find this place. You wouldn't believe… but anyway…" she took a deep breath, steadied herself. "Meat. We want to trade for meat. We can give you tools, weapons, gasoline, anything you want. We just need meat."

"Meat?" a kid asked, "what kind of meat?"

"Cow meat. This is a cattle ranch, right?"

"I guess so."

"Well where are your cows?"

"We killed them all."

The grownup's face fell. "You ate them all already?"

"No, we didn't eat them."

"What happened to them?" she pleaded.

"We killed them… with machetes. We were practicing using our machetes."

"Yeah," said another kid, "we're total badasses with machetes now, so you better not mess with us."

"And you didn't eat the meat?" she asked, her milky eyes going shiny with a gloss of tears.

"It was icky. And it got dirt in it."

"You stupid fucking idiots!" she wailed, and then buried her head in her hands, sobbing.

"I told you guys we shouldn't have killed the cows," one kid said to the others.

"Shut up Jimmy," said another kid.

Stage	Age	Abilities	Disabilities
Pre-Operational	Typically 2-7 years.	-Think about things that aren't currently present by using internal symbols and concepts.	-Centration (the tendency to focus on one detail, ignore others), intuitive thought (believing in things without knowing why). -Egocentrism (inability to think of things from another's viewpoint). -Inability to conserve (e.g. believing that water poured into a different shaped cup becomes a different amount of water).
Concrete Operational	Typically 7-11 years.	-Can easily see things from another person's point of view. -Can classify and sort objects according to several different criteria. -Solve problems logically.	-Rarely think of the abstract future or past. -Have difficulty solving purely abstract (rather than concrete) problems. -Tendency to think in black-and-white, all-or-nothing terms.
Formal Operational	Typically 11 and up.	-Full use of abstractions and logic. -Can hold two opposing propositions in their minds (e.g. maybe the earth goes around the sun, maybe the sun goes around the earth). -Thinks often about ideological and hypothetical concerns, like the future of themselves and of the human race.	-None, although this doesn't mean that kids can't fail at the cognitive tasks they are now capable of.

Child Morality

In Brief- Kids often decide what it right or wrong by looking at what others are doing, which can lead communities rules by kids down a dangerous path.

One of the scariest things about KidWorld is that, in many communities, kids are the ones deciding on community standards of morality. More than anything else kids have been forced to do, this is a job they are not suited to nor prepared for.

Moral Development- Developmental psychologist, Lawrence Kohlberg came up with three levels of moral development that he said children progressed through. Kids pass through these levels at very different rates.

Pre-Conventional: The child bases the morality of an action on its consequences. If you get away with it, it's good, if you get punished for it, it's bad. This is, more or less, the morality of pack animals.

Conventional: The child gets his or her morality from society (peers, parents, media). If those around a child consider something bad, then it's bad. If all the kids one knows consider homosexuality to be wrong then a kid will consider it wrong. It is unusual to find children younger than 7 in the Conventional stage.

"I ain't a racist, not really. It's just all the other kids were shouting 'nigger' and so I figured I better shout it too or someone would think something was wrong with me. I did grab him, but I wasn't the one who tied him up. And I threw a few rocks, but they weren't that big and I didn't throw them that hard. There were other kids that threw rocks way harder than me. It wasn't me that killed him. I'm not killer. I'm not a bad person, not really."

Post-Conventional: This is the adoption of belief in universal principles of morality. A thing can be right or wrong regardless of what other people believe or whether one will be punished for doing it. It is unusual to find children younger than 12 in the Post-Conventional stage. All of Mr. Vechhio's kids (see p.152) are in this stage, which often puts them at odds with kids still in pre-conventional or conventional morality.

Not every person progresses through these stages. Some people never go beyond pre-conventional or conventional morality. In any given group of kids in KidWorld, most are in either the pre-conventional or conventional stages. Pre-conventional kids are selfish but they're also reasonable: they won't do something "bad" unless there's something in it for them and a good chance they won't get caught. Conventional kids are more dangerous because they might hurt people because they think morality requires them to do so, e.g. stoning kids to death for being gay. Post-Conventional kids are like anchors for the morality of a community. Without them (or if they are vastly outnumbered) the morality of a group of kids can shift around, adopting new and more bizarre moral rules every week.

Conventional kids try to get their moral rules from others, but when there are only conventional kids, a mistake or random decision can often become the moral rule for the entire community.



Psychological Diseases

In Brief- Kids suffer from many "adult" psychological problems and many unique to children.

Kids can suffer from many of the same psychological problems as adults: self-esteem problems, stress, depression, panic attacks, addiction, etc. And with the tremendous stresses on kids in KidWorld, these problems have been appearing in kids at much higher levels than they did before the Plague.

For more on the dangers and challenges of dealing with mentally ill children, see Crazy Kids, p.173.

There are also many psychological problems that are common in children that are rare or non-existent, or express themselves in a different fashion, in adults. These include the following:

Autism- This disease effects less than one percent of the population. When children have autism it becomes evident fairly early in their development. While other kids crave physical affection and the company of others, autistic kids don't seem to need it. They don't learn to speak until much later in their development than other kids. Some never learn to speak well, some will never speak at all. Many autistic kids enjoy sing-song repetition of words. They tend to suffer from oversensitivity or undersensitivity to sensory stimuli. A touch might be overwhelming, or the words of others might be drowned out in a rush of background noise. Autistic kids have trouble regulating their own behavior and emotions and trouble keeping their attention on things. When they get upset, it is very difficult for them to calm down.

Autistic kids fall in a range between high functioning: kids who can do most everything other kids can, to low functioning: kids who need constant care to survive. Even high functioning autistic kids don't act like normal kids. They have trouble expressing emotions or sensing the emotions of others. They have trouble thinking of people as intelligent beings with their own ideas and feelings. They prefer engaging in monologues to the give-and-take of conversation. They often perform repetitive motions, have obsessive behaviors, and are obsessed with memorizing facts.

Less than one in ten autistic kids are savants. Savants have some extreme talent, e.g. a facility with mathematics.

Conduct Disorder- Some kids don't seem to have developed much of a conscience. They are cruel, often torturing small animals (or smaller kids when they can get away with it). They lie almost habitually. They are very impulsive, doing what they feel like even if they know it's going to hurt them in the long-run. They really don't care if what they are doing is considered wrong by other kids.

Most develop superficial charm, lying habitually to help them get what they want. Although they are extremely practiced liars, their ability to manipulate is limited by their lack of patience (they don't have the patience to create a lie that cannot be proven false) and by their lack of empathy.

Some kids with conduct disorder go on to develop a conscience and be normal adults, others don't and become career criminals, con artists or serial killers.

For more on kids who would qualify for this diagnosis, see Mean Kids, p.171.

Reactive Attachment Disorder- This is a common reaction to abusive or neglectful care (something very common in KidWorld). It comes in two flavors: inhibited and disinhibited. Those who are inhibited are very shy, refusing to form emotional bonds with others. Those who are disinhibited are indiscriminately sociable. They treat every person they meet as a trusted loved one. When there is sexual abuse in the child's past a disinhibited kid is often inappropriately sexual with other kids and adults.

Speech Problems- Speech problems are common among kids. Most speech problems will go away as the kids grow up. Many kids have lisps. Stuttering is also fairly common (see p.88). Some kids find themselves completely unable to speak in anxiety provoking situation (e.g. in public speaking, among strangers).

Adjustment Disorder- This is a disease caused by major stresses and changes in a person's life. It can occur in adults and kids. In kids, it can express itself in three primary ways: depression (kids cry a lot, feel hopeless), anxiety (kids are jittery, clingy, have nightmares), and conduct disturbance (kids behave recklessly, pick fights, have angry outbursts).

Similar to adjustment disorder is abandoned child syndrome, found in kids recently separated from their caregivers. The symptoms include withdrawal from their environment and social situations (they stop playing with others), feelings of guilt (they feel it is their fault), clinginess, insecurity, trouble sleeping and eating, anger and grief. Playing is surprisingly effective therapy for abandoned child syndrome.

Another reaction to stress is separation anxiety disorder, where kids develop a phobia of their caregivers leaving them and often have panic attacks when worrying about it. They even have nightmares of their loved ones leaving them.



Pica- This is a compulsion to eat non-food items (or food not prepared in a normal manner, e.g. raw flour). Some kids may eat hair, fingernails or dirt. Pica is often caused by a vitamin deficiency.



The Future



Population Loss

In Brief- Population has dropped severely, is still falling.



The population of the world is dropping rapidly. Adults are almost all infertile. There are far too few births to replenish the population. Death rates are high, both for adults and kids, due to violence, disease, starvation and accidents. Before the plague, the population of the US was 300 million, now it is 30 million (25 million kids, 5 million adults), at the current rate it will be less than 10 million within ten years.





Knowledge Loss

In Brief- Many books safeguarded, but practical knowledge in people's heads is being lost.



There have been scattered incidents of destruction of books, either because it was useful to burn them as fuel or because of anti-book hatred, but most kids and adults have safeguarded books, both because they represent hope for the future and because they are perceived as potentially valuable trade goods. So, for the most part, the knowledge stored in books is not in immediate danger. It is the knowledge stored in people's heads that is in danger. In theory it is possible to learn everything one needs to know about science, medicine and



technology from books. In practice, however, learning solely from books and with no living teachers is something very few are able to do. There were millions of experts in millions of different fields, most of whom are dead. There is probably no person left alive in the world, for example, who has had practical experience designing a nuclear reactor. What experts are left are dying quickly. They sometimes pass on their abstract knowledge, but can't pass on hands-on skills. A blind surgeon might be able to teach a young apprentice to take out an appendix, but the tales of microsurgery with robots will remain just that: stories.



Loss of Infrastructure

In Brief- Pre-Plague technology falling apart.



A lot of pre-Plague tech still works, or could work if supplied with gasoline or electricity, but nature and decay are slowly but surely infiltrating. Human scavengers, even when they aren't specifically trying to be destructive, help nature along. To bypass a locked door, kids might break a window, thus allowing rain into a building which will start metal parts rusting. Birds or other animals might get in and leave droppings, which are also corrosive. Lightning strikes, hailstorms, hurricanes, floods and earthquakes will eventually allow the elements into every building but specially armored bunkers.





Pharmaceuticals also tend to break down over time. Right now immunizations, since they require refrigeration, don't work. Many other drugs only have part of the effect they did when fresh. In another ten years the average drug will only have one-fifth its normal potency.





A Cure?

With the falling population, loss of expertise and loss of infrastructure, it is becoming steadily harder for anyone to come up with a cure. Few adults have the time and resources to devote to such a quest and kids have an epic amount of learning they must do before even attempting such a thing.

If the current generation of kids can't, by the time they grow up, secure the knowledge, equipment and a safe place to work on a cure, it may be too late. The world may be plunged into a new dark age, and the only hope for survival of the human race may be to hope that evolution develops a cure where humans could not. Yet by that point, will any of the advancements of our society remain?

Chapter FOUR: Adventures

Adventure Types

Exploration

In Brief- Often necessary for survival. Can be dangerous, sometimes very rewarding.

Most kids survive only by supplementing their nutrition with preserved food they find while exploring, so exploration is a daily necessity. Despite its commonness, exploration is often dangerous, exciting and can be very rewarding. Picking through the buildings in the town or city where one lives, hoping to find something of value that others have missed, is easy but unlikely to be rewarding. Traveling to new places, hoping to find virgin buildings, is more difficult but can be much more rewarding.

Dangers- Besides purposefully set traps (see Traps p.195) there are many physical dangers in exploring. Locked fences surround many places of interest, and few explorers are lucky enough to have tools capable of creating holes in the fences (and the strength to use them) so most kids go over. If the fence is tipped with barbed wire (½ ragged bladed damage, pierces armor as 1) or razor wire (1 ragged bladed, pierces as 2) the PCs must take special precautions to get over. Even normal fences, though, have tops that can cut kids who make a mistake while climbing (can't beat a 20 difficulty climbing roll). A cut with a rusty fence top will not cause appreciable damage to BLD, but can cause pain (which can lead to a fall) or cause Tetanus (see p.194) which can kill.

Other buildings and complexes can only be entered by climbing through a window, which may have broken glass in it, or by climbing up a wall or rusty fire-escape. Many explorers are killed by falls just trying to get into an interesting place.

The structural integrity of many buildings has been eroded by fire or the elements, and many explorers fall through holes in the floor. Sometimes the floor collapses under an explorer's weight. Sometimes an explorer falls in a pre-existing hole that was too dark to be seeb. Even a fall of a few feet can sprain or break the leg of a kid who doesn't fall well (can't make a good AGY roll).

Using KidWorld With Other Vajra Games

Fates Worse Than Death- The kid creation rules (minus blindness penalties) could be used to create city kids. PCs might play a small kid gang trying to survive the dangerous streets. Most of the KidWorld skills (especially naughty skills) work well as things that kids might learn on the streets of the city. A Radical would be the classic kid-gang member, but Builders, Ferals, Nurturers and Students might also represent different sub-types of street kid. Instead of CF, kids would start with money (perhaps $10 per CF) and could buy stuff from the Fates equipment section.

Tibet- Once again, the Tibet and KidWorld character creation rules could be mixed to create young Tibetans. There are less circumstances where Tibetan kids might go adventuring without adult supervision, but it can happen. Perhaps the kids are young nomads who go off searching after a lost yak. Or perhaps the PCs are a group of kids who are being transported to China (against their will) for Maoist indoctrination and must escape. Or the PCs could be young monks in a monastery who, on their various explorations of the monastery and its secrets, occasionally find themselves face to face with supernatural dangers (a false lama, a dharmapala escaping its bonds, a trapped demon trying to get itself freed, a corrupt monk being paid by the Chinese to bring down the monastery from within). It would be like a Tibetan version of Harry Potter.

Or, one could run a KidWorld campaign where the PCs are all tulkus (reincarnated Buddhist masters) who have chosen to reincarnate in this time and place to try to help save KidWorld. One could create normal KidWorld kid characters and then give them all the Tulku (Child) advantage from Tibet and access to Miracles and Tantra skills. PCs can travel KidWorld trying to use their abilities to help them spread peace, fight demons who want to destroy the human race and search for a cure for the Plague.

In Dark Alleys- The entirety of KidWorld could be treated as a Wonderlander's playland. It might have been originally conceived as a paradise: a place where kids could live and adventure without the interference of abusive adults. Yet as the Wonderlander grew up and his or her psychological state became worse the playland turned into a place of desperation and barbarism. The major playland characters could be the leaders of powerful KidWorld communities (e.g. the leader of an apocalyptic cult, a fascist leader of a Cadet community, etc.). Playland troubles could be hordes of rampaging kindergarteners.

KidWorld character creation could also be mixed with In Dark Alleys secret lives to create Creepy Kids as playable characters.

The TV Style Campaign

There is a popular and well received format that many TV shows have followed, from Kung Fu to Jeremiah to Star Trek. It works something like this: the hero or heroes are wanderers, explorers or fugitives. Most episodes start with the hero(es) coming to a new place and meeting the people (or aliens) there. Every community/town/planet they encounter has some flaw. Sometimes it's quite obvious, but more often the place seems great and it is only after the hero(es) are there for a while that they discover the place's dark secret. At some point the dark secret endangers the hero(es) and the hero(es) are forced to somehow deal with it. After putting things right, the hero(es) leave, thus allowing them to start the next episode as they did this one: traveling, with no idea what they find next.





A perfect example of this is the episode "Justice" from Star Trek the Next Generation. The Enterprise crew goes to a new planet that seems ideal for some shore leave. It's a crimeless utopia populated by beautiful, friendly, sex-loving people. Unfortunately there's a hidden flaw: they keep crime low by secretly assigning random "punishment zones" and anyone who commits an infraction, no matter how small, in those zones is executed. Young Wesley Crusher accidentally breaks something while playing ball and is set to be executed.





Some shows attempt to "spice up" this format a bit by having some meta-plot that occasionally pops up. 90% of any given episode might be spent dealing with whatever problem the hero(es) have run into, but 10% is spent on the series-long meta-plot, e.g. the hero finds a clue about a missing loved one or runs into an agent of the secret conspiracy.



This format shows up so often in TV shows because it works. It's simple, believable and makes it easy to create interesting situations for the hero(es) to deal with. A KidWorld campaign could easily be run using the same basic principles: the PCs are homeless wanderers, each adventure starts with them coming to a new town or new city. Each city has some fatal flaw and PCs must either escape or (for more XP) fix the problem and save the people of the town (even if that means saving them from themselves). Both introductory adventures (Little Boy Blue and How it Feels to be Invisible) fit in well with this style of play.







Architecture designed and built by kids is even more dangerous to explore than other types. In addition to being prone to collapse, there are few safety features, like handrails.

Many buildings are flooded and kids may have to swim though cold, dirty, dark water to get to choice exploration spots. Kids might even have to dive to get to valuable items or otherwise inaccessible areas. Swimming in a flooded building is much more dangerous than swimming in an outdoor pool. It's easy to get disoriented (especially if you bang your head against something) and anyone who can't immediately find their way back up to air must make saves vs. fear to avoid panicking and acting irrationally.

Some interesting places are underground, e.g. underground military bunkers, utility control rooms, basements of buildings, bomb shelters, etc. Hazards of underground exploration include pockets of poisonous or explosive gasses, unexpected drops (especially when forced to wade in dark water), banging one's head on hanging pipes (it can take a moderate difficulty AWR roll to avoid a low-hanging pipe fast enough to dodge it), and flash floods if it begins raining above.

Some interesting places require crossing wilderness areas to reach. This can mean forging a river, climbing a cliff or steep hill, or crossing the territory of a wild animal (see p.188).

Sometimes just leaving one's home town is dangerous. Many kids and adults are forced to travel without the help of maps. They hit the road and hope they can find enough food and water to survive along the way.

Rewards- Caned food was one of the first things people started looting and hoarding when the chaos started. Many people hid their food, hoping to prevent looters from getting to it.

Type of Place	Common Dangers	Common Rewards
Homes & Apartments	Traps, collapsing floors or staircases, unexpected residents.	Food, toiletries, alcohol, clothes, batteries, weapons.
Military Bases	Traps, barbed wire, leaking bioweapons.	Food, weapons, medical supplies, survival gear.
Offices	Unexpected residents.	Books, food, building materials, batteries.
Hospitals	Sharp things, unexpected residents.	Medical supplies, things that can be used as weapons.
Factories	Falls, sharp metal, spilled toxic chemicals.	Tools, building materials, first aid kits, fuel.
Boats	Water, falls, banging one's head.	Fuel, food, medical supplies, tools.
Schools/Universities	Broken glass, unexpected residents.	Books, maps.
Cars	Broken glass, wild animals.	Fuel, maps, tools, batteries.

looters from getting to it. Kids have found caches of food in attics, under floorboards, in wall safes, even buried underground in back yards. There are also some caches of food that were collected in bomb shelters before the Plague ever happened. The owners of most hidden food caches died before they could make a significant dent in them.

Other valuables that random uninhabited places might hold include firearms and ammunition, batteries, gasoline, medicine, books, maps and tools.

Exploring Inhabited Places- About the most dangerous moment in the life of any resident of KidWorld, kid or grownup, is entering a place with unknown inhabitants. This is because people, both kids and adults, are the most dangerous hazards one may encounter in KidWorld. See the sections on human dangers, p.171 for more.

Rebuilding Society

In Brief- A goal of many kids and adults. Something every PC can help with. Often means overthrowing a corrupt or barbaric regime.

With the exception of a few Radicals and Ferals, most people would like the society of pre-Plague times to be re-established, and many people and communities have tried to commit themselves to this goal. Students, Inheritors and grown-ups are the most likely to try to rebuild society, although every type of PC has something to contribute to such a goal.

Random Exploration Finds Tables

Vehicle
01-02: AC/Car Lighter Adapter
03-06: Batteries AA x1d4
07-10: Batteries AAA x1d4
11-13: Battery: 9-Volt
14-18: Bottled Water
19-21: Caffeine Pills x20
22-29: Cigarettes x1d10
30-35: Crowbar
36-38: First Aid Kit: Semipro
39-42: Flares x1d4
43-50: Gasoline (1d10 gallons)
51-56: Lighter (Disposable)
57-58: Marijuana x1d6 doses
59-65: Packaged Snack Food
66-66: Pistol: Revolver +12 bullets
67-69: Road Atlas
70-79: Road Map (Current Area)
80-83: Road Map (Other Area)
84-87: Soda x1d6
88-92: Sunglasses
93-97: Sunscreen
98-00: Voice Navigation System

Office
01-04: Batteries AA x1d6
05-08: Batteries AAA x1d6
09-11: Bleach (Liquid)
12-14: Bleach (Powdered)
15-17: Book: Computers (1)
18-20: Book: Emergency Medicine (1)
21-23: Bottles of Water
24-28: Brooms and Mops
29-32: Cigarettes x1d6
33-38: Coffee
39-40: Electronics Repair Kit
41-44: Extension Cord (30 ft.)
45-48: Fire Axe
49-54: Fire Extinguisher
55-58: First Aid Kit (Minor)
59-61: First Aid Kit (Semipro)
62-64: Hard Candies (jar full)
65-68: Lighter: Disposable
69-71: Mechanical Label Maker
72-74: Non-Opiate Painkillers
75-80: Packaged Snacks
81-84: Paper Cutter
85-87: Scissors (1½ bladed damage poking weapon)
88-91: Strychnine (rat poison) x 1d6 doses
92-96: Thick Permanent Markers
97-00: Walkie Talkies (2)

Residence
001-020: Alcohol (wine, beer, liquor) x1d20 doses
021-028: Antibiotics x1d10 doses
029-038: Baseball Bat
039-053: Batteries 9-Volt x1d4
054-068: Batteries AA x1d6
069-083: Batteries AAA x1d6
084-092: Bicycle (size appropriate to one of the PCs)
093-098: Big Wheels
099-115: Book: Cooking (1)
116-129: Book: Cooking (2)
130-142: Book: Domestic Medicine (1)
143-152: Book: Domestic Medicine (2)
153-165: Book: Gardening (1)
166-180: Boom Box
181-195: Bottled Water x1d20
196-207: Camping Tent
208-222: Candle: Pillar x1d4
223-237: Cans of Food x1d10
238-252: Cans of Soda x1d10
253-277: Cigarettes x1d10
278-307: Clothes (appropriate size to one of the PCs)
308-315: Cool Clothes (appropriate size to one of the PCs)
316-340: Drain Cleaner
341-360: Duct Tape
361-375: Emergency Flashlight
376-405: First Aid Kit (Minor)
406-420: First Aid Kit (Semipro)
421-435: Fishing Kit (Full)
436-447: Flashlight: Emergency
448-472: Frying Pan
473-492: Hammer and 100 nails
493-512: Hand Sanitizer
513-522: Heart Medicine
523-552: Herbs and Spices
553-567: Instrument (Acoustic)
568-607: Knife: Kitchen
608-622: Leather Jacket
623-642: Lighter: Disposable
643-667: Makeup Kit
668-677: Marijuana x1d10 doses
678-697: Matches (box of 30)
698-727: Mop & Broom
728-739: Oil Lantern (+48 hours worth of fuel)
740-754: Opiate Painkillers x1d10 doses
755-763: Paintball Rifle +1d6 CO2 cartridges +200 paintballs
764-772: Pepper Spray
773-782: Pistol (Mini) +2d6 bullets
783-791: Pistol (Revolver) +2d6 bullets
792-801: Polaroid Camera +1d10 shots
802-820: Portable Music Player
821-837: Powdered Bleach
838-855: Raincoat
856-862: Red Wagon
863-875: Sedative x1d20 doses
876-887: Skateboard
888-897: Spray Paint
898-909: Strychnine (rat poison) x1d6 doses
910-926: Sunscreen
927-941: Super Glue
942-950: Tough Clothes (appropriate size to one of the PCs)
951-965: Trenchcoat
966-980: Watch Batteries x1d4
981-985: Wheelchair
986-000: Work/Sport Gloves

School
01-09: Backpack
10-13: Bleach (Liquid)
14-17: Bleach (Powdered)
18-23: Book: Arithmetic (1)
24-29: Book: Arithmetic (2)
30-35: Book: Emergency Medicine (1)
36-41: Book: General Science (1)
42-47: Book: General Science (2)
48-53: Book: History (1)
54-56: Bottled Water (in a vending machine) x1d20
57-59: Bottles of Poster Paint x2d4
60-61: Bow: Archery x2d6 +100 arrows
62-66: Brooms and Mops
67-70: Cans of Soda (in a vending machine) x1d20
71-74: Coffee
75-76: Fire Axe
77-79: Fire Extinguisher
80-82: First Aid Kit (Semipro)
83-85: Mop & Broom
86-87: Padlock: Cheap (with key or combo)
88-89: Padlock: Expensive (with key or combo)
90-92: Paper Cutter
93-96: Scissors (1½ bladed damage poking weapon)
97-00: Thick Permanent Markers



Although their goals are often similar, the problems faced by adults and kids trying to rebuild communities are very different. What kids lack most is knowledge. They don't know how to set up generators, sterilize wounds, irrigate crops, etc. Thus the primary duty of kids trying to rebuild society is to find books or people who can teach them how to do these things. What adults lack most is identified components. Most towns have electrical parts, seeds, antibiotics, etc. but these things are useless if adults can't find them and identify them for what they are.





Most consider the following to be the primary sub-goals of rebuilding society:

Defense- A society cannot operate healthily if it is in constant threat of attack from without. PCs can work on this goal by enlisting Cadets or grown-ups with military experience to train an army, and finding or manufacturing weapons for that army. Builders can also help by building defenses (e.g. traps, walls).



Law Enforcement- There is no use having government or laws if they are not enforced. Those trying to rebuild society find that they need a police force dedicated to enforcing laws and a court system to decide if people are guilty of what they are accused of. It's not hard to find people willing to be cops or judges, the trick is to find a way to make sure they don't abuse their power. A society can't operate well if the police bully or extort everyone or if people live in fear of being convicted of crimes they didn't commit. Trying to reform corrupt justice systems can be a dangerous but worthwhile task.





Technology- It's not hard to find machines and electronics that can still work. What is hard to find is electricity and gasoline. Students, Builders and Brains can go a long way towards improving a community if they can set up an electrical system based on solar panels, wind or water wheels. Finding a lost supply of gasoline (e.g. a tanker truck full of it abandoned on a highway in the middle of a desert) is another major victory.



Medicine & Sanitation- A society doesn't need sophisticated modern medicine to survive, but they do need to be free from paralyzing epidemics and to have at least a majority of the population live to adulthood. Little things can go a long way to help:

-Regular bathing with soap.

-Drinking water that isn't contaminated with human waste (or that is boiled or has alcohol added before use).

-Someone who can sterilize, sew up and dress wounds with clean bandages.

-Someone who can set broken limbs and put a cast on them so they heal in a way that doesn't permanently cripple the victim.

-A cache of antibiotics (and somebody who knows how to prescribe them) to treat infections.

Just these simple improvements can vastly increase the life expectancy of members of a community and make community members more productive (since they spend less time incapacitated by disease or crippled by injuries).

Education- Even when a community can find people with the skills to accomplish the preceding goals, they need to make sure that those people will be replaced in time by equally capable individuals. This requires systematic education of kids. In most communities an apprenticeship system can suffice to teach job skills, but apprenticeships won't work well if the apprentices haven't first been taught basic skills like reading, writing and arithmetic. Education can also go a long way towards completing the previous goals: education in health can improve the health of a community, education in morality and law can ease the burden on law enforcement, etc.

Government- This is the most hotly contested aspect of rebuilding society. Small communities can operate quite efficiently on informal consensus government, but as a community grows larger the need for centralized decision-making grows greater. Some believe that a democracy is the best way to create a healthy society, one that takes everyone's interests into account. Others believe that hard times like these call for fast decisions, not infighting, so authoritarian governments are the best choice. Getting a good government often means overthrowing a bad government regime.

Agriculture- A healthy society needs a steady (and renewable) food supply, as can most easily be achieved by agriculture. Ways PCs can help is by searching for seed caches, building canals to irrigate fields, building plows and finding animals capable of pulling them, and finding volunteers willing to spend long hours planting, weeding and harvesting crops. Then the PCs can help find other sources of food while the community waits for the first harvest.

Trade- Most communities have some form of trade, but there is always room for improvement. Discovering new trading routes and finding new trading partners can significantly increase the prosperity of the community.

Searching for Utopia

In Brief- Many dream of a place where adults and kids live as equals. Finding or creating a utopia can be difficult, and not everything that appears to be a utopia is what it seems.

The Slavery Dilemma- The tragic irony of KidWorld is that kids and adults are in desperate need of each other: kids can see, adults have wisdom and physical strength; yet this desperate need has only driven the two farther apart. The value of children led the military to drag children away from their parents, the people who would be best suited to have mutually beneficial partnerships with the kids. After the military collapsed and most kids escaped, it was clear that the new social order was enslave or be enslaved or resist all contact with the other group.

This state of affairs perpetuates itself. The vast majority of kids who enslave adults and adults who enslave kids despise what they're doing, they only do it because they think it's better than the alternatives they believe are available to them.

Some slave owners would like to loosen the bonds of slavery, to give slaves more freedom and even turn slaves into partners. Yet they never know if the slaves truly want to be partners or are just pretending to in order to get a chance to escape. Nearly every kid who "owns" an adult slave has heard a story about an adult who begged to be let free and promised to work with the kid as an equal and then either escaped, turned the tables and enslaved the kids, or even ate the kids' eyes. This constant fear of what slaves will do when freed keeps many communities locked in a cycle of slavery they do not want.

Some in KidWorld have given up on the idea of kids and adults ever getting along. Kids are especially likely, in a child's simplistic view of the world, to decide that adults are evil and so can never be cooperated with. Yet there are also many kids and adults, even among those who keep slaves, who dream of a community where adults and kids work together as equals, cooperating for their mutual benefit. Urban legends of these communities abound.

Hunting Down Utopia- One way to find Utopia is to go looking for it. PC groups can try to track down the source of urban legends through a maze of contacts. "I heard it from Joey in Bremerton" will lead the PCs to Joey, who will say "I heard it from Sahara in Louisville," etc. Many of the links in this chain may have since moved or died. The next link in the chain of rumors might be graffiti scrawled on a wall in a deserted rest stop. Tracking a rumor to its source will not only take difficult detective work, it will also mean traveling to dozens of different communities, many of which are bound to be dangerous.



It may be disheartening to PCs to hear the content of the rumor change as they get closer to the source. The rumor that the utopia has a fleet of working jeeps might turn into a rumor of an old truck that they seldom use for fear of running out of gas. The PCs may even worry that once they reach the place it will turn out not to be a Utopia at all, that perhaps "there's a community where slaves are treated fairly well" got exaggerated until people believed it was utopia.





The other way to look for Utopia is to simply head out on the road, visiting as many communities as possible. The logic of this method is: "if there's a utopia out there, we're bound to run into it eventually."



False Utopias- Following rumors of utopia may lead PCs into a trap. There are some places that spread rumors that they are Utopias to draw in people. At first glance the community may appear utopian: there are adults and kids, but no chains, cages or other restraints. Yet not all restraints are visible. Perhaps the slaves are kept addicted to drugs. Perhaps each slave that is allowed to wander around unchained has a loved one locked in a cage somewhere. Perhaps the slaves know that there are informants among them and that anyone caught discussing escape is punished cruelly.





However it is maintained, the façade of freedom is false, its primary purpose is to make visitors let their guard down so they can be captured and enslaved. PCs must discover the truth of the place in time, before it is too late. PCs may, for instance, sit down to a feast celebrating their acceptance into the "utopia" and then wake up, with a headache, locked in a cell.



Evil Utopias- Just because a community treats adults and kids as equals doesn't mean they don't have other flaws. They might be a fanatical cult, a dictatorship, racists, drug addicts, slave traders (who capture and sell slaves to others, even though nobody in the community itself is a slave), conquerors (who absorb other groups, forcing them to be part of their expanding empire) or bandits.



Or the communities' flaws may be more ambiguous, so that it is difficult for PCs to decide whether those flaws are tolerable or not. Perhaps the community is allied with a community that keeps slaves (thereby benefiting from and encouraging slavery, without actually practicing it). Perhaps the utopia, when at war, tortures, executes or experiments on its prisoners. Perhaps they're only a little racist, (e.g. "we don't mind other races, we just prefer to be with our own kind.") or religious without being cultists (e.g. "by living here you agree to live by church law.") Finding an ambiguous utopia can become especially dramatic as PCs argue with each other and wrestle with their own consciences in trying to decide whether or not to stay.





Starting a Utopia- The other way to "find" a utopia is to create one. If PCs are in a mixed group (adult and kids), and have earned each other's trust enough to want to live with each other, then the work is already half done. Otherwise, the PCs must find and recruit adults or kids who are willing to help found a utopia. Freeing NPCs from slavery is a good way to find and gain the trust of such NPCs (although it doesn't necessarily mean the NPCs can be trusted).





Once the PCs have a mixed group, the next step is to found a community. Typically this involves finding a place they can live. They may be able to find a suitable abandoned space, or they may have to trade for or fight for a space, or absorb inhabitants of a place into the new community. Then the PCs must figure out a sustainable way to feed themselves, typically by establishing some sort of agriculture.





Keeping Utopia- If PCs find or create a utopia, the story does not necessarily end there. Any community, especially a small and new one, faces dangers and problems in KidWorld. PCs may be charged with helping their new community survive by combating these dangers and solving problems. If the community runs too low on food, for instance, it might be forced to disband unless the PCs can find a new source of food. A utopia may be threatened by attacks by bandits, slavers, eye eaters, cultists, anti-adult fanatics, etc.





PCs might also be called on for activities that will help the community expand: seeking parts necessary to build or repair technology, brokering deals with other communities, recruiting new community members, etc.

Searching for Lost Family

In Brief- Many in KidWorld search for lost parents, siblings or children, despite little chance of success.

In the early days of the Plague, the military took kids away from their parents. Sometimes kids were literally ripped from their parents' arms. Even within the military camps, many siblings were separated as they were sent off for different missions or training. Many in KidWorld have no idea whether their loved ones are still alive. For kids there is only about a 1 in 5 chance that at least one parent is still alive (for parents it's more like a 5 in 6 chance that at least one of their children is still alive), yet statistical probabilities rarely factor into whether someone goes searching for a loved one. Some kids even go searching for a parent they don't remember just because the idea of a loving, capable protector appeals to them so much.

At the LAX airport there is a man who has been waiting for a plane for four years. He sleeps on a bed made from luggage and other people's clothes. He shaves every morning from one of hundreds of shave kits. During the day his hands make their way through the contents of thousands of pieces of lugagge, looking for things he can use. He eats bags of chex-mix and drinks little cans of soda. Mostly he just sits in a chair, with his suitcase by his feet, and waits.

Sometimes kids come into the airport. They are usually surprised to see him. He tells them they can have anything they can find. He doesn't tell them that the food and fuel, the stuff the kids want most of all, has been carefully locked up. If the kids seem nice he sometimes asks them if they ever thought of trying to fly a plane.

And he waits, because he has a family in New York who may still be alive, and because someday a kid will come who is brave enough, adventurous enough, crazy enough to want to pilot his flight home.

Finding Parents- The best place to start looking for a parent is at a kid's old home. Even if forced by circumstances to move (e.g. to move from a starving city to the countryside) most parents left notes telling their kids where to go. The problem with going home is that most kids find themselves hundreds of miles from their home town. Some younger kids may not even remember the name of their home town. They may be forced to wander the country looking for familiar landmarks or invade the military camp where they were enslaved hoping to find records.

Finding Siblings- Being separated from parents usually strengthened sibling bonds, and most siblings who survived the Plague are still alive today. Yet some siblings were forced apart by military or slavers, or sometimes siblings

separated after a fight and regretted it later. The problem with siblings searching for each other is that both may be moving, and thus are more likely to miss each other than if one sibling stayed in one place.

Occasionally, a kid finds out that he or she has a previously unknown sibling. This can be from a divorced family or a parent's secret infidelity. Family, in any form, usually gives a child comfort, urging him or her to seek it out.

Finding Children- It is much harder for parents to find their kids than the other way around. Kids are more mobile, less likely to be found near their original homes. Moreover, a kid's voice is, after 4 years, unrecognizable. Kids might go by a different name than the one their parent's knew them by and may not even remember their parents at all.

A parent trying to find a kid is one of the most difficult endeavors taken on in all of KidWorld. Yet some parents show such a heroic level of devotion in trying to find their children that it can inspire sympathy and awe in even the most die-hard anti-adult fanatic.

Once Found- Even when a PC finds a long-lost loved one, the hardest part of the challenge may yet remain. A PC may find a loved one only to find that the loved one is a slave. The PC must then attempt to free the loved one. Or the loved one may have fallen sway to an extremist ideology. A parent may have been brainwashed by a doomsday cult, a child may have fallen in with anti-adult fanatics, etc. Most heart-breaking of all, the PC may find that the loved one has changed, become something the PC finds reprehensible: a slaver, an eye eater, a murderer, etc. PCs will have to decide whether they can forgive the loved one for what he or she has become and, if so, if they will ever trust that loved one.

Lost Family as a Carrot

KidWorld is a large place, and the search for family should not be easy. GMs are recommended to dole out information about the missing family member in small doses throughout the scenario. Perhaps the character meets up with someone that knows the family member from the past and can point the PC in the right direction. Perhaps the PC finds personal effects of the family member with an address on it, or a copy of a diary that has information that may help in the search. In any case, a search for a family member should take time and is best used as a constant motivation to keep a PC going, rather than settling down in the first safe place he or she finds.

Searching for a Cure

In Brief- It may be possible to find some drug that will stop the Plague or alleviate its symptoms.

General Knowledge- The first people to get sick were in Colorado, but the plague spread quickly from there. It didn't seem to depend on person-to-person contact: people who lived in isolated cabins in the mountains who hadn't seen another person in months were getting sick. This made the government think that it was some toxin that terrorists had released into the atmosphere.





The body's first reaction to the Plague was what was later identified as an auto-immune reaction. The manifestation varied widely: some only got a mile fever, some lost hair and fingernails, some developed huge bloody sores, some went delirious, some just died. All the symptoms could be traced back to the immune system lashing out against an unseen enemy and accidentally attacking some part of the body itself. The auto-immune phase resolved itself quickly: either the immune system kept attacking until the victim died (as it did in a majority of adults and a minority of children) or the immune system "gave up" and the autoimmune effects faded.







Those adults who survived the initial symptoms of the Plague started going blind. The blindness wasn't treatable with immune suppressants. Adolescents and teens went only partially blind and children didn't go blind at all. There was another symptom which nobody noticed until much later: the adults were all nearly infertile.



Blindness can be temporarily reversed by eating the eyeballs of children. The more eyeballs adults eat the better their vision becomes.



The Plague is still in everyone. Kids who reach adolescence start going blind (and infertile), and by the end of their teenage years they are totally blind.

So far, only humans and some primates seem effected by the Plague.

The Plague: What Really Happened

Note: *The following is not common knowledge to any starting PC. Players should avoid reading this section as it may take the fun out of solving these mysteries.*



The Plague came about because the US military was experimenting with bioweapons. They had a secret lab outside Denver where they did illegal experiments on captured Al Qaeda soldiers. One of the experiments they were doing was with prions. However, one of the prisoners managed to break the seals that separated their air supply from that of the military scientists. The scientists didn't know if they were infected but had to be quarantined in the facility until they could tell for sure.







The government didn't know that a doomsday cult knew about the lab and was staking it out, waiting for a chance to get in and get something to start an apocalypse with. Seeing that people had stopped going in and coming out of the lab, the cult decided to attack. They were repelled by gunfire, but the violence attracted attention of the media and local police. In order to cover up their secret biowarfare lab, the military ordered the lab burned, with the scientists alive inside it. What they didn't know was that the prion they had been experimenting with was capable of surviving very high temperatures. Burning the lab only put prions in smoke, which were then carried by the wind into populated areas of Denver.







As people in Colorado started to die by the hundreds of thousands, the state government did what they thought was reasonable: pile up bodies and burn them. But by doing so they put enough ash in the atmosphere to infect most of the rest of the country. Every city that burned bodies put more ash into the atmosphere until there were enough prions in the atmosphere to reach every part of the planet.

Plague Biology

Note: The following information is not common knowledge to any starting PC.

The Plague is a prion, a malformed protein that, when present in a cell, causes other proteins produced in the cell to be similarly malformed. A prion is the simplest form of a self-replicating disease: unlike a bacteria it isn't alive and unlike a virus it doesn't contain genetic material.

The most well known prion, other than the Plague, is Bovine Spongiform Encephalopathy, aka Mad Cow Disease, a prion that spread due to feeding cows feed that contained brain matter from other cows. Mad cow prions can survive the cooking process, get into the human brain and cause slow but unstoppable neurological degeneration. Prions are also passed from one generation of an infected animal to the next.

Prions are hard to study or treat. They do not have genetic material that can be sequenced. They do not respond to antibiotics because they are not alive. The immune system can rarely respond to prions because they are only a slightly different version of something that's supposed to be in the body anyway. Moreover, scientists know little about why proteins fold into the shapes they do and need powerful computers to even simulate the process.

The Plague is spread primarily when an infected person's body is burned, releasing proteins (in the form of smoke) into the atmosphere. The proteins land in the lungs of a victim and pass into the bloodstream and from there into cells where they start creating more malformed proteins. The more prions the victim inhales, the faster the disease progress, although all it takes is one molecule to contract the disease. Whenever an infected cell dies (cells die often) the proteins spread to other cells. Soon (within 2 weeks for the average victim) the majority of cells in the body are producing the malformed protein instead of the normal protein.

This first stage of the Plague is, as scientists have already surmised, an auto-immune reaction. The immune system realizes something alien is in the body, but cannot accurately target the prion, since it is just a slightly different version of something that is supposed to be in the body.

For the most part, this malformed protein fulfills the functions of the normal protein, so most parts of the body are able to operate normally despite the disease. Yet there is a tiny change in functionality that causes both the eyes and the reproductive cells to stop working correctly.

Inside the eyes there is a certain molecule produced, not yet named by biologists, the presence of which is vital to the health of the eyes. Without enough of this molecule, the rods and cones stop functioning and a milky fluid builds up in the eyes. The prion attacks this chemical, breaking it down. In children, this molecule is produced in the eye faster than the prion can destroy it. As a person approaches adulthood, the production of the sight molecule slows, and by around age 16 it is so slow that the prion destroys it as quickly as it can be manufactured. When an adult eats a child's eyes, the sight molecule enters the bloodstream via the intestines, travels to the eyes, and temporarily restores functioning to the rods and cones

A few people, about one in a million, are immune to the effects of the Plague (though, most likely, not immune to catching the Plague). These people all have severe chromosomal abnormalities and are developmentally disabled (mentally retarded) and often physically malformed.

Possible Treatments

Sight Chemical- If someone could identify the chemical in the eyes that is destroyed by the Plague, it might be possible to synthesize and manufacture it. The chemical may also be found in the eyes of some species of non-human animal, which could be bred and harvested for this purpose. Alternately, it may be possible to transplant the retina of an animal which is immune to the effects of this prion onto the eye of an adult, although this would require sophisticated surgical tools and anti-rejection medicines.

Halting the Prion- The presence of chemicals within a cell effects how complex proteins fold and thus the shapes they take. This was something scientists were working on understanding when the Plague started. Their studies involved computer models of proteins that were so complex that they required massive amounts of computing power to run.

Discovering a chemical which can cause the protein to fold correctly may require:

-Knowledge of biochemistry, physics, computer programming.

-A working supercomputer.

-Specialty software.

-A blood sample from someone who never caught the Plague (e.g. from a body frozen in artic permafrost).

Artificial Sight- Before the Plague scientists were working on implanting tiny cameras into the eyes to restore sight to the blind. It would be impractical to do this for every surviving adult, but if it were used on certain people (e.g. the surviving scientists), it could make finding a real cure much easier.



Treating Infertility- There may be some chemical that could be taken to restore fertility, one way to find it may be to track down those who have given birth since the Plague and find out what they have been exposed to.



Distributing a Cure- Even if the PCs can discover a chemical which will cure the Plague or alleviate its symptoms, the PCs must discover a way to manufacture it, must hope that it does not cause side effects that are worse than the Plague itself, must keep it out of the hands of those who would use it selfishly (e.g. restoring their own vision so they can take over the rest of the world) and must convince the citizens of KidWorld that they have a cure and aren't just Eye Eaters trying to con people into swallowing roofies.





Dangers From Kids



In Brief- Kids make KidWorld dangerous.



After disease, murder by kids is the number one cause of death in KidWorld. Kids can be dangerous for a number of reasons:

Mean Kids

In Brief- Some kids conscience-less, cruel for the sake of cruelty.



A small but significant number of children will hurt other people, and animals, whenever they can get away with it. Their only motivation is the pleasure and sense of power they get from hurting others.



Some of these mean kids were taught cruelty by being raised in a cruel and abusive environment and they do it because it is all they know. Others seem to have missed the developmental step where kids develop empathy and a sense of morality. Some mean kids will grow out of it, some will be cruel people all their lives.

Playing In Adventureless Mode

In Brief: In adventureless mode there are no adventures, the PCs are free to do whatever they want in their quest to secure safety and prosperity for themselves, their communities and the human race.










In normal mode, PCs are given mysteries or dangers that they must deal with. Disadvantages are either plot-hooks or are obstacles to make the adventure harder. The majority of XP is awarded based on how well the PCs solve the mystery or escape the danger. The major advantage of this mode is that it gives PCs a shared goal and thus a reason to work together.

An alternative to this mode is Adventureless Mode. In Adventureless Mode, PCs are given free reign to solve personal mysteries, find useful equipment, find lost family members, try to gain leadership roles in their communities, gain new skills, explore new places, compete against rivals, etc. PCs still face problems, mysteries and tasks external to their own lives, but these are thrown in at random just to make life more interesting, not to be the center of the plot. The major disadvantage to this mode of play is that players will be tempted to strike off on their own quests and leave other players with nothing to do. Before starting Adventureless Mode, it is important to make sure that all players think the PCs are good enough friends that they would spend free time together and seek out each other's unique knowledge and abilities to help them with their own personal quests.

Because there is no primary task as a source of XP, PCs should be awarded XP on the basis of personal experiences. Here are some sample things, in addition to those already listed in the Character Advancement section (p.89), that the PCs can do to earn XP in Adventureless Mode:

New Experience: PCs should get 5 XP any time they see something he or she has never seen before: a living adult, a water-wheel based electrical generator, a kindergartener army, a democratic community, etc. XP should not be awarded for minor variations of things the PC has already seen (e.g. seeing a different type of fascist community).

Universe Knowledge: PCs gain 10 XP any time they figure out something new about the nature of the game universe. This should be something the PCs can put into words as a single sentence (e.g. "the Plague was engineered by the US government"). It shouldn't be a guess, it should be something the PCs are sure of. It should also be something none of the PCs knew before (e.g. "life isn't fair" if one of the PCs is an adult who already knows this).

Gaining Fame/Power: PCs should gain 5 XP any time that PC gains significant fame or political power in a community.

Unique Contact: PCs gain 5 XP every time they make a lasting connection to any NPCs who has unique skills, knowledge or political power. It's not enough to establish a relationship with a peer who has no skills or influence that the PCs don't have. For instance, a group of kid PCs who establish a relationship with an adult for the first time should gain 5 XP. The relationship doesn't necessarily have to be friendship: the person could be a friend, someone who provides services for money, or even an enemy.

Overcoming Disadvantages: Any time the PC rids himself or herself of a disadvantage, the PC should gain 4 XP for each BP that advantage gave. So if a PC "gets rid of" a 10 BP addiction, the PC will gain 40 XP. Note than some disadvantages are easier to get rid of than others, and nearly all leave some sort of scar behind. A GM might rule that a PC has overcome an addiction if he or she is at a 1 month period between cravings and has high enough willpower to resist most cravings.

Achieving Personal Goal: PCs should gain between 5-20 XP by achieving some pre-stated goal. The number of points awarded depends on the difficulty of the goal. This goal should not be trivial or arbitrary, it should be something that effects the daily life of the PC. Examples: changing character class, finding a community to live in, getting a working firearm, learning chemistry, etc.

Overcoming Random Obstacles: PCs should get between 5 to 10 XP for overcoming random obstacles that the GM throws in to make adventureless play more difficult. Examples: a disease, a wild animal, a new human enemy, a broken piece of equipment, etc.

Drama: PCs should gain 3 XP any time things change for them in a way that doesn't fit into one of the preceding categories. E.g. a PC gets a girlfriend, a PC loses an arm to an infection, a PC becomes addicted to pain pills, etc. Any major change, good or bad, for which points have not already been awarded, should be given drama points.

Adventureless Play Scoring Sheet

New Experience: 5 XP
Universe Knowledge: 10 XP
Gaining Fame.Power: 5 XP
Unique Contact: 5 XP
Overcoming Disadvantages: 4XP x BP
Achieving Personal Goal: 5-20 XP
Overcoming Random Obstacles: 5-10 XP
Drama: 3 XP
Making Friends: 5 XP
Personal Growth: 5 XP
Good Roleplaying: 2 XP

A mean kid will hurt someone for no other reason than that they think they can get away with it. A mean kid's goal isn't to kill, it's to terrorize, control and hurt. Murder happens either accidentally (e.g. a kid who is being pushed around gets his head bashed into a rock), as an experiment (e.g. trying it once to see 'how it feels'), or as a means of keeping cruelty a secret in a society that would frown on it (e.g. torturing a kid and then killing that kid so he doesn't "squeal").

Mean kids will often use trickery to get kids and adults into compromising situations. They often even act kindly and friendly. "I have something cool I want to show you" is a common trick to get a smaller kid to follow them into an unpopulated area where they can't call for help. Mean kids will take advantage of those who are injured, sick or intoxicated. They will give alcohol to kids to get them drunk enough to take advantage of them.

Another favorite of mean kids is to trick someone into going into a place, locking them in, and making them beg to be released. Pits are excellent for mean kids: they can push another kid in and then throw down rocks.

Many mean kids often alternate between acting mean and nice. They will put on an act of being sorry. "It was just a joke, I didn't mean to actually hurt you" is a common lie. Sometimes false penitence is used so that the victim won't go squealing to others. At other times it is used to raise kids' hopes so they can be cruelly dashed (e.g. offering a kid a rope to climb out of a pit, then letting go of the rope when the kid is almost to the top).

Male vs. Female Aggression

Folk wisdom among kids is that boys are more aggressive than girls. Statistically this is true, but only if you count physical acts of aggression. If you count verbal or social acts of aggression (insults, spreading lies or rumors, laughing at or ostracizing others) then it turns out that girls are just as aggressive as boys. In the lawlessness of KidWorld, physical aggression is more likely to get a person killed, but this is not always true.

Rumors and lies can make a kid a target for physical aggression. In many communities the girls pick who will be beaten up and the boys do the beating up. Social aggression can deny kids shared resources (e.g. a place to sleep around the community fire on a cold night), a part in group activities (e.g. a group expedition to search for canned food) or might get a kid cast out from a community altogether.

Crazy Kids

In Brief- Kids who have undergone too many traumas may go into thoughtless rages.

Some kids attack because the stresses and pain they have endured cause irrational rages. Unlike mean kids, who only attack when they think they can get away with it, crazy kids can attack anyone at any time.

'Crazy kids' may spend most of the time acting mostly normal. Yet there are signs: they may be needlessly destructive and reckless. Like many poorly-adjusted kids they may spend a lot of time 'elsewhere' (day dreaming, playing solitary games, lying in bed). They have few friends and their 'bad temper' is well known in the community in which they live. Nearly any insult or frustration can set them off into a mindless rage where they smash personal property (theirs or anyone else's) and attack anyone they are angry at or who gets in their way. The rage is so powerful that afterwards the kid might not remember what he or she has done. Holding the crazy kid down will not stop the rage (although it will keep the kid from hurting anyone until the rage is over). A serious injury (e.g. where the kid takes 1 bladed or 1 blunt damage or fails a save vs. pain) is usually frightening enough to snap a kid out of a rage, as is the sudden appearance of something very frightening (e.g. a bear). Running away usually works, as the raging kid usually doesn't have the patience to chase anyone for more than a few seconds. If prevented from hurting other people or breaking anything of value, a crazy kid in a rage might cause minor injuries to himself or herself (e.g. punch a concrete floor, bite his or her own arm, scratch holes in the skin of his or her thighs).



Dealing with a smaller kids in a rage can be difficult. PCs who hit a smaller child may be punished by older siblings or by the community. It's even harder when a PC is charged with protecting such a kid. They will bite, scratch, kick and struggle until they've completely exhausted themselves. Crazy kid rages can sometimes last hours.

There are a few kids whose sense of reality and of cause-and-effect is so weak that they honestly don't expect violence to have any bad effects. When the victim screams, cries or attacks back, they may look puzzled or they may start laughing, thinking that the other kid is 'playing along' with their game. Kids this disturbed rarely survive long without help.

Insane Rage

+2 STH, +4 END, +7 to save vs. pain, simultaneous stacks at no minuses.

Prejudiced Kids

In Brief- Prejudices develop spontaneously, spread quickly, can easily reach murderous levels among kids.



Prejudices come naturally to kids. Few kids have the ethical or rational skills to realize that prejudices are wrong. Prejudiced ideas develop spontaneously and spread quickly from kid to kid. The more kids who believe in a prejudiced idea, the more undeniable it seems to those kids. Prejudiced kids feel that the group they are prejudiced against is less than human and has no rights, so it's morally acceptably to do whatever they like to them. They also feel justified in attacking anyone who would defend the object of their prejudice.



The most common prejudices in KidWorld are:



-Prejudice against non-whites.

-Prejudice against "fags" and "dykes" (interpreted to mean anyone who doesn't act like a member of that gender is "supposed to").

-Prejudice against ugly kids.

-Prejudice against non-Christians.



Prejudice typically does not override self-preservation. Prejudiced kids do not typically attack unless they overpower their enemies. They tend to execute others as a group, e.g. taking turns beating a kid with sticks, all simultaneously lighting the pile of wood under the kid, thus diffusing any possible blame (to a kid 'everyone else was doing it too' is a valid moral argument).



Despotic Kids



In Brief- Many young leaders become obsessed with their own power, demand complete loyalty and obedience.



Some kids become the leader of a group, or even a whole community, and become obsessed with their own authority. They begin to believe that they have been ordained by the universe to rule and that they have the moral right to be obeyed. They become enraged any time a kid disobeys their commands or laws or fails to show them the respect they think they're due. They order incredibly harsh punishments, even if the insult or disobedience is accidental, which may include beating, whipping, starvation or even execution.



Here lies Jack, executed for breaking King Corey's No-Singing-Country-Music law.

Here lies Opal, executed for insulting King Corey.

Here lies Rufus, executed for giving King Corey a dirty look.

Here lies Pete, executed for acting like he's smarter than King Corey.

Here lies Corey, executed for denying Amy's god-given status as town empress.

Some young leaders develop an obsession with loyalty that is similar to that of adult cult leaders. They equate loyalty with love and they are constantly afraid that the loyalty of those around them is false. They can only assuage this fear temporarily by coming up with more and more extreme tests of loyalty. Usually this ends in the most extreme test of loyalty: they ask their followers to kill themselves. Fortunately, the loyalty of kids is fairly mercurial and most leaders lose power before they can get this extreme.

Tests of Loyalty

Will you…

…call me by an honorific term?

…do something embarrassing for me?

…give me your belongings?

…believe something I tell you even though it contradicts everything you've seen?

…renounce loyalty to all others?

…live how and where I tell you to?

…kill another person for me?

…mutilate yourself for me?

…kill yourself for me?

Popular Kids

In Brief- Hurt other kids to prove they have higher social status.

Some kids kill not because of innate cruelty, mental illness, prejudice or an obsession with being obeyed, but to gain or keep social status within their community. They may not even enjoy committing acts of violence (although they will certainly act like they do, if that's what they think their peers expect).

Sometimes these kids are part of a society where toughness itself is considered the ultimate measure of human value. Tough kids are thought to have the right to prey on weaker kids and every kid is desperate to show their toughness so as to establish a place in the ruling class. Most of these communities are dominated by boys.

Other times, kids are part of a society where the valued characteristic is so abstract that the only way you can prove you have it is by treating the have-nots like shit. The only thing that separates cool kids from non-cool kids is that the cool kids show disdain and cruelty to the non-cool kids. Cool kids will randomly beat up non-cool kids with feigned casualness just to prove how cool they are. The casualness is an act: the cool kids treat non-cool kids like shit out of fear that, if they don't, they will lose their status as cool.

The goal in these cases is rarely to kill. In fact, if the kid taking a beating puts on a good act (acts like they're getting really terribly hurt and are powerless to injure the bully) the popular kid is likely to pull his or her punches. However, medical care is so hard to come by that any injury can turn out fatal. And there are rare occasions where there is so much competition to prove toughness (and thus human worth) that a kid might decide that the ultimate act of toughness is to kill another person.

Groupthink Kids

In Brief- Irrational, dangerous ideas propagate among kids, can lead to violence.

One unfortunate tendency kids have is to agree with their peers, to believe what those around them believe whether it makes sense to them or not. Thus when a group of kids is put together with no adult supervision (as is the most common state of affairs) they often come to strongly held beliefs that have no basis in fact.

Even when someone can put some doubt in their minds, the kids will be afraid to express that doubt. Nobody will want to risk being ostracized or made fun of if they admit to doubting what they think everyone else is certain of. Nobody wants to be the first to reveal their doubts.

Prejudices, discussed earlier, are one example of an idea that can be reinforced to a dangerous degree by groupthink. Many of the cognitive deficits listed on p.9 can spiral out of control and become a mass delusion that causes violence.

Some examples of beliefs that can become dangerous:

-Superstitions about luck growing to the point that kids feel they have to kill a "jinx" to protect themselves or punish a kid who dooms a community by breaking a mirror.

-Simplistic moral laws that have no exceptions. E.g. "eye for an eye" justice requiring kids to execute someone who accidentally killed another kid.

-Games that grow in importance in the minds of kids to the point that kids would rather kill, or do something incredibly dangerous, rather than lose. E.g. in truth-or-dare, Tommy chose dare and was dared to drink a spoon-full of drain cleaner. He refuses, so the other kids force him to.



-Ideas about minorities (see Prejudiced Kids), leadership and authority (see Despotic Kids), about "us-vs-them" (see Warring Kids) or about the social order (see "Popular Kids").

-Religious beliefs that require human sacrifice or execution for breaking religious laws.

-Dangerous stunts (e.g. kids racing cars around town with no concern for pedestrians, or playing cops-and-robbers with real, loaded pistols) done with the assumption that, because it hasn't happened yet, nobody will be killed by these stunts.



-Ideas about what it takes to stay safe that cause kids to sacrifice other kids for their own safety. E.g. trying to protect themselves from a bear that sometimes wanders into town by abducting random travelers and tying them to a tree on the outskirts of town as an offering to placate that bear.



Warring Kids

In Brief- Prolonged warfare common among kids. Innocents can be mistaken for an enemy or an ally of an enemy or can get accidentally caught in the crossfire.



Conflicts between groups of kids commonly escalate into prolonged warfare. It starts with an insult (even an inadvertent one) and escalates to trying to kill each other with knives and clubs. Each group thinks they are completely in the right and the other group is completely in the wrong.



In some towns, the kids have inherited the gang conflicts of their now-dead relatives. Many inner cities still have Bloods, Crips, Sureños, Norteños and other gangs fighting as viciously as they did before the Plague. The size and scope of such gang conflicts has often increased since the Plague, as many orphaned kids turned to gangs for protection and a sense of belonging.



Innocent third parties can be literally caught in the crossfire if they are in the wrong place when enemy groups begin launching volleys of bricks and rocks at each other, or when two mobs of kids rush into battle with each other, swinging weapons wildly.



People can be mistakenly targeted as an enemy, e.g. if a PC is wearing a red-shirt and comes into a town where all the members of one gang wear red shirts. When a gang conflict has divided an entire community, kids might assume that anyone they don't recognize must be one of "them," without considering that the person might be a neutral third party.



Or, innocent kids might unknowingly make themselves targets by helping or being friendly with one side. A gang might decide that anyone who helps, trades with or hangs out with the enemy is 'allied with' that enemy and should be killed on sight.

"It started because Andy borrowed Del's knife and sort of bent it a bit, and Del said Andy had to get him a new knife and when Andy didn't Del said they weren't best friends any more. Then Andy said Del was ugly and stupid. Then Del started telling everyone that Andy was a fag and that Andy tried to kiss Del. Then Andy threw a rock through the window of Del's house. Then Andy and his friends wrote 'stoopid fag' on Del's house.

"Then me and Del and some other kids threw icky garbage water on Suzie, who was the sister of one of Andy's friends. Then Andy's friend Ben punched me and I was like 'that didn't even hurt' even though it really did. And then I threw a rock at his head, but it missed and he said he was going to kill me. And then one of Andy's friends ran up and hit Del in the head with a stick and Del got a big scrape that later got all red and puffy and smelly and then Del died. And so we found one of Andy's friends and grabbed him and took turns stabbing him with a knife until he died.

"And then Andy's friends got a car working and ran us down while we were walking on main street. He killed Pete and broke Lisa's legs and my face got all messed up when I hit the street. So the next day we hid and when we saw them coming we raced out with knives and rocks and pointed sticks and there was a big fight. Three of us died, including Andy, and most of us got hurt pretty bad and we had to run away and lock ourselves in the flower van.

"And then we decided that we couldn't go on fighting like this, that it was stupid. So we figured out where Andy's friends were sleeping and we blocked off the doors and we set it on fire. And now we have peace."

Bandit/Slaver Kids

In Brief- Steal from or kidnap and sell other kids and adults.

Some kids have assembled themselves into gangs specifically for the purpose of using their collective military might to prey on others. Many members of these groups are 'mean kids' (see p.171). Others are just tough kids who have given into natural selfishness. Most don't enjoy hurting people, but if it is a choice between hurting people and possibly going hungry, they will choose to hurt people.

Most bandit and slaver groups are small (four to six kids), although they can be larger. Sometimes even whole communities can be bandits, preying on neighboring communities.

Bandits and slavers usually kill to make an example; to keep fear in the population they are preying on. Bandits and slavers are often outnumbered by their prey and depend on each individual being too scared to try to start fighting back.

Some bandits don't kill directly, they cause people to starve by stealing all their food. They may justify this indirect form of murder as "it's them or us."

Most bandits live in secret locations outside of population centers. They enter the nearby communities at random times (coming unannounced gives their prey less time to hide their goods or mount a defense) and leave quickly. Most are fairly paranoid and live in a home that is both hidden and has formidable fortifications and traps.

A few bandits are so tough and keep their victims in such fear that they can live right in the middle of the town they prey on. They usually take the best living space for themselves. Their theft of resources seems more like taxation than a raid. These bandits may actually provide useful services for the town, e.g. when they help defend the town against outside invaders. Groups of bullies ruling a town and draining its resources have been known to evolve into partially-benevolent rulers as they mature.

Young slavers, like adult slavers (p.182), may kidnap kids to trade to adult communities, or adults to trade to kid communities, or both. Most slavers also depend on banditry to supplement their income, because it is impossible to make a living on slavery alone (even the biggest communities seldom can afford or can handle more than one new slave per month, and many slave owning communities prefer to catch their own slaves rather than buying them).

Slavers are mostly adolescents and teens. They prowl around the outskirts of areas where kids live and look for younger kids (about 7 is the ideal age: old enough to be a useful servant yet small enough to be easily overpowered) wandering by themselves. Once they grab a kid they might have a shopping cart or wagon ready for transport. They typically take the kid directly to a buyer (the less time they have to keep the kid, the less resources they have to expend on keeping him or her fed). They may also wait on roads looking for adult travelers. Adults must be approached with more caution and are often attacked when they camp for the night.

When they trade with adult communities, Slavers often get better weapons and tools than most kids have access to: e.g. tasers, chloroform, cars. They may even get basic medical training from adults who are tired of being offered sick or crippled slaves.

Foreign Armies

In Brief- Foreign nations that successfully integrated kids into their militaries may be preparing to attack and conquer North America.

American and Canadian attempts to draft children into their armies ended with disaster, and tales from those crossing the border from Mexico suggest that similar or even worse things happened there.

Yet there are rumors that some countries fared better, were actually able to integrate children into their military, able to teach them to pilot military vehicles and shoot guns. It is said that many countries blame America for the Plague and would like nothing better than to capture the country, enslave its population and strip it of its resources.

The rumors are that, any day now, warships will land at the American coasts and battalions of child soldiers will pour out, led by blind adult commanders.

Their first action would most likely be to try to set up fortified bases they could run their operations from. Then they would begin expeditions to gather supplies and destroy any vestiges of the US government. Like the early white colonists in America, the goal would be for every colony to be, at first, self-sufficient and, later, to be able to send valuables back to the homeland. The best time to resist these invaders would be when they first arrive. A quick guerilla effort to sabotage them before they can establish a foothold on North America might be the only chance.

Section 6

In Brief- Teen victims of military experiments, dangerously paranoid and with superhuman senses. Often live as hermits in abandoned military bases.



During the early days of the Plague, the military conscripted scientists and forced them to do research on the Plague. Adults were experimented on to find out why they were going blind and children were experimented on to find out why they weren't.



Section 6 was an outgrowth of one of these experiments. Groups of older kids were given a drug that significantly boosted the acuity of their senses. The experiments were replicated in several bases across the country. The most loyal young recruits were given the drug in hopes of creating super-soldiers. Yet the military scientists later discovered that the drug caused mental illness. Those given the drug suffered from hallucinations and paranoia. Neither the enhanced senses nor mental illness showed any signs of lessening when the scientists stopped administrating the drug.





The military soon decided the Section 6 kids were unmanageable and locked them up. In some cases straight-jackets had to be used to keep kids from hurting themselves. Then the military decided that the kids were a liability and should be euthanized. Yet when military units tried to lead their Section 6 kids off to be executed, the kids fought back. It seems they knew, or surmised, what was about to happen to them and they were able to work together to fight back. Some merely beat up their captors and escaped, others killed every adult they could find on the base and then burned down all the buildings.







Their paranoia didn't allow them to work together for long. Once they destroyed or escaped from their common enemies, most split up and went into hiding.

Typical Section 6 Kid

Appearance- A kid of about 14, cloudy eyes, dirty and ragged military uniform, lean and muscular, carrying an assault rifle.

Attributes- ADJ 2, AWR 30, AGY 13, CHM 1, END 15, INL 8, SPD 13, STH 13, WIL 10, BLD 4, BDY 3, INCY 3½

Special Equipment- Automatic Rifle

Special Skills- Spatial Awareness (3), Automatic Weapons (3).

Limitations- Hallucinations (20), Delusions (20).

Blindness Penalty- -11.

Typical Attack- Roll to locate the victim by hearing them breathing at 1d20 vs. 0, then a Strike (Projectile) at INL (8) + AGY (13) -7 (targeting via hearing) -1/7 ft. +1d20 vs. 25 (or 1d20 -1/7 ft. vs. 11).

Typical Reaction- Split Reaction Dodge and Simultaneous Strike with the dodge at 1d20 +20 vs. 0 and the strike at 1d20 vs. 9.

The surviving members of Section 6 are now semi-blind adolescents. They live as hermits, hiding in abandoned places and trying to stay away from others. They hear voices and often carry on long conversations and arguments with them. They typically have military firearms and the training to use them. They are suspicious of all strangers, kid or adult, yet they are not timid. When they believe some explorer on their property is an enemy sent to kill them, they will go on the offense and try to kill that explorer first.

Section 6 kids can be found anywhere, yet they are most often found in old abandoned or burned-out military bases and camps.

Dangers From Adults

Military

In Brief- Military hierarchy still exists, yet most units are under permanent orders to do whatever it takes to survive. Military units are typically both bandits and slavers, taking whatever and whoever they can.

History- When the Plague became a nationwide epidemic, the US government was quick to declare martial law and put the military in charge of police forces. They were so quick that many believed (and still do) that the military caused the Plague in order to have an excuse for taking over the country. Some communities even misremember the facts to the point that it is considered "common knowledge" that the military took over before the Plague appeared.

The truth is that the military was caught off guard. The Whitehouse believed that foreign terrorists were behind the Plague and sent most of the armed services overseas to root out possible weapons labs. When martial law was declared, the military in the US was just a skeleton crew. As soon as the administration discovered the real source of the Plague, they tried to bring back troops as quickly as possible, yet worldwide chaos was so great, and so many soldiers were sick or going blind, that few got home. Many troops overseas last radioed in to say that their compounds were being stormed by angry mobs of foreigners who blamed America for the Plague.

Harkness Air Force Base

In Brief- Large and growing military community where kids spend time tied tightly to adults.

Location- East of San Diego in Southern California, on the Southeast fringes of the strip of urban sprawl that runs from LA to San Diego. Harkness has grown beyond the confines of the original base and now encompasses a number of small suburban communities in an area of about 25 square miles.

History- Unlike other military bases, Harkness was able to avoid any massive kid uprising or escape, mostly due to the intelligence and cruelty of its commander. Harkness has expanded, capturing several adjacent kid and adult communities and forcing their occupants to submit to military service.

Methods- Harkness has some gardens and grazing animals, but they don't have access to enough water for large scale agriculture. They originally lived mostly on stockpiled MREs (Meals Ready to Eat) but they have run through these supplies and have been forced to capture new areas and scour them for anything edible. Unfortunately, every time they capture a new community they gain more mouths to feed and thus consume whatever they find even faster.

Harkness captures a community by, first, sending out scouts in the middle of the night to put landmines all around the community. Then, soldiers are placed at all major roads. Come morning, a full military force invades the town, makes a chain-gang of everyone there, and then marches them to Harkness for "boot camp," an intense indoctrination not unlike that used by cults.

The Siamese Corps

One of the things that have made Harkness successful is the use of the Siamese Corps. For military field service (including guard duty at one of the barricades), a child and an adult are chained and padlocked together. Their right arms are duct-taped together and a weapon is duct taped to the adult's hand. This makes it so that the kid can aim the weapon, but only the adult can pull the trigger. This allows the base to use its weaponry (which is otherwise kept locked away, with every possible precaution taken to keep it out of the hands of children) without fear of kids using it for rebellion. Commander Winslow had made it clear that any child whose aim results in a "friendly fire incident" will be punished severely.

Both kids and adults hate the Siamese corps. It is hot, uncomfortable, and has led to many sprains, broken bones, and dislocated joints. Yet they put up with it because they know that it is more pleasant than the punishments they would receive for refusing duty.



Harkness Air Force Base (continued)

The land mines are left surrounding the community, and armed barricades are built at all non-mined thoroughfares. These barriers serve a dual purpose: keeping kids from escaping and keeping the community safe from invaders.

Population- Harkness has 700 adults, about 400 were in the military when the Plague began, 300 have been inducted since then. There are 250 child slaves.

Technology- Harkness has a solar cell panel which is used mostly for charging car batteries. The batteries are used to power shortwave radios, as well as lights used within the compound and at barricades, and motion detectors (also used at barricades). Sometimes officers use the batteries to play music on an old boom box in the officer's lounge, but kids and low-ranking adults are denied this pleasure.

Some outlying guard stations have been set up with radios (running on the same car batteries) but in the majority of the community communication is made by a series of adults, sitting on rooftops, who can pass a message from one end of the community to the other by shouting at each other. An old hand-wound grandfather clock in the commander's office chimes out the time, which is then sent (via tube) to the roof, where the adult on duty shouts it out, and every other shouter in earshot shouts it out, etc., letting the whole community know what time it is. It is important to keep everyone up-to-date on the time because everyone is kept on a strict schedule and punishments for being late to duty are harsh.

Hierarchy- Commander Jim Winslow is the undisputed leader of Harkness. Among adults, the regular Air Force hierarchy is observed: Airman, Airman First Class, Senior Airman, Sergeant, Master Sergeant, Senior Master Sergeant, Chief Master Sergeant, Second Lieutenant, First Lieutenant, Captain, Major. Kids have their own rankings: Junior Airman, Junior Airman First Class and Senior Junior Airman. All kids, no matter how high the rank, are inferiors to all adults, no matter how low their rank, and must follow their orders without question. Kids can give orders to lower ranking kids, but only concerning how they do their (adult-given) duties. So, for instance a Junior Airman First Class can give a Junior Airman on janitorial duty orders about how to clean a room, but can't order a kid on library duty to eat a clump of dirt. This rule was made to put an end to cruel (and occasionally fatal) mistreatment of lower ranking kids by higher ranking ones.

Kids of all ranks sleep together in a dormitory. The higher ranking kids are there to prevent lower ranking kids from conspiring. When not sleeping or eating, the kids are on duty, and when on duty they are always with an adult. Junior Airmen are connected to adults via leashes when on duty. Higher ranking kids are allowed to walk around freely, so long as they stay within shouting distance of their adult supervisors. Typical duties for kids include guard duty (including the dreaded night and swing shifts), janitorial duty, transport duty (leading groups of adults from place to place), scavenger duty (searching buildings for food or other useful items), library duty (reading books to adults) and training (being taught to read, aim weapons, etc.).

Commander Jim Winslow

Appearance- Tall, sixty-something Caucasian male, bushy white hair, clean shaven, wears brown tinted aviator style sunglasses and a dark blue Air Force uniform.

Attributes- ADJ 15, AGY 13, AWR 16, CHM 17, END 8, INL 16, SPD 10, STH 9, WIL 18, BLD 4, BDY 5, INCY 3.

Social Status- The unquestioned ruler of Harkness Air Force Base. The adults on the base are completely loyal to him because he has proven he can keep them alive and also because they are afraid of him. Military command considers his a model camp and often recommends that other commanders adopt his techniques.

History- Commander Winslow had been in the military most of his life. He flew a helicopter in Vietnam and spent time in a POW camp after a crash. He never married nor had children. He was commander of Harkness Air Force base when the Plague began. When he received orders to draft children he quickly and efficiently rounded up as many children as he thought he could handle and began indoctrinating them.

Personality- Commander Winslow does not think of himself as evil. He thinks everything he does is for the good of his country. He believed implicitly that the only way for America to survive these harsh times is for the military to re-establish martial law. He thinks of himself as tough but fair. His punishments, including torture, mutilation and execution, are only as harsh as they need to be to maintain order. Commander Winslow believes that strength and fortitude are a choice, and so he tolerates no weakness from those around him. He is willing to tolerate those who disagree with him and respectfully submit their opinion, but he gets impatient easily and will cut off anyone who doesn't come to a point quickly or is too emotional. He believes in formality and protocol.

Methods- He gives the order, everyone around him obeys him or they get punished. When someone repeatedly disobeys him, he removes a pistol from a locked drawer in his desk, has the person tied to a tree behind his office, and he personally executes him or her.

Special Skills- Pistol (3), Interrogation (3), Military Command (5).

Special Equipment- Pistol: Automatic.

Typical Action- Strike at INL (16) + AGY (13) +12 (skill) -15 (blindness penalty) +1d20 -1/5 ft. vs. 25 (or 1d20 -1/5 ft. +1 vs. 0).

Typical Reaction- Simultaneous Strike at 1d20 vs. 1.

Harkness Air Force Base (continued)

Harkness' Guerillas

Kids at Harkness can't get away with much. If they break rules or conspire to run away, other kids will turn them in for a promotion. They aren't allowed to have anything which might be used as a weapon and are searched upon entering their dormitory every evening. They are always supervised by an adult when free. If they should manage to get away from their supervisor, the lands controlled by Harkness are surrounded by either mine fields or gates with armed sentries. A few kids have blown themselves up trying to get past the minefields.

Harkness has a handful of kids who have escaped from their adult supervisors or have avoided being captured in the first place. They haven't figured out a way to leave Harkness, but with 25 square miles of space and only 950 people to patrol it, they know they can hide quite easily. Their greatest challenge has been figuring out how to scrounge and steal enough food to survive. They can run away from any adult, so their main fear is that some enslaved kid will see them and attempt to chase them down in hopes of getting a promotion.

Recently the escapees have gone on the offensive. One morning kids discovered the following graffiti around Harkness: "If you see us and don't tell nobody we will try to help you escape. If you see us and try to get us caught, we'll kill you." So far, no escapes have been conclusively attributed to this new policy by the escapees, but one junior airman first class who tried to catch an escapee was, the next day, ambushed, hit in the head and almost killed.

Yet commander Winslow has noticed that reports of escapee sightings have dropped off dramatically. He worries that the fear of attack and hope for escape have caused the kids under his control to pretend they can't see escapees, giving the escapees virtual invisibility, a power they may eventually use to strike at adults.

Kids or adults who disobey the orders of a superior officer, are caught planning defection, go AWOL or break any of Harkness' other rules (such as the rule that kids can't carry any weapon) are given a quick hearing (usually with Commander Winslow, or with one of his Lieutenants if he's busy) and then sentenced to time in "the cage." This is a small box, patterned after those Commander Harkness encountered in Vietnam. It is too short for people to stand and too narrow for them to sit. There are cages sized for adults and kids. It is an extremely painful experience and most would do anything to avoid it. The cages used to be outside, but were brought in because too many people were dying of heat stroke in them. For kids who keep trying to run away, despite repeated time in the cage, the toes of one foot are removed (making it so they can only hobble at low speed). Execution (via a pistol Commander Winslow keeps locked in his desk) is used on repeat offenders or anyone who tries to attack a superior.

Harkness Community Profile

Type: Adult Ruled (gives 4 BP/kid)

Government: Benevolent Leadership (costs 1 BP/PC)

Population: Very Large (Costs 1 BP/PC)

Scrounging: Bare (Gives 1 BP/PC)

Neighbors: Average (0 BP)

Miscellaneous:
Electricity (Costs 1 BP/PC)
Doctor (Costs 1 BP/PC)
Defenses (Costs 1 BP/PC)
Desert (Gives 1 BP/PC)

Altogether, gives 1 BP per kid, costs 3 BP per adult.

As soon as the US government realized that adults were going blind and children weren't, they decided that future military dominance might depend on which military had control of the most children. They didn't want to leave the US defenseless as foreign armies of child soldiers led by blind adult commanders invaded the US. So the Whitehouse passed orders to the military to round up as many children as could be cared for and to immediately start training them to aid army personnel in all military operations.



The military made two primary mistakes: First they got greedy and grabbed more children than they could discipline, train and care for. Second, they underestimated how much the children resented being taken away from their parents and forced into military service. Out of the thousands of military bases and camps that had abducted children, within a few years nearly all the children in these camps had either fled from, murdered or enslaved their adult captors.







Chain of Command- The military chain of command never really broke down, it just became unimportant. Since they could no longer operate vehicles (nor could they trust enslaved children to control those vehicles) military adults became stuck, forced to defend and try to eke a living from whatever space they were occupying. The military commanders in the bunkers can still give orders via radio, and most surviving military units can still receive those orders, but without the ability to move troops or supplies around there isn't much of consequence they can give orders about. For the most part the military commanders are just passive observers: taking detailed reports of the status of units in the field, but unable to do anything useful with those reports.









A few military units have gone rogue. Some turned into religious cults and forced the personnel to adopt the religion. Some went against direct orders and became eye eaters. A few even raided nearby military neighbors for supplies. In some units, junior officers have conducted a mutiny, killing or banishing superior officers.

Some have given up on the military hierarchy altogether and adopted some other form of government. These communities no longer think of themselves as military, just a group of adults trying to survive.

For the most part, however, military units don't have to go rogue because most of the things a unit could do to survive or gain power has been sanctioned by military command: inducting both children and adults into military service, torturing or executing anyone who refuses to follow orders, taking resources from other communities, experimenting on adults or children, etc. In other words, military units are permitted to beat, murder and steal so long as it helps them survive. Where the moral line is drawn, if it is drawn at all, depends more on the psychology of a unit's commander than anything else.



Threats- To children, the military are feared first and foremost as slave owners. As the first to enslave children, the military have had years to learn how best to capture and keep children. Punishments for disobeying orders are severe, and in some units include execution. The system of rank also encourages kids to rat on other kids. Kids know that by informing on each other they can gain higher rank and gain not only power but extra amenities.



Military units can be a threat to both kids and adults when they decide to expand their little empires and take over adjacent communities. Sometimes residents are allowed to flee if the military is interested primarily in the community's resources, but most often an advancing army wants to induct as many adults and children as they can into the military hierarchy.



Slavers

In Brief- Adults capture kids using cleverness, trickery, ambushes. Usually nomadic.



History- If the military had not interfered, kids might still be with their parents, each willingly helping the other survive. Yet the military took kids away from their homes, tried to brainwash them into being loyal soldiers and, when they failed, used them as unwilling conscripts. Robbed of the sighted helpers who might have helped them survive, many adults decide to steal kids and force them to help. This had unintended effects: kids who might have been willing (even happy) to live with and help adults, if invited to do so as equals, instead decided to run away rather than lose their freedom.



In many of the places where adults enslaved kids, the kids discovered they were as powerful as the adults and rebelled, sometimes deciding to do to the adults as the adults had done to them. Thus a new type of community was born: kid ruled communities where adults are enslaved. And where there were communities that wanted slaves, there were groups who decided to try to make a living capturing and selling slaves. Thus the slaver was born.

Catching Kids- Because it is hard (nearly impossible) for a blind adult to chase down and catch a fully mobile child, adult slavers need to be very clever. Adult slavers usually stake out an area, hiding in the distance, using hearing to try to figure out where kids hang out, then using the cover of darkness to move closer. While the children are asleep they memorize the layout of the community so they can navigate through it. They try to attack when kids are sleeping.

Nets are a favorite weapon of slavers. Often one adult is sent to flush out kids who are then caught in a net or in the arms of adults when they try to flee a building. Since adults don't know if a kid might have a knife, and adults fear being unexpectedly stabbed, children are often knocked senseless with a punch when caught, then searched for weapons.

Other slaver groups do not use violence to capture their prey. They send in a Mouth to talk kids into coming with them. Most Mouths pretend to be caring adults who only want to give a kid food, shelter and protection. Others claim to know the location of a kid's lost loved ones, or may even pretend that they are holding those loved ones captive to try to blackmail the kid into coming.

Some eye-eaters also catch and sell kid slaves. When they are able to grab enough kids to fulfill their need for eyes and there are still kids left over, they may sell those kids (sometimes missing one eye) to adult communities.

Travel- Most slave camps are nomadic, traveling from place to place in search of new slaves to capture. Common reasons for leaving one place and going elsewhere are: competition in a certain area, having made enemies of a kid community powerful enough to strike back, having cleared an area of any worthwhile slaves to be captured or because surrounding communities cannot afford to buy any more slaves. While traveling, kids are often tied or chained up, attached to an adult and forced to march. Houses, derelict cars, even cages on wheels may be used to store kids while the adults sleep.

The City of Sin

In Brief- Las Vegas has its lights running, is a major center of kid slavery. Desperate people sell kids, gamble everything they own at casinos.

Location- Las Vegas, Nevada, most notably the Strip.

History- As adults realized they were going blind, many decided to drive to Las Vegas to spend their last days of sight enjoying themselves. Just as Disneyland and Disneyworld became a Mecca for 'live for the moment' types of kids, Las Vegas became a Mecca for those types of adults.

The owners of the casinos, restaurant, bars, strip clubs and escort services knew that as the world lost its sight and the modern infrastructure began to crumble, money would most likely become useless. Under the leadership of Las Vegas mayor, Miguel Alvers, the casinos created a trading standard where canned food, gasoline, firearms, etc. could be traded for chips, and chips could be traded back for those useful items or for alcohol or sex. Many adults gambled their family's resources and lost them all, leaving them stuck in Las Vegas, with no gas to get them through the desert and no food to eat. Soon Las Vegas was full of desperate, starving people who were, by now, completely blind.

Then the mayor announced that he was legalizing the sale and trading of children. The casino cashiers offered large number of chips for a kid. Many desperate parents sold their children, telling themselves that it was better for the kid to be a slave to a casino than to starve to death in the streets. Many had fantasies that they would sell their kids, double their chips in gambling, and be able to buy their kids back and enough gasoline and food to get them out of the desert. For the vast majority, these fantasies never come true. Other adults stole the children of their neighbors, or abducted orphaned kids running wild in the streets, to sell to the casinos. As they had with money and then with tradeable goods, the casinos steadily raked in and became rich with child slaves.

Government- Malevolent Leadership. The mayor, Miguel Alvers, is the ruler of the town. He makes the laws and can banish anyone from the town. Those he has banished have a cross burned into their foreheads, signifying that they are "too holy for sin city." He is supported by the rich Casino owners, who know that they owe their current power to the environment he has created. He has his own slaves and Brawns, and can quickly raise an army of Brawns supplied by the casinos to wipe out any threat.

Lifestyle- Las Vegas is known for some distance as the town where slavery is legal. Slavers and those wanting to buy slaves make long treks here to engage in trade. A slave in Las Vegas not only buys useful items (food, weapons, gasoline) but also sex, alcohol and drugs.

Whoever comes to the city, and whatever valuables they bring with them, every attempt is made to talk them into gambling in a casino. At the casino, all games favor the house and so more often than not the casino ends up with whatever goods (including slaves) the traveler came with. The casinos have people prowling the streets looking for "big fish" (those with a lot of slaves or trade goods) and they use offers of free alcohol, drugs and sex to lure them into the casinos.

Cheating is illegal in Las Vegas, with the penalty of having one's goods confiscated and being kicked out of town. This rule is for the benefit of the casinos, not the players, since casinos don't need to cheat (the odds are already in their favor) and would never risk the damage to their reputations if they got caught.

The casinos have come up with clever means of gambling that let both players and dealers be relatively sure that nobody is cheating. Some use novelty electronic devices (scavenged from gift shops) that play random noises. Others use balls that fall randomly into cups containing bells of different pitches. The casinos use child slaves to watch and make sure that none of the players are cheating.

One major pride of Las Vegas is that they have restored power to the Strip via an alliance with (and a gift of child slaves to) a group of adults who have taken over the nearby Hoover Dam. Electric lighting is essential because the casinos are kept open 24 hours, and although the adult casino employees don't need light, the child slaves who aid them do.

Every evening there is an open-air slave market on the streets of the strip. The air is filled with the sounds of people shouting out descriptions of the slaves they have for sale, people haggling over prices, and even people quizzing potential slaves to find out how educated they are.

Cashier's Cages

Exchange rates fluctuate depending on how much of a given item there is available, but here's the standard exchange rate:

- Gasoline: 1 chip/gallon
- Shotgun Shells: 1 chip/4
- Alcohol: 1 chip/4 doses
- Cigarettes 1 chip/6 cigarettes
- Opium: 1 chip/2 doses
- Marijuana: 1 chip/4 doses
- Sex: 1-2 chips
- Working Car: 2 chips
- Shotgun: 1 chip
- Can of Food: 1 chip
- Hotel Room (locks from within): 1 chip/week
- Hot Meal (child): 4/chip
- Hot Meal (adult): 2/chip
- Slave (4-6): 8 chips
- Slave (7-10, illiterate): 20 chips
- Slave (7-10, literate): 30 chips
- Slave (11-14, illiterate): 30 chips
- Slave (11-14, literate): 40 chips
- Slave (11-14, special skills): 50 chips

The City of Sin (continued)

Population- The city has about 150 full time residents, most of whom work for one of the four casinos. There are about 40 resident slaves, mostly owned by the casino owners. At any given time there are about 100 adults and 25 child slaves passing through the city.

Places of Note- Most of the city's commercial activity is in four casino hotels on the strip (what used to be Highway 91, the main center of tourist traffic through the city) and in the streets outside those casinos. The mayor has an office in an abandoned casino near the other four. Most visitors and residents sleep in hotel rooms at these casinos, in nearby abandoned buildings, or on the streets of the strip. When they aren't being used, most kid slaves are kept in the cages and vaults that the casinos once used to secure the millions of dollars in cash that passed through them.

The rest of the large urban sprawl of Las Vegas is virtually deserted. About the only life found here are adults who go searching for tradable commodities (often with rented slaves) which they will then sell to the casinos for chips. There are also a small number of escaped child slaves (no more than 5 at any given time) hiding in the sprawl, mostly unaware of the others. Many escaped slaves eventually give themselves up to the casinos when they experience trouble finding enough food to survive.

Games of Chance

All games of chance played in the casinos favor the house. A good way to simulate this is to roll 1d20. If the PC rolls 12 or above, all those chips they had bet are doubled. If the PC rolls 11 or less, the PC loses everything he or she just bet.

City of Sin Community Profile

Type: Adult-Ruled (Gives 4 BP/kid)

Government: Malevolent Leadership (Gives 3 BP/PC)

Population: Very Large (Costs 1 BP/PC)

Scrounging: Average (0 BP)

Neighbors: Isolated (Gives 1 BP/PC)

Miscellaneous:

Electricity (Costs 1 BP/PC)

Desert (Gives 1 BP/PC)

Total: Gives 4 BP/grownup, gives 7 BP/kid)

Crazies

In Brief- Mentally ill adults often found wandering streets of KidWorld, usually half-starved, often unpredictable.

Demographics- A significant percentage of surviving adults are mentally ill. Few communities have the resources to deal with mentally ill adults and most are either kicked out or "put out of their misery." Others leave communities, even though those communities would have kept them and cared for them, because of their delusions. So an inordinate number of the adults that one meets on the streets and highways of KidWorld are crazy, leading many kids to believe (falsely) that all adults are crazy.

Life expectancy in KidWorld is low, even among the completely rational. Mentally ill adults, especially without the support of a community, rarely last long. Most die within a few weeks of leaving their communities. Many of the crazies that travelers will run into will be half dead from starvation or infections.

Those who survive for any length of time are those who have periods of lucidity long enough to let them scrounge for food. Some are lucid long enough that they can plant crops, build shelters, set up snares to catch wild animals, etc. Unfortunately for travelers this may mean that the adult they meet might at first seem perfectly rational. The only warning might be if the adult starts talking about his or her beliefs (delusions often stay even while the adult is otherwise rational). Or there may be no warning. The adult might unexpectedly go from rational to completely irrational and dangerous.

Causes- A few adults were mentally ill, often living on the streets or in a mental hospital, before the Plague. These are mostly schizophrenics who suffer from periods of intense emotion, hallucinations and delusions (usually paranoid delusions).

Some adults are crazy because of brain damage caused by auto-immune responses during the early days of the Plague. Cognitive and motor deficits are more common than actual "raving lunacy." Most people with brain damage have trouble walking, manipulating small objects, reading or writing (including Braille), making facial expressions, remembering common words, speaking clearly, remembering their pasts, storing new memories, etc. A few people with frontal lobe damage have reduced impulse control. They might swear, hit people, try to have sex with people, steal things, give things away, etc. with no regard for consequences.

The majority of adult Crazies, however, are those who have been driven to mental illness by the terrible events of the past four years: having society collapse, loosing one's vision, living in constant fear of starvation and enslavement, etc. Many crazies had a biological predisposition to mental illness and recent stresses drove them over the edge. Mental illness was an "out" that allowed them to be unaware of the true tragedies befalling them.

Common Symptoms- The most common symptoms exhibited by mentally ill adults include:

Auditory Hallucinations: Usually of voices tormenting the mentally ill person. Crazy adults can often be found arguing vehemently with these voices. Others believe God is speaking to them.

Grandiosity: The adult believes that he or she is of vast historical importance, e.g. is the second coming of Jesus, is the one the aliens have chosen to rebuild the human race, is the one destined to discover a cure for the Plague, etc.

Paranoia: The belief that people are conspiring to harass, sabotage, drive insane and ultimately to destroy the crazy adult. Generally, any person who acts sympathetic to the adult is considered not part of the conspiracy, anyone who doesn't is considered a conspirator.

Panic: The adult experiences periods of inconsolable anxiety and fear that can lead to screaming, running, hiding, etc.

Rage: The adult may lash out at and attack anyone who upsets him or her or, occasionally, anyone the adult comes across.

Mania: Overly excited, talking quickly, wanting to get lots of things done, starting improbably difficult projects or doing things on impulse with little thought to consequences.

Self-Injury: Cutting oneself, banging one's head on things, etc.

Apathy: Not caring about anything and having no hopes or plans for the future. In extreme cases this may be accompanied by delusions, e.g. "I am a rotting corpse," "someone decided to make the human race extinct," etc.

Eye Eaters

In Brief- Some adults eat the eyes of kids to gain temporary sight. May have been started by an escaped serial killer. Are the most dangerous and feared adults in KidWorld.

"In the country of the blind the one-eyed man is king."
-Deciderius Erasmus

There are many rumors about who first discovered eating eyes and how. What is known for sure is that, shortly before most electrical grids shut down, someone broadcast a report that adults eating the eyes of children would regain their vision. This rumor spread quickly, both among adults and among fearful children. Yet what was not always made clear was that vision would only be restored temporarily.



Basics of Eye Eating- Those who have experimented with this art have discovered:

-Only human eyes seem to work.

-The eyes of semi-blind adolescents have only partial effect.

-Once a kid dies or the eye is removed, its vision-returning ability declines quickly. In warm weather the eye stays good for only about 24 hours. If kept cool, an eye can stay good for a week. If completely frozen, an eye seems to stay good indefinitely.

-The restoration of vision happens in about 4 hours.

-The restoration of vision has a half-life of about 48 hours (for each 48 hours the restored vision is cut in half).

Eye Eating Mechanics

Each kid's eye eaten reduces the blindness penalty to actions/reactions by 8. This effect is halved (round down) every 48 hours.

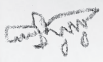
Example: *Tim is fully blind (-15 to actions, reactions). On Monday he eats 2 eyes, within 4 hours he is at no penalty (-15 +16). On Wednesday he will be at -7 (-15 +8). On Friday he will be at –11 (-15 +4). On Sunday he will be at -13 (-15 +2). On Tuesday he will be at -14 (-15 +1) and on Thursday he will be back to -15.*



Opportunistic Eye Eaters- Some eye eaters only eat eyes of kids who died through natural causes, or at someone else's hand. They think what they are doing is disgusting but not immoral, since they are just using a resource that would otherwise go to waste. Yet not even the most adventurous adult finds fresh children's corpses every few days, so these eye eaters live a life primarily of blindness with small periods of partial vision.



Another similar type of eye eater is those who eat the eyes of children they are at war with. They justify the mutilation as the price the children pay for engaging in warfare against the adults.



In a few communities where adults keep kids as slaves, kids give up one eye to the community. The adults may justify it as punishment or may just justify it as for the greater good of the community. They never take both eyes because that would make the slaves useless. Yet eyes gathered in this way are very rare. They are usually saved for Brains when they have important engineering projects or surgeries to perform or for Brawns when they are about to go off to war.



Predatory Eye Eaters- When kids think about eye eaters, what they think of are those cruel predators who wander KidWorld hunting for children, plucking out the eyes of any kid they can catch.



These predatory eye eaters are very rare because the vast majority of adults find the idea of blinding an innocent kid to be morally repugnant. Some predatory eye eaters are insane (e.g. think children are really alien invaders), but most are people with no sense of morality or compassion. These are the same people who, in the Pre-Plague world, were likely to become serial killers. These are the kinds of people that mean kids (see p.171) sometimes grow up to be. Many escaped from prisons in the chaos of the Plague.





When a predatory eye eater can see (which is a majority of the time), they are incredibly dangerous. They can best blind adults with their ability to see and best kids with their strength, skill and toughness. The chance of any non-eye eater standing up to an eye eater in a fight and surviving is miniscule. The only hope for kids, when confronted with an eye eater, is to either run and hide or to gather together and try to beat the eye eater by force of numbers.





An eye eater who goes too long without eating eyes will go blind. Since they can no longer just chase after and grab kids, they must resort to trickery. Eye eaters have used every possible lie or deceit to get kids to lower their defenses long enough to be grabbed.



Most eye eaters kill the kids before they pluck out their eyes (usually to stop the struggling and screaming, but occasionally out of a misguided desire to put the kids out of their misery). Yet a few let their victims live. As long as these blinded kids live they are an undeniable reminder of the existence of these terrible predators.

Fear of Eye Eaters- Most kids know by now that eye eaters exist, and this knowledge has had powerful effects on how kids live their lives. Eye eaters are the greatest fear of most kids. Most kids harbor deep fears that strange adults (or even adults who they have known for quite a while) will turn out to be eye eaters. Fear of eye eaters leads kid communities to develop anti-adult policies, from surveillance ("you can come to town, but you must be accompanied by 10 kids at all times") to banning ("no adults allowed, go away") to kill-on-sight policies. Any time any adult does anything that hints that they have vision, kids are thrown into either panic or rage. Most kids have heard (or presumed) that eye eaters do not have the clouded eyes of regular adults and make it a point to check the eyes of every adult they meet. A few eye eaters have created cloudy contact lenses to help them pass as blind adults. In a few communities, visiting adults have rocks thrown at their faces to see if they will flinch or dodge when they see the rocks coming.

Some adults, eye eaters and not, use this fear to their advantage. They know that if they rush in on a group of children yelling "I'm going to eat your fucking eyes!" that at least some of the kids will be so stricken with terror that they will freeze up, making them easy to catch, and leaving the rest too scared to mount any kind of counterattack.

Eye Eater Collaborators- Kids usually don't like to see the adults they live, work or do business with eat eyes, even of kids they knew died of natural causes or that were killed in self-defense. Part of it is because, in a kids simplistic view of morality, if eating eyes is usually wrong then it's always wrong. Another part of it is because the kids fear their adult friends (or masters or slaves) will become addicted to being able to see again and will eventually turn on the kids. Many promising kid-adult partnerships were destroyed when an adult decided not to let the eyes of a fallen child go to waste and the kids decided the adult could no longer be trusted.

Yet there are very rare cases of kids and eye eaters working together. A kid may go out and gather eyes to give temporary sight to their adult partner. Kids can gather eyes a lot easier than adults, since other kids don't suspect them. Or kids may be used to vouch for an adult, making other kids let their guards down long enough to be captured. A few kids have become so desperate, in times of war, that they have given eyes to their adult slaves to make them better war horses.

Haddock's Brood

In Brief- Escaped serial killer created cult of eye eating.

Edwin Haddock was a serial killer who liked to kill and eat children. He believed he was ingesting the souls of children by eating them, especially eating their eyes. Before the Plague he had been caught and imprisoned, sentenced to life in prison. When the Plague hit he became deathly ill and was given no medical care. Yet he was able to survive and recover, although going blind. His captors, who knew what a monster he was, were going to leave him in his cell to starve to death. Yet after the prison staff abandoned the prison, some well-meaning humanitarian came through and opened all the cells. In the chaos, and with adults going blind, it was not hard for Haddock to track down and kill a small child. He was one of the first, perhaps the first ever, to discover that eating the eyes of children would temporarily restore vision. He walked the streets, the only sighted adult around, able to do nearly anything he wanted.

As he traveled, he found many claiming to sell cures for the Plague, but he found they were just con artists. He also did experiments, verifying that it was the eyes and only the eyes that returned vision, that vision lasted only a few days and that only fresh eyes or those kept cool worked.

Haddock began telling other adults about eating eyes. Most were disgusted by the immoral acts he proposed. Most people refused to speak with him, chased him off or even tried to kill him. The fact that he was sighted allowed him to easily avoid their attacks.

Yet Haddock met a few people desperate enough to listen to what he had to say. Along with how to eat eyes, he taught people his beliefs about the occult significance of eye eating. Over the years he found many who believed him and Haddock started enjoying the feeling of being a teacher, a leader and a spiritual guru.

Today, Haddock has not been seen in more than a year and is presumed dead. The most popular rumor is that he tried to prey on a Feral child, only to be attacked by a pack of wild dogs the child was living with. Yet a group of about 20 of his followers, Haddock's Brood, travel the highways of America, finding kid communities and harvesting all the eyes they can use before they go bad. The Brood members have even been known to invade adult-ruled communities to steal and eat the eyes from slaves. In fact, it is sometimes easier to overpower blind adults and prey on chained-up kids than to go after free kids. They are well armed, well practiced and completely callous to killing and mutilating children. Together their military might rivals that of communities of hundreds of children or blind adults.

Typical Haddock's Brood Member

Appearance- A large, muscular adult male, scruffy, dirty, stinky, with leather jacket, jeans and leather gloves stained with old blood spatters, holding a knife. Slack, emotionless face and cold, only slightly cloudy, eyes.

Attributes- ADJ 5, AWR 10, AGY 12, CHM 8, END 13, INL 7, SPD 12, STH 14, WIL 9, BLD 4, BDY 4, INCY 4.

Behavior- They travel the highways of America, using vehicles when they can find gas and jump-start vehicles. When they find populated areas they spy on them from a distance with binoculars to find out where the kids sleep. Then they approach under the cover of night, surround the place, and attack. Kids are grabbed as they try to flee and dispatched with a knife. The Brood collects the eyes, cuts of meat from the children's bodies, grabs any useful items, and then leaves before the survivors can try to mount a counterattack.

Motivations- To some degree they believe what Haddock taught them, that they are eating the souls of the kids and thus the kids are living on as part of something better, something God-like. They believe that they are greater than human and that normal human rules of morality don't apply to them. They think they enjoy things more than mere mortals and that the fact they might enjoy something makes it worth doing. For the most part, though, they don't think about the philosophical aspects of what they are doing, they are just desperate to get more eyes so they don't have to experience being blind again.

Penalties- Varies, but typically -5 blindness penalty.

Special Skills- Prowling (3), Lock Picking (2), Knife Fighting (3).

Special Equipment- Lock Picks (Homemade), Knife: Hunting (range 0-1, damage 2½ bladed), Thermos.

Typical Attack- First a Grab at STH (14) +AGY (12) -5 (blindness) +1d20 vs. 25 (or 1d20 vs. 4), then a Vital Strike with knife at INL (7) + AGY (12) -5 (blindness) +16 (skill) + 1d20 vs. 35 (or 1d20 vs. 5), doing 5 bladed damage if successful.

Typical Reaction- Simultaneous Vital Strike at INL (7) + AGY (12) +9 (WIL) -5 (blindness) +16 (skill) + 1d20 vs. 55 (or 1d20 vs. 16).

Dangers From Non-Humans

Wild Animals

In Brief- Wild animal attacks much more common post-Plague. Many deaths when animal bites become infected



Wild animal attacks on humans have increased exponentially since the Plague. The number of kids wandering unescorted through wilderness areas has increased dramatically. Predator populations have increased because less hunters are killing them off. During the early days of the Plague the smell of dead bodies attracted many scavengers (including bears) into cities and towns, turning those areas into regular scavenging grounds for them. Some animals are smart enough to have learned that humans are not as dangerous as they once were and are now safe to hunt: children rarely have adult protectors and adults cannot see. Additional attacks are also caused because underskilled and underequpped hunters start confrontations with wild animals. Many dogs bite not because they are "mean" but because a gang of hungry children are pelting them with rocks and jabbing them with sharpened sticks hoping to catch dinner.



Wild animal attacks lead to many deaths via disease. Animals carry a lot of bacteria in their mouths and bites very easily become infected. Since few in KidWorld have access to and the knowledge to use antibiotics, these infections often end in death. Even housecat bites, although they cause only tiny punctures, kill many adults and kids via infection.



Alligators and Crocodiles

Appearance- Alligators that attack humans are typically 7 to 13 feet long. Alligators are dark gray or black, with wide snouts. Crocodiles are lighter grey or tan colors, with longer thinner snouts and teeth that protrude even when their mouths are closed.



Attributes- AGY 10, AWR 2, END 3, SPD 10 (underwater) 6 (on land), STH 17, BLD 6, BDY 8, INCY 5.



Where They Live- Most North American Alligators live in Florida, with lesser numbers in Alabama, Arkansas, Georgia, Louisiana, Mississippi, North Carolina, South Carolina and Texas. Crocodiles are only found in the southern tip of Florida.

When They Attack- They most often attack at dusk and early evening (when they are out hunting). They attack in the water and rarely leave the water to chase a victim. They are most likely to attack people who are swimming or wading, are more likely to attack children, and are more likely to attack when there is blood in the water (e.g. when people have been cleaning fish).

Special Abilities- +10 to smell and hearing based AWR rolls. Alligators and crocodiles can go into semi-hibernation and survive for more than a week without moving while waiting for trapped prey (e.g. kids who have climbed a tree).

Typical Attack- A split move (into range)/bite/grab at 1d20 vs. 10. If successful it does 1 bladed damage and the victim is grabbed. Next action, if the grab is still held, it does a twisting dive which disorients the victim (-4 to all actions), puts the victim's head underwater (oxygen deprivation damage) and breaks bones (does 1 blunt damage).

Bears

Appearance- The black bear is 3-4 feet high on all fours, 6-9 feet when it stands up, with shaggy (usually black) fur weighing around 300-400 lbs. The brown bear is larger, up to 10 feet high when standing on hind legs, and weighing more than 1,000 lbs. with longer hair of varying colors.

Attributes- STH 25 (black) 30 (brown), AGY 7, AWR 10, END 14, SPD 25, BLD 4 (black) 6 (brown), BDY 6 (black) 8 (brown), INCY 6.

Where They Live- Black bears can be found in wooded areas throughout North America or rifling through garbage cans or dumps in towns nearby wooded areas. They are most likely to be encountered in Ontario and Quebec, but can be found in almost every part of North America, including Alaska, California, New Mexico, Tennessee and New York. Brown bears are mostly found in Alaska, British Columbia, Alberta and Northern Montana. The most dangerous place in North America for black and brown bear attacks is Glacier National Park, straddling the Montana-British Columbia border.

When They Attack- Most bear attacks are because the bears are surprised, especially when someone is invading their territory and especially when they have cubs nearby. Defensive attacks happen quickly: the bear is surprised and rushes at the person. These kinds of attacks usually cease if the victim plays dead. Less common are predatory attacks, typically on small children traveling alone or people carrying food. Predatory attacks are usually preceded by a bear slowly approaching people to see how they will react. Bears who enter human camps at night are usually looking for food, but may try to kill and eat lone humans (especially children).

Special Abilities- +20 to smell based AWR.

Typical Attack- First a knockdown/pin attack (if successful, victim is knocked down and pinned) at 1d20 vs. 0. Then, a strike with teeth at 1d20 vs. 7. The strike does 3 bladed damage (pierces as 5). As a reaction the bear does a simultaneous swipe with its claws at 1d20 vs. 10. If successful the swipe does 2 bladed and 1 blunt damage (black) or 2 bladed and 2 blunt (brown).

Mountain Lions

Appearance- A large feline, 6-8 ft. in length and 140-200 lbs.

Attributes- AGY 12, AWR 10, END 12, SPD 25, BLD 2, BDY 2, INCY 3.

Where They Live- In North America they are found in mountainous areas (usually state parks), primarily in California, Colorado and British Columbia, but to a lesser extent in Texas, Montana, Alberta and Washington.

When They Attack- They tend to attack smaller children, especially when the children are traveling alone. Children with dogs are more likely to be attacked because the dog is smaller than a person and a mountain lion is likely to think of it as prey. People who run away from them are likely to activate their predatory chase instinct and cause them to attack. They prefer to attack by surprise (e.g. leaping out of a tree onto someone's back) and are unlikely to attack if they think they're being watched by the prey. They are also likely to attack if they find themselves backed into a corner. They are least likely to attack someone who appears large, who is looking at them, and who is making loud noises.

Special Abilities- +7 to smell based AWR rolls, +7 to hearing based AWR rolls, halve darkness penalties, +20 to climbing rolls.

Typical Attack- A split-action move (into range) and vital strike (bite) at 1d20 vs. 10 doing 4 bladed damage if successful.

Typical Reaction- Simultaneous strike (bite) at 1d20 vs. 15.

Poisonous Snakes

Appearance- Rattlesnakes can be recognized by the rattle on their tails. Cottonmouth snakes are a muddy black, dark brown or olive green, with a flat head. When they are threatening someone they open their mouths wide, showing a white interior. Copperhead snakes are relatively small and slender, with a copper-colored head and neck. Coral Snakes have red, yellow and black bands.

Attributes- AGY 15, AWR 10, END 3, SPD 3, BLD 1, BDY 1, INCY 2.

Where They Live- Rattlesnakes can be found throughout North America, although they are most common in Southern states (especially California, Arizona, New Mexico, Texas and Florida). Some live in deserts, others in swampy areas, others in forests. Copperhead snakes are found primarily in the southern states of the US, but can be found as far north as New York. Cottonmouth snakes are found throughout the southeast states of the US, living in lakes, ponds and swamps. Coral snakes are found most often in Arizona, Texas, Louisiana and Florida.







When They Attack- Snakes do not go after humans. Given the opportunity, most will escape from and hide from humans. They most often attack if they are surprised (e.g. stepped on) or if they feel they are cornered. Rattlers will usually make noise to tell humans to go away before attacking. Other snakes will not make a noise, and may stay perfectly still (to try to camouflage themselves). About 1 in 10 venomous snake bites are 'dry-bites' in which the snakes do not inject any venom.



Typical Attack- A split action Move into range (snakes can spring out 3 range units as a single action) and wing (strike on the hand, leg, etc.). Snakes are not capable of piercing most footwear, nor are they smart enough to aim for bare skin, and so a normal tennis-shoe gives AR 2 from snakes, a hiking boot gives AR 4, and a knee-high boot gives AR 8. A snake bite does negligible bladed damage, but the poison does the following:





Rattlesnake: Within 15 minutes: Distracting Pain (20), Physiological Shock (20), Vomiting (15), Paralysis (20), Internal Bleeding (1 BLD damage), Pulmonary Arrest (15). Symptoms last 1 day.



Cottonmouth: Within 10 minutes: 1d6 BLD damage from internal bleeding, dizziness (-10 to saves vs. loss of balance), Vomiting (20). Symptoms last 1 day.



Coral Snake: Within one hour: slurred speech, blurred vision (-7 to AWR rolls, actions and reactions), weakness (-5 STH), Respiratory Arrest (15). Symptoms last 2 days.

Copperhead: Within 20 minutes: Internal bleeding (1 BLD damage), Convulsions (10), Delusions (10), weakness (-3 STH), Paralysis (10), dizziness (-10 to saves vs. loss of balance), Vomiting (20). Symptoms last 1 day.

Rats and Housecats

Attributes- AGY 17, AWR 20, END 10, SPD 10, WIL 2, BLD 1 (rats) 2 (cats), BDY 1 (rats) 2 (cats), INCY 1.

Where They Live- Throughout North America, especially in cities.



When They Attack- They typically only attack when backed into a corner by a human. Diseases (e.g. rabies) may make them more likely to attack.



Typical Attack- A pain/stun attack (bite or scratch) at 1d20 vs. 5. The bites and scratches do no appreciable damage to BLD, but after a bite PCs will have to make saves vs. disease contraction for one or more of the following diseases (see Diseases, next page): Tetanus, Cat-Scratch Fever, Rabies, Staph, Strep.



Stray Dogs

Composition- A lone 'mean' dog, or a pack of 3-5 dogs.



Attributes- AGY 13, AWR 10, END 8, SPD 16, BLD 1, BDY 2, INCY 5

Where They Live- Everywhere. Some dogs have gone wild and prowl the wilderness in packs as their ancestors did, other packs scavenge on the streets of cities and towns. A few dogs have even started interbreeding with wolves.



When They Attack- Dog attacks, and death from attacks, are more common than any other kind of animal attack. Some dogs attack because they are bred to be mean, some because they were tormented and driven insane, some because they are rabid. In kid terms, a 'mean dog' is one that will attack any kid that gets near it. A few dogs have learned, often while starving, that humans can be eaten for food.



Special Abilities- +7 to hearing and smell based AWR rolls.



Typical Attack- A split move (into range) and strike at 1d20 v. 8, doing 3 bladed damage if successful.

Typical Reaction- Simultaneous strike (bite) at 1d20 vs. 15, doing 3 bladed damage if successful.



Wolves

Composition- 5-10 wolves led by an alpha male who is slightly larger than the rest.

Appearance- When wolves attack, they move quickly, appearing as a blur of gray fur with dark eyes and bared fangs.

Attributes- AGY 15, AWR 10, END 10, SPD 30, BLD 2, BDY 4, INCY 3

Where They Live- Wolves live in most of Canada and Alaska and in small portions of Washington, Idaho, Montana, Arizona and New Mexico. There are also red wolves in the American South, but they are extremely rare and less dangerous.

When They Attack- Wolves attack humans most often when they are very hungry, when they are rabid, or when they are interrupted in the middle of hunting and killing one of their natural prey animals. Wolf attacks on humans often happen when wolves are attacking livestock and a human steps in to defend the livestock. Unless they're rabid, wolves typically attack as part of a pack. They use pack tactics to surround, harass and distract an enemy so that one member of the pack can get in a killing bite.

Special Abilities- +5 to AWR rolls based on hearing, smell or nightvision.

Typical Attack- Most wolves will make split action moves (into range) and wings at 1d20 vs. 15. Successful wings do 1 bladed damage. As a reaction they Jump at 1d20 vs. 5. One wolf will make an extended vital strike with its teeth at 1d20 v. 10. If successful, the attack does 4 bladed damage.

Bees and Wasps

Composition- Although a single bee or wasp can cause trouble for a PC with an allergy, bees and wasps are usually only dangerous when they swarm. A typical swarm of attacking bees will contain about 10,000 bees. A typical swarm of wasps will only be about 1,000.

Attributes- AWR 5, END 5, SPD 8.

Where They Live- Bees and wasps can be found throughout North America. They are most numerous in places with grasslands and wildflowers, and in cities (where they scavenge in garbage and drink standing water). Africanized honeybees, a hybrid species found mostly in the Southern parts of the US, are the most aggressive and attack with the least provocation.

When They Attack- Most attacks are in summer, when bee and wasp populations are at their highest (almost ten times higher than in winter). Bees don't see well and are less likely to attack as a swarm at night. Bees and wasps can be attracted to brightly colored clothing or to sweet or floral scents (e.g. perfume) but this does not cause them to attack. A bee will sting if it feels threatened (e.g. is being stepped on, is caught in someone's hair) or if a human messes with a hive.

When one stings, it releases pheromones which cause others to gather and sting. Humans can be stung when they enter the territory of bees or wasps that have been riled up by some other person or animal and are aggressively patrolling their territory. Once provoked to attack, the average bee or wasp swarm will chase a person about 800 ft. (250 m.) away from their hive and Africanized Bees will chase up to 2,500 ft. (750 m.). If a victim dives in water within this range, the bees or wasps will simply wait for the victim to surface and sting him or her.

Typical Attack- Unless a PC stomps on a hive, he or she typically has 4 rounds before the swarm builds up to its full size (at 1 round it's an eighth its size, at two rounds it's a quarter, etc.). If a PC is completely unprotected (e.g. naked) up to 500 bees or wasps can attack per round. Once bees have stung they cannot sting again (although they will buzz in a victim's face and ears, distracting them) and will later die. Bees buzzing around one's face can be distracting (-5 to AWR and AGY rolls). Bee and wasp stings do the following:

-Distracting Pain (10 difficulty per 250 stings, max. 30)

-Unconsciousness (5 difficulty per 250 stings)

-Respiratory Arrest (5 difficulty per 250 strings)

Other Insects

Other dangerous insects include:

Scorpions: Only a minority of scorpions in the US have dangerous venom. However, scorpion strings cause more fatalities than rattlesnake bites. Like most venomous animals, scorpions are not aggressive and only sting if they are surprised or cornered. Sting effects are, within 5 minutes: Slurred speech, Unconsciousness (5), muscle spasms and convulsions (-7 AGY), Pulmonary Arrest (5), Cardiac Arrest (10). Symptoms last 1 day.

Black Widow: Symptoms of a bite are, within 1 hour: Distracting Pain (20), Vomiting (10), dizziness (-10 to save vs. loss of balance), Paralysis (5), Physiological Shock (20). Symptoms last 2 days.

Fire Ants: Few die of red ant stings (the exceptions are typically people who have severe allergic reactions), yet bites can be very painful and are fairly common in areas where red ants live (the Southern states of the US). Within 2 rounds, victims experience Distracting Pain at a difficulty of 5 per bite (max. 40). Symptoms last 8 hours.

Diseases

In Brief- Many kids and adults die of disease.

For the rules on diseases, see p.106.

Deaths due to disease have risen dramatically since the Plague and are still rising. The primary causes of the increase are:



-Fewer have the knowledge or equipment to treat diseases.



-Loss of sanitary systems that provide clean drinking water.

-Reduction of disease abatement programs (e.g. mosquito spraying to prevent malaria).



-Kids rarely keep to the same standards of cleanliness that they did when they were supervised by adults.



-Kids exploring dangerous areas means increased exposure of kids to ragged cuts (through which they may catch tetanus) and animal bites (through which they may catch rabies and other diseases).



-Younger children didn't get a full course of normal vaccinations before society collapsed and so diseases which had formerly been made rare are resurfacing.

Adventures involving disease can include:



-Seeking medical knowledge or pharmaceuticals (e.g. antibiotics) to treat people who have come down with a disease. PCs in the early stages of a disease may even be seeking treatment for themselves before they become too debilitated to do so.



-Having to do things in a disease stricken community while trying not to catch a disease. This can involve avoiding fights, keeping away from people who are coughing and trying to find facilities for washing one's hands.



-PCs being blamed for the sudden appearance of a disease in a community and having to track down the original carrier to prove their innocence.

-Trying to smuggle a disease carrier into an enemy community (without catching the disease oneself) as an act of biological warfare.

-An annoying but non-fatal disease complicating other adventure goals.

Bacterial Meningitis



Meningitis is an inflammation of the tissues around the brain and spinal cord. If not managed quickly and effectively, meningitis can quickly become encephalitis (swelling of the brain itself) which can cause brain damage or death. There are three types of bacteria that are responsible for most cases of bacterial meningitis. Bacterial meningitis can be spread by carriers who have the bacteria in their throat or nasal passages yet show no symptoms or show only the symptoms of a mild cold.



Disease Contraction Rating: 15 from kissing or sharing food with an infected person, 10 from breathing around an infected person who is coughing or sneezing, 5 from touching something an infected person has touched, 5 from breathing around an infected person who is talking.



Disease Progression Rating: 17

Disease Progression Speed: 8 hours.

1x Symptoms: High fever (-7 to save vs. heat exhaustion), stiff neck, irritability (-7 to save vs. anger), sensitivity to light (20 difficulty distracting pain in bright light).



2x Symptoms: High fever (1 BLD damage), Vomiting (20), drowsiness (must save vs. unconsciousness at 10 difficulty), confusion (-4 INL), sensitivity to light (20 difficulty distracting pain in bright light), Seizures (5).



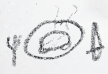
3x Symptoms: Encephalitis (1d6 BLD damage), Seizures (20), permanent damage as follows (roll 1d6) 1-2: brain damage (-10 INL), 3-4: partial paralysis (-15 AGY, -10 SPD, -5 STH), 5-6: hearing loss (-15 to hearing based AWR rolls).



Vaccines: There are vaccines, but they are not commonly available and do not prevent all strains of bacteria responsible for bacterial meningitis.

Treatment: Intravenous antibiotics can help with saves vs. progression. If the exact bacteria causing the meningitis can be determined (usually via a spinal tap) antibiotics that specifically target that bacteria can be used. Corticosteroids can reduce damage due to inflammation. Anticonvulsants can treat seizures. Keeping a patient cool can prevent damage due to fever. Fluids and supplemental oxygen may also be necessary.





Cat Scratch Fever

This is a infection from a bacteria often found in the saliva of cats. It is also occasionally caught when people are bitten by dogs, pinched with crab claws or cut themselves on barbed wire or cactus spines.

Disease Contraction Rating: 15 when scratched or bitten by an animal carrier.

Disease Progression Rating: 12

Progression Speed: 5 days.

1x Symptoms: No symptoms.

2x Symptoms: Soreness at the site of the bite/scratch, Headache (10), chills, fever (-4 vs. heat stroke), grogginess (-1 INL, -4 to save vs. unconsciousness).

3x Symptoms: Headache (20), back and abdominal pain, chills, fever, grogginess (-2 INL, -1 AWR, -8 to save vs. unconsciousness), Vomiting (20), Seizures (10).

4x Symptoms: Seizures (30), severe inflammation of internal organs (1 BLD damage per day).

Vaccines: There is no vaccine.

Treatment: Antibiotics.

Chickenpox

This virus is highly contagious but rarely fatal. Those who have had it rarely catch it again, so it usually comes into a community, sweeps through all those who have not had it or been vaccinated against it and then goes away.

Disease Contraction Rating: 30 for touching an infected person or something that an infected person has recently touched, 20 for breathing when an infected person has coughed or sneezed nearby, 10 for breathing nearby an infected person. People are most infectious about 2 days before symptoms appear.

Disease Progression Rating: 15

Disease Progression Speed: 2 days

1x Symptoms: No symptoms.

2x Symptoms: Runny nose, fever, reduced appetite, itchy red bumps. If PCs fail an easy (10 difficulty) WIL roll to control their scratching they will develop secondary infections in their blisters.

3x Symptoms: Deep blisters which will leave scars (-4 to attractiveness based CHM rolls).

4x Symptoms: Pneumonia (1d6 END damage per day).

Vaccines: There is an effective vaccine (+20 vs. disease contraction and progression). Most kids who are 10 or older have been fully vaccinated against the disease.

Treatment: Bed-rest is the best way to get better. Calamine lotion can be used to treat itchiness.

Influenza

Also known as the flu. There are three major strains of this virus. They are most commonly seen in late fall or early winter.

Disease Contraction Rating: 20 from breathing around an infected person who is coughing or sneezing, 10 from touching something an infected person has touched.

Disease Progression Rating: 15

Disease Progression Speed: 1 day

1x Symptoms: Fever, muscle aches (10 difficulty distracting pain), sore throat, cough.

2x Symptoms: Chills, high fever (-7 to save vs. heat exhaustion), weakness (-4 END), muscle aches (20 difficulty distracting pain).

3x Symptoms: High fever (-10 to save vs. heat exhaustion), Vomiting (20), weakness (-4 END, -4 STH), diarrhea (thirst does double damage).

4x Symptoms: Pneumonia (1d6 END damage per day).

Vaccines: Vaccines are no longer being created to deal with current strains of the flu. Old vaccines have only limited effectiveness (+5 to save vs. disease contraction and progression) against current strains.

Treatment: Antivirals can help saves vs. progression. Drinking a lot of liquids prevents dehydration. Anti-fever medications or cold compresses may be needed to treat fever.

Measles

Also known as Rubella. This virus is spread via coughing and sneezing. It is rarely fatal. Once someone has had the measles, it is very unlikely they will ever have it again.

Disease Contraction Rating: 15 when breathing near someone who is coughing or sneezing.

Disease Progression Rating: 15

Disease Progression Speed: 3 days

1x Symptoms: No symptoms.

2x Symptoms: Fever, tiredness (-2 END), red eyes, runny nose.

3x Symptoms: Red rash (appearing first as separate red spots that then blend together), cough, tiredness (-4 END), high fever.

4x Symptoms: Pneumonia (1d6 END damage per day).

Vaccines: A fairly effective vaccine exists (+10 to save vs. disease contraction and progression). Most children who are 5 years or older have been fully immunized.

Treatment: Rest and fluids, anti-fever medications or cold compresses to treat the fever, cough medicine used to treat the cough.



Rabies



This disease is contracted when humans are bitten by mammals who have the disease. Bats are the most common carriers. Cats and dogs are the next most common carriers. Rats and mice are the least common. Some animals with rabies act in the stereotypical rabies fashion (crazy, confused, aggressive, foaming at the mouth), others just act odd (normally shy animals approach humans, normally nocturnal animals are out in the daytime, etc.). Rabies has a long incubation period (one to two months). Once symptoms appear, death is virtually guaranteed, even with the best medical treatment.





Disease Contraction Rating: 15 from bite of an infected animal, 10 from scratch of an infected animal.



Disease Progression Rating: 40

Disease Progression Speed: 2 days (after one month incubation period).



1x Symptoms: Pain or tingling from site of bite or scratch, fever, chills, fatigue (-4 END), irritability (-4 to save vs. anger).

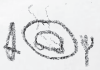
2x Symptoms: High fever, causing ½ BLD damage, Hallucinations (20), delirium (-10 INL) and agitation (-10 to save vs. anger and fear).



3x Symptoms: Seizures (30), Coma (30).

4x Symptoms: Organ death (10 BLD damage).

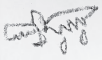
Vaccines: Vaccines are available and are often given directly after a bite or scratch to help avoid contracting the disease (+10 to disease contraction rolls). The immunity from the vaccine only lasts a few years.



Treatment: Early treatment (before symptoms show up) is almost 100% effective at preventing the disease. Treatment includes cleaning the wound with an anti-viral, an initial injection of immunoglobulin and then five vaccinations over the next 28 days.

Tetanus

Also known as lockjaw. The spores of this bacterium can be found, lying dormant, in dirt, dust and animal wastes. It is most often caught when someone has a puncture wound that drives dust or dirt into the wound (e.g. stepping on a rusty nail). Tetanus is a major danger for young explorers, who often get injured with dusty spikes, nails, barbed wire or broken glass and don't have the time, equipment or training to properly clean their wounds. Once wounds become infected they create a toxin that spreads throughout the body and cause muscles to cramp and spasm.





Disease Contraction Rating: 15 for ragged puncture wound with dirt or dust in it, 7 for animal or insect bites, 5 for any cut, scrape, burn or frostbite that gets dirt, dust or animal feces in it.



Disease Progression Rating: 20

Disease Progression Speed: 2 days

1x Symptoms: Cramps (-4 AGY), Weakness (-2 STH), irritability (-4 to save vs. anger), sore muscles (10 difficulty distracting pain), difficulty swallowing, fever.



2x Symptoms: Severe cramping (-8 AGY), rictus of jaw muscles (grimacing grin), weakness (-8 STH).



3x Symptoms: Severe cramps (every hour a 1 in 6 chance a bone will be broken or joint dislocated), Pulmonary Arrest (20), Cardiac Arrest (10).

Vaccines: An effective vaccine exists (+15 to save vs. contraction and progression), but each administration only lasts about 10 years. Only some children were vaccinated for Tetanus before the Plague.



Treatment: Antibiotics can help reduce progression difficulties. Tetanus antitoxin can reduce symptoms. Sedatives can ease muscle spasms. Intravenous fluids may be necessary (muscle spasms are very tiring, cause victims to lose a lot of fluids to sweat). Artificial respiration may be necessary if throat or diaphragm muscles cramp up.



Tuberculosis



This bacteria lodges itself in the lungs and grows slowly causing, if not treated, a slow wasting-away disease. Unfortunately, because the bacteria grows so slowly, treatments also take effect slowly.

Disease Contraction Rating: 15 from breathing around infected people who are coughing or sneezing, 5 from breathing around infected people who are talking.

Disease Progression Rating: 25

Disease Progression Speed: 1 month

1x Symptoms: Poor appetite, fever, cough, night-sweats.

2x Symptoms: Weight loss (-1 STH and -¼ BDY per month), coughing blood, shortness of breath (-1 END).

3x Symptoms: Progressive shortness of breath (1 END damage per month).

Vaccines: There is a vaccine, but it has only limited effectiveness (+5 to save vs. disease contraction and progression).

Treatment: Treatment is a 6 to 9 month course of antibiotics. There are antibiotic resistant strains of tuberculosis.

Whooping Cough

Also known as Pertussis. This bacteria is spread by cough and is highly contagious (one of the most contagious known diseases). It causes fits of intense coughing where victims may make a 'whoop' sound when they inhale.

Disease Contraction Rating: 30 from breathing around someone with the disease who is coughing, 20 from touching something a victim has touched.

Disease Progression Rating: 10

Disease Progression Speed: 1 week.

1x Symptoms: Runny nose, congestion, cough, low fever.

2x Symptoms: Paroxysms of coughing (equal to 4 rounds of heavy exertion), vomiting (10), fever.

3x Symptoms: Pneumonia (1d6 END damage per day).

After-Effects: Patients continue to cough for months after recovering.

Vaccines: A fairly effective vaccine (+10 to save vs. disease contraction and progression) exists. Most children 10 or older are partially immunized. Most people 16 or older have been fully immunized.

Treatment: Small meals, hydration and use of a vaporizer. Antibiotics can help saves vs. progression, unless the patient has contracted an antibiotic resistant strain.

Traps

In Brief- Traps important to both kids and adults. Many traps still dangerous even though creators are long dead. Adult traps are high tech yet clumsily made. Kid traps are low tech but very creative.

There are traps all over KidWorld. Traps are a necessity in a world where ingenuity must take the place of vigilance. For adults, traps take the place of sighted guards. For kids, who exhaust themselves during the day and rarely have the patience and willpower to pull a night shift on guard duty, traps take the place of the parents who once watched over them as they slept. For all those people who find themselves alone in the dangerous and barbaric world of KidWorld, traps take the place of a trusted companion: they watch your back.

Ancient Traps- Kids tend to refer to anything from the early days of the Plague as "ancient." Ancient traps can be the most dangerous because they are encountered in unoccupied places where explorers may not be expecting traps and may have their guard down. They are also dangerous because they were built with materials that are rare today, e.g. working firearms. Many were built by sighted adults, often those who knew they were going blind and wanted to prepare for this eventuality. They are among the most well-designed and technologically complicated. They usually protect those places where people holed up with their supplies to try to wait out the chaos, e.g. apartments, attics, bank vaults, underground utility vaults. When PCs are lucky, a trap heralds a large cache of mostly untapped supplies. When PCs are unlucky they find only the desiccated corpse of someone whose last days were spent in fear of looters. If PCs are exploring an empty apartment building and find a corpse with a gunshot wound in its chest lying before the slightly-ajar door to an apartment, they would be wise to check for traps.

The most common ancient traps are Spring Guns and Explosives.

Blind Adult Traps- These traps are designed to provide both warning and defense against invaders. The major flaw is that adults cannot hide traps well, since they can't see where they have, for instance, forgotten to put dirt over the corner of a land mine. They also have trouble creating complex mechanics. Blind adults have also a harder time not tripping their own traps, so they are more wary about putting these traps in an area they live, work or travel in.

The most common adult traps are simple noise-makers. They are the easiest to create and not fatal if the creator accidentally trips them. Most common are stacks of empty tin cans that it is hard to walk by without brushing up against, strings of bells, bubble wrap or pieces of glass on the floor.

A few adults create traps designed specifically to target children. One adult group has a shelter that can only be accessed by traveling through a pitch-black underground tunnel. The tunnel has photocells attached to explosives so that any explorer who brings in a torch or flashlight will set off the explosives. Blind adults who don't need light can travel with impunity.





Many adult traps have dealt with the shortage of certain technology by creating a substitute. E.g. instead of explosives a trap might use cleaning supplies that create chlorine gas when mixed, or instead of a firearm there might be a mini-cannon made from a steel pipe with a ball-bearing in it.



Common adult traps include Spring Guns and tripwire-triggered Gravity Based Traps.



Kid Traps- Although the least technologically advanced, kid traps are often the most creative. Kids make traps from whatever they have access to: branches, rocks, old pieces of rope, barbed wire, even the ground itself. Kid traps also have the advantage of each being of unique design. To a potential trap dismantler, each trap represents a completely new situation. A trap-checker can't even try to think "where would it make sense to place a trap in this area?" because the designer may not have been thinking logically.





Most kid traps depend on payloads like kitchen knives, heavy rocks or sharpened sticks. This means they are more likely to merely injure than to kill. Inadvertently, this follows an old rule of military trap making: it's better to cripple than kill because if you cripple one soldier another soldier usually stays behind to care for the first, thus taking two soldiers out of commission.



Common kid traps include Pit-Based Traps, Gravity-Based Traps and Spring-Based Traps.

Pit-Based Traps- This is the one trap everyone knows how to make, so it can be found nearly everywhere. They are so common that kids often travel with sticks so they can poke the ground in front of them.

To improve on the simple pit trap, trap makers can turn them into tiger pits by putting spikes (usually sharpened sticks) at the bottom. The spikes can be augmented with poison or feces. Other popular things to put at the bottom of pit traps are broken glass, sharp rocks or pieces of concrete, razor wire, sometimes even poisonous snakes or mean dogs.



Most pit traps can be climbed out of without too much trouble, although skilled trap makers can make pits with nearly vertical walls, pits with razorblades or barbed wire embedded in the walls, even pits with walls that collapse when one attempts to climb them, crushing or burying the victim. One young trap maker perfected a pit trap designed so that a falling victim breaks the sticks that hold up the supports of the walls of the pit, causing the victim to be automatically buried as soon as they fall in. Another variation is spikes pointing downwards so that they do not kill a person falling in but will impale a person who tries to climb out.





The easiest pit trap is one dug in open earth. Yet skilled trap makers can make pit traps anywhere. What looks like normal cracked pavement may collapse when one puts weight onto it. Inside buildings, a weak spot in the floor may cover a hole leading to another floor or the basement. Trap makers become skilled at digging holes through floors with pickaxes and carefully replacing the carpet or floor tiles (often over a layer of cardboard).





One type of trap, similar to pit traps, is usually built in a ditch shape, and is meant to trap or pop vehicle tires or to break the legs of horses.



Related to pit-traps are those traps where ladder rungs are weakened, fire escapes unbolted, stairs designed to collapse or slip out from under a victim, etc. so that a person trying to ascend or descend is likely to fall.

Difficulty to Create: Easy (10).



Recognizing: Tapping the ground in front of oneself can provide auditory or tactile clues (10-20 difficulty AWR roll). People walking very slowly may be able to feel a difference in the ground with their foot before they put their full weight on it (30-40 difficulty AWR roll).



Avoiding/Disarming: Once a trap is identified, one can go around or build a bridge across it.

Surviving: Victims can sometimes grab something to avoid falling in (30-40 difficulty AGY roll). Earth lined pits usually do 0 to ½ blunt (falling) damage. Pits with rocks or concrete at the bottom can do ½ to 1½ point blunt damage. In spiked traps, there might be a chance (between 1 in 20 to 5 in 20 depending on the number of spikes) that the victim won't get hit by the spikes at all. If the victim is hit he or she will take 1d4 to 2d6 damage (pierces armor as 1d20) plus any damage from poison or saves vs. disease contraction from feces (see p.194). Traps with glass or barbed wire, in addition to causing ½ to 1 point bladed damage, will cause PCs to have to make moderate (20 difficulty) saves vs. pain in order to move. Climbing out of a pit can be a 10-30 difficulty climbing roll.

Spring-Guns- A firearm is set up so that it is triggered when a person passes by a certain spot. The simplest are made from a pistol connected to a wire attached to a door such that, when the door is opened, the trigger is pulled.

Variations include spring guns built with spear guns, taser guns, flare guns or crossbows. Spring guns with actual guns are rare among kid communities, both because guns are rare and because kids who have guns would rather use them as intended rather than locking them up as a part of a stationary trap. Kids would rather use a bow, slingshot or catapult in a Spring-Gun.

Variant triggering mechanisms include those triggered by turning a doorknob, stepping on a pressure plate, even electronic ones triggered by the interruption of an infrared beam or the triggering of a motion detector. These all represent more difficulty feats of engineering, though, and so are fairly rare.

Difficulty to Create: Moderate (20) difficulty for a simple cord-triggered gun, Hard (30) for a more complex one.

Recognizing: Most are hidden behind doors or walls or inside foliage. There may be bullet holes from testing or previous victims, or PCs may be able to see the gun by peering through windows or shining flashlights into foliage. Trip-wires can be noticed at 5-30 difficulty, depending on the amount of light, amount of clutter and how fast the PCs are going. Where a wire is used (e.g. attached to a door), a very perceptive PC might sense additional tension (a 30-40 difficulty AWR roll) in time to not trigger the trap.

Avoiding/Disarming: If a PC can figure out where the trap is aiming, it is very easy just to trigger it while standing somewhere else (though the firearm going off may make a lot of noise, alerting enemies).

Cutting the tripwire is sometimes possible, if done with care. When the spring gun is behind a door, and opening the door sets off the gun, the only option may be to drill a hole in the door to inspect the mechanism or to find another way in.

Surviving: Even if the victim is completely unsuspecting, there is a small chance (1 in 20 to 5 in 20) that the PC is standing in the wrong place to be hit by the projectile. If the PC is purposefully standing in an unusual spot (e.g. opening a door with one's back flat against a perpendicular wall) that chance is increased substantially (15 in 20 to 19 in 20). Some traps are made to target adults and may shoot over the heads of small children. Others may be designed to cripple (e.g. a shotgun aimed at knee height). Otherwise, if the weapon hits a PC, assume it does that weapon's normal strike damage.

Explosives- The victim steps on something, trips a wire or otherwise activates some mechanism which triggers an explosive. Land mines are the most common, having once been mass-manufactured, and are mostly found around military compounds. The rest are what was once called Improvised Explosive Devices (back before 'improvised' became the norm, not the exception). Some use devices designed to explode (grenades, anti-tank rockets, tear gas grenades, sticks of dynamite) and attach a trigger to them. Others are made from scratch.

Dynamite, match heads, gasoline, propane, oxygen tanks, even old fireworks have been used in explosive traps. Firearm shells, sans bullets, are often used as detonators. A simple but effective (and therefore common) design is a pipe bomb. A length of pipe is filled, typically with gunpowder, and both ends are capped. Skilled trap makers know that an explosive is much more effective if it has something small and hard to shoot out as shrapnel (e.g. nails, ball bearings or pieces of pipe). One young Builder came up with a simple but effective design: Behind a door he put a ladder, and on the top rung of the ladder a jar of nitroglycerine and nails. Opening the door caused the jar to fall on the floor and explode, spraying nails in every direction.

Damage and Range Increment for Common Explosives

Dynamite: 6 burn damage, range increment 2 ft. (or .5 m.).

Grenade (Fragmentation): 1d20 bladed damage (pierces armor as double), range increment 4 ft. (1 m.).

Land Mine- 5 bladed, 6 burn damage, range increment 1 ft. ($^1/_3$ m.).

Pipe Bomb- 4 burn damage, range increment 4 ft. (1 m.).

Surviving a Bomb Example

Joshua feels his foot snag on something and immediately hears the whoosh of something bursting into flames. He decides to immediately dive and roll as far as he can. His SPD is 8 and he rolls 13 on a 1d20, giving him 21 total. Divided by 5 (rounded down) is 4 feet, so in the one round (half a second) before the explosion he manages to get 4 feet away from the source of the explosive.

The explosive does 8 burn and 1d10 bladed shrapnel damage with a range increment of 2 ft. The GM rolls 1d10 and gets 3. Because Joshua is 4 feet (2 range increments) away, the damage Joshua takes is halved (4 burn and 1½ bladed) then halved again (2 burn and ½ bladed).

The most common triggers are pressure based (stepping on a trigger or depressing a switch breaks a capsule which starts a chemical reaction) or tripwire based. A common type among kids uses a wire which, when yanked, pulls a wooden match between two matchbook covers. Yet triggers often fail to ignite the explosive and the misfire rate is high (1 in 20 to 5 in 20). More sophisticated triggers sense sound, movement, temperature, etc. but are based on electronic circuits and so stop working when AC goes out or batteries die.

Difficulty to Create: Easy (10) with a grenade, Moderate (20) with dynamite or pipe bombs, Hard (30) with non-conventional explosives (e.g. propane tanks).

Recognizing: Most explosives are small enough that they can be easily concealed underground, in a couch, inside the walls, etc. The trigger is what PCs are most likely to recognize: a small bump in the ground, a fishing wire in the undergrowth, the black eye of a motion detector, etc.

Disarming: Explosive traps are the most notoriously difficult to disarm, especially because the mechanisms may be hidden inside a container, there may be anti-tampering measures, and unlike a spring-gun there is no place to stand where one is not in danger. Most trap experts in KidWorld deal with explosive traps by detonating them from remote. Disarming explosives requires special skills that are nearly extinct in post-Plague times. It is only the crudest of devices, where the triggering mechanism is simple and easy enough to sabotage (e.g. the aforementioned tripwire that draws a match through a matchbook) that trap experts can safely disarm.

Surviving: Once an explosive has been triggered, the only thing one can do it try to get as far away as possible. Even if there is only a one round (half-second) delay between being triggered and the explosion, a PC has time to dive away. From a standstill, a PC can dive and roll approximately 1 foot for every 5 points on a SPD + 1d20 roll. Each explosive has a range unit and for each range unit away from the explosive a PC can move the damage is halved.










Gravity Based Traps- These are traps where some suspended load is released and falls on or swings into a victim. They are a favorite among Builders because they are easy to conceive and implement, yet allow for a lot of creativity. There may be rocks, bags of rocks or logs suspended from ceilings or tree branches. There may be sledgehammers, sharpened logs, pieces of wood with sharpened sticks coming out at every angle, etc. that swing towards victims on a rope or chain. The most common trigger, by far, is a tripwire (or a wire attached to a door) that pulls out whatever pin is keeping the load from falling. Gravity traps are most commonly found outdoors in wooded areas, where it is easy to conceive a large dangling object.





Some trap makers attempt to hide the payload and trigger by having the trap behind a door. Opening the door pulls a wire and makes way for the payload to swing through the doorway. The problem with these traps is that if the door is opened slowly the victims may see the trap before opening the door wide enough to trigger it, or may trigger the trap too soon, causing the trap to strike the door rather than the intended victim.







Difficulty to Create: Easy-Moderate (15) for a straight fall, Moderate (20) for a swinging trap behind a door.



Recognizing: Since the falling object needs a relatively unobstructed path to fall through, it is usually possible to see the payload. In the crudest traps, its just a matter of whether the PC looks up (a 10-20 difficulty AWR roll depending on how dark it is and how slowly the PCs are proceeding). Sometimes the PC may have to make out a form amid the foliage of a tree (a 20-30 difficulty AWR roll). A few clever trap makers have created gravity-based traps where the payload is in a ceiling and has to fall through weak ceiling tiles to hit the PC. In this case, the only way to recognize the trap is to see the trigger. A tripwire is 5-20 AWR difficulty to notice, depending upon available light, how quickly the PCs are moving and amount of clutter.





Avoiding/Disarming: Since gravity follows predictable patterns, the easiest way to disarm the trap is to figure where the payload will go and disarm it while standing elsewhere. If that makes too much noise for the PC's purposes, the PC can secure the pin that is keeping the load from falling. Unfortunately, this often means significant climbing rolls.

Surviving: Unless the payload moves through all available space (e.g. several tons of rock pouring down an emergency stairwell) most gravity-based traps give PCs a chance to dodge. The difficulty is based on the size and speed of the payload and how well it is aimed at the victims. The dodge difficulty is typically 20-30. Example: *Amanda opens a door and suddenly a sandbag full of scrap metal swings at her. The trap has a 20 difficulty to dodge, so Amanda rolls AGY + AWR + 1d20 vs. 20. She beats her difficulty and so is able to jump out of the way.*

A trap typically does 1 blunt damage per 20 lbs. of payload. If the trap is very high it can do more damage, but that also gives PCs more time to dodge and thus a lower dodge difficulty. A trap can do additional bladed damage depending on whatever sharp parts may be on the outside of the payload, approximately equal to what damage the sharp thing would do to a PC if wielded as a handheld weapon. Example: *A 40 lb. log with sharpened stakes poking out at every angle might do 2 blunt (40 lbs./20 lbs.) and 2½ bladed damage (the damage of a sharpened stick).*

Brandy Herrera's Chair Trap

Brandy Herrera, a prolific itinerant trap maker, who made traps up and down the East Coast, is most remembered for her chair-trap. Inside an office building, a folding chair stood in the middle of a cluttered hallway. Compared with the other objects in the hallway, the chair looked the safest to touch. It didn't have any visible connection to anything else. Yet when one tried to move the chair or go past it, a length of fishing line attached to the bottom of one leg and going into a tiny hole in the floor was pulled, causing several pieces of broken concrete to crash through the ceiling tiles above and crush the victims.

Spring-Based Traps- This is another class of technologically simple yet effective traps. Stereotypical rat-traps and bear-traps are of this type. Bear traps manufactured before the Plague are commonly used as traps, though some have to be re-engineered so that human weight can set them off.

A typical animal snare is another example. A tree branch or sapling is bent over, secured in place, and attached to a loop of cord. When the animal steps into the cord the movement releases the bent branch and hangs the animal by its leg. Some have tried to use these traps on humans, but most humans can escape from such a trap (especially if they carry a knife).

More commonly, traps for humans use the kinetic energy of the spring to whip some weapon at the enemy. Instead of the noose, the bent branch may be attached to a length of barbed wire which is whipped directly at the victim. Some Scouts have been known to create whole fields of automated catapults, made from bent over saplings, that hurl volleys of rocks at victims.

Traps based on metal springs can stay potent for a long while. Traps based on bent plants only stay potent for a short period, since the structure of the plant changes to adapt to its new position.

Although typically not as powerful as gravity based traps, spring-based traps have the advantage that the strike can come from any angle.

Spring based traps are ideal for blades, since (unlike gravity based traps) the traps allow something small to move at very high speeds. A tightly stretched bungee cord with the blades of steak-knives attached to it can do as much damage as a bowling ball dropped from a ceiling.

Metal, live plants and bungee cords are the most common springs, yet kids have had significant successes using wood, plastic, rubber and even compressed air.

Difficulty to Create: Moderate (20).

Recognizing: Spring-based traps have the advantage that they can be very flat and can hide in grass, ground cover, leaves, murky water, etc. One that is well hidden can be difficulty 20-40 to spot. Like all mechanical traps, it takes pressure on a trip-wire or some other trigger to release the mechanism, and PCs who are proceeding cautiously may be able to feel this resistance in time to stop moving (typically a 30-40 difficulty AWR roll).

Disarming: It is usually better to set off a spring trap from a safe distance than to try to disassemble the trap. This is because the kinetic energy of the spring has to be released and if one tries taking the trap apart it could be released in some random direction. The triggering mechanism of spring-based traps are typically very simple and easy to sabotage.

Surviving: Like gravity-based traps, it is possible to dodge a spring-based trap. Spring-based traps, however, tend to accelerate much faster and give less time to dodge. Dodge difficulty can be between 30-40, depending on how tight the spring is and how much weight it has to move.

A trap that grabs, such as a bear trap, not only immobilizes a limb but can do ½ to 1 bladed damage and/or can cripple the limb. A trap that hurls blunt objects (e.g. rocks) can do ½ to 1 blunt damage. A trap that hurls sharp things can do 1 to 4 bladed damage. A trap that whips out barbed wire can also entangle a victim. The victim must make a save vs. pain to try to untangle himself or herself.

One-Way Passages- These are passages that allow a person to move through one way but not the other. The simplest example is a room that is locked from the outside. Explorers go in the room, let the door close behind them, and find themselves trapped. Besides locks, trap makers have created other mechanisms to make sure a door locks or is stuck shut behind a person. Another way to build a one-way passage is to create a tunnel small enough that one can only crawl through it, then place spikes, razorblades, fishhooks, etc. angled in such a way that they don't hurt going one direction, but do hurt when trying to crawl the other.





Living Traps- People generally don't consider guard dogs or other trained or wild animals to be 'traps' since they are capable of autonomous action. However, constructing a path or entrance so that one must pass dangerously close to a bee hive, wasp nest or fire ant mound could be considered a trap. Some trap makers even try to make sure that visitors will rile up the animals, e.g. placing a beehive such that opening a door will knock into it.





Similarly, trap makers (especially Scouts) often make use of thorn bushes, poison oak or poison ivy to help protect camps or shelters.



Sharp Hazards- This is an extremely simplistic form of trap: sharp things are spread around where people are likely to be hurt by them. Spikes are placed so they are sticking out of the ground, razor blades are glued to the underside of door-handles, fish-hooks are hung from branches so they hang at face level, etc. Some kids coat the blades or points with irritating or toxic substances to increase the damage done. However, the intent is usually just to slow, distract, annoy and provoke screams of pain from victims rather than to kill them outright. Bladed damage is typically negligible, but they can cripple, cause pain or even blind.





Sometimes these traps are used to augment other traps. For example, spikes might be placed inside bushes that are near a gravity-based trap. When victims leap into the bushes to escape the large rock swinging at them, they end up impaling themselves on the spikes.

Introductory Adventure: Little Boy Blue

Warning: This section for GMs only.

This is a short introductory adventure for starting characters.



Summary- The PCs will meet with Sam Dyson, a Radical/Builder who has become the leader of a small city. He owes his success to his incredible knowledge of technology: he has re-constructed weapons, given the city power and revived a gasoline powered vehicle. News of a vicious eye eater will give the PCs incentive to pause in the town. In his town, the PCs will find that Sam is a cruel ruler and that they are prisoners. The PCs must find the source of Sam's power in order to unseat him. If they can get through the traps placed in Sam's house, they will find that Sam is the eye eater and is using the eyes to give his father vision. Sam's father is a prisoner in the house and wants to die. Killing or freeing the father will eliminate Sam's power.







Character Introductions- The adventure starts with the PCs traveling on a small country highway surrounded by dry grasslands. If they know each other they will be traveling together, otherwise they will meet up on the road. It is Summer and warm enough to sleep on the ground at night. The country is flat. Unfortunately, it has been a while since the PCs have come across food and their supplies are running low. The road the PCs are on goes through Swidden and if PCs try to travel around it they may run out of food.





At one point near sunset the characters will hear hoof beats in the distance and will be approached by Sheila Robertson, a twelve year old Horse Rider. She will warn the characters, in a very maternalistic manner, that travelers in the area have been preyed upon by an eye eater. She will explain that since her camp of Horse Riders arrived several months ago, seven dead children have been found in the area, on either side of Swidden, half hidden off the side of the road with gunshot wounds and their eyes missing. It is presumed that they were solitary travelers. Sheila will tell the characters that there is a town nearby and suggest that they make their way there quickly and stay there for the night. Sheila will not reveal the location of her Horse Rider camp except to another Horse Rider.





Swidden- If they arrive at night, PCs will see something they probably haven't seen in years: the glow of electric lights in the distance.

Swidden is a small town. It has a main street with what used to be shops and restaurants and a few blocks of nice houses to the south of it. In times before the Plague, Swidden was a pleasant mix of farmers, retirees and commuters (the latter worked in a city 20 miles to the East).

Today, Main Street is the center of town activity. During the day, children work and trade there (the younger ones play there) and kids returning from scrounging missions place their booty in piles along the street. During the evening, when the generators are started, main street is lit brightly and music or movies are played as children eat, drink and play. At around midnight most of the children go to sleep in private rooms on the second floors of the shops facing Main Street.

Swidden has a small public library, but PCs who go in will find all the useful books (e.g. those on engineering, medicine, electronics) are gone. Similarly, the local pharmacy has been emptied of anything useful.

There are around 75 children in Swidden, most are travelers who saw the town and decided to stay there. Each child old enough to work does so under the direction of Sam Dyson. Some are sent out to gather fruit from the orchards or to set up and check rabbit traps for the communal food supplies. Others are sent out to find and bring back, in wheelbarrows, things which can be burned to run the town's generator. Others fetch water and fish from a creek three miles away. Sam and a group of older boys spend their time trying to get technology running. Some of it they do in public (working on Sam's truck for instance) and some they do in private.

Residents of Swidden have not seen any adult since the Plague. If PCs come to town with an adult they claim to have enslaved, some kids will wonder aloud whether it is okay to enslave adults, but Sam will calm them down, telling them "that's just how they do things" where the PCs came from. If the PCs come to town with an adult they claim is free, Sam will feel threatened and will immediately try to isolate the adult from Swidden by giving the adult a time consuming and solitary task. Sam might even start a rumor that the only way an adult could have survived this long is as an eye eater.

Sam's Technology- Sam has one truck which he has gotten running (he has containers of gasoline stored in his basement) and has several other vehicles which he does not use (he can not spare that much gas) but that he keeps working just in case.

Sam Dyson (Leader of Swidden)

Age- 10

Appearance- Sam is chubby, but fit. He always wears jeans and a brown leather jacket which is too big for him. When it is warm he wears the jacket open with no shirt underneath. His hair is brown, long and shaggy and he ties it back with a bandanna while working.

Attributes- ADJ 15, AGY 12, AWR 13, CHM 10, END 8, INL 7, SPD 10, STH 9, WIL 9, BLD 3, BDY 3, INCY 3.

Cognitive Deficits- Racism, Conventional Morality, No Accidental Death.

Social Status- Because of his access to technical knowledge, and he and his friends' willingness to use violence to punish those who disobey him, Sam is the undisputed leader of the town of Swidden.

History- Sam grew up in a dysfunctional family. His parents divorced when he was young and Sam lived with his father, who spent little time with Sam and showed preference for his new wife's children. Sam began acting out, committing crimes and spent some time in juvenile hall. Shortly before people started dying from the Plague, Sam's father was given a choice: take Sam back from Juvenile Hall or send him to a group home. Sam's father chose the latter. Sam escaped from the group home in the chaos of the Plague and found his father, who was having a severe reaction to the Plague. Sam realized that if he could keep his father as a slave then his father's skills as an engineer would put Sam in a unique position. Sam hoarded books, medicines and tools. At first, Sam tried to create tech by having his father describe it to him. They created some things in this manner, yet they quickly became frustrated by all the things that were made difficult or impossible because Sam's father could not see them (e.g. working with complex circuits). Sam ambushed a kid, killed him and forced his father to eat the eyes, giving him the temporary vision he needed to do Sam's bidding. Sam's mastery of technology and medicine, and especially his possession of a working shotgun, quickly led to him taking over Swidden. Under Sam's leadership, Swidden grew. Kids who wandered into town decided it would be a good place to stay. Meanwhile, Sam continue to prey on travelers whenever he needed a burst of vision from his father.

Personality- Sam feels that the world has abused him and that he has the right to strike back against it. He was abandoned by his parents and put into an uncaring justice system. He hates his father but keeps him alive so he can get back what is owed to him. He thinks he deserves to rule Swidden and has the right to kill anyone he wants to. Everything Sam has done in Swidden is self-serving. He doesn't care about Swidden's future after he's gone or about what will happen to him after he grows up.

Special Skills- Rifle/Shotgun (2), Trap Making: Human (1), Driving (1).

Special Equipment- Truck, Shotgun (Semi-Automatic), tools, cans of Gasoline.

Typical Action- Sam must roll STH (9) +1d20 vs. 15 (or 1d20 vs. 6) to use the shotgun effectively. Strike with Shotgun at INL (7) + AGY (12) +4 (skill) +4 (weapon) -1/6 ft. vs. 25 (or 1d20 +2 -1/6 ft. vs. 0) doing 6 bladed damage if successful.

Typical Reaction- Dodge at AGY (12) + AWR (13) +1d20 vs. 25 (or 1d20 vs. 0).

Sam uses fruits gathered in the area (mostly peaches and apples) to make wine which he distributes at the nightly feasts.

Sam's greatest achievement is a large tin sheet metal tube which stands in the street at the East end of main street. The tube has a chute in which flammable trash is shoveled to keep a great fire raging. Heat rising through the tube turns a metal fan, attached to a generator, which feeds AC power to main street. The fire is started at night as soon as it gets dark. Sam has a PA system set up on main street so he can play music and make announcements and he has salvaged a projector and movies from the theatre and projects onto a white-painted wall. Sam only plays movies on special occasions (he doesn't want people getting tired of the movies) and the projector uses so much power that everything else has to be turned off.





Few know about it but Sam has a shotgun he has gotten working. He makes his own gunpowder to fill the shells and only has a limited amount of ammo. He keeps the gun hidden behind the back seat of his truck, under a tarp. He does not show it publicly for fear of being linked to the murders outside of town. Sam also has a chainsaw which he rarely uses (preferring to send children with hand axes and save gasoline).




Sam keeps a large variety of pharmaceuticals hidden in his house. When someone is sick, Sam examines them, goes in his house and comes out later with some pills for the child to swallow. Sometimes Sam comes out of his house, asks the kid additional questions, and goes back in his house.



Sam has a box of tools (including battery operated power tools) which he keeps in the back of his truck. His current main project is to create a fence in a grassy area near town so he can find some wild cows and graze them there. Sam laughs that he can almost taste the hamburgers.




Living Under Sam's Rule- PCs will be greeted in a friendly manner. Most children in Swidden will be eager to show off their wonderful town and brag about their advancements and the genius of their leader.

They will try to get the PCs in the center of things as soon as possible, but they will also make it clear that the benefits of Swidden are not free. Anyone who would take advantage of Swidden's resources, even if it's just staying the night in the safety of the town, must work off their debt by "helping out."



Sooner or later, PCs will meet up with Sam. Sam is a bit of a show off and will drive up in his truck (accompanied by his group of companions). He is friendly but makes it clear that this is his town and that they must do what he says while in his town.



If PC stay in Swidden they will soon find out that life under Sam's leadership is less than idyllic. The charge for staying in the safety of Swidden is doing work for Sam. Sam always puts a friendly spin on things but he is not afraid to order PCs around and use all of their skills to his maximum benefit.



Sam will decide that at least one of the PCs has skills so useful that Sam doesn't want to let that PCs go. Sam will try talking the PC into staying, but if that doesn't work the PC will find that Sam won't let them leave: each day they must work all day to pay off their "debt" of having stayed in the town the night before.





Anyone who insults Sam, disrupts the town's social structure, spies on Sam, fails to "do their part" (follow Sam's orders) or commits any other crime will be punished. Sam's punishments are not very harsh compared to some Radical-ruled communities. For minor crimes he will lock people in a basement until they apologize and promise to "act better." If any PC is locked in the basement they will find another child who is in there for a relatively innocuous crime.





Swidden residents have mixed feelings about Sam. They are frightened of getting on his bad side, yet they are scared to leave and have to fend for themselves. If PCs can get a kid away from Sam or Sam's allies, the kid might tell the PC rumors about Sam killing a kid for breaking into Sam's house. It is common knowledge that Sam never lets anyone, even his closest allies, into his house. Swidden's children are only dimly aware that someone has been killing children nearby. Sam will cut off any conversation about the murders, saying that everyone is safe so long as they stay within the confines of Swidden.



Sam's Friends

Sam's friends are his loyal companions, messengers, spies and enforcers. Whenever PCs are doing something in Swidden, one of Sam's friends will check in on them every once in a while. They will also try to eavesdrop on any conversations PCs have with other Swidden residents. The friends have surmised that the source of Sam's power is in his house, and they have guessed what it might be, but they know better than to ask about it or snoop around.

Sawyer

Age- 10

Appearance- Blonde with a mop top haircut, slightly chubby, muscular, wearing a green polo shirt and blue jeans.

Attributes- ADJ 5, AGY 12, AWR 10, CHM 5, END 6, INL 4, SPD 5, STH 9, WIL 2, BLD 3, BDY 3, INCY 3.

Special Equipment- Stick: With Nail (range 2, damage: 2 blunt 1 ragged bladed (pierces as 4).

Typical Action- Strike at STH (9) + AGY (12) +1d20 vs. 25 (or 1d20 vs. 4).

Typical Reaction- Parry at STH (9) + AGY (12) +1d20 vs. 25 (or 1d20 vs. 4).

Ricardo

Age- 12

Appearance- Tall, chubby, Hispanic kid, wearing football jersey and jeans.

Attributes- ADJ 9, AGY 11, AWR 5, CHM 3, END 12, INL 3, SPD 7, STH 9, WIL 3, BLD 2, BDY 4, INCY 4.

Penalties- -5 to Action/Reaction rolls from blindness.

Special Equipment- Baseball Bat (range 1-2, damage: 2½ blunt damage).

Typical Action- Strike at STH (9) + AGY (11) -5 (blindness) +1d20 vs. 25 (or 1d20 vs. 10).

Typical Reaction- Parry at STH (9) + AGY (11) -5 (blindness) +1d20 vs. 25 (or 1d20 vs. 10).

Corin

Age- 10

Appearance- Skinny blonde, hair cut short, wearing beige slacks and a black t-shirt with a white skull on it.

Attributes- ADJ 11, AGY 9, AWR 6, CHM 3, END 8, INL 4, SPD 7, STH 9, WIL 4, BLD 3, BDY 2, INCY 4.

Special Equipment- Two Kitchen Knives (range 0-1, damage: 2 bladed, 1 in 20 chance of breaking on a strike).

Special Skills- Knife Fighting (1).

Typical Action- Strike with knife at STH (9) + AGY (9) +1d20 vs. 25 (or 1d20 vs. 7).

Typical Reaction- Jump at SPD (7) + AGY (9) +4 (skill) +1d20 vs. 25 (or 1d20 vs. 5).

Sam's House- PCs may try a direct assault on Sam but will find it hard: Sam is rarely alone except when he goes to his house at night. Otherwise, Sam always has at least one of his friends around (see Sam's Friends, previous page). Even when Sam is alone in his house at night, his shotgun is never very far away. The easiest way to defeat Sam is to break into his house and either ambush him while he is alone or unearth and reveal his secret. Breaking into Sam's house is not easy, however, as he has set many traps within it.

Sam's house is located in the residential district to the South of main street. No one else lives in the houses on that block. This was once a nice suburban neighborhood with moderately large two story houses and two car garages. Sam's house was built in the 1970's, it is mostly wood, painted brick red, with red brick support beams at the corners of the house.

Sam drives his truck home at around one in the morning every night, putting it in the garage. He closes the door manually, he does not lock it, knowing he would hear it if anyone tried to open it. He takes his shotgun with him. After he gets home he usually checks on and feeds his father in the basement, then goes upstairs, drinks a little wine and goes to sleep. After waking at around eleven in the morning he checks on his father again, then leaves the house. When Sam goes out to hunt for eyes (which he does about once a week) he leaves in his truck, by himself, around two to three in the morning.

Doors: There are three doors into the house. The front door is locked and boarded up from the inside. The door in the garage, which is the door Sam uses, is locked and to access it PCs must open the garage door (which makes a lot of noise). In the backyard (which is fenced in with a wooden fence) there are sliding glass doors which have been chained shut with a padlock.

Breaking the Sliding Glass Doors: There are two large plastic bags, one duct-taped to the inside of each of the sliding glass doors. They are filled with a bluish liquid. On the floor below them are mounds of a white powder. Any attempt to break the windows will split open the bags, causing the liquid and powder (common cleaning products) to mix, immediately creating noxious chlorine gas which will flood the area (will fill the entire kitchen at 5 SPD). When chlorine gas gets in the eyes it causes blindness (-7 to actions/reactions) and pain (moderate (20) distracting pain). When inhaled it causes burning sensations in the nose and throat (moderate (20) distracting pain), coughing and corrosive burns to the lungs (4 END damage for each round of breathing the gas). If characters can make it to the basement stairs or to the living room, they will be out of range of the gas.



1st Floor Windows: The first floor windows are all barred, except for a small opaque window (on the left side of the house) leading to the first floor bathroom. This window could be pried open with a screwdriver or broken. Only a PC 75 lbs. or less could squirm through this window. The door to the bathroom is kept closed and opens inwards. Attached to the outside of the door is a cord that leads to a pin that keeps a heavy piece of scrap metal suspended from the ceiling. When the door is opened 75% of the way, the cord pulls out the pin and the scrap metal swings through the doorway. The piece of metal has a 20 difficulty to dodge (AWR + AGY +1d20 vs. 20) and does 2 blunt and 2 bladed damage.





2nd Floor Windows: On the second floor of the house the windows are not barred. PCs could access the window facing the street by climbing up and standing on the bars of the window below it (25 climbing difficulty). The window facing the back yard can only be accessed by climbing up a water drainage tube (climbing difficulty 30, can only hold 80 lbs). The window facing the garage can be accessed by climbing up a fence in the neighboring back yard, then climbing up onto the garage, then onto an inclined rooftop. PCs must make a 20 difficulty save vs. loss of balance to walk to the window. These three windows each open onto a separate bedroom. Sam has positioned the beds directly beneath the windows so that anyone crawling through the windows will fall on the beds. Sam has stuck sharpened sticks underneath the beds so that anyone jumping or stepping on the bed risks being impaled. A 30 difficulty AWR roll (and good lighting) is necessary to notice tiny bumps under the sheets that are the tops of the sticks. Each bed has five spikes and a character who goes feet first will have a 5 in 20 chance of stepping on a spike. The spike is strong enough to pierce the sole of regular shoes and will incapacitate the foot. Anyone who lands on the bed on their backs or stomachs will take 1d6 bladed damage. Sam sleeps in bedroom number three (facing the garage) on his own bed (not next to the window).









Stairs to Basement: The final trap is in the stairs going down to the basement. Sam has removed 3 steps, sanded, greased and replaced them. Now any weight put on them will cause them to slide forward. An AWR roll of 35 (and good lighting) is required to tell that the steps are slightly off-kilter. Anyone who steps on the step must make a save vs. loss of balance (difficulty 30) to avoid falling down the stairs. Several rows of nails are glued face up at the bottom and anyone who falls down the stairs will take 1 blunt and 2 (ragged) bladed damage. If players say they are going "carefully," make sure they say what "carefully" means. If they are going very slowly, they should get plusses to their saves vs. loss of balance or may even get AWR rolls to notice that the step feels funny before putting their whole weight on it.





Phillip Dyson (Sam's Father)

Appearance- Sam's father has long hair that falls in his face and he has a long untrimmed beard. His clothes are yellowish from age and not being washed. He has a foul odor, like that of a sick animal. His lung tissue has been attacked by the disease and he talks in a wheezing, cracking rasp. He has sores on his ankle from where the chain cuts in.

Attributes- ADJ 5, AGY 6, AWR 6, CHM 6, END 1, INL 15, SPD 1, STH 5, WIL 8, BLD 1, BDY 3, INCY 3.

History- Sam's father was a successful engineer who married as soon as he got out of college. His wife was an unstable woman who became increasingly demanding, convincing Sam's father to move to Swidden (a long commute from his work) and to have a child. The relationship grew worse and Sam's father became more distant from his wife and his son. His wife had an affair with a younger man and asked Sam's father for a divorce. She left Sam with his father. Sam's father tried to be a good father, but then he re-married and got a new wife who had her own children. Afraid of losing his new wife, he spent a lot of time with her children. Feeling neglected and wanting attention, Sam started committing crimes, spending more and more time in courts and juvenile hall. Sam's father got increasingly disgusted with his "bad son," and how Sam's behavior reflected on him. Sam's father sent Sam to live in a group home. Then the Plague started. By the time his son came back, Sam's father was blind and half dead. Sam kept his father alive in order to use him as a slave and benefit from his education.

Motivations- Sam's father has begun to believe that he deserves to be enslaved and berated by his son. At one point he wanted to kill himself but now he doesn't, he has hope that he can use his knowledge to help Sam and the other children. Sam's father knows that Sam feeds him the eyes of children, but has avoided thinking where or how Sam gets the eyes. If confronted with the fact that his son is killing children to give him vision, Sam's father will ask to be killed. If attacked he will defend himself, as much out of surprise as out of any desire to stay alive.

Special Skills- Read/Write (4), Arithmetic (4), Blueprints (4), General Science (3), Electronics (2).

Typical Action- Extended grab at STH (5) + AGY (6) -15 (blindness) +5 (extended) +1d20 vs. 25 (or 1d20 vs. 24) or 1d20 vs. 16 (1d20 vs. 8 if he can sense the victim's location, see p.115).

Typical Reaction- Block with hands at STH (5) + AGY (6) -15 (blindness) -10 (extended action) +1d20 vs. 25 (or 1d20 vs. 39, can only succeed on a 20).

The Basement: In the basement Sam keeps the cans of gasoline that his father buried during the early days of the Plague and that Sam recently unearthed. They still have dirt on them. There are ten 5-gallon containers sitting in the corner of the basement. Sam also has 30 cans of food, two cardboard boxes full of pharmaceuticals grabbed from the town's pharmacy and a box of spare or scavenged electronic parts. There is also equipment for making shotgun shells (including excess powder and shot).

There's a small room in the basement with a locked door (20 difficulty to pick). In this room Sam's father is kept prisoner. The room has a lamp which Sam runs on a car battery when he has given his father temporary vision. Sam's father is chained (with a padlock) to a metal bar on the bottom of the reclining chair he lives in. The chain gives him only a foot of movement, enough to grab books from the shelf and use a bucket Sam has provided as a chamber pot. There is a small shelf of engineering and other reference books, including a Physician's Desk Reference. Altogether he has Brewing (1), Diagnosis (1), Electronics (1), Electronics (2), Emergency Medicine (1), Mechanics (1), Mechanics (2), Mechanics (3), Pharmaceuticals (1), Pharmaceuticals (2). There is also a small record player run off the same battery. The record player is the only form of entertainment Sam's father was able to get from his son (in a rare moment of compassion from the boy). Sam's father spends a few hours playing the scratchy records while his son is gone.

Possible Outcomes- If the PCs leave town before Sam can decide they owe him some labor, they are in danger of being hunted by Sam. If they incur a "debt" to the community and run away, Sam will try to hunt them down and take their eyes out of spite. If they win in a direct confrontation against Sam (unlikely unless they can catch him alone and ambush him) they will have to flee town quickly to avoid an angry mob. The best outcome is if the PCs can break into Sam's house and come back with evidence that Sam has cruelly enslaved his father, killed children, and taken credit for his father's technical knowledge. Depending upon how this information is presented to the people of Swidden they will either kill Sam or drive him out of town.





It turns out the people of Swidden don't love Sam, they love the safety and prosperity Sam has brought them. They don't care what happens to Sam, they just want to keep their technology. PCs may be able to talk the residents of Swidden into giving up some resources to the PCs as reward or compensation, but the kids will only so do reluctantly. The kids won't let the PCs take Sam's father away from them, unless he says that he really wants to go with the PCs. What would make both Sam's father and the kids of Swidden happiest is if Sam's father stays, not as a slave but as an equal, to teach the kids of Swidden and help them keep their technological infrastructure going. If the PCs can manage this, they might have created a tiny Utopia and next time they travel through Swidden they might see a strong, healthy and forward-thinking community.







Experience Points

		Player:	Player:	Player:	Player:
PCs leave Swidden alive:	+4 XP				
PCs bring down Sam:	+7 XP				
PCs made friends with each other:	+5 XP				
Made the World a Better Place:	+1-10 XP				
Personal Growth:	+5 XP				
Good Roleplaying:	+2 XP				
Clever Plan:	+4 XP				
Worked Well As A Group:	+4 XP				
Split Up Group:	-5 XP				
Made The World a Worse Place:	-1-10 XP				







How it Feels to be Invisible



Synopsis- PCs will come to a small kid-ruled town and find a girl locked in a canal catch basin. A rainstorm is coming and she will surely drown if the combination to the lock is not discovered. However, the town's elite have adopted a social system where some kids are "invisible" and anyone who talks to or acknowledges one of these kids becomes invisible. PCs will have to find a way to overcome this entrenched social system if they want to save a life.



PC Introductions- This is a good adventure for PCs who have not yet met. PCs can meet on the road, each travelling in the same direction and each for separate reasons. The PCs are on a lonely highway, surrounded by what was once farmland but which is now mostly weeds. It's been dry for the last several weeks, but there is a brisk wind and sighted PCs can see thick black stormclouds on the horizon, approaching steadily. Signs will tell them that they are approaching Killian. As they approach the sun is starting to go down.



As they approach town, PCs who can see will notice a concrete canal converging on the road, crossing the road at the edge of town. A shallow but steady stream of water flows along the bottom of the canal. When PCs reach the edge of town the canal will cross under the road. As they approach this crossing they will hear a girl sobbing and begging for help. If PCs look they will see that the canal turns into a short tunnel underneath the road, and on either side are thick metal bars forming gates. On one side the gate has hinges, making it a door that can be opened and closed, yet it is locked with a heavy-duty combination padlock. Inside, trapped between the two gates, is Alice Marie Carston. Once she becomes aware of the PCs' presence she will beg for their help and will offer them something that the PCs want or need (e.g. a map of the state, canned food, medicine) if they can help her.



Killian- The small town of Killian was once supported mostly by agriculture from surrounding farmland. It had all the staples of a small town: a few restaurants, a bank, video store, library, drugstore (with a hardware section), school, grocery store, dentist's office, doctor's office, sheriff's office and a small residential neighborhood. All the town's adults died in the Plague and the military never made it to Killian to abduct the kids. The town has 28 kids. The kids of Killian have been living on their own, scrounging for canned food, picking food from local farms and trading with people who travel through the town.

The kids of Killian have very few useful skills. The kids are mostly Radicals with a few Nurturers. Nobody has any significant medical skills (nothing more than Domestic Medicine (1)) and so the kids have many infections and poorly-tended-to injuries.

The kids of Killian quickly divided themselves into the popular kids (the pretty, smart, charming and white) and the unpopular kids (everyone else). A few months ago, one of the popular kids decided that the unpopular kids didn't exist, and that she would just ignore them. The other popular kids quickly caught on and began ignoring the unpopular kids too. Some of the popular kids who had friends or siblings on the unpopular side chose to acknowledge their friends or siblings and themselves became invisible. Without being stated specifically, the rules of this new game became understood by everyone in the town: don't talk to, react to or in any other way acknowledge the existence of any of the invisible kids or you too will become invisible. The visible kids even came up with a "code" for informing their fellows when a kid has become invisible. They would say "Hey, didn't we used to know a kid named ___," and the other kids would respond, "no, I don't think so."

Previously, the town had engaged in a haphazard sharing of resources (kids would hoard what they found but could be pressured to share if another kid demanded it) but once the invisible-game began the popular kids were able to stop sharing with the invisible kids. The visible kids hoarded all the best resources.

At first the invisible kids tried in vain to get the visible kids to acknowledge them. They tried pleading, threats, insults and more, but nothing worked. Then the invisible kids decided that if they weren't going to be acknowledged they would steal from the visible kids. The visible kids reacted by carefully locking up all their possessions when not being used. They barricaded themselves in a few households and were careful, when entering or leaving, to only open the door enough to let themselves in. They took to carrying their keys clenched in their fists lest they be stolen.

Finally, the invisible kids resorted to attacking the visible kids. In response, one of the visible kids announced that she thought it would be "fun" to swing a machete around. All the visible kids found weapons (machetes, chains, pieces of concrete tied to the end of a rope) and started swinging them in wide arcs whenever they ventured outside.

What started as a game has become an all-out war. The invisible kids are out to make the visible kids acknowledge them at all costs. They have been ambushing visible kids and using threats or torture to make them acknowledge the invisible kids, thus adding to their own numbers. Once they have "turned" one of the visible kids invisible they celebrate their victory by running up and down the streets shouting that the kid is now invisible. Nobody has been killed yet, but it is only a matter of time until this happens.

Right now 18 of the town's 28 kids are invisible and 10 are visible. The visible kids, however, have the best weapons and tend to be bigger and older and so would probably win in all-out warfare between the two groups.

Alice Marie's Story- Alice Marie was one of the town's visible kids. This morning, a group of invisible kids ambushed her, pelting her with rocks, tying her up and locking her in the canal. She awoke and was able to struggle free from the cord she was tied with, but couldn't get out of the canal. The invisible kids promised to release her if she acknowledged them. She did, but then when they went to release her they discovered that they didn't have the combination to the lock. The lock was stolen from the visible kids, and Alice Marie hopes that one of them has the combination. However, now that she has acknowledged the invisible kids she is, herself, invisible and none of the visible kids will help her.

Alice Marie knows that whenever it rains anywhere nearby the canal fills quickly with water. She is certain she will drown if she can't get out of the gates before it starts raining. The canal was dry earlier that day, but has since filled with about two inches of water. The water has been rising steadily.

Alice Marie doesn't know who the padlock originally belonged to, but she does know that a kid named Seth stole it from one of the visible kids.

The Invisibles- The invisibles have recently taken to living in what was a pizza parlor along main street. They sleep on piles of clothes here and during the day they can often be found playing skee-ball on the parlor's machine. The Invisibles have no real government and social structure. Individuals strike out on their own, whenever they want, for whatever projects they want to do (e.g. scrounging, trying to steal from one of the visibles). They only ever do anything as a group when one kid is capable of talking the rest (or most of the rest) into it, which is rare. The kids share resources, but only when the kids who want the desired items beg, cajole and/or threaten the kids who have the items.

Alice Marie Carston, Trapped Girl

Age- 7.

Appearance- Small, pretty white girl, appearing to be about 8, with light-brown hair in braids. She wears a white dress with blue embroidered flowers and black Birkenstocks. She has many bruises and scrapes, is dirty and wet, and has red eyes and a red nose (from crying).

Attributes- ADJ 14, AGY 6, AWR 12, CHM 8, END 3, INL 5, SPD 6, STH 4, WIL 4. BLD 3, BDY 2, INCY 3.

Cognitive Deficits- Contagion, Conventional Morality, Lookism, Monsters.

Social Status- Alice is the younger sister of Megan, one of the town's most popular girls. Until recently Alice was visible, but now she is invisible.

Motivations- Alice is afraid, with good reason, that she will drown if not freed from the catch basin soon. She is willing to plead, beg, lie, make promises or throw temper tantrums, whatever it takes to get someone to free her.

Seth Langer, Invisible Thief

Age- 9

Appearance- Short, skinny white boy with curly black hair. He wears a green polo shirt and jeans. He has a large ugly looking scab on his left ear.

Attributes- ADJ 7, AGY 9, AWR 10, CHM 3, END 5, INL 6, SPD 6, STH 4, WIL 5. BLD 4, BDY 2, INCY 2.5.

Cognitive Deficits- Injuries are Deadly, Disgusting is Poison, Social Self-Worth.

History- Seth was considered one of the unpopular kids early on and was among the first kids to be considered invisible. The visible rejected him because he "acted girly." His main form of revenge has been to sneak around stealing visible kids' stuff whenever he can. A few weeks ago he snuck up behind Cindy Ingersol and stole a combination padlock she had been using. When he and some other kids ambushed and captured Alice Marie, another kid (Charles) had the idea of locking her in the canal and Seth remembered he had a lock. What he forgot, until it was time to let her out, was that he didn't have the combination.

Motivations- Seth is motivated primarily by his hatred for the visible kids. He is willing to steal from or beat up any visible kid, if he thinks he can do so without getting hurt. He isn't sure, though, if he wants to be a murderer, and so he is deeply conflicted over the idea that Alice Marie might die.

Skills- Prowling (2), Rock Throwing (1), Knife Fighting (1).

Equipment- Kitchen Knife (range 0-1, 2 bladed damage, 1 in 20 chance of breaking per strike).

Typical Action- Wing with the knife at STH (4) + AGY (9) + 1d20 vs. 20 (or 1d20 vs. 7), doing 1 bladed damage if successful.

Typical Reaction- Jump (out of range) at SPD (6) + AGY (9) +4 (skill) +1d20 vs. 25 (or 1d20 vs. 6).

Cindy Dering, Popular Visible Girl

Age- 11

Appearance- Tall, pretty girl with shoulder-length blonde hair with colorful berets in it, wearing a pink dress with armor made from old magazines and phone-book pages clearly visible under it. When seen outside, she swings a machete quickly in a wide figure-eight.



Attributes- ADJ 13, AGY 7*, AWR 7, CHM 11, END 6, INL 9, SPD 8, STH 8, WIL 8. BLD 4, BDY 3, INCY 2.5.



*Adjusted for Armor.

Cognitive Deficits- Conventional Morality, Lookism, Social Self-Worth.

Social Status- Cindy is visible and one of the three most popular kids in town.



History- Cindy was always a popular kid, doted on by parents and teachers and respected by her peers. She wasn't the kid who first thought of pretending the unpopular kids didn't exit, but she went along with it and that helped turn it into a community-wide phenomenon. Like many of the other visibles she used to keep stuff in a locker at the school, but one day while she was taking stuff out of her locker Seth snuck up and stole her lock. She has no idea that her lock is being used to keep Alice Marie locked up.



Personality- Cindy is petty, mean, cruel, arrogant and prejudiced. She is also a curious, bright and loving person. She doesn't think of herself as evil and will try to avoid any actions that will force her to think of herself in this way.



Motivations- Cindy doesn't know about the crisis. When she finds out, Cindy won't want Alice Marie, who she likes and who is her good friend's younger sister, to die. On the other hand, she won't want to help Alice Marie because doing so would make her invisible. She will try to think that there's nothing she can do and that it's not her fault so that it doesn't seem like a choice between being visible and killing someone she likes.



Special Equipment- Machete, Cool Clothes, Paper Armor (-2 AGY, AR 5, PR 2 blunt and 2 bladed).



Special Skills- Insults (3).

Typical Action- First, Cindy must make a STH (8) +1d20 vs. 15 (or 1d20 vs. 7) roll to wield the machete effectively. Then she makes a strike at STH (8) + AGY (7) -4 (penalty for trying to make it look accidental) +1d20 vs. 25 (or 1d20 vs. 14).

Typical Reaction- Parry at STH (8) + AGY (7) -4 (penalty for trying to make it look accidental) +1d20 vs. 25 (or 1d20 vs. 14).

Several of the invisibles were once visible kids, and some were forced to become invisible. They often hold grudges against the other invisibles (and visa versa) but live with and work with the invisibles because it is preferable to living alone.

The invisibles include short kids, kids with glasses, young kids and the town's few minority kids. Two Nurturer sisters, Carla and Laura, look after three kindergarten aged kids. The oldest of the invisible kids is 9.

The Visibles- The visibles live in two houses (one for boys, one for girls) across from the school, in the residential part of town (about 4 blocks away from main street). They have barricaded their houses: blocking off the windows and installing chains on and drilling low-peepholes in the doors. The invisible kids have spraypainted swear words on, thrown mud at and broken the windows of these houses. The houses have become the visibles' fortresses and they spend all their leisure time in them. When they leave, they are careful not to admit any invisible kids and they swing weapons around themselves. They mostly travel in small packs of 3-5 to avoid being ambushed.

The visibles are all white kids, all moderately attractive, and slightly older on average than the invisibles (the oldest kid is 11). The girls like to dress prettily and spend a lot of time on hair and makeup. The boys are big, athletic kids who enjoy sports.

There is no official leadership of the visibles, but there is the ever-constant principle that one should avoid doing anything "gross," "stupid," "nerdy" or otherwise "wrong." No one dares ask what the proper rules of behavior (that itself would indicate that one is a "loser") so mostly the younger and least popular kids follow the example of the oldest and most popular kids. It comes down to a group of 3 girls, Diana, Cindy and Megan who, for the most part, set what behavior is acceptable and what isn't via their actions.

One of the visible kids saw and heard Alice Marie begging the invisible kids for help. He has spread the word, via their subtle code, that Alice Marie is now invisible. He hasn't told them (and can't, without acknowledging Alice Marie's existence), where she is or that her life is in danger.

Possible Outcomes- There should be no easy way out of the adventure, primarily because of the invisibility "game." If PCs talk to Alice, she will tell them the lock is Seth's, and if they talk to Seth he will say he stole it from Cindy, and that only she knows the combination. By this time, however, word will likely have gotten around that the new people in town have been talking with invisibles and so Cindy and the other visible kids will refuse to speak to the PCs. Some possible ways of dealing with these problems are:

Breaking the Lock: One option is to ignore the visible kids and try to pick or break the lock. This is a high quality lock, so would take a 40 difficulty lock picking roll, and special tools (either from a professional lock-picking set, or something a PC would have to manufacture with a soda can and some sheet-metal-snips). Cutting the lock would require a heavy-duty bolt cutter and a 30 difficulty STH feat (it will also ruin the bolt cutters). Using freon and a hammer is another option, but since the lock is already in the water it would be difficult (PCs would essentially have to build a dam to get the lock out of the water so it can be frozen). The visible kids have hoarded most of the useful tools, and if there is any chance of finding heavy-duty bolt cutters or a can of Freon, it would first require getting into one of the visible kids' strongholds.

Convincing the Visibles: Another option is to try to convince the visible kids to give up the game and save Alice. Megan, Alice's sister, is the weakest link, but even she won't give up her visibility unless the PCs can convince her that it will save her sister and that it's the only way. The problem is, Megan believes (with good reason) that if she gives up her visibility, Cindy will start ignoring her, and since Cindy is the only one who knows the combination, that means Megan will have given up her visibility for nothing.

Using Violence: Another option is to use violence or the threat of violence to force the visible kids to acknowledge the invisible ones. Any kid will give up his or her visibility if that kid believes he or she will be killed, mutilated or tortured otherwise. The problem here is that the visible kids are well armed, fairly athletic, and have had a lot of practice defending themselves from attack.

Trickery: A final option is for PCs to trick the visible kids. For instance, if PCs can hide the fact that they ever talked to any invisible kids, they can speak with the visible kids and may even be able to get the combination to the lock.

It is useful to keep track of how much in-game time has passed, as the PCs need to figure out a solution quickly. About half an hour after the PCs meet Alice, it will start to sprinkle. In another half hour the sprinkling will turn into full-on-rain, and at about the same time the sun will go down. The water levels will be steadily rising this entire time. Within 2 hours after the PCs first meet Alice, if they have not yet rescued her or given her some breathing apparatus, she will drown. If PCs come late, but not too late, they may be faced with a harrowing and difficult situation: they have the combination but need to dive down into cold, swiftly moving waters, in darkness, to use it. A blind PC may be the best choice here, as he or she can either make a touch based AWR roll to feel the numbers on the dial or a visualization roll to figure out where the numbers should be.

If Alice has promised the PCs something valuable to free her, and if they do indeed free her, she will probably keep her promise. If it is something she feels she can live without she will hand it over happily. If it is something she feels she can't (e.g. she promises the PCs everything she owns) she will claim that the deal "wasn't fair" because she was in mortal danger and refuse to give up her stuff. If the PCs don't make her promise anything, she will mostly likely try to give them some small gifts (e.g. a can of food, a knife, a roll of duct tape, some nice clothes), although nothing so valuable as what she would give them had she bargained for her life.

Megan Carston, Alice's Sister

Age- 10

Appearance- Athletic girl with a nice tan, hair cut short in a bob, wearing a blue summer-dress, white lace gloves and white sneakers. When seen outside, she swings a chain around in wide arcs.



Attributes- ADJ 11, AGY 15, AWR 5, CHM 10, END 4, INL 4, SPD 9, STH 10, WIL 7. BLD 4, BDY 3, INCY 2.



Cognitive Deficits- Lookism, Social Self-Worth, Conventional Morality.

Social Status- Megan is visible and one of the three most popular kids in town. Alice is her little sister.



Personality- In personality, she is almost completely identical to Cindy and Diana, the other girls who are the town's trend-setters. She is petty, mean, cruel, arrogant and prejudiced. She is slightly more athletic and slightly more brave than the other girls, and they often push her into doing dangerous things by saying "go on, you're the brave one."



Motivations- Although she is often cruel to her sister in public to protect her popularity, she loves her sister very much. On the other hand, she doesn't want to be invisible, and will not willingly sacrifice her visibility unless she knows that doing so is the only thing that will save her sister's life.

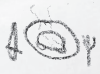




Special Equipment- Chain (Range 2-3, 2 blunt damage, Hard (-4) Strike, Hard (-4) Vital Strike).



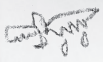
Typical Action- Sweep with the chain at STH (10) + AGY (15) +1d20 vs. 30 (or 1d20 vs. 5), doing 2 blunt damage if successful.



Typical Reaction- Simultaneous Sweep with the chain at STH (10) + AGY (15) + WIL (7) +1d20 vs. 50 (or 1d20 vs. 18), doing 2 blunt damage if successful.

Experience Points

		Player:	Player:	Player:	Player:
Alice Marie is Saved:	+5 XP				
The Invisibility Game is Ended:	+5 XP				
PCs made friends with each other:	+5 XP				
Made the World a Better Place:	+1-10 XP				
Personal Growth:	+5 XP				
Good Roleplaying:	+2 XP				
Clever Plan:	+4 XP				
Worked Well As A Group:	+4 XP				
Split Up Group:	-5 XP				
Made The World a Worse Place:	-1-10 XP				










Appendices

Appendix A: KidNight

A Child's Wish

Robbie hobbled to his bedroom, tears and splotches of blood streaked across his cheeks. His father was drunk again that night, and the young boy hadn't cleaned up the broken beer bottles fast enough. He lay down on his bed, weeping into his pillow, smearing the blood from his face onto it, until he realized that he hadn't said his prayers.

He knelt at the edge of his bed, keeping his sniffles silent so as not to attract his father's wrath again. "Dear God. I am not good. My father doesn't see me as his son. I am not his son. I am a dog to him, God. I wish I had no dad. Please help me." The boy kept his eyes shut and held his hands together in front of him as he prayed.

"You've always been a good boy, Robbie," a voice came from nowhere.

He eyes sprang open at the sudden voice and looked around for the source. "God?"

A bright orb of blue light floated in the air before the boy, and it began to speak. "I am not God, but I am someone who can help. You say that your father does not see. But I do, and I am here to help you, as you asked."

The boy's smile lit up; the first time he had smiled in months. "You can? How?"

"Your mother is gone. You say you feel like your father does not see you, that you feel like you don't have a father. Do you ever wish other kids could know what you feel like?"

"Yes."

"Yes what?"

"Yes, I wish that thing you just said."

"And they will feel what you feel." The orb changed from a blue light to a dull blood red. "And it is all because of you, Robbie."

"What?" the boy cried.

The orb laughed. "You're such a good boy. Such a good, good boy." The orb disappeared. The boy could hear the sounds of car crashes and alarms from outside his window. He looked outside. He saw a car plow into a man on the sidewalk. In the distance, a small plane disappeared into the city skyline, replaced moments later by a billowing ball of black smoke. From the living room the boy could hear his father shouting "Robbie! Help me! I can't see!"

The boy ran over to his bed and curled up with his pillow.

He never left his room again.

Introduction Nobody knows for sure why the adults started dying off and going blind. Some rumors claim it was a child's wish granted by an evil fate. Some claim that it was something terrible the US government did. Either-way, most of the world's kids quickly found themselves neither under the control nor the protection of adults. Every kid knows that an adult's presence keeps the monster under the bed at bay. Without adults around, the evils of this world grew more bold, began pushing father and farther out from the dark, secret places they once lived. Not just monsters, but ghosts, fairies, the people in the mirror and more. Yet without the distractions of school and TV, kids have learned that they can develop powers that can help them defend themselves from the horrors. Yet these few powers do not make up for the increased dangers that kids now face. The world kids inhabit now is dark, dangerous and desperate, a world where kids spend their nights huddled together in fear, praying that they will see another day.










www.IUsedToBelieve.com

This website hosts a huge collection of people's beliefs when they were children. It's an excellent resource for remembering how kids think and for getting ideas for KidNight encounters and adventures.

Horrors of KidNight

Animals

In Brief- Many animals intelligent, can communicate. Some form anti-human alliances.



Intelligent Animals- Animals have greater intelligence than adults ever gave them credit for. Most animals have methods of communication, unintelligible to humans, that are as good as human languages. Within a species, there is a wide variation of intelligence. Small animals such as insects, frogs, lizards, mice, finches, etc. never reach human level intelligence. Among larger animals (cats, dogs, horses, mountain lions, bears, etc.) there are many that are as smart as any kid.





Like humans, animals have friends and enemies, form alliances, trade and even go to war. Perhaps the most vicious war is between dogs and cats, although even cats and dogs can form temporary truces when facing some larger danger. Like humans, some animals are born with a mean streak and like to hurt other animals and people.



Although humans cannot understand animals when they converse, some animals have learned English and may even be able to hiss or growl out a few words of English if forced to. Yet most animals have no interest in interacting with humans at all, much less going to the effort of speaking to them.





Kids have started hunting nearly every kind of animal for food, and so most wild animals have decided that humans are their enemies. They conspire, usually within their own species but occasionally creating cross-species alliances, to drive out or kill any human that comes into their habitat. This is most common in forests. When a human enters a forest, birds may spread the word of the presence, then a deer might appear and lead the human on a chase that ends with the human being cornered by a bear intent on killing the human.





Fairy Pets- Sometimes animals from this world are taken by fairies to use as pets and servants. Like human children kidnapped by fairies, these animals quickly go insane. When they escape or are released back to this world, they have the same instability and abilities that Separates (p.231) do.

Awakened Corpses

In Brief- Sometimes corpses wake up, act incoherent and violent.

Death is a lot like sleep, except instead of going to dream land, the person's body goes to the afterlife (or gets stuck in between as a ghost). Just like sleeping people, a dead body can occasionally be awakened. Typically it's a strong jolt or loud noise that awakens a body, although very rarely a corpse may wake up for no reason. The corpse has no soul or consciousness. It operates on a level of base instinct, reacting to extreme pain, fear and hunger. With instinctual desperation and strength, they are capable of clawing their way out of graves (especially the shallow ones kids tend to dig).

Awakened corpses will wander around randomly, like someone looking for something but who has forgotten what it is they are looking for. If they see or smell food they will gobble it up. If they see a kid they will usually chase the kid, grab the kid and scream at the kid incoherently. If a kid tries to fight back, the corpse may get angry and attack, usually by biting the kid.

After a few hours, sometimes up to a few days, of being awake, corpses eventually lie back down and go back to being lifeless corpses, no more likely to reawaken than any other corpse.

An awakened corpse that takes enough damage will "go back to sleep" (what other kids call "re-killing") but it takes much more damage than it would to kill a normal human.

Typical Awakened Corpse

Appearance- A slightly decomposed corpse, typically of a child. They move slowly, shuffling after their prey, reaching out to grab them.

Attributes- AWR 1, AGY 1, CHM 0, END 50, INL 0, SPD 3, STH 10, WIL 0, BLD 10, BDY 4, INCY 10.

Behavior- An awakened corpse will chase and try to grab any kid it sees. It is not smart enough to make its way past obstacles (e.g. it can't open a door).

Special Abilities- Immune to pain, fear, electricity, poison and drugs.

Typical Attack- First a Grab at STH (10) + AGY (1) +1d20 vs. 25 (or 1d20 vs. 14). If successful, the corpse will make a bite attack at 1d20 vs. 10, doing 1 bladed damage if successful.

Typical Reaction- None. Awakened corpses are too slow to get a reaction.

The Beyond

In Brief- Beyond this world are terrible monsters, waiting to come and get any kid who contacts them.

Any attempt to contact anything beyond this world is inherently dangerous. This can include using an Ouija board to try to contact the dead, shining a flashlight into space in Morse Code to try to contact aliens, or even just picking up a dead telephone and shouting "Hello! Is anyone there?" into it. If nothing answers, the kid is safe, but if the kid gets any kind of answer then there is little chance the kid will survive. It means some monster from beyond is coming to get the kid who contacted it. The monster is incredibly powerful and completely malevolent. The only chance a kid has is to run very fast and hide very well. No kid has yet seen one of these monsters and survived to tell about it.

Cannibal Adults

In Brief- Adults eat children parts to gain sight, superhuman strength.

The cannibal serial killer Edwin Haddock escaped from prison soon after the adults started dying and going blind. He found that eating a child's eyes would restore his vision and he taught others to do what he did. He also came up with a set of spiritual beliefs to explain and justify his behavior. In his teachings to his followers, he said that by eating parts of children they were taking parts of their souls and incorporating those bits into themselves. He said this was not necessarily evil: it gave the souls of children the opportunity to live on in something greater than a normal human. Haddock believed that by adding to the power of their souls the cannibals were becoming gods. Although Haddock is missing and probably dead, his followers still practice cannibalism and enjoy supernatural benefits from ritual consumption of children's flesh.

Cannibal Bonuses

All bonuses fade away, halving themselves approximately every week.

Bone Marrow: Gives +10 to save vs. disease contraction and progression.

Brain: Gives +2 INL per brain eaten. The Cannibal can make a roll (INL + 1d20 vs. 25) to access the memories and knowledge-based skills of the eaten.

Eyes: Restores sight.

Heart: Gives +1 BLD and +1 INCY per heart eaten.

Liver: +10 to save vs. drug, alcohol and poison effects per liver eaten.

Lungs: +5 END.

Muscle: Gives +2 STH, +2 SPD per child's worth of muscle.

Tongue: By eating the tongue, the Cannibal gains the ability to speak any language the child could speak, at the skill level that the child could speak it. The cannibal can also make himself or herself sound exactly like the child that was eaten.

Typical Haddock's Brood Member

Appearance- A large, muscular adult male; scruffy, dirty, stinky, with leather jacket, jeans and leather gloves stained with old blood spatters, holding a knife. Slack, emotionless face and cold, only slightly cloudy, eyes.

Attributes- ADJ 5, AWR 10, AGY 12, CHM 8, END 28, INL 13, SPD 20, STH 22, WIL 9, BLD 8, BDY 4, INCY 8.

Behavior- They travel the highways of America, using vehicles when they can find gas and jump-start vehicles. When they find populated areas they typically rush in. They try to kill as many as they can as quickly as they can before the kids can scatter. Once kids do scatter, each one chooses a kid and chases him or her down. Their superhuman endurance allows them to chase a kid at a leisurely pace until the kid tires. Once they have caught all the kids they can find they gather around to butcher them and have a ritual feast, eating until their bellies hurt and then going to sleep.

Motivations- They sincerely believe that eating children is allowing them to surpass humanity (and human morality) and become gods.

Special Abilities- +20 vs. disease contraction and progression, +20 vs. drug, alcohol and poison effects.

Penalties- Varies, but typically -5 blindness penalty.

Special Skills- Prowling (3), Lock Picking (2), Knife Fighting (3).

Special Equipment- Lock Picks (Homemade), Knife: Hunting (range 0-1, damage 2½ bladed), Thermos.

Typical Attack- First a Grab at STH (22) +AGY (12) -5 (blindness) +1d20 vs. 25 (or 1d20 +4 vs. 0), then a Vital Strike with knife at INL (13) + AGY (12) -5 (blindness) +16 (skill) + 1d20 vs. 35 (or 1d20 +1 vs. 0), doing 5 bladed damage if successful.

Typical Reaction- Simultaneous Vital Strike at INL (13) + AGY (12) +9 (WIL) -5 (blindness) +16 (skill) + 1d20 vs. 55 (or 1d20 vs. 10).

Dreams

In Brief- Kids go to the same dream realm when they sleep. Kids can be killed in dreams (by nightmares or other kids) and die for real.



The world where kids go when they dream is made up of a great number of places that are connected to each other in random and constantly changing ways. One evening a door may lead to one's home town, the next day to Oz. Places in the Dream World include:



-Dream versions of real world places. They aren't exactly the same (e.g. a building might be six stories in the dream world but five in the waking world) and the dream world takes time to "catch up" to the real world (e.g. you burn down a house, it might take months before it is reflected in the dream world). For all these differences, exploring the dream world can give one useful information about real world places, e.g. the location of useful goods.





-Memories of real world places, especially of places as they appeared before the Plague. As kids grow to fear adults, the memories of adults in these places grow more and more sinister.



-Places kids have heard about but never actually been to, e.g. hell, ancient Greece, Hogwarts Castle, Super Mario World, etc.



-Places unique to the dream world. Some look like real or fictional places, some are completely and bizarrely unique.



Contextual Knowledge- In the dream world, everyone has instant access to knowledge of what's happening around them. If you dream you're in a house you've never been in before, you automatically know who lives there and what you are supposed to be doing there. This knowledge is especially important when it comes to danger. Any kid in a dream who has something dangerous stalking them (even another kid) can make an Easy (10 difficulty) AWR roll to know that he or she is being hunted and what direction to run to.



Dream Killing- Despite some boisterous claims by Dreamers, it's actually very difficulty to kill someone in the dream world. In order for someone to actually be killed in a dream they must be taken by complete surprise (since knowing they're about to die will wake them). It is difficult to surprise someone in a dream given contextual knowledge. For the most part, Dreamers working as "assassins" do not actually kill, they chase around kids in the dream world until the kids get so scared and sleep deprived that they agree to whatever is demanded of them.

The Rules of Dreams

-If you know you're about to die, you'll wake up. This is the only way unskilled kids can wake themselves up from a dream.

-If you die before you get a chance to wake up, you die in real life.

-If you realize you're dreaming you can gain special powers or, if you're really powerful, change the dream.

-If you know how to get there, you can find other people who are also dreaming, including your friends.

-The dream world is related to the real world. If you're in a dream version of your town and you find a pistol under a bush, you'll probably find a pistol under that bush in the real world.

-Everyone spends most of their sleep dreaming, whether they remember it or not.

-The only real way to know whether you're in a dream or not is to cause yourself pain. Pain doesn't feel as intense in the dream world.

-When you meet dead people in dreams, you are actually meeting their ghosts. While most ghosts in the waking world are scary and mean, dream ghosts retain the knowledge and personality the people had during life.

Nightmares- These are intelligent creatures that stalk the dream world. Each takes the form of some scary monster, e.g. a shark with spider legs, a huge grownup with bloodstained clothes and a knife, a blob of putrid black flesh, etc. They like to scare kids but their main goal is to kill kids. For the most part they are fairly stupid: all they know how to do is chase after a kid. If a kid goes to another part of the dream world, the Nightmare usually loses track and may take days to find the intended victim again. If a victim escapes the Nightmare several nights in a row, the Nightmare will usually get bored and go find another kid to torment. The Nightmare can be killed if hurt badly enough, though doing so is extremely difficult. An easier strategy is to hurt it badly enough to stun it and then run away.

Dreaming Together

Even without Dream skills, kids can still enter the dream world in the same place if they go to sleep with their heads touching.

Typical Nightmare

Appearance- A towering grownup male, wearing bloodstained clothes with blood dripping down his chin, holding an axe, with a wrathful, insane grimace on his face.

Attributes- AGY 2, AWR 3, CHM 0, END 30, SPD 2, STH 20, WIL 5, BLD 15, BDY 5, INCY 10.

Behavior- The Nightmare doesn't think of much beyond chasing and killing its chosen target. It can speak a little, but prefers to act rather than talk.

Special Abilities- A Nightmare can roll AWR + 1d20 to sense where a kid is in the dream world and what direction to go to get to that place. The difficulty depends on how far away the kid is (10: same room, 15: same block, 20: other side of the dream world). The Nightmare can roll once per hour.

Weaknesses- Any time it takes 3 or more damage it will be stunned for 1d6 rounds. A nightmare can never leave the dream world.

Typical Attack- Strike with axe (6 BLD damage) at 1d20 vs. 3.

Typical Reaction- Parry with Axe at 1d20 vs. 3.

Other Classes in the Dream World

Dreamers are the real masters of their domain. However, they are hardly the only kids to traverse the Dream World. Other supernatural classes interact with the dream world in different ways.

Deadies: These kids have trouble sleeping and almost never attempt to enter the Dream world on purpose. Nightmares are attracted to Deadies, making sleep dangerous for them and anyone who chooses to dream with them.

Imaginers: Imaginary Friends become tangible and visible in the Dream world. The Imaginary Friend typically helps the Imaginer on his or her adventures through the dream world (although they can get separated). The Imaginer doesn't need to expend END for the Imaginary Friend to manifest powers. Dreams give an Imaginer's human friends an opportunity to see and meet the Imaginary Friend.

Separates: Since the dream world is like the fairy lands (in that neither conform to many static rules), Separates find it easier to use their class specific abilities (+10 to rolls).

Non-Supernatural Classes: Regular kids, who typically have no Dream skills, can still do in the dream world what they do in the waking world (running, fighting, hiding, exploring, etc.). When faced with a powerful dream threat they typically seek strength in numbers. A regular kid being preyed on by a Nightmare, for instance, will beg his friends to sleep with their heads touching so they can be in the same part of the dream world together and fight the Nightmare as a team.

Fairies

In Brief- Playful, very powerful creatures, from a realm without dependable cause-and-effect. Do whatever occurs to them and feel no remorse for the consequences.



The lands surrounding entrances to the fairy lands are full of lush and beautiful greenery. Flowers are more colorful, trees are smoother, and leaves are shinier. There are small hills, about the height of a child, and rings of mushrooms or flowers. Kids who travel in these places, especially if they enter a ring, risk meeting fairies.





Faeries are beautiful, curious, playful, and, by human standards, completely insane. In the fairy lands no law of physics is static. Drop a rock and it might fall down, drop it again and it might fall up. Since no act has predictable consequences, fairies have no sense of moral responsibility for the results of their actions. They do whatever occurs to them to see what will happen, and if what happens is bad they feel no guilt (after all, how were they to know it would happen?).



Fairies are feared because they like to play with and experiment on humans. Sometimes what fairies do aids humans (e.g. a kid might come away from an encounter with her cans of food doubled), or are just harmless pranks (e.g. a kids hair is turned green), but it is just as often that the fairies' pranks kill a human. A fairy might find a kid who is jogging along and teleport him to the edge of a cliff, or might suddenly replace the water in a kids canteen with acid.





Most kids fear, even more than being killed by a fairy prank, being kidnapped by fairies and taken back to fairy land. There they serve as slaves, pets, playmates and experimental subjects. The human mind is incapable of dealing with a world where no action has predictable consequences and humans quickly go insane. Those who come back are never the same as they were before being taken to fairy land (see Separates, p.231).



Appearance and Abilities- Fairies can change shape at will, but they most commonly appears as six-inch tall beings, often with dragonfly-like wings. They glow slightly in the dark. They are also known to appear as beautiful children in archaic all-white clothing, as pure black and pure white forest animals, or as extraordinary tall, thin and beautiful adults. They do not take on alternate forms out of an attempt to deceive humans, it is purely a matter of what they feel like looking like today.



In winged form, fairies can fly. In any form, fairies are extraordinarily fast an agile. They are also strong for their size (four tiny winged fairies can pick up and carry a big kid). They heal very quickly (1 point of BLD, BDY or INCY per round), yet they will die if they take enough damage. They appear to react to drugs and alcohol the same as humans do.



If attacked (especially if grabbed) fairies may bite. A bite (or anything else that causes a fairy's saliva or other bodily fluids to enter the bloodstream) will, within 2 rounds, cause intense Hallucinations (WIL+1d20 vs. 30) and Euphoria (WIL+1d20 vs. 20). PCs must save once every hour for 4 hours.



Protection- Kids have discovered that fairies do not like to cross a line of salt (or even to teleport across one). Whenever they have enough, kids often put a salt line around their communities. Unfortunately, though, salt is a rare and valuable commodity. The chiming of a bell (especially a large church-type bell) is annoying to fairies and makes them want to leave. Weapons made of pure iron do double damage to fairies.



The Fairy Lands



The fairy lands appear to be an endless maze of tunnels and caves, filled with archaic buildings, built in styles dating from Victorian times to the dark-ages. Most structures seem built and decorated for royalty or the extremely rich. Most places, even when empty, seem as if someone was having a party there: there are crepe decorations, brightly colored flowers in vases, jugs of punch and plates of little cakes.



The Fairy Land are constantly changing. Whenever you glance away and glance back the furniture, architecture, and geography of the tunnels has changed. It is impossible to get oriented because your surroundings change as you try to become acquainted with them. This alone is disconcerting enough to make most kids break down and cry within minutes after entering the Fairy Lands.



Any time anything acts on anything else, the effects are random. Dropping things, hitting things, stepping on things, brushing up against things, each has some completely random effect. Touch a cup and it might shatter, it might stick to your hand, it might shrink to a tiny size, your hand might pass through it, etc.



Environmental variables are slowly, but constantly changing. Gravity might grow more or less, or might shift direction entirely so that people and furniture end up first on one wall, then on the ceiling. The environment grows hot, cold, windy, still, bright, dark, etc. Sometimes the air disappears entirely and human visitors die of asphyxiation. Those human visitors who survive for any length of time in the fairy lands learn that when the environment grows dangerously inhospitable they must run somewhere else and hope that conditions are better there.



The fairies seem to hardly notice the constant changes. They do nothing but sleep, play and party. They have no parents, no children, no jobs, no duties at all. All of life to them is a game where the point is to do things and see what will happen.

Some claim that fairies are occasionally seen in dreams, and dreamers in the fairy lands, which would mean that somewhere there is a link between the two realms.

Typical Fairy

Appearance- A 7-inch tall creature that looks like a tiny human with a child-like face, shimmering white clothes and dragonfly wings. Glows slightly. Has a curious and amused smile.

Attributes- ADJ 20, AGY 25, AWR 15, CHM 10, END 20, SPD 25, STH 5, WIL 5, BLD 2, BDY 2, INCY 2.

Personality- By human standards a fairy is insane. It has no idea what the results of any of its actions will be and it feels no moral responsibility for any harm it causes. It can be charming and funny and will throw temper tantrums if denied something it wants.

Motivations- Typically, a fairy's only motivations are curiosity and a desire to amuse itself. It can go into a rage if it is denied something, if something is taken from it, if it is injured or one of its playmates is killed.

Methods- Fairies like to play with human kids. Sometimes playing means hiding and watching a kid and playing pranks on the kid. The fairy wants to get a reaction out of the kid, whether it be a laugh, a squeal of joy or a scream of terror or pain. Sometimes fairies approach kids, often in a child-like form, wanting to play a game. Fairies like riddles, hide-and-seek, tag or almost any other game kids might play. Fairies can be the best playmates: they have no duties, no concerns, no fears, they just love playing. If a child seems especially fun, the fairy may decide to take him or her home. The fairy may ask the child ("will you come over to my house?") or bribe the child with something (e.g. candy). If that doesn't work, the fairy will call some friends to try to physically drag the kid back to the fairy lands. Fairies only bite if grabbed or attacked.

Special Abilities- A fairy can instantly teleport any person or object to any location, transmute any object or substance into any other, change the shape of people's bodies against their will and can change their own shape and size (and gain corresponding physical and health attributes). In our world such manipulations of reality are tiring (use 5 END), take at least 4 rounds of concentration and require a WIL +1d20 vs. 10 roll. In the fairy lands they are instant and always successful. A fairy heals 1 point per round. It's bites cause hallucinations (30) and euphoria (20).

Weaknesses- Iron weapons do double damage against fairies.

Typical Attack- Split action Move (into range) and Strike (a bite). The bite is at 1d20 vs. 3.

Typical Reaction- Jump (out of range) at 1d20 +25 vs. 0 (+10 for each range level beyond the first).

Ghosts

In Brief- Perpetually confused, often think they are alive and/or that kids are people they knew in life. Typically weak but can become powerful when enraged.

Origins- When people die, their souls usually go to the afterlife. Some refuse to go, or get lost along the way, or are waylaid by other ghosts. These ghosts may stay lost for centuries in a place in between this world and the next.

Behavior- Ghosts are typically very confused. They forget a lot of things and some don't realize that they are dead. They may be waiting for things that can't possibly happen. For example, a ghost of an adult may haunt a house, waiting for his wife to come home, even though his wife died in front of his eyes while he was alive.

Without knowing the reasons behind it, a ghost's behavior may seem playful. For instance, a ghost might keep moving a chair, and a kid might think the ghost is trying to play while the ghost thinks she is straightening up for a party.

Ghosts also confuse living people for people they know. A ghost of someone who was murdered may attack everyone he meets, thinking each time that this person is his murderer.

Some ghosts are just angry, perhaps angry because of the circumstances of their deaths or angry because they were mean people in life. They like to torment, scare and attack people without knowing or caring who those people are.

Occasionally a ghost can be kind and helpful. These ghosts are usually known by kids as "Caspers." Yet the ghost's forgetfulness and trouble recognizing people often make it hard for the ghost to be consistently helpful or form true bonds of friendship with a kid. Even a helpful ghost can be dangerous. Example: *Timmy the ghost decides that Sarah is his mother, and that mother "needs to take her medicine" so he drops random pills into Sarah's food.*

Powers- Most ghosts have the ability to move small objects, make unintelligible noises (moans, breathing sounds, garbled whispers) and to provide jolts of power to electronic devices.

A ghost's power seems to increase the more incoherent they are. When in a panic or rage, they can lift heavy objects, can bite or scratch humans, can control electronics and machines (e.g. make their image appear on a TV, take control of a car and drive it), become visible (although transparent) and speak words that humans can understand. Yet because their emotions are so high, they can't do anything constructive with these abilities, only destructive.

Only a small minority of ghosts have learned how to possess humans. They literally jump into the person's head. The ghost and potential victim make opposed WIL rolls. If the ghost wins it has control over the victim's body for 1 hour per point of opposed success. The victim is unconscious and will not recall anything the ghost did in his or her body. Ghosts possessing bodies don't like pain, so they are unlikely to do something that damages the body they're in (like self-mutilation), yet there are some ghosts insane enough to do just that. Ghosts possessing humans remain just as confused about who they are and what they are doing as they were before.

Typical Casper

Appearance- To those that can see the invisible, they appear much like a regular person, except transparent. They may have wounds on them from whatever caused their deaths.



Attributes- AGY 8, AWR 9, CHM 5, END 10, INL 9, SPD 9, STH 9, WIL 9, BLD 15. (Note, physical attributes such as STH and BLD only apply to those capable of meeting and effecting a ghost in the in-between world).



Behavior- The Casper tries to help people, when it understands what's happening. It may try to comfort a kid who is crying, give gifts to kids, or even defend someone against attack, but it will commonly mis-identify people or objects and end up doing the opposite of what it wanted to do. The Casper may also go around doing things that it did during life: e.g. straightening up, making art, starting fires in the fireplace. The Casper gets lost easily and will seldom leave its home, school or some other place it is very familiar with.





Special Abilities

-Can move small real world objects (equivalent STH of 1).



-Can make unintelligible noises (moans, breathing sounds, garbled whispers).

-Can provide jolts of power to electronic devices, turning them on for a second.



-If angered, e.g. if a friend is being hurt, can become more powerful (see Typical Angry Ghost).



Typical Attack- Grabbing and throwing some small object, typically at 1d20 vs. 8 -1/3ft. (1m.), doing ½ blunt damage if successful.



Typical Reaction- When dealing with normal humans they don't need to react (although may do so out of habit), but if faced by an opponent in the in-between world they will dodge at AGY (8) + AWR (9) +1d20 vs. 25 (or 1d20 vs. 8).

Protection- Deadies, Imaginers and kids with the Wards skill can often hurt or drive-off ghosts. There is little that mundane kids can do to a ghost. The best defense against a ghost is to go elsewhere, since a ghost's tendency to confusion and forgetfulness makes it hard for the ghost to follow people.



Typical Angry Ghost

Appearance- Transparent, glowing slightly. Looks like an angry human, usually with a ragged, bloody wound.



Attributes- AGY 8, AWR 6, CHM 1, END 20, INL 6, SPD 16, STH 18, WIL 12, BLD 20.

Behavior- Angry ghosts mistake PCs for the people they are angry at. They will scream at PCs, try to destroy the PCs' property, try to interfere with anything the PCs try to do and will try to hurt PCs.



Special Abilities

-Can lift heavy real world objects (using up to their full STH).

-Can bite and scratch normal humans (1 bladed damage).

-Can control electronics and machines with a WIL +1d20 vs. 20 roll.



-Can become visible at will.

-Can speak to humans and scream so loudly it is painful to human ears (10 difficulty save vs. distracting pain).

-Some can possess a human (requires opposed WIL roll) for a number of hours equal to the opposed success.



Typical Attack- Strike with claws at 1d20 vs. 8, doing 1 bladed damage if successful.

Typical Reaction- Simultaneous Strike with claws at 1d20 vs. 16.



Ghost Sickness

Kids know that when crossing through or alongside a graveyard they must hold their breaths or risk catching ghost sickness. Ghost sickness comes from parts of the souls of the dead entering through the lungs and into the body. Deadies are immune to Ghost Sickness. Ghost Sickness has the following disease profile:



Contraction Rating: 20

Progression Rating: 15



Progression Speed: 24 hours

1x Symptoms: Sadness (-7 to save vs. dysphoria), sleepiness (save vs. unconsciousness, difficulty 10), coldness (-7 to save vs. hypothermia).

2x Symptoms: Dysphoria (10), Unconsciousness (20), Hypothermia (10).

3x Symptoms: Cardiac Arrest (30), Pulmonary Arrest (30).

Treatment: None.

Imaginary Friends

In Brief- Given independent existence by the powerful imagination of an Imaginer. Have most of the same abilities as ghosts.

Origins- Most kids have had an imaginary friend at some point in their lives. They range from the mundane (a kid named Billy) to the completely bizarre (a flying bright green monkey-potamus with a British accent). Imaginary friends provide companionship, an excuse to do things a kid normally wouldn't do and an outlet for a kid's imagination.

Most imaginary friends are not real in any significant way. They exist only in a kids' imagination and only so long as the kid is thinking about them. Yet some kids are gifted with such powerful imaginations that their imaginary friends become real beings capable of independent action. These kids are typically known as Imaginers (see p.229). An imaginary friend is mostly invisible and intangible, occupying the same in-between world as ghosts. They can see and interact with each other, as well as with ghosts.

Without active help from their Imaginers, imaginary friends have about the same abilities as a calm ghost. They can move small objects, make unintelligible noises and can cause jolts of electricity to temporarily start electronics. A skilled Imaginer, however, can add his or her WIL to the imaginary friend's power, giving the friend the power to move heavy objects, the power to become visible, and other abilities.

When an Imaginer dies or tries to stop believing in an imaginary friend, the friend is cut off from its source of power. It becomes weak and will eventually fade away. Almost every imaginary friend who is cut off from its Imaginer will die. One way it can stay alive is to find another kid with a powerful imagination, somehow make contact, and persuade the kid to be the new Imaginer. The other way is to find a way to become a physical being, typically via a long and dangerous journey from the in-between world to the dream world, from there to the mirror lands, ending with the imaginary friend walking out of a mirror as a living, physical being. Very few imaginary friends who attempt this feat ever achieve it. No matter their personality to begin with, the trials of being abandoned and becoming a physical being leave most imaginary friends calloused and angry.

Typical Imaginary Friend

Appearance- Any, but usually something cute, cartoonish and silly.

Attributes- AWR 7, AGY 8, END 6, INL 6, SPD 8, STH 7, WIL 7, BLD 3, BDY 3, INCY 3.

Behavior- Imaginary Friends have a variety of attitudes and personalities, usually quite eccentric and exaggerated. They typically have the well-being of their Imaginer as their primary motivation.

Special Abilities

-Can move small real world objects (equivalent STH of 1).

-Can make unintelligible noises (moans, breathing sounds, garbled whispers).

-Can provide jolts of power to electronic devices, turning them on for a second.

Typical Attack- Throwing a small object like a rock at 1d20 vs. 16.

Typical Reaction- When dealing with normal humans they don't need to react (although may do so out of habit), but if faced by an opponent in the in-between world they will dodge at AGY (8) + AWR (7) +1d20 vs. 25 (or 1d20 vs. 10).

Kid Powers

In Brief- With enough effort, kids can learn to break the laws of physics.

Kids know that they can develop supernatural and superhuman abilities, given enough time and effort.

Kid powers are fairly rare. Each community of 30 or more kids probably has at least one kid with some appreciable level of a supernatural skill, yet less than 3% of kids have enough ability to make a living using supernatural skills, meaning the average kid community is not lucky enough to have such a person.

Kid powers are conceived, by kids, as coming from the following sources:

-The ability of kids to break the laws of physics by concentrating hard enough.

-The ability of kids to make things they imagine become, at least partially, real.

-The ability of kids to develop skills that give them power over their own dreams.

-The ability of kids to find lucky objects and learn lucky formulae.

-The fact that kids may 'absorb' abilities after long or intense exposure to the supernatural.



Yet kids don't believe that their ability to develop powers is special or abnormal. The abilities kids are developing now could have been developed before the Plague, and could have even been developed by adults, yet the priorities of adult society made this next to impossible. Kids were too distracted by school, TV and video games and adults had too much faith in science and rationalism and not enough imagination. It is the freedom of being parent-less, which is often so deadly to kids, that has given them the ability to develop useful supernatural abilities.





Listeners



In Brief- Something listens to what kids say out-loud, punishes them for poorly worded statements.



Kids have to constantly be careful what they say, because something in the universe has a nasty sense of humor. Some kids claim it is God, punishing people for saying sinful things, others think that the entities involved are too cruel to be God and must be something else.



The listeners only sometimes respond, so either they are not omniscient or they only sometimes feel like responding to comments. The listeners punish people for what they say by arranging bizarre coincidences to happen to speakers.



A kid who inadvertently says something dangerous can usually cancel it out by saying the opposite (out loud) before the Listeners have a chance to do their damage. E.g. "I don't really wish that," or "I'm just kidding, my voice actually sucks," etc. One kid made a name for himself by going around tricking people into saying dangerous things and then punching them in the throat before they could take it back.



The Rules of Listeners

-Listeners only respond to things kids say out loud, not things they think, write or whisper.

-Kids are only punished for things they themselves say, not for things other kids say. Yet it is possible to trick a kid into saying something that will provoke the wrath of the listeners.



-If you wish out-loud for something, you might get it, but at a horrible cost. Example: *Lisa wishes for a bike, then finds one in the middle of the street, then later finds out that the previous owner was her long lost older-brother who was dragged away by wild dogs and eaten shortly before the two could be reunited.*





-If you brag about something, that thing may be taken away. E.g. if you brag about your beautiful singing voice, you may get a disease that leaves your vocal cords permanently scarred. If you brag about your great slingshot, you're likely to lose it.



-If you say "things can't get any worse" or some equivalent, things will find a way to get worse. Similarly, saying you're glad something bad hasn't happened will usually cause it to happen e.g. "I'm glad I'm not missing a leg like that freak."



-Careless use of metaphors or exaggerations, especially without identifying them as such, can cause the metaphor or exaggeration to come true. E.g. a kid with a fever who complains of "burning up" might find himself trapped in a burning building.



-If you offer something for something, that offer might be taken up on, e.g. "I'll give my right arm for a way out of this maze." Yet the thing offered must belong to the speaker and it must be a significant loss for the speaker. Sometimes offers of "my soul" are taken, yet this can only be done once.



-If you make a promise on something (e.g. "I swear on my life" or "I swear on my right eye") and then break the promise, Listeners may take away whatever was sworn on.



Luck

In Brief- Objects, actions, often discovered accidentally on rolls of 1 or 20, can give +1 to +4 or -1 to -4 on all rolls.

Some actions and objects are inherently lucky and unlucky, causing good things or bad things to be more likely to happen to the committer of the acts or possessor of the objects. Some things are known to be categorically lucky or unlucky (e.g. 4-leaf-clovers, black cats, crossing one's fingers, breaking a mirror), others can only be discovered to be lucky or unlucky by careful detective work. For more, see Luck, p.94.

Luck and Rules

GMs should keep track of lucky actions PCs make and lucky objects they carry or keep in their homes. A good luck action or item should give a plus to any roll the PC makes, typically 1 to 4. A bad luck should give a similar minus to all rolls. The effect of lucky or unlucky actions typically lasts about one week.

Any time a PC gets an automatic failure by rolling a 1 or an automatic success by rolling a 20 (see p.94), it means that the PC has inadvertently done something or picked up some item that happened to be unlucky or lucky. The GM should determine what this thing is, but keep it a secret from the player. If the player can discover the source of the luck he or she can be sure to keep it, throw it away, do it again often or never do it again. An action that causes good luck typically looses effectiveness after 10 uses. A PC can not gain extra luck by doing the same thing more than once (e.g. cannot knock on wood 5 times to get 5 times the luck).

Example 1: *Timmy is in the middle of combat and rolls 20 on a dodge roll, successfully dodging the attack. The GM decides that one of the rocks Timmy picked up for his slingshot is lucky. If Timmy ever loses or gets rid of that rock, he will lose his luck. Until then, though, Timmy gets +4 on all rolls.*

Example 2: *Alicia is climbing a water-tower, hoping there's fresh water inside. She rolls a 1 on her climbing roll and falls. The GM decides that it was the fact that she put on gloves before climbing the water tower (specifically that she put on her left glove then right) that caused her bad luck. Any time she puts on gloves again, if the player doesn't specify what hand she's putting on first (and why would the player?), the GM rolls to see if it was left glove first, and if it was then Alicia will get -4 to all rolls for 1 week.*

Good Luck

4-Leaf Clover
Rabbit's Foot
Horseshoe
Penny Found Face-Up
Crossing Fingers
Tossing a Coin into a Well or Fountain

Bad Luck

Black Cat
Breaking a Mirror
Spilling Salt
Anything With "13" On It
Opening an Umbrella Indoors
Putting a Hat on a Bed
Getting Out of Bed On a Different Side Than You Got In
Crossing Two Knives
Putting a Button in the Wrong Buttonhole

Cancels Out Bad Luck

Knocking on Wood
Throwing Salt Over Your Shoulder
Burying Mirror Pieces in Moonlight*
Turning Three Times Counterclockwise
Wearing Clothes Inside Out

*Undoes the bad luck of breaking a mirror.

Mirrors

In Brief- Behind every mirror is a weird, empty world inhabited by malevolent doppelgangers, animated dummies and suits of armor and Bloody Mary.

Any reflective surface is a doorway to the Mirror World. The Mirror World is similar to the Dream World, in that it is related to but significantly different from the real world. Everything in the Mirror World is backwards.

A kid's Mirror World doppelganger keeps a kid out of the Mirror World by doing exactly what the kid is doing as hard as the kid is doing it, thus blocking them from passing through what would otherwise be a barrier with the consistency of jello. The only way to get through into the Mirror World is if the mirror doppelganger is gone or distracted.

The other side looks much the same as our world, but slightly dimmer and with a bluish tint. Everything is cold and quiet. It is also quite lonely. Humans traveling in the Mirror World will only see the doppelgangers of themselves and of other kids currently traveling in the Mirror World, not of every other real world kid. Travelers in the Mirror World can even look through a mirror and see a real world kid standing there looking at his reflection, but not see that kid's doppelganger. There are also no animals in the Mirror World.

The Mirror World does have copies of all inanimate objects from the real world. If brought back to the real world these will behave just like normal objects, except that they are reversed and have no reflection. This has caused many kids to undertake dangerous expeditions into the Mirror World to try to double their wealth.

Mirror Land Doppelganger- Most doppelgangers are content to simply watch and mimic kids, although some will occasionally decide to stop and do something different (like hiss "I'm going to kill you" or reach through the mirror to grab a kid's arm). This typically happens because kids have been verbally abusing or making silly faces at their doppelgangers. Occasionally a doppelganger will get jealous of something they see their real-world reflection doing (e.g. leaving the room to go play ball with friends) and may grab a kid, toss a kid into the Mirror World, and temporarily take the kid's place. These deviations from the doppelganger's normal behavior are typically short and afterwards the doppelganger goes back to acting normally. Very rarely, a doppelganger will act differently from its reflection for no apparent reason.

A doppelganger's normal purpose in life is to keep its real world twin out of the Mirror World. If a kid finds a way to enter the Mirror World, the doppelganger will follow at a distance, saying nothing, waiting for the right opportunity to attack. They attack with their bare hands or with the mirror images of whatever equipment their doubles are carrying. Their goal is not to kill but to incapacitate the kid so as to be able to drag him or her back through a mirror to the real world where he or she belongs.



Doppelgangers can exist in the real world, although they usually don't like it and won't stay any longer than they have to. They can speak, and may do so to frighten children, but won't carry on conversations or answer any questions. Even if threatened with torture or death they will not answer an interrogator's questions about themselves or the Mirror World.





Typical Mirror World Doppelganger

Appearance- Same as the person is it reflecting.

Attributes- Same as the person is it reflecting.

Behavior- When it is doing its job, the doppelganger tries to keep its reflection out of the Mirror World. If the kid it reflects does find a way to get in, it wants to throw the kid out. It doesn't want to kill its real-world-reflection, but will use deadly strikes if that is the only way it can win. When deviating temporarily from its normal behavior it may want to scare or hurt its real world reflection, or to trade places with him or her to enjoy some real world fun.





Special Abilities- Can walk through mirrors at will and can pull people and objects through. Has the ability to paralyze a person so long as that person is looking it in the eyes (takes a 30 difficulty WIL roll to look away). The doppelganger is -10 to all actions while keeping a person paralyzed. The doppelganger cannot die while its real-world reflection is alive, although it can be incapacitated. It heals 1 health attribute point per minute.





Special Equipment- Anything the person it is reflecting has.

Special Skills- All skills the person it is reflecting has.



Typical Action- A Grab at STH + AGY +1d20 vs. 25.

Typical Reaction- Same as the typical reaction of its real world counterpart.

Getting Into The Mirror World- To get into the Mirror World the PC must get past his or her doppelganger. The easiest way to get into the Mirror World is to taunt a mirror doppelganger until it decides to stop mirroring the PC, then push or wrestle one's way past it into the Mirror World. Another way is to do some movement so fast and unexpected that the doppelganger can't keep up (an INL + AGY vs. 40 difficulty roll). If a PC can, for instance, put her hand through the mirror before the doppelganger can stop her, she can probably wrestle with the doppelganger to get all of her body through.





It is also possible to use the Walk Through Walls skill to walk through the doppelganger. An imaginary friend or friendly ghost can go into the mirror world (where it has no doppelganger) and push the doppelganger out of the way. Anything that causes damage remotely via supernatural means can make the doppelganger flinch long enough to get through.



Once one kid is in the Mirror World, that kid can go up to other kids who are standing next to a mirror and pull them through.



Bloody Mary- The most powerful and dangerous being in the mirror world is Bloody Mary. There are many tales of her origin. Some say she is a ghost of a woman who lost her baby. Other say she is the anti-Virgin Mary, mother of the anti-Christ.

The Bloody Mary is constantly sobbing and cries blood out of empty eye sockets. For all her pretense of sorrow, though, she is completely malevolent. Whenever she gets a hold of a kid she will take the kid back into the Mirror World, go to a dark spot, and tear the kid apart. She comes if someone says "Bloody Mary" three times in a mirror. She also occasionally shows up unbidden, coming out of mirrors or reflective bodies of water to chase after kids.

The relationship between Bloody Mary and doppelgangers is unknown. She seems capable of ordering them around, and they will move to let her pass, but she never uses them as servants.

Taking a Mirror into the Mirror World

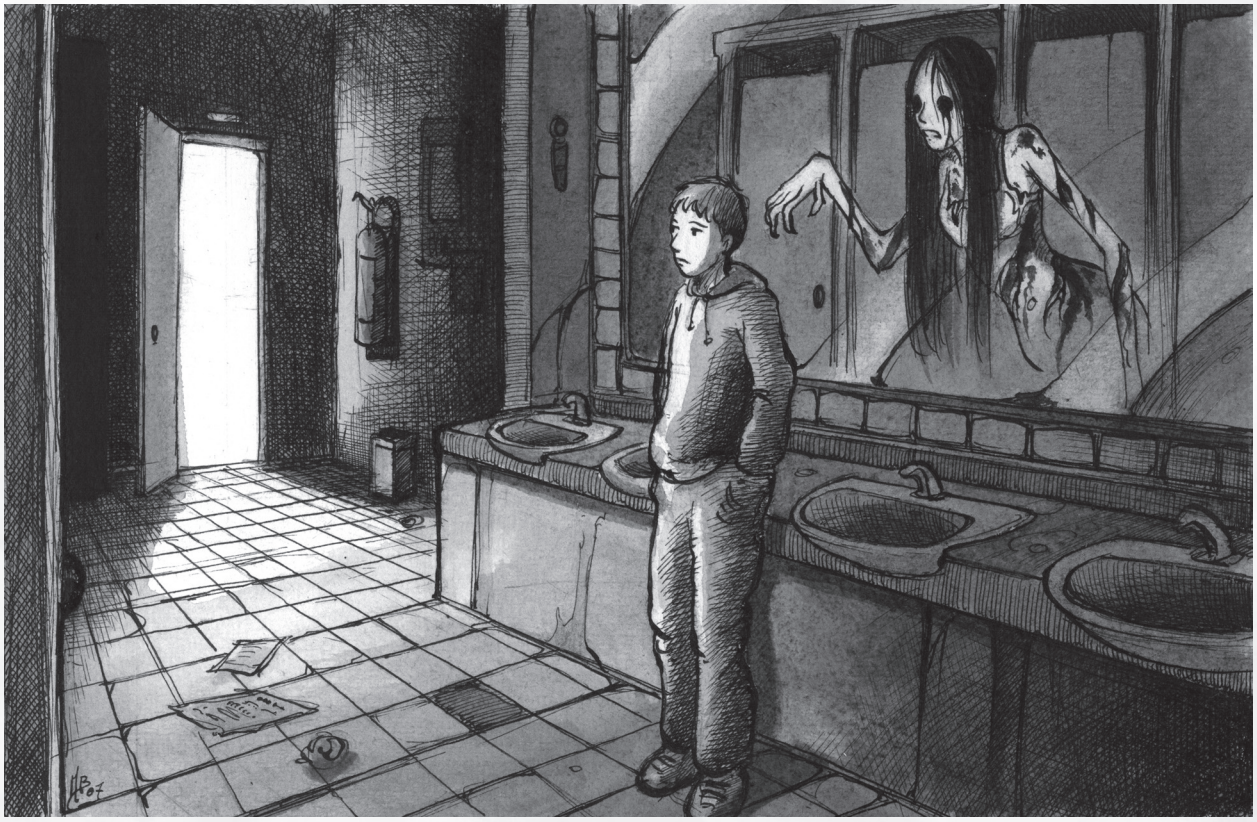
If one can take a portable mirror through the Mirror World, one has a portable window that can be used to spy on any part of the real world. Since there is no corresponding mirror on the other side, one's spying cannot be seen by people in the real world. People looking through a portable mirror can see the regular world but people in the regular world can't see the Mirror World traveler.











Beyond the Mirror's Gaze- Any part of the Mirror World that a kid can see from a mirror is exactly the same (except backwards) as the real world. However, if one goes into the Mirror World and travels to a place one can't see from a real-world mirror, things start to get weird. The father away from any mirror, the less like the real world things get. Some of the bizarre things kids traveling in the Mirror ands experience are:

-Tiny buildings, rooms, vehicles, etc. that contain everything a normal building/room/etc. would except in miniature.

-Giant buildings, rooms, vehicles, etc. One very lucky kid emerged from the Mirror World with a 100 lb. can of beef raviolis from one of these rooms.

-Rooms that are tilted at odd angles, that appear to have been built sideways or upside down (e.g. the front door is on the roof) or where rooms are larger at one end and smaller at another.

-Strange architectural additions, e.g. a staircase that dead ends in midair, a door that opens onto a brick wall, a room with windows but no doors, etc.

No matter how twisted things get, the Mirror Land places still resemble the real world. A green house on this side will still be a green house on the mirror side, even if the mirror one is only five feet tall and has no doors.

Few have ventured far into the Mirror World. Some kids theorize that, as they grow more twisted, the Mirror World at some point merges or meets with the realm of dreams or the fairy lands. The fact that imaginary friends occasionally emerge from mirrors as physical beings seems to support this theory.

Dream Powers in Mirror World

Dream powers can be used in the Mirror World at a -10 penalty.

Reasons to Enter the Mirror World

-Go somewhere you can't get to by normal means (e.g. inside a guarded fort).

-Spy on people in the real world (see Taking a Mirror into the Mirror World).

-Increase wealth by bringing back Mirror World copies of valuable items.







Bloody Mary

Appearance- A white woman with pale skin, wearing only a torn white slip. She has long black hair, and has a look of sorrow on her face. Her eye sockets are empty and blood drips from them. She has bleeding cuts all over her body.

Attributes- AGY 5, AWR 30, CHM 0, END 10, SPD 5, STH 30, WIL 20.

Behavior- She weeps and cries, hardly ever speaks. She chases after kids, grabs them, drags them back into the mirror worlds to be killed.

Special Abilities- Cannot be killed, although taking 3 or more damage will shock her for 1d6 rounds. Can walk through mirrors at will. Can hear people calling her name anywhere in the world and can travel instantly to any point in the Mirror World. She cannot see, but has superhuman sensory acuity and can track kids by sound or smell.

Typical Attack- Grab at AGY (15) + STH (30) -7 (blind, but targeted via hearing) +1d20 vs. 25 (or 1d20 +13 vs. 0).

Typical Reaction- Simultaneous Strike with her claws at 1d20 +3 vs. 0, doing 1 bladed damage if successful.

Typical Animate Mannequin

Appearance- A plastic store mannequin with smooth, emotionless face and expensive clothing, covered with a layer of dust. Moves stiffly and awkwardly. Makes no sound besides its footfalls.

Attributes- AGY 1, AWR 1, CHM 0, END unlimited, INL 1, SPD 5, STH 15. Will stop moving if it takes a total of 6 blunt or 6 bladed damage.

Behavior- Mostly it just stays still unless awakened. If awakened it chases after any normal world people. It can find in the Mirror World and tries to strangle them to death. It is not smart, but smart enough to try to corner a kid to make it easier to grab that kid. If victims escape it will wander around randomly looking for them and then, a few days later, go back to sleep. It will not follow kids through a mirror into the real world.

Limitations- Cannot awake unless it makes an AWR (1) + 1d20 roll to hear or feel the PCs. PCs can make opposed prowling rolls to sneak past the mannequin quietly.

Special Abilities- Does not tire. Immune to pain, fear, poison, disease, emotion.

Typical Attack- A Grab: Strangulation at STH (15) + AGY (1) +1d20 vs. 25 (or 1d20 vs. 9).

Typical Reaction- A simultaneous Grab: Strangulation at STH (15) + AGY (1) +1d20 vs. 25 (or 1d20 vs. 9).

Typical Animate Suit of Armor

Appearance- A suit of dusty medieval armor holding a broadsword, stomping around stiffly and clumsily.

Attributes- AGY 1, AWR 1, CHM 0, END unlimited, INL 1, SPD 5, STH 15. Will stop moving if it takes a total of 6 blunt or 6 bladed damage.

Behavior- If awakened, it chases after any regular world interlopers it can find and attempts to chop them up with the broadsword.

Limitations- Cannot awake unless it makes an AWR (1) + 1d20 roll to hear or feel the PCs. PCs can make opposed prowling rolls to sneak past the suit of armor quietly.

Special Abilities- Does not tire. Immune to pain, fear, poison, disease, emotion. It has an AR of 20, PR 2 blunt 2 bladed (e.g. a normal punch would not damage it).

Typical Attack- A Strike with the Broadsword at STH (15) + AGY (1) +1d20 vs. 25 (or 1d20 vs. 9) doing 3 bladed damage (pierces as 7) if successful.

Typical Reaction- A simultaneous Strike with the Broadsword at STH (15) + AGY (1) +1d20 vs. 25 (or 1d20 vs. 9) doing 3 bladed damage (pierces as 7) if successful.











Monsters

In Brief- Grotesque, un-killable things appear nightly from dark places, make a circuit looking for kids who are in darkness or alone to drag off and kill.



Besides ghosts, fairies, intelligent animals, nightmares, awakened corpses, and grownups, KidNight is filled with horrible monsters of every possible description. Most want to carry kids off to wherever they live to eat them. A few just want to kill kids but not eat them. An even tinier minority just want to scare kids so badly that the kids are left whimpering wrecks. Nobody knows where monsters live. Nobody has ever found a monster den. The only time kids ever see monsters is when monsters come for them. A monster only wants to kill one kid per night, meaning that once a monster has taken a victim all the other kids are safe.





Monsters are only ever seen at night. Nobody has ever seen a monster during the day. Monsters seem to be able to sense kids, and a good hiding place will reduce, but not eliminate, the chance of a monster attack. The best strategy for avoiding monsters is to stay well hidden and change hiding places every few days, yet even this is not foolproof. Most monsters just appear in some dark place (e.g. a closet, under a bed). Others have to enter through the front door or climb through a window. A monster takes the same route every night, so if a kid is tracking its movements (e.g. by waiting until day and looking at its tracks, or by listening to it as it prowls outside one's room at night) the kid can figure out where it will go the next night. This makes it possible to put up traps or to trick another kid into becoming its victim. Many kids have purposefully chosen the farthest bed from the door in a sleeping situation so that another kid will be eaten by the monster first.





Monsters can only show their faces or attack in one of two situations: where a kid is completely alone, or where kids are in darkness. As long as kids are in groups and there is some kind of light burning, a monster will not even show itself.



Monsters rarely attack sleeping kids. They like to wake their victims first. If a kid is awakened by a monster but pretends to be asleep there is a good chance the monster will leave him or her alone. This generally takes a 10 difficulty acting roll or a 20 difficulty save vs. fear. It is easiest to pretend to be asleep when one's head is hidden under covers.

Monsters are able to unlock any lock and so can go through any locked door. They have trouble with doors that are barricaded and will usually decide to go after easier prey.

Summoning Terrible Things

"Get him!" shouted the head of the big kids. One of the big kids threw a rock but Von was already bolting and the rock hit the wall. The big kids chased after Von as he raced through the dark halls of the abandoned school.

Von ran into a bathroom. A few seconds later, the big kids burst in. "Stop running!" panted the leader as he burst in. "There's no way you can get away."

"I called Bloody Mary," Von panted, motioning to the mirror beside him.

"Stop lying," the leader of the big kids said. "You're not stupid enough to do that, she'd totally kill you."

"She might not. She might just kill you."

The leader growled "you did not…" but then stopped. In the dim light, he could see all of their reflections silently stepping aside, as if to make way for someone.

There are many things that kids can do to summon terrible things in KidNight. Bloody Mary can be called by saying her name in a mirror. Monsters can be summoned by putting out lights and talking loudly about how many unprotected kids there are. Those from beyond can be summoned by picking up an empty telephone and shouting into it. This is a gamble but it can be a good one. If PCs are about to face certain death at human hands, it makes sense to summon a monster who is likely to kill a random human and let the others escape.

The Rules of Monsters

-Monsters are only ever encountered at night.

-Monsters will only kill or take away one kid per night.

-Monsters can find kids no matter how well kids are hidden.

-Monsters always take the same route to get to any particular place there are kids.

-Monsters never attack kids who are in groups or have adequate light.

-Monsters almost never attack sleeping kids.

-Monsters are unlikely to attack kids pretending to be asleep.

-Monsters can unlock and open any door.

-Monsters don't like to enter a room where they know they're not taking the kids by surprise (where kids know the monster is coming).

-Spilling blood or talking about unprotected kids makes a monster more likely to come.

-Monsters don't like to be seen, heard or touched by adults.

However, one must be sure to barricade every possible entrance to a building, or a monster will just find a non-barricaded entrance. Monsters can climb through any hole a kid could (and sometimes even through holes considerably smaller, even though by all accounts monsters are grownup sized or larger). Most monsters set off and are hurt by traps just like any other tangible being. Most kid-made traps are too weak to kill a monster (at least, nobody has ever found a monster corpse) but a trap that causes damage or a loud noise can make a monster forget what it was doing and dissuade it from attacking. Monsters also prefer to enter unannounced into the area where kids are, so if a loud trap goes off or even if a kid just shouts "I know you're there" it is likely to dissuade the monster from coming any further.

There are certain things kids can do that will summon monsters. Spilling blood can attract monsters. So can talking loudly about unprotected kids, e.g. "Boy, there sure are a lot of scared little children with nobody to protect them in here!" And of course, anything a kid can do to sabotage lights in a place will make monsters more likely to attack. A common means of murder in KidWorld is to sneak in before dusk and steal someone's lighter or candles or dump water on their firewood.

Fighting back against monsters is possible but not easy. Large groups of armed kids have been able to force a monster to retreat, although they have taken heavy casualties. No kids have ever managed to kill a monster.

Formerly, monsters wouldn't attack when a grown-up was present. Since the Plague, though, they have learned that grown-ups can't see, and so they will attack in the presence of a blind grownup so long as the blind grownup can't hear or touch them (they don't care if the grownup hears the child screaming though).

Typical Monster

Appearance- 6 feet tall, bipedal, covered in warts, scars, scabs and oozing ulcers, huge clawed hands, misshapen, snarling face with red glaring eyes and large fanged mouth.

Attributes- AGY 7, AWR 3, END 15, INL 2, SPD 10, STH 25, WIL 15.

Behavior- Nobody knows why, but monsters only seem interested in doing one thing in this world: harming children (usually by eating them). They are not observed doing anything other than this activity. They don't seem to communicate with or care about each other.

Special Abilities- The ability to appear in dark, unseen places (e.g. a closet). Claws and fangs do 4 bladed damage. Ability to unlock any door. Ability to go (and drag victims to) hiding places that no other human can go to. Cannot be killed, although taking 3 or more damage will stun it for 1d6 rounds and taking 10 damage will cause it to retreat.

Typical Attack- Grab at 1d20 +7 vs. 0, then the next round a 4 bladed damage bite (no roll required if the grab is still in effect).

Typical Reaction- Entangle (grabbing the offending weapon or body part with its hands) at 1d20 vs. 0.

KidNight Character Creation

Creating kids for a KidNight campaign differs from regular KidWorld character creation as follows:

-Adult PCs are not normally allowed.



-In addition to normal character classes, PCs can choose from 5 additional KidNight character classes: Concentrators, Deadies, Dreamers, Imaginers and Seperates.



-All kids have access to KidNight skills. Skill costs for these skills are listed on p.233.

-All kids have access to special KidNight advantages and disadvantages, see p.238.



-All kids have access to special KidNight equipment, see p.238.

Poorly-Adjusted (Mandatory Disadvantage)- Those PCs in the KidNight-only character classes have all had considerable dealings with the supernatural, the scariest parts of KidNight, which have left them more psychologically damaged than the average kid. PCs in these classes cannot start with an ADJ higher than 5.





Concentrators

In Brief- Kids who have honed their powers of concentration to the point that they can use their will to bypass the laws of physics.



Other Names- Masters, Starers, Thinkers, Supers, Psychics.



Favorable Stereotypes- Willful, powerful, competitive, driven.

Unfavorable Stereotypes- Power hungry, stubborn, angry, eccentric, show-offs.



Origins- Most kids know, deep down, that if they can concentrate hard enough they can will themselves to do something fantastic, like float off the ground or walk through a wall. Most kids, however, just don't have the time or willpower to develop this ability.

They might try for a couple of hours, and when nothing happens they get frustrated and give up. Some kids can develop a few weak powers but they aren't good enough at them to use them reliably.



A tiny minority of kids, however, are able to spend the hundreds of hours of concentrating that is necessary to develop these powers to a useful degree. It takes a very special type of kid to spend most of the day every day sitting and concentrating. Most are eccentrics with no friends and with few hobbies and recreational activities. Some are kids who were picked on and got so angry that they decided to do whatever it took to gain power. Others became concentrators after some tragedy in their lives left them with no hope of having fun.



Lifestyle- All it takes to become a concentrator is practice and time. When they aren't earning the food or trade goods they need to stay alive, Concentrators spend their time alone, practicing their abilities.



Concentrators don't typically teach because there isn't much advice they can offer other than "sit there and try to do it until you figure out how."



Concentrators often make their living by accompanying scavenging parties and helping them get into places they wouldn't otherwise be able to get into, e.g. floating over a hole in a floor to attach a rope to something on the other side, walking through a door and unlocking it from the other side, etc. They also sometimes accompany war parties, but since their powers are usually so slow they are mostly only good for helping set up surprise attacks (e.g. walking through walls to unlock a door so the war party can burst in).





Some Concentrators travel from town to town using their powers to help kids with problems that the kids could find no mundane solution for. Some charge for these services, others see themselves as superheroes and request, but do not demand, gifts of food and shelter to aid them on their journeys.



Population- Out of every 1,000 kids, there are about 10 with enough skill to be a professional Concentrator. Concentrators are about equally male and female.



Dark Side- Many became Concentrators because they didn't have the strength to stand up to bullies or the social skills to make friends who would protect them. In other words, they were friendless losers. Now that they have power, many like to torment those who once picked on them, or just anyone that seems like they might be a bully or popular kid. Also, having powers leads some Concentrators to megalomania. They think they are gods and that they can, and have the right to, do anything.

Goods- The PC starts with 20 cans of food.

Skills

Mundane Skill Costs- Athletics 6, Care 9, Combat 18, Crafts 10, Naughty 6, Pets 8, Rapport 10, Scholastics 10, Sensory 15, Survival 9, Tech 14, War 14

KidNight Skill Costs- Concentration 10, Dream 9, Imagination 17, Lore 15

Advantages and Disadvantages

Poorly Adjusted (Mandatory Disadvantage)- ADJ can't be more than 5. See p.225.

Recommended Skills- Floating & Flying, Invisibility, Walk Through Walls.

Recommended Equipment- Tough Clothes, Backpack, Rat Poison.

Recommended Reading- Adventure: Exploration (p.163), Horrors of KidNight: Kid Powers (p.219).

Deadies

In Brief- Kids that have survived a brush with death but now find themselves strongly connected to the afterlife.

Other Names- Semi-Zombies, Dead Things, Dead Kids, Cold Ones.

Favorable Stereotypes- Powerful, brave, strong-willed, unsentimental.

Unfavorable Stereotypes- Morbid, weird, emotionally cold, bloodthirsty, cruel, unpredictable.

Origins- Some kids stop breathing, their hearts may even stop briefly, but they come back to life, often with the help of someone who knows CPR. Afterwards, once they heal up, they are normal and fine. Other times a kid dies and starts to decompose and when awakened they are mindless, soulless monsters. Whatever it was that made them who they were has gone on to the afterlife. Somewhere in between fall the Deadies. They were dead for minutes, even hours, yet they resisted the pull to go on to the afterlife. They would have become ghosts, except that the tireless efforts of some kid doing CPR, or occasionally just a lucky accident, restarted their hearts long enough for them to come back to life.

Lifestyle- After dying and coming back, nothing is ever the same for a Deadie. Some small part of them is still dead. They are always unnaturally cold, their skin clammy and pale. They sleep longer than most kids. They find their emotions slightly flattened: nothing is ever as fun, sad, funny or angering as it used to be. Even physical pleasures seem diminished.

They have trouble digesting cooked food, and often vomit it up. The easiest thing on their stomachs is raw food: fresh fruits, uncooked vegetables, even raw meat. The sight and smell of fresh meat and blood makes them ravenously hungry and it takes an act of willpower not to grab it and start devouring it. Many Deadies become cannibals.

Many Deadies are accomplished hunters. By simply lying still they can convince most animals that they are lifeless corpses. When the animal gets close the Deadie suddenly attacks, catching the animal by complete surprise.

Perhaps most significantly, Deadies can see residents of the netherworld. Ghosts and imaginary friends appear, to a Deadie, as solid as anyone else. They can communicate clearly with these beings. Although ghosts are notorious for mistaking kids they meet for people from their former lives, they never mistake the Deadies for anyone. Deadies can reach out and touch these otherwise intangible beings, even hit them with weapons (handheld weapons only, not projectiles).

Their ability to see and effect ghosts makes them very useful to kids. Despite the fact that most kids are frightened by them, they are often hired by kid communities and adventuring parties to help guard against ghosts. When Deadies meet ghosts they might just warn other kids not to go where the ghost lives, they may speak with the ghost to try to bargain with it, or they may try to attack the ghost and drive it off.

Deadies also act as a magnet for Nightmares, making other kids in the community are less likely to be attacked. If a kid is being plagued by a Nightmare, they only need to sleep near a Deadie and the Nightmare will forget about its intended victim and go after the Deadie. Most Deadies learn to become skilled in the arts of dream self-defense.

Many Deadies are paid for their services with the blood from butchered animals (blood that would otherwise be fed to dogs or thrown away).

Population- There is approximately 1 Deadie for each 1,000 kids in a community. Deadies are about equally male and female.

Dark Side- Many Deadies give in completely to their urge to drink blood and eat raw flesh. They become cannibals. Most live at the edges of populated areas and prey on kids who wander too far, or sneaking in at night to kidnap kids. Some go to live in haunted houses, knowing that they can live at peace with the ghosts, but that explorers are likely to be killed or incapacitated by the ghosts, leaving the bodies for the Deadie to eat.



Goods- The PC starts with 25 cans of food.

Skills



MundaneSkillCosts-Athletics4,Care9,Combat15, Crafts 8, Naughty 5, Pets 11, Rapport 10, Scholastics 15, Sensory 13, Survival 5, Tech 13, War 13

KidNight Skill Costs- Concentration 30, Dream 12, Imagination 25, Lore 15.

Special Skills- 1 free level of the Deadie special skill Play Dead. Play Dead costs 4 skill points per level.

Play Dead (CHM)- This skill gives +4 per level to acting rolls to play dead.



Advantages and Disadvantages



Cold (Mandatory Disadvantage)- Constant -10 to save vs. hypothermia.

Half-Dead Stomach (Mandatory Disadvantage)- The PC must save vs. Vomiting (10) after eating any cooked food. On seeing or smelling raw meat or blood, even that of a fellow human, the PC must make a WIL save (difficulty 10) to avoid trying to eat or drink some.



Netherworld Connection (Mandatory Advantage)- Can see, speak to and effect ghosts and imaginary friends. Are recognized by ghosts.



Nightmare Attraction (Mandatory Disadvantage)- Nightmares (p.215) prefer to attack the PC and will choose the PC over other non-Deadie victims.

Smells Dead (Mandatory Advantage)- The PC is +10 to any acting rolls to play dead when dealing with animals (or other entities) that rely heavily on their sense of smell.



Poorly Adjusted (Mandatory Disadvantage)- ADJ can't be more than 5. See p.225.

Ghost Friend (Optional Advantage, costs 2 BP)- The PC can buy the Ghost Friend advantage for only 2 BP (rather than 5 BP for a normal kid).



Recommended Skills- Knife Fighting, Cool Dreamer, Lucid Dreaming.

Recommended Equipment- Hunting Knife, Winter Jacket.

Recommended Reading- Awakened Corpses (p.212), Dreams (p.214), Imaginary Friends (p.218), Ghosts (p.217).

Dreamers

In Brief- Master the skills of dreaming in order to protect sleeping kids and gain real world advantages.



Other Names- Dreamwalkers, Dreamstalkers, Nightmare Boys/Girls, Lucids.

Favorable Stereotypes- Imaginative, dedicated, confident.



Unfavorable Stereotypes- Physically weak, lazy, cowardly assassins, unrealistic view of waking life.



Origin- In the aftermath of the Plague, every kid in KidWorld suddenly found themselves needing to develop some skill that would help them survive. Most concentrated on more mundane types of skills, like building things or making a living from the wilderness or leading smaller kids. A few, however, had always loved the power and adventure they found in dreams and always suspected that, given enough time and effort, they could develop useful skills. Most of the kids who would become Dreamers were lucky enough to have a cache of food and a safe place to stay and spent weeks and months sleeping as much as possible, trying to develop their dream skills.





Lifestyle- Dreamers are among the least-independent kids in KidNight: they know that their skills can not be used directly to keep their waking-world selves safe and fed, and that they must find kids with waking-world skills, power and resources to offer their services to. Many Dreamers work for the leader of a town. Others work for skilled exploring/scrounging parties. Others work as freelancers, drifting to the largest bazaars in the area and offering their services to anyone with trade goods. At bazaars, the most common services Dreamers offer (although not all are able to follow through on what they are paid to do) are:





-Assassinating people by entering their dreams and killing them.



-Finding valuable objects/goods by exploring the dream version of the real world.

-Defending kids against nightmares and other Dreamers.

-Taking a message to another kid in a far-away town.

-Teaching dream skills to other kids.

Dreamers may also hire themselves to turn dreams into entertainment. They might be paid to take a group of sleeping kids, find each of them in whatever dream they happen to be in, and take them to a dream-world pirate ship, amusement park, race-track, etc. Dreamers can also gather up kids and turn their dreams into a training ground (e.g. taking kids to a dream where they can practice fighting, climbing, shooting, kissing, etc.).

Most of all, people like having Dreamers around to defend them from any random Nightmare or evil Dreamer who might come into their dreams.

Many Dreamers are hired on by the leader of a community. Dreamers sometimes aid the leader of a community by spying on kids in their dreams to test their loyalty. A Dreamer might change a dream so the kid thinks he or she has a chance to kill the leader and take power. Dreamers can also give leaders the ability to threaten dissident kids with death by dream assassination. Dreamers can also act as messengers, appearing in the dreams of people in far away towns to deliver messages. Dreamers might also make the leader have very pleasant dreams, a service that can be very addictive.

Dreamers can aid a war or raiding party by acting as an advance scout. They go into the dream world and walk around the dream-simulacrums of the place the party is going to attack/raid. The Dreamer might make a map upon waking, or might gather up the war/raiding party from their own dreams and take them on a guided tour of the place. Dreamers can also help by 'softening up' the enemy before an attack: harassing enemies in their dreams (causing sleep deprivation or even, if the Dreamers are powerful, killing members of the enemy party).

Dreamers can aid exploration/scavenging parties by pre-exploring the place in the dream world to discover potential things of value or potential dangers. Those who can fly or walk through walls in the dream world can cover ground much faster than waking-world explorers. They might explore 50 buildings in a night, discovering which ones are worth real-world exploration. The dreamer can never be sure whether what he or she sees in the dream will exist in the waking world, but there's a good chance it will.

Population- In an average kid-only community, there are about 5 Dreamers for every 1,000 kids. Dreamers are about equally male and female.

Dark Side- Some Dreamers take revenge for being bullied in the waking world by becoming bullies or serial killers in the dream world. So they don't have to fear waking-world reprisals they go to the dreams of kids who live far away from them and do things like chase them around with knives. Some Dreamers, who are skilled enough to alter their dream bodies, become fake Nightmares. They harass kids at night and then during the day they get those same kids to pay for protection from the Nightmares. Many of the worst kid-dictators in KidWorld have one or more Dreamers spying on the dreams of their subjects and enforcing rule by fear.

Goods- The PC starts with 20 cans of food.

Skills

Mundane Skill Costs- Athletics 6, Care 10, Combat 10, Crafts 10, Naughty 6, Pets 8, Rapport 8, Scholastics 17, Sensory 15, Survival 9, Tech 16, War 14.

KidNight Skill Costs- Concentration 25, Dream 6, Imagination 17, Lore 13

Free Skills- Dream Lucidity (2)

Advantages and Disadvantages

Poorly Adjusted (Mandatory Disadvantage)- See p.225.

Recommended Reading- Dreams (p.214).

Recommended Skills- Camouflage, Dream Navigation, Sleep.

Recommended Equipment- Padlock, Tent, Sleeping Bag, Herbal Sedative.

Imaginers

In Brief- Kids who have created an imaginary friend with the ability to effect the real world.

Other Names- Befrienders, Fantasizers, Daydreamers.



Favorable Stereotypes- Magical, insightful, spiritual, jovial.

Unfavorable Stereotypes- Delusional, crazy, pretenders.



Origins- Imaginers have always had strong imaginations. Before the Plague some didn't watch TV because their daydreams were more compelling. Others were sent to see counselors, or even given pills, because of the fantastic things they imagined and their unwillingness to distinguish between imagination and reality. Some were abused, either before the Plague or after, and used their imaginations to distract themselves from the real-world pain and fear. Most have spent the years since the Plague with no real-world friends, either because they were physically isolated or because some characteristic (e.g. a deformity, a stutter, etc.) made it hard for them to make friends. To ease the loneliness they created imaginary friends.



Most kids create imaginary friends at some point or another, yet few have powerful enough imaginations and the time it takes to make those imaginary friends really real.



For most, becoming an Imaginer was not done on purpose, but was a happy accident. A new imaginer may have been surprised to find out an imaginary friend was capable of interacting with the real world.



Lifestyle- Being an Imaginer is like having a friendly ghost working with you. In fact, before the existence of Imaginers became widely known many Imaginers claimed they were controlling ghosts. An Imaginer can send an imaginary friend to spy on enemies, explore places kids can't easily get to, frighten or even attack enemies. The main difference is that an imaginary friend can't travel very far from the imaginer without becoming weak. Some Imaginers keep the fact that they have a friend secret. They credit their ability to know things they didn't witness and move things without touching them to either incredible skill or magical powers. One Imaginer in South Dakota has convinced an entire community of 500 kids that he is the second coming of Jesus just by his ability to levitate candles and see what cards kids have picked out of a deck.





The majority of Imaginers today, however, market themselves as just what they are: kids with an invisible friend. They are hired as spies, to help in scrounging/exploration missions, and (since imaginary friends can see and do battle against ghosts) to guard a community against invisible supernatural threats.



Since imaginary friends can see each other, they are often the first to tip off an Imaginer that another kid is also an Imaginer. They often try to become friends but may quickly find that their imaginary friends do not get along well. An imaginary friend's exaggerated personality and complete devotion to its creator

make it hard for it to get along with anyone but its creator. When two imaginary friends are fighting, their Imaginers usually follow.

Imaginary friends can watch over their Imaginers in the real world while they sleep, but usually prefer to follow them into the dream world. In the dream world the imaginary friend is just as tangible and visible as the dreamer.



Population- There are approximately 3 Imaginers for every 1,000 kids in KidWorld. Imaginers are about equally male and female.



Dark Side- Some Imaginers become complete misanthropes, deciding that their imaginary friend is completely superior to any human friend and that other humans can crawl off and die. Other Imaginers pour all of their "dark sides," their cruelty, selfishness and prejudice, into an imaginary friend. Some Imaginers allow their imaginary friends to commit terrible acts, pretending (and maybe even believing) that they are powerless to stop them. In other cases, the Imaginer and his or her friend convince each other to do more and more terrible things. Most kids get their sense of what is right and wrong from watching their peers, but when one's only friend is one's dark side it's easy to become convinced that even the most terrible things are morally justified.







Goods- The PC starts with 15 cans of food.



Skills

Mundane Skill Costs- Athletics 7, Care 8, Combat 17, Crafts 9, Naughty 6, Pets 6, Rapport 10, Scholastics 14, Sensory 15, Survival 7, Tech 14, War 13



KidNight Skill Costs- Concentration 25, Dream 10, Imagination 10, Lore 15



Special Skills: The Imaginer-only special skill Empower Friend costs 15 points per level.

Empower Friend (WIL)- The PC can use his or her willpower to give the imaginary friend more power to effect the real world. Using this skill requires uninterrupted concentration (boosted abilities go away as soon as the Imaginer stops concentrating on them) and uses 1 END per round.

Easy (10): Can move real-world objects and attack as if it had 5 STH, can make itself appear as a faint, shapeless shadow or glow.

Moderate (20): 10 STH, can appear to normal kids as a translucent version of what it looks like to the Imaginer, can speak although with a faint voice.

Hard (30): 20 STH, can appear completely solid, can speak normally.

Advantages and Disadvantages

Imaginary Friend (Mandatory Advantage)- Create an imaginary friend for the PC. Describe its appearance and personality. The imaginary friend has all the Cognitive Deficits that its PC does, as well as 3 additional ones. It starts with 45 attribute points distributed between the same attributes as a human PC (5 per attribute if distributed evenly). These attributes are capped at 20 except for INL and CHM, which cannot be higher than the PC's INL and CHM. The imaginary friend gets 3 BLD, 3 BDY and 3 INCY. The imaginary friend automatically gets any mundane skills the PC has. The friend can have a natural weapon (e.g. fangs, fists) or hand-held weapon (e.g. club, slingshot) that does either 3 blunt or 3 bladed intangible damage.

An imaginary friend who travels more than 50 ft. from its imaginer has all its attributes halved. An imaginary friend cannot travel more than 100 ft. from its Imaginer. If forced (e.g. dragged) the friend fades out of existence and stays unconscious until Imaginer imagines it coming back.

A PC can't imagine more than one friend at once (if a PC tries, the old friend will fade away before the new one becomes real). A PC can "kill" an imaginary friend by refusing to imagine it. See p.218 for more.

The imaginary friend can normally only effect the real world as follows: it can move small objects (equivalent STH of 1), can make unintelligible noises (moans, breathing sounds, garbled whispers) and can provide jolts of power to electronic devices, turning them on for a second.

The PC can see and hear the Imaginary Friend and can imagine talking to it (allowing the two to communicate without the PC moving his or her lips).

Poorly Adjusted (Mandatory Disadvantage)- ADJ can't be more than 5. See p.225.

Friend Hive (Optional Advantage, Costs 3 BP)- Rather than one imaginary friend, the PC's friends are a crowd of small creatures (e.g. a bunch of mice, a bunch of little blue people). They don't have individual personalities and tend to act as if they were one intelligence. They can, however, spread out and each member can do different things. The hive has 20 members and each hive member has 1 STH, 5 AGY, 10 END, 5 SPD, 1 STH, ½ BLD, 0 BDY, 0 INCY. Each member has a natural or handheld weapon that does ½ bladed damage. Together, the group can act with AWR, INL and CHM equal to that of the PC. Any hive member which is killed will regenerate the next day. The hive can only be killed by killing every member. The hive otherwise has all the same abilities as Imaginary Friend (see above).

Recommended Skills- Empower Friend, Pretend Grownup, Pretend Superhero.

Recommended Equipment- Rat Poison, Candle, Lighter.

Recommended Reading- Imaginary Friends, Dreams

Separates

In Brief- Kids who spent time in the Fairy Lands and came back physically unstable.

Other Names- Freaks, Benders, Broken, Fairy Slaves, Fairy Fugitives

Favorable Stereotypes- Adaptable, brave, survivors, able to laugh at themselves.

Unfavorable Stereotypes- Insane, obsessive, unable to take anything seriously.

Origins- The kids who would become Seperates were taken to the Fairy Lands as companions, servants, pets and experimental subjects for the fairies. Some were ignorant of what fairies do to kids and came willingly. Others were picked up by a group of fairies and dragged through one of the holes in the ground that lead to the fairy lands.

In the fairy lands, the laws of physics are not static. Things change randomly, from the geography of the land to the color of the sky. Actions do not have predictable consequences. Fairies are somehow adapted to, even able to thrive, in this environment, but kids are quickly driven towards insanity.

After time living in the fairy worlds, eating fairy food, kidnapped kids' bodies start to become unstable. Their physiology may change randomly, e.g. they may grow a nose on their chests, or their hair may turn green. They might go to grab something and find that their hand passes right through it. And a sudden jolt may cause a body part to fall off, yet somehow blood and nervous impulses continue to flow to the body part, keeping it alive and able to sense despite being separated by empty space. Kids living in fairy lands learned to collect lost limbs and hold them on until they spontaneously reattached.

Those who would become Separates managed to leave the Fairy Lands, either by escape (difficult, due to the constantly shifting geography) or by getting kicked out (e.g. because he or she became boring to the fairies).

Most kids who come out of the fairy worlds never recover any semblance of sanity. They are catatonic or are raving maniacs and, unless they have a very patient and very dedicated caretaker, they waste away and die. A minority, though, recover enough of their sanity to take care of themselves. They remain physically unstable, and most learn to use this to their advantage and even to make a living from it.

Lifestyle- Some Separates, when they come back, try to learn or to return to some occupation they held before. Yet most have forgotten many of the necessary skills, or no longer have the right personality to do that kind of work. This is especially true for Builders, Students and Scouts. Their minds are so unused to thinking in terms of concrete, unchanging rules (of engineering, nature and science) that they have a hard time in these professions.



Some Seperates become entertainers. They tell kids wild stories of the Fairy Worlds, sing songs that Fairies had taught them, even do magic tricks like pulling off body parts. Some present fake glee when telling of the fairy lands (a façade they learned in order to keep their fairy masters happy) when in truth any thought of the fairy world makes them nervous and unhappy. A Separate may leave a campfire after hours of jolly storytelling and go off in private to punch a wall until his or her hands bleed or curl up in a ball and cry.





Unfortunately, very few kid communities are wealthy enough to support a professional entertainer. Money earned by entertaining can, at best, only supplement a Separate's income.



Most Seperates get jobs that involve fighting: army member, mercenary, bandit, law enforcement, etc. The primary reason they are drawn to these jobs is that mundane dangers hardly frighten them (a side effect of being in a world where putting one's head on a pillow can be as dangerous as being stabbed with a sword). Their abilities also make them a little more resistant to damage than a normal kid.



Their knowledge of fairies often make them a good choice for defending a community against fairies. Some kids are so mad about what was done to them that they fly into a rage when they meet a fairy (the majority of kids simply run away). Other kids who are able to keep their composure can speak to fairies and understand the fairies' twisted non-logic well enough that they can sometimes convince the fairies to leave kids alone.





Many Separates find and keep packets of poison in their pockets. Their fear of ever being trapped in the Fairy Lands again is so great that they are prepared to kill themselves rather than let this happen again.



Population- There are about 12 Separates for every 1,000 kids, with the number steadily increasing.

Dark Side- Many who have been abused become abusers, and the Separates are no exception. Many come back from the Fairy Lands with a cruel sense

of humor. They like to torture and torment other kids, and they especially enjoy putting kids in the situations where the kids don't know what to do or what to expect. For instance, trapping a kid and creating certain rules (e.g. if you pee in one corner you get food, if you pee in the other you get punished) and then randomly changing those rules with out telling the victim. While other mean kids in KidWorld like to make other kids bleed, cry or die, mean Separates like to psychologically decimate kids, cause them to break down completely. Some of these mean Separates are so good at inflicting psychological damage that they are hired as brainwashers by young dictators.





A few Separates even deal with the trauma of being abducted by fairies by coming to believe that they are fairies. They dwell in dark woods or abandoned places (their "fairy lands") and spend their days stealing from, playing pranks on and even kidnapping "humans."



Other Separates are so afraid of ever going back to the fairy lands that they will hurt other kids rather than go back. Some burn down forests hoping to destroy the circle of mushrooms that marks the entrance to the fairy lands. Others regularly kidnap children and leave them tied up in the forest as an offering for the fairies, believing that the fairies will not try to recapture them as long as they are given a steady supply of new children. Others become leaders of communities and send the kids under their control off to suicidal wars against the fairies while they cringe in fear in their strongholds.





Goods- The PC starts with 20 cans of food.

Skills



Mundane Skill Costs- Athletics 5, Care 8, Combat 17, Crafts 7, Naughty 5, Pets 9, Rapport 10, Scholastics 15, Sensory 14, Survival 8, Tech 14, War 14



KidNight Skill Costs- Concentration 25, Dream 10, Imagination 17, Lore 15

Advantages and Disadvantages



Fearless (Mandatory Advantage)- Living for so long in a world where every action has unexpected consequences has given the Separates anxiety about everyday things (eating, walking up stairs, etc.) but has also blunted their fear of the things that normal kids are afraid of. The upside to this is that the PC is +10 to save vs. fear from mundane and supernatural dangers.

Confusion Adaptability (Mandatory Advantage)- The PC is so used to operating in strange environments that the PC gets +10 to save vs. hallucinations and delusions.

Poorly Adjusted (Mandatory Disadvantage)- ADJ can't be more than 5. See p.225.

Removable Parts (Mandatory Advantage)

-Any time a PC takes blunt damage or fails a STH or AGY roll (e.g. stumbles down stairs or tries to yank open a door but fails), the PC will lose a body part.

-The PC can purposefully remove any body part.

-The PC can reattach a body part by tying it back where it goes. It will reattach itself within 24 hours.

-Removed body parts stay alive and there is no blood loss or increased chance of infection (although it looks like blood, bone and blood vessels are exposed). The PC can continue to control those parts (e.g. make an arm move) and sense what those parts are senses (e.g. see what a removed eye is seeing).

-Removed body parts can still be injured, and those injuries effect the PC (e.g. blood loss from a cut to a severed leg can cause the PC to bleed to death).

Changing Features (Mandatory Disadvantage)- Every day, some small part of the PC's appearance changes. The PC's hair color might shift, or the PC might be slightly taller, or have a higher-pitched voice. The PC's gender, species (human) and physical abilities (e.g. STH) remain the same. The difficulty for someone to recognize the PC's voice or appearance goes up by 1 per day (so someone who hasn't seen the PC for a month is -30 to recognize the PC). Also, on any given day the PC the PC has a 1 in 20 chance of having the equivalent of the Physically Attractive (Minor) advantage and a 1 in 20 chance of having the equivalent of the Physically Unattractive (Minor) disadvantage.

Random Appearance Change

01-02: Darker Skin
03-04: Lighter Skin
05-06: Bigger Ears
07-08: Smaller Ears
9-10: Bigger Nose
11-12: Smaller Nose
13-15: Hair Longer
16-18: Hair Shorter
19-20: Hair Lighter
21-22: Hair Darker
23-24: Taller
25-26: Shorter
27-29: Chubbier
30-32: Skinnier
33-34: Older Looking Face
35-36: Younger Looking Face
37-38: Darker Eyes
39-40: Lighter Eyes
41-42: Bigger/Fuller Lips
43-44: Smaller/Thinner Lips
45-47: Face More Round
48-50: Face More Square
51-53: Face More Triangular
53-55: Broader Shoulders/Hips
56-58: Less Broad Shoulders/Hips
59-61: Bushier/Thicker Eyebrows
62-64: Thinner Eyebrows
65-67: Longer Limbs
68-70: Shorter Limbs
71-73: Bigger/More Protruding Teeth
74-76: Smaller/Less Protruding Teeth
77-79: Stronger Chin
80-82: Weaker Chin
83-85: Bigger Eyes
86-88: Smaller Eyes
89-91: Clearer Complexion
92-94: Blotchier/Pimplier Complexion
95-97: Rounder Eyes
98-00: More Ovular Eyes

Unstable Physics (Mandatory Advantage)

-Every day the PC has a 1 in 20 chance of being invisible for the entire day. All people are -15 to hit the PC (as if fighting blind). Anything the PC wears or holds is still visible.

-Every day the PC has a 1 in 20 chance of being intangible for the entire day. The PC cannot touch or be touched by anything. The PC can still speak and hear, and can still walk on the ground.

-Every day the PC has a 1 in 20 chance of being weightless all day. If not holding on to anything, any push (e.g. kicking off from the ground) will send the PC floating in that direction until friction stops him or her. Things the PC holds are not weightless so the PC can, for instance, put rocks in his or her pockets to be able to hop along the ground.

Fairy Communication (Mandatory Advantage)- The PC get +8 to all CHM rolls for dealing with fairies (who are notoriously difficult to communicate with, since they barely make any sense).

Separate Outfits

Many separates have designed or commissioned outfits designed to prevent them from losing body parts. The outfits usually involve shoes, pants, shirts, gloves, goggles and hats, each of which are connected to each other by cloth, rope, duct tape, bungee cords, etc. There is typically a way to detach a certain portion (e.g. unbutton a button) if the PC wants to remove a part.

Such suits can be bought during character creation for 3 CF (availability common).

Recommended Skills- Acrobatics, Acting, Impersonation, Insults, Music, Sleight of Hand, Storytelling.

Recommended Equipment- Duct Tape, Separate Outfit (see text box), Iron Knife (p.238).

Recommended Reading- Fairies (p.215).

KidNight Skills

Classes and KidNight Skill Costs

Builders: Concentration 30, Dream 15, Imagination 25, Lore 15.

Cadets: Concentration 30, Dream 15, Imagination 25, Lore 15. Can purchase Imaginary Weaponry for 15 skill points per level.

Concentrators: Concentration 10, Dream 9, Imagination 17, Lore 15.

Deadies: Concentration 30, Dream 12, Imagination 25, Lore 15.

Dreamers: Concentration 25, Dream 6, Imagination 17, Lore 13. Gets free Dream Lucidity (2).

Ferals: Concentration 30, Dream 15, Imagination 25, Lore 15.

Horse Riders: Concentration 30, Dream 15, Imagination 25, Lore 15.

Imaginers: Concentration 25, Dream 10, Imagination 10, Lore 15. Can purchase Empower Friend for 15 points per level.

Inheritors: Concentration 30, Dream 15, Imagination 20, Lore 15. Can purchase Pretend: Grownup for 10 skill points per level.

Nurturers: Concentration 30, Dream 13, Imagination 25, Lore 15. Can purchase Wards for 10 skill points per level.

Radicals: Concentration 30, Dream 15, Imagination 25, Lore 15. Can purchase Invisibility for 20 skill points per level.

Scouts: Concentration 30, Dream 15, Imagination 25, Lore 15. Can purchase Dream Navigation for 10 skills points per level.

Separates: Concentration 25, Dream 10, Imagination 17, Lore 15.

Students: Concentration 25, Dream 15, Imagination 25, Lore 10.

Supernatural Skill Duration

Unless specifically stated otherwise, each skill takes one action to complete. How long effects of the skill last is listed in each skill as follows.

"While Concentrating" skills have effects that only last while the PC concentrates on maintaining the effect. The PC cannot use other skills and any save vs. fear, pain or emotion will break the concentration. The effects disappear immediately after concentration is broken.

"Until Stopped" skills have effects that last until the PC chooses to stop the effect.

"Permanent" skills make changes that do not go away on their own. The target is altered and stays that way until some other force, natural or supernatural, alters it in a different way.

"1 x/success" skills have effects that last one unit of time per point of success. Example: a "1 min./success" skill, where the difficulty is beaten by 5, will have a 5 min. effect.

Concentration
Breathe Underwater (WIL)
Cloud Shaping (WIL)
Floating & Flying (WIL)
Invisibility (WIL)
Resist Damage (WIL)
Staring: Electric (WIL)
Staring: Evil Eye (WIL)
Staring: X-Ray Vision (AWR)
Walk Trough Walls (WIL)

Dream
Cool Dreamer (WIL)
Dream Lucidity (AWR)
Dream Navigation (WIL)
Dream Powers (WIL)
Sleep (AWR)
Waking World Awareness (AWR)

Imagination
Imaginary Friend (WIL)
Imaginary Weapon (WIL)
Pretend: Animal (WIL)
Pretend: Grownup (WIL)
Pretend: Superhero (WIL)
Talks to Dolly (WIL)

Lore
Hypnosis (CHM)
Superstitions (INL)
Wards (INL)

Concentration

Breathe Underwater (WIL)- This ability allows the PC to breathe underwater without needing to come back up for air. Each level also gives +4 to END saves versus the crushing effects of depth. Duration: Until PC surfaces.

Hard (30): Breathe underwater.

Cloud Shaping (WIL)- The PC can force clouds to take on certain shapes just by staring at them. This can be useful for communicating over long distances.

Moderate (20): Change cloud shapes.

Floating & Flying (WIL)- By concentrating and jumping, the PC can leave the ground. Duration: Varies (see below).

Easy (10): Float an inch off the ground for a distance of two feet.

Moderate (20): Float several feet off the ground for a distance of 10 feet -or- jump up in the air and stay there for 5 seconds.

Hard (30): Glide along without any appreciable loss of altitude for 100 ft. -or- rise 10 feet straight up into the air.

Legendary (40): Fly in any direction (including up) at SPD 20 for 5 minutes.

Invisibility (WIL)- The PC can become completely invisible by concentrating and closing his or her eyes (or covering eyes with hands). Invisibility goes away immediately if the PC opens/uncovers his or her eyes. Duration: 1 min./ success.

Moderate (20): Complete invisibility.

Concentration Skills and Concentrating

All Concentration skills require the PC to concentrate before activating the ability. The PC cannot do anything else during this time and must be uninterrupted. If the PC fails a save vs. pain or any emotion (e.g. someone else makes a funny face and the PC fails a save vs. laughter) the PC must start over again. The PC can take a penalty or gain a bonus to his or her roll by taking more or less than the standard amount of time to concentrate, as follows:

1 round: -30
2 rounds: -20
4 rounds: -15
10 second: -10
30 seconds: -5
1 minute: +0
2 minutes: +5
4 minutes: +10
10 minutes: +15
30 minutes: +20
1 hour: +30

Flying Modifiers

Running Start: +4

Leaping From 10 ft.+ Height: +4

Fake Wings, Umbrella or Cape: +4

Resist Damage (WIL)- The PC can protect himself or herself completely from one type of damage, e.g. bladed weapon damage, blunt weapon and unarmed-strike damage, fire damage, electrical damage, falling damage, etc. A PC can still be grabbed, dragged, pushed over, etc. Duration: 1 minute per point of success.

Moderate (20): Take no damage of a specific type.

Staring: Electric (WIL)- The PC can provide an electrical device with power by staring at it. Duration: While concentrating.

Easy (10): Power a flashlight.

Moderate (20): Power a boom box

Hard (30): Power a computer

Legendary (40): Power an electric car

Staring: Evil Eye (WIL)- The PC has learned how to cause physiological problems to a person or animal or any other entity that has physical form. Duration: 1 minute per point of success.

Easy (10): Give the victim an itch.

Moderate (20): Give the victim a cramp or headache (save vs. distracting pain, difficulty 10).

Hard (30): Make the victim (PC's choice): nauseous (must save vs. vomiting, difficulty 20), go faint (must save vs. unconsciousness, difficulty 20) or go temporary blind (-15 to all actions/reactions).

Staring Skills

When using staring skills, the PC must be staring at the target for the entire time he or she is concentrating. The PC can blink, but cannot look away or he or she must start over again.

Staring: X-Ray Vision (AWR)- The PC can see through any given object and see what's on the other side. For instance, the PC can see through a wall to see what's inside a room, through clothing to see what's in a person's pocket, or through flesh to see where a bullet is lodged in a person's belly. The PC must roll separately to peel back multiple layers (e.g. see what's inside the pocket of someone who is behind a wall). The PC gets +10 by looking at the sun or poking his or her own eyes (when using x-ray vision is over, the PC is partially blinded, -7 to actions/reactions, for the next 30 minutes) or by wearing x-ray specs (see p.238). Duration: While concentrating.

Hard (30): See through any object.

Walk Trough Walls (WIL)- The PC can concentrate, close his or her eyes, and step through any solid object. This can also be used to go through mirrors into the Mirror Lands (see p.221). Duration: Until PC opens eyes.

Hard (30): Walk through a solid object.

Concentration Failures

Kids who fail a concentration skill roll do not know that they have failed until they try to use their power. For instance, a kid who fails at breathing underwater will not know until he opens his mouth and tries to breathe in the water. A kid who fails at a Floating & Flying roll will not know until she tries to leap from the ground. A kid who fails an Invisibility roll will not know until someone shouts 'I can see you!' A kid who fails at a staring roll will just stare and stare and nothing will happen.

Dream

Cool Dreamer (WIL)- Some kids are faster, stronger, more agile, more attractive, and even bigger in their dreams then they are in real life. This tendency can be developed and increased. For every level in this skill, the dream version of a PC has +4 STH, SPD, and AGY, +2 BLD and BDY and +2 to attractiveness-based CHM rolls. Duration: Until PC wakes.

Dream Lucidity (AWR)- This is the skill that allows dreamers to know that they are dreaming and thus be able to use other dream powers. It also helps people remember their dreams upon awakening. Duration: Until PC wakes.

Easy (10): Become aware that one is dreaming.

Moderate (20): Recall a detail from an early apart of the dream.

Lucid Dreaming

A PC can only use dream powers if he or she is lucid (aware that he or she is dreaming). A PC can become Lucid by rolling on the Lucid Dreaming skill, below, if another dreamer reminds the PC that he or she is dreaming, or occasionally by random chance (1 in 20 chance each dream).

Dream Navigation (WIL)- The PC knows how to get to other parts of the dream world. Note that in dreams geography is not static, so the important thing is where the PC intends to go.

Easy (10): Get to the dream simulacrum of the PC's home town.

Moderate (20): Find the location in the dream world of a close friend -or- find the dream-world simulacrum of any place the PC has been to.

Hard (30): Find anyone the PC has met -or- go to a place in the dream world that has been described to the PC.

Dream Powers (WIL)- This is the ability to gain superhuman powers in a dream, or even to affect the dream itself. Duration: Until PC wakes.

Easy (10): Gain the ability to float like a balloon or breathe underwater.

Moderate (20): Gain the ability to fly like a bird (at PC's max running SPD) or walk through walls. -or- change a small inanimate detail of a dream (e.g. make a door be unlocked, give yourself a pistol).

Hard (30): Gain super-strength (+20 STH), super-speed (+20 SPD), near-invulnerability (attacks do 1/10th damage) or change one's voice and appearance. -or- change the entire environment (e.g. change the inside of a warehouse to a forest) or the appearance/ behavior of dream characters (not nightmares or dreamers).

Sleep (AWR)- This is self-training in falling asleep in any situation and to staying asleep for long periods despite distractions. Falling asleep and staying asleep is easier if the PC has deprived himself of sleep (+10 for every day's worth of sleep deprivation damage the PC is suffering from).

Easy (10): Fall asleep within 10 minutes, about an hour before bed time, stay asleep despite people talking loudly outside one's window and stay asleep for up to 10 hours.

Moderate (20): Fall asleep within 5 minutes, in mid-day or early evening, on a sleeping bag on the ground, stay asleep despite people talking in the same room, and stay asleep up to 2 hours (nap) or 12 hours (night).

Hard (30): Fall asleep within 1 minute, any time of day or night, lying on concrete, and stay asleep despite people having an argument right next to you, and sleep up to 3 hours (nap) or 14 hours (night).

Waking World Awareness (AWR)- Prerequisite: Dream Lucidity (1). The PC has practiced allowing sensations from the real world to filter into dreams. The PC using this skill is still sleeping but has some sense of what's happening in the real world. Duration: Until PC wakes.



Easy (10): Something spoken into the sleeping PC's ear is heard as dialogue from the mouth of a dream character.

Moderate (20): Hear whatever is happening in the waking world at -5 to AWR rolls.



Hard (30): Open one's eyes and see the waking world, even while dreaming. Also, be able to speak with one's waking-world mouth.

Imagination



Imaginary Friend (WIL)- The PC can temporarily create an imaginary friend. Unlike the Imaginary Friend of an Imaginer, this friend goes away when the PC stops concentrating on it, but while there it has most of the same powers as an Imaginer's imaginary friend. Duration: While Concentrating.



Easy (20): Create an imaginary friend with 1 in all attributes and no ability to effect the real world.



Moderate (30): Create an imaginary friend with 5 in all attributes and the same abilities to effect the real world as an Imaginer's imaginary friend (see p.218).



Imaginary Weapon (WIL)- By making one's hand into a gun, pointing at a target, and yelling "Bang!" or by pulling the pin on an imaginary grenade and throwing it, or pulling an imaginary knife, the PC can actually hurt the target. A projectile weapon has FR 2 ft. MR 10 ft. A grenade has FR 2 ft. MR 20 ft., an explosion radius of 5 ft. and goes off 2 rounds after being thrown. Duration: Lasts for 1 attack.



Easy (10): Weapon does no appreciable damage, but can be used for pain/stun attacks.



Moderate (20): Weapon can do ½ point blunt or bladed damage.

Hard (30): Weapon can do 1 point of blunt or bladed damage.

Pretend Animal (WIL)- Requires real or fake fur, feathers or scales and either ears, a tail or a fake beak/snout. By pretending to be an animal the PC temporarily gains the following plusses: +10 AGY, +10 AWR, +5 SPD, 1 bladed damage bite (hard (-4) strike).

Hard (30): Become like an animal.

Pretend Grownup (WIL)- The PC can dress like and pretend to be a grownup in some stereotypical grownup profession, e.g. doctor, and gain some of the skills such a grownup might have had.

Hard (30): Become like a grownup, gain temporary free skills (see text box).

Pretend Skills

The pretend skills require that the PC act the part of whatever the PC is trying to be to the point that the PC himself or herself partially forgets that he or she is really just a kid. In order for pretend skills to work, the PC must dress as and act as the thing the PC is pretending at. The costume doesn't have to be good, but it does have to be significant. A PC can't just write "doctor" on his or her forehead, they must find something that a kid wouldn't normally wear but a doctor would. Halloween costumes (p.58) work excellently for this.

If the PC says or does something that doesn't seem stereotypical for what the kid is pretending to be, then the skill stops working immediately. For instance: the PC is playing a Grownup, but then sees some candy on the ground and eats it. Since it's obvious that a grownup would never act that way, the PC's bonuses go away instantly. In other words, if at any point the PC does anything that suggests he or she doesn't fully believe the role he or she has taken on, the powers are taken away.

A PC using a pretend skill still looks like a kid wearing a costume. Yet people might briefly mistake the PC for what the PC is pretending to be if they see the PC out of the corner of their eyes.

Adult Roles and Skills

Burglar: Prowling (1), Lock Picking (1), Climbing (1).

Construction Worker/Repairperson: Electronics (1), Mechanics (1), Blueprints (1), Shelter Making (1).

Doctor: Diagnosis (1), Emergency Medicine (1), General Science (1), Pharmaceuticals (1), Read/Write (1), Science: Biology (1), Surgery (1).

Mom/Dad: Cooking (1), Domestic Medicine (1), Tailor (1), Storytelling (1).

Police Officer: Pistol (1), Driving (1), Interrogation (1).

Rock Star: Music (2), Oratory (1), Seduction (1).

Soldier: Rifle/Shotgun (1), Automatic Weapons (1), Gun Repair (1), Military Command (1), Ordinance (1).

Teacher: Teaching (1), Arithmetic (1), General Science (1), History (1), Read/Write (1), Research: Academic (1).

Pretend Superhero (WIL)- A colorful outfit and a cape or mask are necessary. The PC can pretend to be a superhero to the point that the PC temporarily gains supernatural abilities. The PC gains the ability to fly in the air (takes a running start, PC can't float any faster than he or she can run), +10 STH and a natural PR of 2 from all damage sources (in other words, any damage done to the PC is reduced by 2).

Hard (30): Become like a superhero.

Talking to Dolly (WIL)- By giving voice to a toy (dolly, action figure, puppet, etc.) the PC can give voice to and communicate with something that normally wouldn't be able to communicate with PCs. Both the PC using the skill and other kids that happen to be around can speak with whatever entity is speaking through the toy. PCs can communicate with ghosts, imaginary friends and sleeping kids (who experience the conversation in their dreams). A PC can also communicate in English with any animal, so long as the animal will allow the PC to hold it and manipulate it like a doll. The PC cannot force any being to communicate who doesn't want to. An entity speaking through a PC via this skill gains no extra ability to hurt the PC.

Moderate (20): Give voice to a nearby entity.

Lore

Hypnosis (CHM)- This is the ability to put willing people into an altered state of consciousness where they are highly open to suggestion. Hypnosis cannot be used to force people to do things they truly don't want to do or to increase attributes (e.g. a person can not be made more agile). Hypnosis can be used to give someone an instruction to become lucid next time they dream. Hypnosis can also be used to alter the appearance and behavior of imaginary friends, but only so long as the Imaginer is okay with the change. Duration: Until stopped.

Easy (10): Help someone fall asleep.

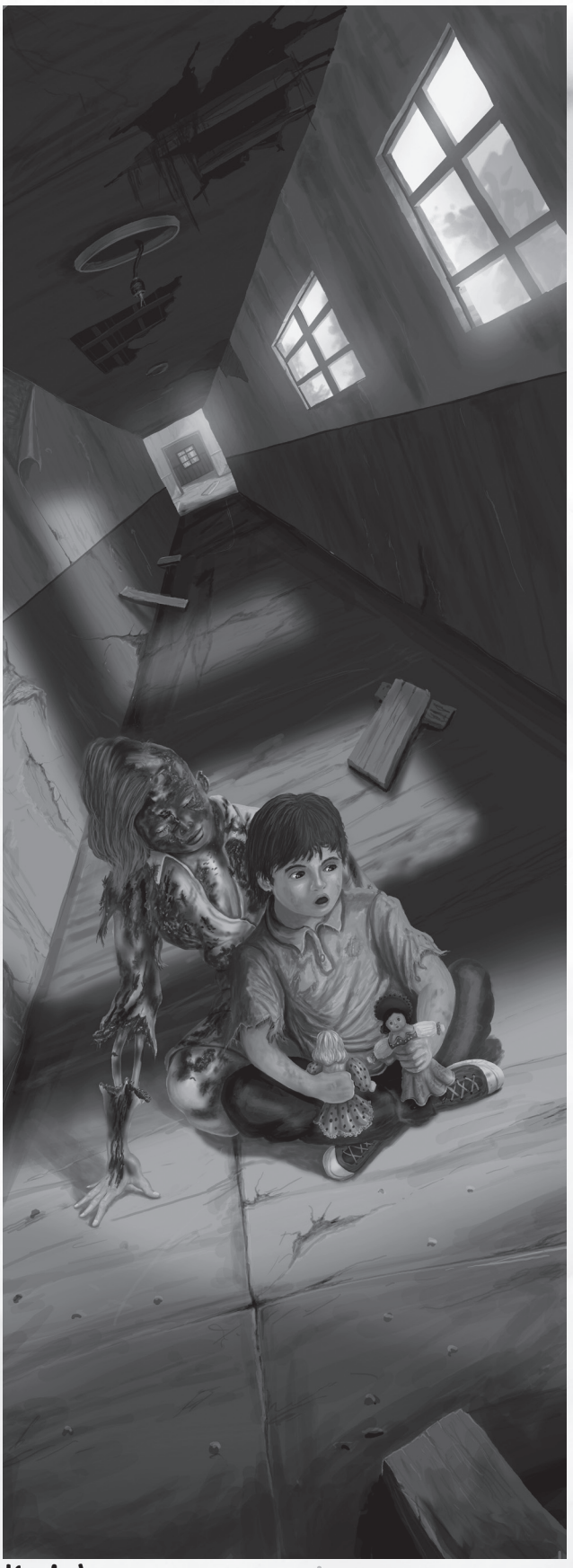
Moderate (20): Give someone +4 to save vs. drug cravings or tell them to become lucid next time they dream.

Hard (30): Uncover blocked memories.

Superstitions (INL)- The PC has memorized a huge list of things and actions that are lucky and unlucky, rituals that will cancel out the bad luck of doing an unlucky thing, and things that Listeners (p.219) are likely to react to if said out loud. This skill can be used to let the PC catch something bad before the PC or a friend does it (e.g. "stop, don't put that frog in your left pocket!") or to scan one's surroundings for things that can be used to effect luck (e.g. to realize that an enemy will have bad luck if you can convince him to sing a song while sitting on the hood of a vehicle).

What Kids Know

Kids have a natural, almost instinctive, understanding of the supernatural, coupled with years of trading stories about the supernatural. Any normal kid will know anything contained in the Horrors of KidNight section (see p.212). Any PC in one of the KidNight special character classes will know everything contained in the character class description. There are, however, kids or even whole communities that have been isolated from certain types of supernatural activity and know nothing about it. See, for instance, the Supernaturally Ignorant disadvantage (p.238).



Easy (10): Recognize an unlucky item (e.g. a bouquet containing both red and white flowers) or situation (e.g. passing under a ladder) or a thing a person shouldn't say aloud.

Moderate (20): Scan a room and find different things that could be used to give a person bad luck or cancel out a bad luck action.



Hard (30): Prescribe a ritual to cancel out bad luck, given the PC knows what was done to cause the bad luck in the first place.

Wards (INL)- The PC has memorized a long list of things and procedures that are known to dissuade the horrors of KidWorld (e.g. awakened corpses, nightmares, ghosts, monsters) from attacking. This skill cannot be used once a horror has actually started attacking a kid, only before hand. Most uses of this skill involve setting up some objects known to make horrors not want to come near, e.g. an ear of corn that someone has peed on will make ghosts not want to come by. The objects used are common in the PC's area, but this doesn't guarantee they will be available. A different roll must be made for each type of horror the PC wants to create a ward for.





Easy (10): Keep a horror from entering a building.



Moderate (20): Keep a horror already in the building from entering the room.

Hard (30): Keep a horror already in the room from approaching the protected characters.



KidNight Advantages

Fairy Dog (Costs 4 BP)- The PC is the master of a dog who was imprisoned in, and escaped from, the Fairy Lands. Treat the dog as a regular Untrained Dog (p.54) with the following differences:



-The dog is emotionally unstable, prone to fear and unexpected rages. +10 difficulty for animal training rolls.

-The dog has the Separate mandatory advantages and disadvantages Removable Parts, Changing Features and Unstable Physics (p.232).



Ghost Friend (Costs 5 BP)- The PC has befriended a local Casper (see p.217). Whenever it understands what the PC needs or wants, it will try to help the PC. It will have a hard time following the PC away from its home because it gets lost so easily. The ghost has all the powers of the Typical Casper on p.217.



Intelligent Animal (Costs 8 BP)- The PC has befriended an especially intelligent dog, cat or falcon. The animal has an INL of 4. +4 BP to give it the power of human speech.

Lucky (Costs 7 BP)- The PC is naturally lucky, gets +4 to all rolls.

Missing Doppelganger (Costs 3 BP)- The PC's image in the mirror is missing. Since doppelgangers can't be killed, it is most likely that the PC got in some fight with the doppelganger, won the fight, and trapped the doppelganger somewhere that it can't get out of (e.g. threw it down a well, locked it in a jail cell). The PC now has no "reflection" and can thus travel freely into the mirror lands.

KidNight Disadvantages

Enemy: Ghost (Gives 5 BP)- An angry ghost has it out for the PC, most likely because the PC killed him or her. It spends its time searching for the PC, hoping to attack the PC (luckily for the PC it gets lost very easily, like all ghosts). The ghost has all the powers and stats of a Typical Angry Ghost (see p.218).

Unlucky (Gives 7 BP)- The PC is naturally unlucky and gets -4 to all rolls.

Jinx (Gives 2 BP)- The PC is unlucky to have around. Anyone within 100 feet of the PC gets -4 to all rolls. The PC is likely to be kicked out of town if anyone realizes the PC is a jinx.

Supernaturally Ignorant (Gives 3 BP)- Limitations: Not available to special KidNight character classes. The PC doesn't know anything about the supernatural aspects of KidNight and may not even believe that there is such a thing as the supernatural. Although the PC will quickly come to realize that the supernatural exists in KidWorld, it will take quite a while for the PC to learn all the lore that other kids take for granted.

KidNight Equipment

Four Leaf Clover- Comes in a small plastic baggie, stuck inside a small plastic bottle. Gives the holder/carrier +2 to all rolls. Will fall apart (and no longer be lucky) within about a year. Owning multiple clovers doesn't mean extra luck. Availability: Common. Costs 6 CF.

Horseshoe- When placed points up on the side of a building, gives everyone in the building +4 to all rolls when they are in the building. Having more than one doesn't give extra luck. Availability: Common. Costs 2 CF.

Iron Bar- A short iron bar, often taken from a wrought iron fence. Range 1-2. Damage: 2 blunt. Takes 10 difficulty STH feat to use effectively. Does double damage to fairies. Availability: Common. Costs 2 CF.

Iron Knife- A sharpened piece of iron with a leather handle. Range 0-1. Damage: 2 bladed. Does double damage to fairies. Availability: Common. Costs 3 CF.

Rabbit's Foot- Gives the holder/carrier +2 to all rolls. Owning multiple rabbits' feet doesn't mean extra luck. Availability: Common. Costs 8 CF.

X-Ray Specs- Don't really do anything for regular kids, but PCs with the Staring: X-Ray Vision skill find them valuable. Availability: Rare. Costs 4 CF.

KidNight Adventure: When the Party's Over

Synopsis- A girl named Joy, who is mute and known for wandering off by herself, has gone missing. Her brother Yankee, who is the leader of the community, asks the PCs to find her and leads them to an old dance club. The PCs will find that she is the prisoner of ghosts and that she was at the club acquiring drugs.

PC Introductions- Whether residents of the town or just passing through, all PCs will be invited to join a search party to find a missing girl. The leader of the town, Yankee, has ordered his lieutenants to go around shouting out the call for members of a volunteer search party, and promising large rewards should the search party find the missing girl.

If PCs ask about what the rewards are, they will be told to talk to Yankee, who will negotiate rewards with each kid on a case-by-case basis.

If PCs are residents they may volunteer for the search party not because of a desire for reward but because they know and like Joy. Joy is a beloved member of the community.

PCs may wonder why the leader of the town must go to such lengths to recruit volunteers. If PCs ask around they will find out the problem: the girl is thought to be in an old dance club which is widely believed to be haunted.

Investigating the Disappearance- If PCs ask around for information about Joy, the first thing other kids will tell them is that she is a mute. The story is that when she saw her parents dead she stopped speaking and hasn't spoken since. She is never given duties, like other kids, and spends most of her time wandering around the town collecting interesting flowers. Yet for all her wanderings, this is the first time she has gone missing.

If PCs ask kids when and where they last saw Joy, they will come to the same conclusion Yankee has: that she was last seen on the east side of town. The East Side of town is fairly unremarkable. The largest and most interesting landmark is the dance club, which most everyone in the town knows is haunted. Although certain that it is haunted, very few can name someone who has been inside. Most heard it was haunted and never dared to go in. If PCs spend a long time asking around, they will find Alicia, a Radical who went into the building about a year ago. She remembers hearing a voice shout "murderer!" but seeing nobody there. She saw the door that she had entered through closing and she sprinted through it before it could close all the way. She was too scared to ever go back.

Getting In The Club- This is a large old brick building, once an industrial space before it was converted to a club. It has one very tall story at the bottom, and then a conventionally sized story above, making it the equivalent size of a 3 story building. Above the main entrance is an old metal sign reading "The Pulse" which is hanging diagnonally from only one chain. On the door is a faded plastic sign saying "21 And Over Only."

Yankee, Town Leader With Missing Sister

Appearance- An 11-year old boy of mixed heritage. He has brown hair and skin and stands taller than most of the other kids. He wears a black and white NY Yankees jacket and often carries around a baseball bat.



Attributes- ADJ 4, AWR 8, AGY 8, CHM 9, END 6, INL 8, SPD 10, STH 11, WIL 0, BLD 2½, BDY 4, INCY 3



History- For years after the Plague, Yankee and Joy traveled together, Yankee taking care of his younger sister. When they found the town they now live in, Yankee took on a leadership role almost immediately (mostly because of his size), helping the kids organize and building the town into what it is today.



Personality- As a leader he is confident, fair and considerate, although not above using his size to intimidate people into doing what he tells them to.



Motivations- His sister's safety (and his own) is his first priority. The health and happiness of his community comes second. He is willing to loot the community's resources to pay to get his sister back if need be. He will also demand, no matter what, on being on the front lines of the search for her.

Blindness Penalty- 2.



Special Skills- Club (2), Wards (2).



Typical Attack- Baseball bat strike at STH (11) + AGY (8) + 1d20 +4 (skill) -2 (blindness) vs. 25 (or 1d20 vs. 4), doing 3 blunt damage if successful.

Typical Reaction- Parry with bat at STH (11) + AGY (8) + 1d20 +8 (skill) -2 (blindness) vs. 25 (or 1d20 vs. 0).

There are four entrances: the door on the front, a large metal door on a loading dock in the back, an emergency exit on an alley on the side, and through a second story window accessible via a fire escape. The front and back entrances are locked (30 difficulty to pick in front, 20 in back). The emergency exit is designed to only open from the inside. The doors are all metal and would require 10 damage to break down or cut through or a 40 difficulty STH feat to pry open with a pry-bar.



The fire escape is down and can be easily climbed up. The window is down but not latched and it's easy to pull up or break.



Inside the Club

Second Floor Office: The second floor has an office for the club owner, Grady Roberts. There is an old dead computer, and a stack of opened mail on the desk. Most of the mail is bills and threatening messages from collection agencies. There is also a letter with a hastily scrawled message "Reopen the club or we're going to come and break your fucking knees. If we're all going to die we want to go out partying." There is also a birthday card that reads "I love you daddy. –Stan."





Second Floor Bedrooms: The second floor also has two bedrooms. One appears to be a boy's room. The toys and video games suggest a kid of about 9 to 13. The other appears to belong to an grownup male. There is a framed poster of Frank Sinatra on the wall. Lying on the bed in that room is the desiccated corpse of an adult with a knife sticking out of its chest. On the floor next to it is a smaller corpse, wearing the clothes of an adolescent boy. The adult wears a snazzy black suit and in its pockets are a lighter and a wallet with an ID for Grady Roberts. From this room there is also a door that opens up onto a small balcony overlooking the dance floor.





Stairwell: In the stairwell is a desiccated corpse with a hypodermic syringe sticking in it's arm and a rubber band around the same arm. Beside it is a bottle cap with a piece of cotton in it and a lighter. At the bottom of the stairs is a wide hallway.



Bathrooms & Hallway: In the hallways there are doors to men's and women's bathrooms. In one bathroom stall is a pair of desiccated corpses, their pants around their ankles, on top of each other. Also in the hallway is a stairwell leading down to the basement and a room with a large chain-link cage (gate locked by a padlock) where liquor, cleaning supplies and tiny bags of chips and salted peanuts are stored. At one end of the hallway is the loading bay door. The other end of the hallway opens up onto the dance floor.



Dance Floor: Through the front doors are the dance floor of the club: a large space with tall ceilings, a concrete floor and a bar on the side. The space is strewn with 20 desiccated corpses. Lying on the floor (and in the pockets of several of the corpses) is a photocopied flyer with these words handwritten in black marker:

> *"The Last Hurrah, End of the World Party. Featuring: drugs, sex, violence, fuck the rules the world is ending, let's have some fun. Where: The dance club (whether they want us there or not). When: Friday at sundown, ending when either the drugs run out or we all die, whichever comes first. Sponsored by: Your friendly neighborhood party planners."*

Basement: The stairs to the basement have a sign hanging from the ceiling reading "VIP Lounge." Down the stairs is a small basement outfitted with a small bar, a sound system, three leather couches and mirrors on the walls. There are six corpses on the couches and various drug paraphernalia (needles, spoons, lighters, glass pipes, rolling papers, empty plastic baggies) scattered around the room. Joy is at the bottom of the stairs, unconscious, with a bad welt on the side of her head. One by one, each of the corpses shakes (the junkie ghost is searching through each one's pockets).

Trapped- As soon as the PCs' presence is noticed, the door or window they enter through will be closed. Once inside the club, an angry ghost will interfere with any attempts by the PCs to get out. If PCs try to unlock doors to get out, the ghost will relock them. If PCs try to break a window or door, the ghost will brace itself against it to keep it intact, and if the PCs do manage to find an open hole to leave through, the ghost will simply push them back with all its might. While trying to keep the PCs from leaving, the ghost will shout, in the voice of an adult male: "you're not going anywhere" or "the party's not over yet" or "you killed me, didn't you?" or just "no!"

There are mirrors through which PCs with the appropriate skills may escape (see p.222). Walk Through Walls can also be used to escape, yet a PC who escapes through supernatural means will find it no easier to rescue his or her friends from the outside than from the inside.

In the basement, an entirely different ghost will try to stop any PC from leaving the basement. Any PC in the room is at risk of the Junkie Ghost pushing him or her against a wall and rifling through his or her pockets. If any PC tries to leave the ghost will call out "stop" or "you're holding, aren't you?" or "I hope you brought enough to share, asshole." If PCs start ascending the stairs the ghost will grab the PC's legs and try to pull the PC down. PCs can make opposed STH rolls to ascend

the stairs even with the ghost trying to tug them down, but each time they fail they must make a save vs. loss of balance (20 difficulty) to avoid falling down the stairs and hurting themselves (which is what happened to Joy).

Joy and Yankee's Story- Joy and Yankee have a secret drug addiction. Joy had figured out that the corpses at the dance club had drugs on them, and she had been making regular visits to this place to search for new drugs. Grady's Ghost has always left her alone because something about her reminds him of his son. Today, however, was the first time she's gone down into the basement, and when the Junkie Ghost there started messing with her, she tried to run but was grabbed, fell down the stairs and was knocked unconscious.

Confronting the Ghosts- There are two ghosts in the building. Grady's Ghost haunts the first and second floors and doesn't want anyone to leave because he thinks the person who murdered him and his son is still in the building and he doesn't want that person to leave. The Junkie Ghost is in the basement, searching for drugs and will try not to let any person leave the basement for fear that person is leaving with drugs.

The ghosts are both insane in their own way. Grady's Ghost thinks that the junkie who stabbed him in his sleep and strangled his son to death is still in the building, and he would rather innocent people die of thirst than let the guilty party escape. The junkie is caught in a permanent agony of withdrawals and would do anything to get his hands on some drugs, even though, being a ghost, he can't actually use them. Although it may be possible to find out what they want by talking to them, it would be impossible to talk either ghost out of its obsession.

It may be possible for PCs to attack the ghosts, killing them or at least grappling with them long enough to escape. A Deadie or an Imaginer may be useful here.

Joy, Trapped Mute Girl

Attributes- ADJ 3, AWR 8, AGY 11, CHM 6, END 4, INL 5, SPD 6, STH 3, WIL 4, BLD 1, BDY 2, INCY 2

Appearance- A 7-year old girl of mixed heritage. She has straight brown hair that is usually tied up into pig tails. She never talks.

Social Status- Joy is well known and beloved around the town. Everyone knows she is emotionally fragile and looks after her as if she were their little sister.

History- When Joy and her brother came home and found their parents dead, Joy stopped talking and never spoke again. Her brother has cared for her since then. A few months ago she discovered drugs in the dance club and she and her brother began using them, becoming addicted. On her latest expedition she was attacked by a ghost and knocked out.

Motivations- Joy is scared and wants to leave the club, yet she also wants to bring some drugs with her. If she knows her brother is near she will do anything in her power to stay close to him.

Special Equipment- 3 tablets of Ecstasy in her pocket.

Junkie Ghost

Appearance- When visible he appears as a young man with dark circles around his eyes, pale and pimply skin, short greasy hair, a long-sleeved black shirt and black leather pants. He is usually seen crawling along the floor.

Attributes- AWR 4, AGY 8, CHM 2, END 15, INL 6, SPD 11, STH 15, WIL 5, BLD 20.

History- He was one of the town's few serious drug addicts. When people started dying all around him, he and his buddies decided to get together and have one last wonderful drug binge. They pressured the club owner into opening the club and they danced, partied and did every drug they could get their hands on. He watched his friends ODing, or dying of the Plague, all around him but he was too high to care. Whenever he started to come down he would find more drugs and do them, even if he had to beat up or kill someone to get them. Once, thinking that the club owner had drugs, he went upstairs where he found him sleeping. He stabbed the club owner and strangled his son. He found no drugs, so he went down to the VIP room where his friends' bodies were. He searched his friend's bodies for drugs until he died, and then his ghost continued the fruitless search.

Personality- No personality is left, just pure desperate desire. He doesn't even remember his own name.

Motivations- He thinks the corpses are his friends, passed out, and he is constantly going around searching them for drugs, forgetting that he has already searched them thoroughly. When he sees a person leaving he thinks its one of his friends and they're trying to leave because they have drugs and they want to do them by themselves instead of sharing them.

Special Abilities

-Can lift heavy real world objects (using up to his full STH).

-Can bite and scratch normal humans (1 bladed damage).

-Can control electronics and machines with a WIL +1d20 vs. 20 roll.

-Can become visible at will.

-Can speak to humans and scream loud enough to be painful to human ears (10 difficulty save vs. distracting pain).

Typical Action- Grab at STH (15) + AGY (8) + 1d20 vs. 25 (or 1d20 vs. 2) then, next round, a Grab (Strangulation) at 1d20 vs. 2. Remember: PCs are at -15 to react to an attack by the ghost while it is invisible.

Typical Reaction- Simultaneous Grab (Strangulation) at STH (15) + AGY (8) + WIL (5) + 1d20 vs. 45 (or 1d20 vs. 17)











Another option would be to bring the two ghosts together. Although they have been in the same building for years, they have never actually come together. Grady's Ghost has spent its time tirelessly patrolling every exit to the building, the Junkie Ghost has spent its time tirelessly searching the bodies in the basement for drugs. If the two ever meet, Grady's Ghost will recognize the Junkie Ghost as the person who killed him and a terrible ghost fight will ensue, one that is likely to cause light bulbs to burn bright and small objects to fly around the room. PCs may be smartest to flee while the battle is going on. If they stick around, or even try to help, they will be in good stead so long as Grady's Ghost wins. Now content that he has found revenge, Grady's Ghost will fade away. If the Junkie wins, however, it will go back to trying to get drugs from the PCs.







Conclusions- If PCs can make it out with Joy and Yankee, they will be lauded as heroes and given whatever rewards were promised them (or, if they never asked for any rewards, some will be given to them anyways). If they make it out without Joy or Yankee they will need to give the other kids of the town a good explanation of what happened. If Yankee makes it out of the building he will try to talk PCs into keeping quiet about why Joy was there. He will deny having a drug problem but if PCs press him he will assure them that he is not going to let anyone enter the building again, no matter what.











Grady's Ghost

Appearance- A white male, in his 30s, with a snazzy black suit and his hair slicked back. He looks like he used to be important. He is disheveled, angry looking, has a ragged, bloody hole in his chest.

Attributes- AWR 13, AGY 9, CHM 12, END 11, INL 12, SPD 8, STH 10, WIL 11, BLD 20.

History- Grady was a single parent and owner of the town's only dance club. When the Plague came he wanted to close the club, but angry young people threatened his life and told him he had to open it up so they could hold a big "end of the world" party. Reluctantly he opened the club and presided over a wild party. Fueled by drugs, the party continued overnight and into the morning. Tired, he went to bed, still in his suit, and fell asleep. When the drugs ran out downstairs a junkie came upstairs looking for drugs and stabbed Grady in his sleep. Then Grady's son came in and, as Grady lay dying, the junkie strangled him to death. Grady's Ghost didn't go on to the afterlife (as his son has).

Motivations- He believes the party is still going and that the man who hurt his son is still there. He doesn't want anyone to leave until he can find that person and exact his revenge.

Special Abilities

-Can lift heavy real world objects (using up to his full STH).

-Can bite and scratch normal humans (1 bladed damage).

-Can control electronics and machines with a WIL +1d20 vs. 20 roll.

-Can become visible at will.

-Can speak to humans and scream loudly enough to be painful to human ears (10 difficulty save vs. distracting pain).

Typical Attack- A Grab at AGY (9) + STH (10) +1d20 vs. 25 (or 1d20 vs. 6) then, next action, throwing the victim into a wall (does 1 blunt damage) or down stairs. Remember: PCs are at -15 to react to an attack by the ghost while he is invisible.

Typical Reaction- Dodge at AGY (9) + AWR (13) + 1d20 vs. 25 (or 1d20 vs. 3).

Experience Points

		Player:	Player:	Player:	Player:
All PCs Survive:	+2 XP				
Joy Rescued:	+2 XP				
Yankee Survives:	+1 XP				
Grady's Ghost Beats Junkie Ghost:	+2 XP				
PCs made friends with each other:	+5 XP				
Made the World a Better Place:	+1-10 XP				
Personal Growth:	+5 XP				
Good Roleplaying:	+2 XP				
Clever Plan:	+4 XP				
Worked Well As A Group:	+4 XP				
Split Up Group:	-5 XP				
Made The World a Worse Place:	-1-10 XP				

Appendix B: KidSurreal

KidSurreal is another optional way to play KidWorld.

KidSurreal is based not on concrete facts, but on what matters to kids more than facts: subjective experiences and those experiences' magical power to change how reality is perceived.

Abandoned By Time- To a kid, weeks can seem to pass in the blink of an eye, but a single afternoon can seem to last for years. KidSurreal takes place on the "perfect storm" of a day: a time when the conditions were just right to stretch the experience of time so that the day seems to never end. Time itself seems to have abandoned the kids of KidSurreal: they never age, the sun never sets, and their parents will never call them in for dinner.

Abandoned By Adults- And just as time has abandoned them, so have the adults. Adults have come to believe that paying attention to their children can wait. A kid can be standing before his mother, with a missing hand, pleading for help, bleeding to death on the living room rug, and the mom will not even look up, will respond "just a second." She is intending to look up after she finishes the paragraph in the book she's reading. She fully intends to look up, to see that her child wants, in just a few seconds. Yet the difference in experience in time is such that the child could wait forever and the parent's attention would never come. Throughout the oceans of subjective time that pass in the KidSurreal setting, parents will never finish their phone calls, or mowing their lawns, or reading their books, or preparing lunch.

Why don't kids get extreme to get their parent's attention; for instance, bt tearing the magazine out of mom's hands or by going into a police station and throwing a rock at the desk sergeant? The answer is that kids never think of it. The world of adults and the wild, savage world kids live in have become too widely separated. Kids would no more think of throwing a rock at a cop than they would asking a comic book character for a loan. In this way, perhaps it is not adults that have abandoned kids (as kids tend to assume), but the other way around.

Behavior Before Adults- Similarly, although KidSurreal is essentially lawless, and kids can never depend on adults to pay any attention to them, kids try not to do illegal things in front of adults. Kids might shoplift from a food shop until the shelves are bare, with no fear of getting caught, but they will still wait until they are out of sight of the shopkeeper to slip items into their pockets. Unless in a senseless rage, few kids will commit violence in sight of an adult, and because of this many kids will flee to the presence of an adult when someone is after them.

I told mom I needed help. She was on the couch, watching some talk show. "Just a minute, honey," she said. I went off and asked my dad for help. He was mowing the lawn. "Hold on, I'm almost done," he said.

We managed to trap and kill that mean dog, but not before it killed Jules out-right. Sam and Carla later succumbed to infections from the bites. Then Loren created the Red Shirts. He promised to bring us order and prosperity, but really he brought only terror and hardship. His mistake was allowing that wandering priest to start a Church of the Angry God here. When Loren figured out the church was as powerful as his Red Shirts, he tried to shut it down, but they rose up and smashed the Red Shirts. Loren retreated to Maggie Simmon's tree-house, her last great engineering marvel before she drowned herself in the lake. There was a siege. Loren took out several kids with the rock catapults before Lupe's big brother Juan showed up in his father's station wagon, drove up to the tree, poured a container of gasoline on it through the window, and lit it on fire.







To keep our minds off the dwindling food supplies we started a demolition derby league, smashing up our parents' cars in the baseball diamond behind the school. The head priest told us not to, but we were through with letting people tell us what to do. It was grand fun: drinking pilfered beers, smashing up cars, until Mina Silverman died. Her little sister wouldn't let us forget the tragedy. She kept wandering around town with bloody gashes she had scraped in her face with her own fingernails, screaming at everyone. Kids were starting to seriously discuss kicking her out of town or taking a rock and putting her out of her misery. Then Dana, the fat kid everyone called 'Teacher' because he took care of the kindergarteners, grabbed her and held onto her until she stopped screaming and promised to calm down. We didn't make fun of Dana as much after that.







We had eaten all the food from all our fridges and kitchen cabinets had shoplifted every bit of food out of every store, had emptied out every vending machine and had even picked fruit from every tree in town. There was nothing left. So I stole the keys to my parent's SUV, stole my dad's hunting rifle and filled a gym bag with clothes and a few of my favorite comic books. I went back to my parents, to try one last time to tell them what had been happening.



My mom was still sitting on the couch, watching the same stupid show. "Hold on sweetie," she said, "wait for the commercial and then ask me." My dad was still mowing the lawn. "Hold on a second."

"No," I said. "I'm through waiting." So I gathered up my friends and we left.



The Slowness- Rather than blindness, older kids suffer from an inability to keep up with the younger kids' perceptions of time. Older kids just can't do things as quickly as younger kids, and this shows in everything from building forts in preparation for an attack to fighting. In a pure sprint, an older kid might be able to beat a younger kid, but in a race which is longer and with multiple steps the older kid will, like the hare in the story of the tortoise and the hare, get distracted by things and thoughts that wouldn't matter to a younger kid and would likely lose the race.



Perverts and Special Adults- There are two types of adults who are in tune with the subjective speed of time that kids are experiencing. The first are developmentally delayed adults who essentially have the minds of children. They are in the same situation as the kids: if they ask for help from a caregiver they will rot before getting a response. The second type is "perverts," people (almost always men) whose unhealthy interest in children has let them to see the world through children's eyes. They have discovered, as kids have, that kids are without adult protectors and they intend to take advantage of that fact.





Dilation of Space- In addition to the dilation of time, there is a lesser dilation of space. Areas where adults do not go grow larger. The grove of trees behind the apartment complex might grow to become a forest which is miles across. The canal kids play in will become a huge viaduct, as wide as a superhighway. The old abandoned house that kids sometimes break into has become, to the kids of KidSurreal, a huge mansion.





Kid Rules- Another peculiarity of KidSurreal is that, to kids, the rules of kids seem as immutable as the laws of nature. Say kids are playing tag and the rule is that whoever is "it" cannot speak. The kid who is "it" will not speak, even to warn his friends that the building they are in is on fire, or to call for help as he is being carried off by a pervert. If the kid started the game with the intention of cheating, the rules will not apply to him or her. Similarly, when all the kids have forgotten about the game, then the rules no longer apply. Yet when a kid has allowed himself or herself to be subject to a set of rules, while those rules are in effect the kid will not consciously think of breaking them.





Kid-friendly KidWorld?

The KidSurreal setting is probably the easiest to play with actual kids without it being too violent or scary for them, with a couple of modifications; leave out the "perverts" and leave out the death. In the kid-friendly version of KidSurreal, any kid who is incapacitated doesn't die; they are just too badly hurt to keep participating in the world of KidSurreal. They pass into the world of adults in that they cease changing and interacting with other kids. They're just waiting for adults to notice that they're hurt and give them medical attention.

Things change…	…but stay the same
Injuries heal.	People and animals never age or have offspring.
Unrefrigerated food will rot or spoil.	The sun doesn't move.
Memories of past events fade.	Seasons never change.
Large projects can be completed (e.g. building a village of tree-houses, writing a book).	A time in the future (e.g. "let's meet back here at 12:30") will never come.
Kids get hungry and exhaust food supplies, can starve to death.	Although kids may take naps to refresh themselves after strenuous activities, they will never need to sleep.
Machinery and electronics used by kids will wear down and eventually break.	Adults don't restock things kids have used up, or repair things kids have broken.
People can travel long distances (e.g. cross the US on foot).	Cars driven by adults appear to be moving at normal speed, but never arrive at any destination.
Kids get ill and get well again.	

Character Creation- All the normal KidWorld kid classes are available to players (even Ferals, since there are feral children in real life, however rare they are). Rather than taking a blindness penalty for being an older kid, the PC takes a penalty to combat rolls and any roll to do anything quickly. This penalty comes from being stuck somewhere in-between the kids' and the adults' perceptions of time. The penalties are as follows:

Quickness Penalty

Age	Penalty to quickness based rolls
10 & under	None
11	-2
12	-5
13	-8
14	-11
15	-13
16+	Auto-fail

Examples: *Kenny is 13 so he suffers from a -8 penalty. This penalty applies when he rolls an attack roll against an enemy, when he rolls a lock-picking roll to try to pick a lock as quickly as possible to escape a burning building, when he makes SPD and END rolls to keep up with his compatriots in a cross-country race. Anything where Kenny is not allowed to take as long as he wants, he takes a penalty. The only exception is a*

simple exhibition of pure speed. In a pure sprint, a SPD + 1d20 vs. SPD + 1D20 contest, the PC does not take a penalty because no matter how Kenny perceives time, his top running speed is his top running speed.

The following advantages and disadvantages do not apply because they depend on events and situations that would not have happened in KidSurreal (keep in mind that the kids of KidSurreal were perfectly normal kids up until this one summer day):

Advantages

Kid-Only
Last Message (1 BP)

General
Fully Vaccinated (1 BP)
Military Training: Short (4 BP)
Military Training: Long (10 BP)
Working Vehicle (3 BP)

Disadvantages

Kid-Only
Abused By Adults (3 BP)
Medical Experiments (3 BP)

General
Inexperienced (4 BP)
Pregnant (15 BP for teens, 10 BP for adults)

All of the normal adult classes are unavailable to KidSurreal players, but the Special Adult class is available.

The Current Era- It is difficult to speak in terms of time, but in terms of subjective experience this summer afternoon has been going on for several years. Kids have run out of food in their homes and have been forced to scrounge and shoplift. In some cases, entire towns have been emptied of food and kids have had to leave and go elsewhere. It has been long enough for kids to start their own gangs, religions, governments and economies and for some of those to have fallen and become nothing more than faded memories. Kids have learned skills to help them survive and have settled into various specialties. Some kids have traveled many hundreds of miles from their homes.

Obsessives- Whenever kids throw themselves into something so wholeheartedly that they don't think of anything else, all their biological needs become frozen. Typically, it is only kids with very low ADJ who can behave in this manner. For kids who are completely obsessed with a project or activity, all time-based processes that effect them stop: they don't get hungry or thirsty, they don't defecate or urinate, if they have an injury it neither bleeds nor heals, if they are sick they neither get worse not better, they don't even need to breathe. This effect lasts as long as the project or activity they are obsessed with. When it is over, their bodily functions start moving again.

Special Adult

In Brief- An adult with the mind of a child who sees the world as kids do.

Other Names- Retard, Short Busser, Developmentally Delayed Adult.

Stereotypes- Simplistic, naive, kind, peaceful, fun-loving.



Lifestyle- Special Adults have found themselves, like kids, suddenly adrift in a world where their caregivers are no longer feeding and protecting them. Depending on the severity of their disability, they probably have less ability to adapt and learn a trade than most kids. What they have instead is physical size. To survive, special adults often join up with groups of "normal" children. The relationship is symbiotic: the adults use their size to protect the kids and the kids use their skills to get food for the special adults.



Things don't always go so well. Kids have a strong tendency to hate or fear anyone who is different, and this can often extend to special adults. Some become outcasts, hated and feared by the kids in the town they live in. Others, who were in homes for or schools for special adults when the summer afternoon started, cluster together with their own kind for protection. Yet such groups are often forced to disband when the food runs out.



Population- In an average community, there are about 3 Special Adults for every 1,000 kids.



Dark Side- Not all Special Adults are kind and loving. Some can become bullies who use their size to intimidate, influence and sometimes just to hurt kids for fun.



Goods- The PC starts with 5 cans of food.

Skills- Athletics 10, Care 10, Combat 20, Crafts 10, Naughty 10, Pets 8, Rapport 12, Scholastics 20, Sensory 15, Survival 10, Tech 16, War 15.



Character Creation- The PC starts with 70 attribute points, 12 health attribute points, a cap of 7 for INL and 10 for AWR, CHM and WIL. No age-based penalties apply. Choose 3 Cognitive Deficits.

Advantages and Disadvantages

Music Savant (Optional Advantage, Costs 1 BP)- The PC has an unusual ability with music. The PC can buy the Music skill at only 3 skill points per level.



Memory Savant (Optional Advantage, Costs 2 BP)- The PC is unusually good at memorizing and recalling facts. The PC gets +20 to any roll (including skill rolls) that involves just recalling facts.



Recommended Skills-Wrestling, Rock Throwing, Club.

Recommended Equipment- Paper Armor, Baseball Bat.

An open wound will neither coagulate, nor will substantial amounts of blood seep out. However, blood loss does occur as an injury is taken, so obsessives can die from injuries. In game terms, obsessed kids still take normal damage, just no post-combat effects (those listed on p.119). There are cases, though, of kids locked in a seemingly endless, obsessive battle. Neither have the strength or weaponry to seriously injure the other, so they keep piling on the scrapes, cuts and bruises while kid society keeps moving on around them.



For the most part, kids cannot make themselves obsessed for the purposes of achieving its benefits. If a kid working on a project is thinking about not starving then he or she is not absorbed wholeheartedly in the project. Yet a few kids nurture, or don't try to fight against, their obsessive natures because they know it can temporarily free them from physical needs.





The biggest effect on KidWorld of this phenomenon is that obsessive kids, working without stop for what seems like weeks, months or even years, have single-handedly created massive artwork or engineering projects or, when the obsession is to destroy, leveled entire cities.



The problem with the things obsessives build is that usability and safety typically weren't considerations in their design. Many weren't designed at all, the builder merely kept adding on random new features and additions as he or she thought of them. The bedroom of a palatial treehouse might have a deadly gravity based trap for no other reason than because the builder thought of a neat trap while building that bedroom. Or a bridge might be built simply for looks, with no intention by the builder of it ever holding someone's weight. This makes obsessive built structures more dangerous than even regular kid-built structures.





In order to complete such a project, most kids need to be alone, which means that most of these massive, bizarre masterpieces of child ingenuity are found in places where people seldom go: atop a hill, in a mine shaft, on a tiny island off the coast, etc.



Future of KidSurreal- What will happen to the kids of KidSurreal? Will the summer afternoon only end when every kid has died: murdered, killed in an accident or starved to death? Or will it end suddenly, with kids hearing their parents calling them to come in and wash up for dinner and, looking up at the sky, the kids will realize that it has suddenly gotten dark? Not only is the eventual fate of KidSurreal not known, it is not something kids ever think of. Kids of KidSurreal don't think of the future, they only exist in the now. If it were any other way, there wouldn't be a KidSurreal.



Obsessive Masterpieces

Some of the more impressive things done by lone obsessives include:

-A maze of underground tunnels, filled with traps, linking every basement in town.

-A seven story-high mountain of rocks with a slide/skateboard ramp (made of waxed cardboard) down one side.

-An entire city reduced to rubble.

-A village of treehouses, connected by bridges and swings.

-A fort made of mud-brick walls, that are 5 stories high and 10 feet thick, with broken glass lining the walls.

-A pit four stories deep.

Obsessives in Game

Any time a PC is working on a project and fails an ADJ roll to stop by 10 or more points, the PC becomes obsessed. The PC is immune to hunger, thirst, oxygen deprivation and exhaustion. The PC suffers from no post-battle effects (p.119), diseases do not progress and the PC does not heal.

KidSurreal vs. regular KidWorld

More Tech- KidSurreal didn't have a period where adults used up or destroyed high tech items. In KidSurreal there are guns, working automobiles, power tools, etc. just waiting for some kid to steal them. It's not unusual for kids to wander onto vacant work sites and start playing with cranes, wrecking balls, etc. There is even a group of kids who go from town to town organizing construction machinery demolition derbies, to which they charge admission (one can of food per person) and take bets. There is also electricity. Some kids even get on the internet to do research or converse with other kids.

Money- Canned food is still the de facto trading standard, but some kids still use paper money, knowing that the society that values it is still around (even if frozen). Money is also useful for vending machines, arcade games and payphones.

More Scavenging- Since plants and animals won't grow, there are no kid communities that have turned to farming. Kids will go to fields and harvest crops, go to ranches and slaughter animals, but once that food is gone it doesn't come back and kids are forced to move on.

Appendix B: KidWorld-L

Introduction

What follows are the rules for lite or live-action play of KidWorld. The character creation system and rules of play are vastly simplified, leaving more details to be invented by the players and GMs as the game progresses. Although different, KidWorld-L statistics have a constant relationship to statistics from regular KidWorld (hereafter called KidWorld-R). See the conversion guide (p.261) for more on the relationship between KidWorld-L and KidWorld-R stats.

Character Creation

Step 1 - Character Concept:

Decide on basic concept and details about the PC, e.g. gender, appearance, personality.

Step 2 - Age:

Choose an age: 7-15 (kid) or 16 and older (adult). The choice will effect stats (see next step) and blindness penalties (see master age table).

Step 3 - Attributes:

In Brief- Spend 12-22 points (based on age) on 9 attributes, min 1 each. Some attributes are max 5 for everyone, others have a lower max for kids based on age.

Every PC gets a number of Attribute Points based on his or her age (see Master Age Table). These points are split between the following nine attributes. Each attribute must have at least one point. For adults, all attributes have a maximum of 5. For kids, some attributes are capped at 5, others are capped at either 2, 3 or 4, based on the PC's age (see Master Age Table). The following attribute list identifies age-capped attributes.

Example: Our PC, June, is twelve years old. Her Attribute Points are 17, so we have 17 points to split between the 9 attributes. Looking at the list, we see that ADJ is capped at 5, so we can put as few as 1 or as many as 5 points into ADJ. STH, on the other hand, is capped based on age, and the cap for twelve-year-olds is 3, so we can put 1, 2 or 3 points into STH.





The attributes are as follows:

Adjustment (ADJ)**- This represents how well the PC has adjusted to the radical changes and psychological stresses of life after the Plague. Adjustment is used to recover whenever a PC loses control of his or her emotions, or to give up some distraction from the real world (e.g. drugs, an intense game, reading a book, etc.). **Capped at 5.



Agility (AGY)**- This represents limberness, coordination, balance and speed of physical reactions. Agility is used when a character needs to move silently, keep his or her balance, scale a wall or get through a small space. **Capped at 5.



Awareness (AWR)**- This represents the ability to notice things. This is not the acuity of one's senses, but the ability to be aware of important details. Awareness is used whenever characters need to notice a clue, avoid an ambush or sense attempts at mental manipulation. **Capped at 5.





Charm (CHM)**- This represents likeability, social presence, persuasiveness and ability to read people. Charm is used when a character needs to put on an act, convince an audience or seduce someone. **Capped at 5 for adults, less for kids.



Endurance (END)**- This represents stamina for intense physical exertion as well as the body's ability to fight disease and resist toxins. Endurance is used when a character needs to hold his or her breath, go on a long hike or survive a serious illness. **Capped at 5.



Master Age Table

Age	*7*	*8*	*9*	*10*	*11*	*12*	*13*	*14*	*15*	*16+*
Attribute Points	*12*	*13*	*14*	*15*	*16*	*17*	*18*	*19*	*20*	*22*
Hit Points	*5.5*	*6*	*6.5*	*7*	*7.5*	*8*	*8.5*	*9*	*9.5*	*10*
Attribute Caps	*2*	*2*	*2*	*2*	*3*	*3*	*3*	*4*	*4*	*5*
to sight AWR					*-1*	*-2*	*-3*	*-4*	*-6*	*auto-fail*
to combat						*-1*	*-2*	*-3**	*-3**	*-4**

**Blindness penalty reduced to -2 if the PC can sense the opponent's location.*

Intelligence (INL)- *This represents the speed at which the mind reacts, ability with abstract thought, learning, creativity and memory.* ***Capped at 5 for adults, less for kids.***

Speed (SPD)- *This represents the ability to run and leap.* ***Capped at 5 for adults, less for kids.***



Strength (STH)- *This represents upper body strength as well as the character's strength of grip and back muscles. A character would use strength to yank away someone's weapon, lift a heavy object or do damage with hand to hand weapons.* ***Capped at 5 for adults, less for kids.***



Willpower (WIL)- *This represents the ability to resist emotions, discomfort and psychological manipulation. Willpower would be used to control emotions, resist pain, stay conscious or battle against mind control.* ***Capped at 5 for adults, less for kids.***



The PC also starts with a number of Hit Points based on the PC's age. See Master Age Table.



Step 4 - Character Class:

Chose from one of the following kid or adult character classes. Each character class sets the costs to buy skills and the number of points available to buy equipment with. Character classes may also have mandatory advantages and disads (advantages and disads that every PC of this class must take, and for which no points are spent or gained) or optional advantages and disads (those the PC can choose to buy or to take to get points). *See p.254 for more on advantages and disadvantages.*





Builders

In Brief*: Kids who survive by building and fixing shelters, traps, defenses, etc.*



Equipment Points*: 6, plus 4 EP worth of Crafts packages.*

Skill Costs*: Athletics 3, Care 6, Combat 8, Crafts 3, Naughty 5, Pets 4, Rapport 6, Scholastics 6, Sensory 10, Survival 7, Tech 5, War 10.*



KidNight Skill Costs: *Concentration 16, Dream 9, Imagination 12, Lore 5.*

Cadets

In Brief*: Kids who have been trained by a military or paramilitary organization.*

Equipment Points*: 2, plus 3 EP worth of Combat packages.*

Skill Costs*: Athletics 2, Care 7, Combat 7, Crafts 7, Naughty 5, Pets 4, Rapport 6, Scholastics 8, Sensory 10, Survival 4, Tech 7, War 5.*

KidNight Skill Costs: *Concentration 16, Dream 9, Imagination 12, Lore 5.*

Ferals

In Brief*: Kids who have learned to survive on their own with little or no human contact.*

Equipment Points*: 2.*

Skill Costs*: Athletics 2, Care 6, Combat 8, Crafts 7, Naughty 4, Pets 4, Rapport 7, Scholastics 10, Sensory 9, Survival 4, Tech 8, War 9.*

KidNight Skill Costs: *Concentration 16, Dream 9, Imagination 12, Lore 5.*

Mandatory*: Free Sensory: Enhanced Senses Specialty, +2 vs. hypothermia, +2 vs. raw meat, +1 Hit Point, +1 AGY, cap of 6 for AGY, halve darkness penalties, +2 to CHM rolls with animals, Can only start with 1 CHM, must pay double (2 XP) to raise CHM. Must pay 1 skill point per level for a special INL based skill: Speak English, which has no specialties and no equipment packages.*

Optional*: pay 1 BP for Dog Pack (4 dogs with Kill AV 3, HP 6); pay 4 BP for Wolf Pack (4 wolves with Kill AV 4, HP 7), pay +1 BP for Intelligent Pack (KidNight only).*

Horse Riders

In Brief*: Kids who own, care for, and ride a horse.*

Equipment Points*: 2, free Horse: Trained (see p.253).*

Skill Costs*: Athletics 2, Care 6, Combat 8, Crafts 7, Naughty 5, Pets 2, Rapport 6, Scholastics 10, Sensory 10, Survival 4, Tech 7, War 9. Free Pets: Horses specialty.*

KidNight Skill Costs: *Concentration 16, Dream 9, Imagination 12, Lore 5.*

Optional*: pay 1 BP for Highly Trained Horse, pay 1 BP for Intelligent Horse (KidNight only).*

Inheritors

In Brief*: Kids who have taken over the roles of pre-Plague adults, hoping to recreate that world.*

Equipment Points*: 4.*

Skill Costs*: Athletics 3, Care 4, Combat 8, Crafts 5, Naughty 6, Pets 4, Rapport 4, Scholastics 6, Sensory 10, Survival 6, Tech 7, War 9.*

KidNight Skill Costs: *Concentration 16, Dream 9, Imagination 10, Lore 5. Can buy the Pretend specialty of Imagination for 5 skill points.*

***Mandatory**: Can get rare goods without spending BP.*

***Optional**: pay 1 BP for Practical Cop Training (free War: Discipline specialty), pay 1 BP for Practical Doctor Training (free Scholastics: Medicine specialty), pay 1 BP for Working Vehicle (see p.255).*

Nurturers

***In Brief**: Kids who care for and provide protection to smaller kids.*

***Equipment Points**: 4.*

***Skill Costs**: Athletics 4, Care 3, Combat 10, Crafts 5, Naughty 5, Pets 4, Rapport 4, Scholastics 7, Sensory 10, Survival 4, Tech 7, War 10.*

***KidNight Skill Costs:** Concentration 16, Dream 8, Imagination 12, Lore 5.*

***Mandatory**: Wards (split 15 years between a number of children from 1-6 years old. See text box for stats).*

***Optional**: Get 1 BP/ea. for 1 additional baby (0-1 years), get 1 BP/ea. for 2 additional toddlers (2-3 years).*

Wards

4-6 years: 1 in all attributes, 4 HP, no skills, no equipment.

2-3 years: 0 in all attributes, 3 HP, no skills, no equipment.

0-1 years: 0 in all attributes, 2 HP, no skills, no equipment.

Radicals

***In Brief**: Kids who do whatever they want and survive by being clever, brave and disregarding rules.*

***Equipment Points**: 4 EP.*

***Skill Costs**: Athletics 2, Care 6, Combat 10, Crafts 6, Naughty 4, Pets 4, Rapport 4, Scholastics 7, Sensory 10, Survival 6, Tech 7, War 9.*

***KidNight Skill Costs:** Concentration 16, Dream 9, Imagination 12, Lore 5.*

***Optional**: pay only 1 BP for the Prison/Juvy experience advantage (p.254).*

Scouts

***In Brief**: Kids who learn the wilderness and become masters of survival.*

***Equipment Points**: 4 and one free Survival O package.*

***Skill Costs**: Athletics 2, Care 6, Combat 8, Crafts 5, Naughty 5, Pets 3, Rapport 6, Scholastics 8, Sensory 10, Survival 4, Tech 7, War 7. 1 free level of Survival.*

***KidNight Skill Costs:** Concentration 16, Dream 9, Imagination 12, Lore 5.*

Students

***In Brief**: Kids who strive to teach themselves the secrets of the pre-Plague world, mostly by finding and reading books.*



***Equipment Points**: 3 EP, plus 3 free EP worth of Scholastics packages.*

***Skill Costs**: Athletics 4, Care 6, Combat 9, Crafts 5, Naughty 6, Pets 4, Rapport 6, Scholastics 6, Sensory 10, Survival 6, Tech 4, War 9. Free Basic Reading/Writing skill.*



***KidNight Skill Costs:** Concentration 16, Dream 9, Imagination 12, Lore 3.*

***Optional**: Pay 1 BP for Child Prodigy (5 cap for INL).*



Brains

***In Brief**: Grownups that have survived using their intellect and knowledge.*



***Equipment Points**: 4 EP.*

***Skill Costs**: Athletics 4, Care 4, Combat 7, Crafts 5, Naughty 6, Pets 4, Rapport 4, Scholastics 3, Sensory 5, Survival 4, Tech 1, War 6.*

***Optional**: Pay 1 BP for Doctor (free Scholastics; Medicine skill specialty), pay 1 BP for Scientist (free Scholastics: Basic science skill specialty, can get the Plague Science specialty), pay 1 BP for Early Hoarder (+4 EP of equipment, including rare).*



Brawns



***In Brief**: Grownups that survive using their physical strength and combat abilities.*

***Equipment Points**: 3 EP.*

***Skill Costs**: Athletics 3, Care 5, Combat 6, Crafts 6, Naughty 6, Pets 4, Rapport 6, Scholastics 5, Sensory 5, Survival 5, Tech 2, War 4.*



***Options**: Pay 1 BP for Professional Martial Artist (free Combat: Control skill specialty).*

Mouths



***In Brief**: Grownups that survive using their charisma and strong leadership ability.*

***Equipment Points**: 3 EP.*

***Skill Costs**: Athletics 4, Care 4, Combat 7, Crafts 5, Naughty 6, Pets 4, Rapport 3, Scholastics 4, Sensory 5, Survival 5, Tech 2, War 4.*

Step - 5: Skills:

In Brief- 10 skill points, costs set by character class, minimum 0, maximum 5, 1-2 gives 1 specialty, 3-5 gives 2.



You start with 10 skill points to buy skills with. The cost for each skill is set by the character class. For instance, the cost of Athletics skills for Students is 4, so to buy 1 level in Athletics costs 4 points, to buy 2 levels in Athletics costs 8 points. You can buy 0 to 5 levels in each skill category.



Specialties*- For every skill you have at least one level in, choose one specialty (specialties listed below). For each skill you have at least three levels in, choose two specialties. Specialties act as one extra level in that skill.*



Any specialty can only be taken once.

If something gives you a free specialty but you don't have any levels in that skill then you can act as if you have one level in the skill for that specialty only.



Example: Carl is a Radical and can buy Naughty skills for 4 and Athletics skills for 2. He buys 3 levels in Athletics and 1 level in Naughty, thus using all of his 10 points. For Naughty he only gets one specialty, so he chooses Stealing. For Athletics, because he has 3 levels, he gets two specialties, and so he chooses Water and Obstacle Course.





Basic Reading/Writing

For 1 skill point, any kid PC can buy the skill Basic Reading/Writing, which gives the PC the ability to read and write his or her native language (presumably English). Unlike the other skills, it has no specialties, no equipment packages and PCs will not typically be asked to roll on it. Any PC with 1 or more levels in Scholastics can read and write and does not need to purchase Basic Reading/Writing. Adults are also assumed to know how to read and write without having to buy this skill.



Skills and specialties are as follows:

Athletics

Typical Attribute: AGY

Wheels: *Bicycling, skating, rollerblading.*

Example Equipment: Helmet, knee pads, gloves, can of oil, air pump. (Note: Vehicles must be bought separately, see p.253).

Water: *Swimming, holding one's breath.*

Example Equipment: Swim suit, goggles, flippers, diving belt, snorkel, scuba gear.

Hide & Seek: *Running, hiding, moving quietly.*

Example Equipment: Running shoes, black or camouflage clothing.

Obstacle Course: *Climbing, jumping, balancing.*

Example Equipment: Climbing shoes, rope, gloves, grapple, mountain-climbing gear.

Performance: *Acrobatics, dancing, juggling.*

Example Equipment: Dancing shoes, juggling balls, gloves.

Care

Typical Attribute: AWR

Entertainment: *Playing music, drawing, painting, composing text.*

Example Equipment: Small acoustic instrument, brush and paints, pencils and notepad.

Handiwork: *Tailoring, cooking, gardening.*

Example Equipment: Needle and thread, seeds, spices, pot and pans, spade.

Nursing: *Caring for the sick, cleaning and bandaging minor injuries, healthy eating.*

Example Equipment: Rubbing alcohol, bandages, vitamins, thermometer, Tylenol.

Combat

Typical Attribute: N/A

Kill*: Doing as much damage as possible as quickly as possible.*

Example Equipment: Shiv, poisoned dagger, pistol, sniper rifle.

Ruin*: Destroying the enemy's ability to fight.*

Example Equipment: Blinding powder, pepper spray, baseball bat, taser gun.

Exhaust*: Wearing down the enemy while avoiding taking damage.*

Example Equipment: Armor, shields, baton, quarterstaff, brass knuckles.

Control*: Taking control of the enemy while avoiding taking damage.*

Example Equipment: Armor, lasso, net, whip.

Crafts

Typical Attribute: INL

Traps & Weapons: *Creating traps for people, creating non-firearm weapons.*

Example Equipment: Rope, duct tape, sharpening stone, spikes.

Large Structures: *Building boats, shelters, bridges, reading blueprints.*

Example Equipment: Hammer and nails, saw, tape measure, rope, level, wood glue, chisel.

Small Goods: *Making clothes, baskets, tools, alcoholic beverages.*

Example Equipment: Scissors, hammer, duct tape, needle and thread, yeast, sinew, carving knife.

Naughty

Typical Attribute: AGY

Ruin: *Destroying the enemy's ability to fight. (Same as the Combat skill).*

Example Equipment: Rocks, sharpened sticks, kitchen knives, slingshots, BB guns, powdered bleach.

Deception: *Creating disguises, impersonating someone else, lying, gambling, doing magic tricks.*

Example Equipment: Wigs, spirit gum, makeup, brushes, trick cards, loaded dice, costumes, clothes with hidden pockets.

Stealing: *Picking locks, picking pockets.*

Example Equipment: Homemade lockpicks, wire hooks, professional lockpicks, razor blades, cans of freon and mallets.

Dangerous Stuff: *Using poisons, street drugs.*

Example Equipment: Syringe, pipe, lighter, small scale, field drug-testing kits, poison ring, handbook of poisons, handbook of street drugs. (Note: Drugs must be bought separately, see p.253).

Pets

Typical Attribute: CHM

Controlling: *Training animals, lassoing and tying up animals.*

Example Equipment: Rope, collar, treats, bolo, gloves, tranquilizers.

Caring For: *Cleaning and feeding animals, treating sick animals, raising and breeding animals.*

Example Equipment: Brush, shampoo, clippers, veterinary medicine handbook, antibiotic cream.

Horses: *Riding and caring for horses.*

Example Equipment: Saddle, riding boots, grooming tools, rope.

Rapport

Typical Attribute: CHM

Nice: *Oration, storytelling, flirting, seducing.*

Example Equipment: None.

Mean: *Insulting people, play acting.*

Example Equipment: None.



Fair: *Appraising goods, cooperating with others, creating clear and fair agreements, making just decisions.*

Example Equipment: None.



Helpful: *Teaching, therapy.*

Example Equipment: None.

Language: *When choosing this specialty, choose a language other than his or her own that the PC can speak. The specialty can be taken more than once to know more than one alternative language.*



Example Equipment: Foreign language phrasebook, handheld electronic translator.

Scholastics

Typical Attribute: INL



Basic Science: *Answering questions about chemistry, physics, biology, geology, etc.*

Example Equipment: Grade school science textbook, chemistry set, barometer.



Plague Science*: *Answering questions about the chemical and biological mechanisms, treatments for and spread of diseases.*



Example Equipment: Pathology textbooks, microscope, petri dishes, autopsy kit.

Medicine: *Diagnosis, first aid, pharmaceuticals, herbs, surgery.*

Example Equipment: Stethoscope, thermometer, iodine, suture needle and thread, scalpel, syringe, IV, sterile sponges, anesthetics, antibiotics, surgical field manual, diagnostic field manual, Physician's Desk Reference.



Academics: *Reading, writing, arithmetic, research, religion, history.*

Example Equipment: Dictionary, encyclopedia, solar-powered calculator, pencil and notepad.



**Plague Science cannot be purchased during character creation except with a special advantage, and cannot be purchased when buying skill levels unless the PC finds special in-game teachers and/or learning materials.*

Sensory

Typical Attribute: AWR

Blind Fighting: *Like Combat: Kill but with half the blindness penalties (rounded down).*

Example Equipment: Leather armor, quarterstaff, chain, machete.



Enhanced Senses: *Paying attention to fine detail and faint sensations via touch, smell, taste and hearing.*

Example Equipment: None.



Interaction: *Reading Braille, visualizing objects, visualizing a room's layout and the position of people and objects in it, sensing shadows or movement by feeling heat/wind on one's face.*

Example Equipment: None.

Survival

Typical Attribute: INL



Eating: *Trapping animals, fishing, skinning, butchering, preserving food.*

Example Equipment: Fishing line, salt, butchering knife, fishhook, small shovel.



Sleeping: *Finding and creating shelters, starting fires, tying knots, camouflaging things.*

Example Equipment: Camouflage netting, handbook of knots, nylon cord, flint and steel, hand-axe.



Moving: *Tracking, using maps, navigating through wildernesses.*

Example Equipment: Field guide to animal tracks, compass, topographical map of the area, binoculars.

Tech

Typical Attribute: INL



Using: *Using cars, computers, radios, other electronic or mechanical devices.*

Example Equipment: Short-wave radio manual, batteries, pedal extenders, Windows for Dummies. (Note: Vehicles must be bought separately, see p.253).



Building/Repairing: *Creating or fixing cars, computers, radios, other electronic or mechanical devices.*

Example Equipment: Solder and soldering iron, wrench, oil, fuses, automobile repair handbook, voltage tester.



War

Typical Attribute: INL

Armament Usage: *Repairing, maintaining and using explosives, rockets, grenades, automatic weapons.*

Example Equipment: Gun cleaning kit, artillery field manual, repair tools. (Note: Explosives and weapons must be bought separately, see p.253 and p.254).

Discipline: *Interrogating prisoners, sleeping lightly, creating military tactics and giving commands.*

Example Equipment: Handcuffs, portable chalkboard, toy soldiers, sodium pentothal.

Step 6 – Equipment

In Brief- Spend EP, set by character class, on equipment packages or on individual pieces of equipment.

The PC has a number of equipment points set by his or her character class. Equipment points can be used to buy Equipment Packages or special equipment.

Equipment Packages- *These are kits that correspond to a skill specialty. An equipment package is the tools and reference materials that help a person use a skill. Every skill specialty has an equipment package except for the following:*

Rapport: Nice
Rapport: Mean
Rapport: Fair
Rapport: Helpful
Sensory: Enhanced Senses
Sensory: Interaction

Equipment packages are bought in levels, from 1 to 5. One is the cheapest equipment, five is the most expensive and complete.

The cost for an equipment package is the as follows:

Level	Cost
1 level	1 EP
2 levels	3 EP
3 levels	6 EP
4 levels*	10 EP
5 levels*	15 EP

**Rare (see below).*

Example*: If one were to spend 1 equipment point for a package to correspond to the Obstacle Course specialty of Athletics, one would have Athletics: Obstacle Course O package. This might be an old piece of frayed dock rope, some old gloves and a few sharpened railroad spikes. If one were to spend 6 points, one would have Athletics: Obstacle Course OOO, which would include climbing shoes, a rope and grapple and a satchel of mountain-climber's tools.*

Scholastics: Academics O might be a dictionary, a laminated multiplication table and a kid's encyclopedia. Academics OOOO might be an entire home library with dozens of reference books and a graphing calculator.

Books- *Scholastics & Tech packages rely heavily on books. To take advantage of these packages, blind PCs must buy Braille versions of these packages. Buying the Braille version of an equipment package costs double. Note that the PC must have the appropriate skill (one level in Sensory or the Interaction specialty of Sensory) to take advantage of the Braille book.*

Rare- *Any equipment package or piece of special equipment that costs 10 EP or more is rare and so cannot be bought without a special advantage that allows a PC to have rare equipment (e.g. the Rare Goods advantage, p.255).*

Combat Packages- *Like other skills, one can purchase equipment packages for combat skill specialties. A Combat: Kill (1) package might be a shiv. Combat: Kill (3) might be leather armor and a poisoned knife. Combat: Kill (5) might be SWAT armor and two poison-coated Katanas.*

Double the cost to make any combat package ranged, e.g. throwing knives, a bow and arrows, pistol, or sniper rile, depending on the level purchased.

Special Equipment- *Some pieces of equipment don't correspond to any skill specialty and are thus listed as their own separate items. These include Vehicles, Drugs, Animals, Electronics and Explosives.*

Vehicles

Vehicle *O (costs 1 EP): Wagon, big wheels, skateboard, bicycle, rollerblades, raft.*

Vehicle *OO (costs 3 EP): Mountain bike, horse-drawn buggy, rickshaw, kayak.*

Note: For a working motor vehicle, see the Working Vehicle advantage, p.255.

Drugs- *Only recreational drugs are listed. Plain medical pharmaceuticals should be purchased as Scholastics: Medicine packages.*

If more than 1 dose of a drug is taken, double the bad effects and keep good effects the same. Withdrawal from a drug (the side effects when someone stops using the drug) is, unless specified otherwise, the opposite of the normal effects of the drug (except no plusses to attributes are given).

The cost listed for a drug is the cost for 1 dose per day, meaning a regular user should always start play with one dose on hand.

Alcohol *(costs 4 EP): +1 vs. pain/fear, -1 AGY, -1 AWR, -1 INL, Addiction OO.*

Caffeine *(costs 1 EP): +1 vs. unconsciousness.*

Cigarettes *(costs 2 EP): Addiction O.*



Cocaine/Crack *(costs 6 EP): +4 vs. unconsciousness, Addiction 6.*

Ecstasy *(costs 6 EP): Euphoria OO, -5 vs. hallucinations/delusions, Addiction OO.*



Hallucinogens *(costs 5 EP): Hallucinations 7, Delusions OO, +1 AWR.*

Heroin *(costs 7 EP): +5 vs. pain, +4 vs. fear, -1 AGY, Euphoria 5, Addiction 6.*

Inhalants *(costs 1 EP): Euphoria 5, +2 vs. pain, -2 AGY, -2 AWR, -2 INL, Addiction OO.*



Marijuana *(costs 2 EP): -2 to memory rolls, -2 INL, -2 AWR, +2 vs. fear/anger/pain, Addiction O.*

Meth *(costs 6 EP): +2 vs. unconsciousness, Addiction 5.*

Opium *(costs 2 EP): +2 vs. fear, -1 INL, -1 AGY, Euphoria OO, Addiction OOOO.*



Animals- *Animals come in three basic types: untrained, trained and highly trained. Untrained animals are habituated to human presence but don't know how to follow any commands. Trained animals can follow basic commands common to that animal (e.g. a horse knows "giddyup" and "woah"). A highly trained animal has been specifically trained in one specialty skill, e.g. a bloodhound is trained to track people by scent.*





Dog: Untrained *(Costs 1 EP). Kill AV 3, HP 6.*

Dog: Trained *(Costs 2 EP). Kill AV 3, HP 6*

Dog: Highly Trained *(Costs 4 EP). Includes seeing-eye-dogs, bloodhounds, fighting dogs. Kill AV 4, HP 6.*



Falcon: Trained *(Costs 10 EP). Trained to hunt small animals. Has Ruin AV 1, HP 3.*

Goat: Untrained *(Costs 2 EP). Ruin AV 3, HP 7.*

Horse: Untrained *(Costs 15 EP). Ruin AV 2, HP 8.*

Horse: Trained *(Costs 20 EP). Ruin AV 2, HP 8.*

Horse: Highly Trained *(Costs 25 EP). Includes horses trained for hunting, racing, war. Ruin AV 3, HP 8.*



Electronic Devices- *When you purchase an electronic device in KidWorld-L it is assumed that the PC starts play able to power the device (as opposed to KidWorld-R where power must be purchased separately or sought in-game). Thus all devices either have a hand-crank or batteries.*

Flashlight *(Costs 4 EP)*
GPS *(Costs 6 EP)*
Laptop *(Costs 5 EP)*
Motion Alarm *(Costs 5 EP)*
Music Player *(Costs 4 EP)*
Nightvision Goggles *(Costs 6 EP)*



Parabolic Mic *(Costs 5 EP): Gives +4 to AWR hearing rolls at a distance.*
Radio Scanner *(Costs 6 EP)*
Shortwave Radio *(Costs 10 EP)*



Sound Recorder *(Costs 4 EP)*
Walkie Talkies *(Costs 5 EP/ea.)*

Explosives*- The PC starts with one explosive per game session.*



Explosive *O (costs 1 EP) will destroy anything in 5 ft.*
Explosive *OO (costs 2 EP) will destroy anything in 20 ft.*
Explosive *OOO (costs 3 EP) will destroy anything in 50 ft.*



Explosive *OOOO (costs 4 EP) will destroy a city block.*
Explosive *OOOOO (costs 5 EP) will destroy everything in 1 square mile.*



Miscl
Binoculars *(Costs 1 EP)*
Bottled Water *(Costs 1 EP): 1 day's worth of clean water.*



Candle *(Costs 1 EP). One per game session.*
Curb Feelers *(Costs 3 EP). Halves blindness penalties to driving.*
Generator *(Costs 10 EP). Burns gasoline to create AC electricity.*



Handcuffs *(Costs 1 EP)*
Lighter/Matches *(Costs 1 EP)*
Mechanical Label Maker *(Costs 4 EP)*
Poison: Deadly *(costs 1 EP). 1 dose per adventure. Victim dies within 5 minutes without medical intervention.*



Poison: Debilitating *(costs 1 EP). 1 dose per adventure. Victim takes -4 penalty to all rolls.*
Poison: Knockout *(costs 2 EP). 1 dose per adventure. 5 difficulty save vs. unconsciousness, -3 AWR, -3 INL.*
Preserved Food *(Costs 1 EP per 1 day's worth of food).*
Spraypaint *(costs 1 EP)*

Step 7 – Bonus Characteristics

In Brief- Buy advantages, get BP for disads. 1 BP = 1 attribute, 1 EP or 3 skill points.

The PC can gain Bonus Points by taking disadvantages or by reducing normal character creation points; and can spend Bonus Points on advantages or on additional character creation points.

1 BP = 1 attribute point, 1 equipment point, or 3 skill points.

Available advantages and disadvantages follow. See KidWorld-R for information on the non-mechanical meaning of the advantages and disads.

Kid Only Advantages
Child Prodigy *(costs 2 BP). 5 cap for INL.*
Iron Will *(costs 1 BP). 5 cap for WIL.*

Adult Only Advantages
Already Blind *(costs 2 BP). 1 free level of Sensory, can buy rare Sensory equipment packages.*

General Advantages
Contact: Dark Side *(costs 1 BP)*
Contact: Leader *(costs 1 BP)*
Good Rep *(costs 1 BP)*
Innate Talent: Math *(costs 1 BP). +2 to all INL rolls (including skill rolls) incolving math*
Instructor *(costs 3 BP): Choose from:*
Builder *(+1 level Crafts, free Large Structures specialty).*
Doctor *(+1 level Scholastics, free Medicine specialty).*
Fighter *(+1 free Kill specialty).*
Thief *(+1 level of Naughty, free Stealing specialty).*
Artist *(+1 level of Care, free Entertainment specialty).*
Academic *(+1 level of Scholastics, free Academic specialty).*
Physically Attractive *(costs 1 BP): +2 to Seduction, Cuteness and First Impression rolls.*
Prison/Juvy Experience *(costs 2 BP). 1 free level of Naughty. Can buy rare Naughty equipment packages.*
Private School *(costs 4 BP): 1 free level of Scholastics, 1 free level of either Care or Rapport (choose one).*

Rare Goods *(costs 1 BP): The PC can buy rare goods (see p.253) during character creation.*

Working Vehicle *(costs 2 BP): The PC starts play with a running automobile. The PC starts play with 1 gallon of gas per game session.*

Disads

Kid Only Disads

Abused By Adults *(gives 1 BP): -2 to save vs. fear when dealing with adults.*

Blindness *(gives 3 BP): -4 to all combat rolls, auto-fail of all sight based AWR rolls.*

Gender Incongruities *(gives 1 BP).*

Medical Experimentation *(costs 1 BP). Fear 5 vs. anything medical, Fear 7 vs. medical procedures.*

Missing Eye *(gives 1 BP). -2 vs. peripheral vision or judgment of distance rolls.*

Night-Blindness *(gives 1 BP): Double darkness penalties.*

General Disads

Addiction: Alcohol *(gives 2 BP)*

Addiction: Inhalants *(gives 4 BP): -1 INL.*

Addiction: Marijuana *(gives 1 BP): -2 to memory rolls, -2 vs. depression/dysphoria.*

Addiction: Meth *(gives 3 BP): -2 HP.*

Addiction: Nicotine *(gives 1 BP)*

Addiction: Opium/Pain Pills *(gives 2 BP): -1 vs. disease.*

Allergy: Deadly *(gives 2 BP)*

Allergy: Incapacitating *(gives 1 BP). After consuming allergen, 5 difficulty WIL or END roll to do anything.*

Asthma *(gives 1 BP). Double all END difficulties after any heavy exertion.*

Branded *(gives 1 BP)*

Caregiver: Child *(see table).*

NPC is:	Kid PC	Adult PC	NPC Attributes	NPC Hit Points
3-5	1 BP	0 BP	1	4
Toddler or Disabled	1 BP	1 BP	0	3
Infant	2 BP	1 BP	0	2

Compulsion *(gives 1 BP): 7 difficulty to save against.*

Deaf *(gives 4 BP for kids, 7 BP for adults): Gets the Rapport: Language: American Sign Language specialty free.*

Delusion *(gives 1 BP)*

Enemy: Deadly *(gives 1 BP)*

Epilepsy *(gives 1 BP)*

Fried *(gives 1 BP): Flashbacks (5)*

Gambling Addict *(gives 2 BP): 7 difficulty WIL roll to avoid gambling.*

Hunted: Community *(gives 2 BP)*



Inexperienced *(gives 1 BP): Not available for Ferals.*

Malnourished *(gives 2 BP): -2 Hit Points, -1 vs. disease, -1 vs. seduction/cuteness/first impression.*



Missing Arm/Hand *(gives 1 BP/ea. for kids, 2 BP ea. for adults): PCs STH is halved for efforts that would normally require both hands.*

Missing Leg *(gives 1 BP/ea. for kids, 2 BP ea. for adults): SPD 1 with crutches or a prosthetic.*



Mute *(gives 3 BP for kids, 6 BP for adults)*

Phobia *(gives 1 BP): 7 difficulty save vs. fear to approach a scared-of object or situation.*

Physically Unattractive: Disfigured *(gives 1 BP): -5 to seduction/cuteness rolls.*



Physically Unattractive: Major *(gives 1 BP): -2 vs. seduction/cuteness/first impression rolls.*

Poor Hearing *(gives 1 BP for kids, 2 BP for adults): -2 to hearing based AWR rolls.*



Pregnant *(gives 4 BP)*

1st Trimester*: -2 vs. nausea, -1 vs. unconsciousness, -1 vs. emotions.*

2nd Trimester*: -1 vs. loss of balance, +1 vs. fear, -1 vs. heat exhaustion.*



3rd Trimester*: Insomnia OO, -2 vs. loss of balance, -1 END, occasional contractions (5 difficulty pain), -1 vs. unconsciousness, -2 vs. heat exhaustion.*

Self-Hatred *(Gives 1 BP). 7 difficulty save vs. self-destructive behavior when alone, 5 difficulty save vs. delusion to avoid believing anything bad anyone says about the PC.*



Shy *(gives 1 BP): 7 difficulty save vs. fear when dealing with people to avoid showing signs of discomfort (e.g. stuttering).*



Sickly *(gives 2 BP): -2 vs. disease/shock, regains lost END and Hit Points half as fast.*

Tuberculosis *(gives 1 BP): Must make 5 difficulty save vs. disease every month or lose 1 END.*

Venom Hypersensitivity *(gives 1 BP): Save vs. shock at 5 difficulty per sting.*

Step 8 - Character Advancement

In Brief- ½ XP per adventure. 1 XP = 1 EP, 1 attribute or 3 skill points. 20 XP = a birthday.



PCs earn XP (experience points) for completing adventures successfully. Typically PCs will earn one-half an XP point per adventure, depending upon the difficulty of the adventure and how well the PCs succeeded. XP can be used to buy additional skill points, equipment points or attribute points as follows:
1 XP = 1 equipment point, 1 attribute point or 3 skill points.



***Birthdays**- Every 20 XP a kid PC earns, the kid PC grows a year older. For each age increase:*

-The PC's max caps for attributes are increased (see master age table, p.247). 2 to 3 at age 11, 3 to 4 at age 14, 4 to 5 at age 16.



-The PC gets 1 free attribute point.

-The PC gets one half a Hit Point free.

-The PC may gain blindness penalties (see master age table, p.247).



Sample Character Creation, Kylie Watts

If we were creating Kylie Watts, from the KidWorld-R character creation chapter, as a KidWorld-L character, we would:

-Choose an age, ten, which tells us that Kylie gets 15 attribute points and 7 Hit Points. The attribute cap for 10 years old is 2, so we can't make her CHM, INL, SPD, STH or WIL greater than 2. We end up giving her 1 ADJ, 3 AGY, 1 AWR, 2 CHM, 2 INL, 2 STH, 2 SPD, 2 WIL.



-Choose a character class, Inheritor, which gives us 4 EP and the following skill costs: Athletics 3, Care 4, Combat 8, Crafts 5, Naughty 6, Pets 4, Rapport 4, Scholastics 6, Sensory 10, Survival 6, Tech 7, War 9.



-Buy the following skills

Basic Read/Write (1 Skill Point)

Rapport O, Fair specialty (4 skill points).

Naughty O, Ruin specialty (6 skill points).



Altogether, we have spend 11 skill points. If, later, we take a 1 BP disadvantage we can buy 3 skill points and make up for it.

-Buy the following equipment with Kylie's 4 EP:



Vehicle O (costs 1 EP) (we choose rollerblades)

Combat: Ruin package OO (costs 3 EP) (we envision it as a baseball bat)

-We need to buy a disad to pay for her extra skills, so we buy Phobia, which gives 1 BP (or 3 skill points) and give her a phobia of dogs.

-We can compute her AV for Ruin. Ruin uses INL and AGY, so we add her INL (2) + AGY (3) + 1 (her level of Naughty) +1 (because she has the Ruin specialty) +2 (for having a Ruin OO package). Altogether she has an AV of 9 for Ruin.

Sample Character Creation, Charlie Vullman

-First, as an adult, we see that Charlie gets 22 attribute points, 10 hit points, a 5 cap for each attribute, and -4 to all combat actions (from being blind).

-Second, we spend his 22 attribute points. We have to give at least 1 point for each. We end up giving him 2 ADJ, 2 AGY, 3 AWR, 5 CHM, 1 END, 4 INL, 1 SPD, 2 STH, 2 WIL.

-Next we choose Mouth as his character class, giving him 3 EP and the following skill costs: Athletics 4, Care 4, Combat 7, Crafts 5, Naughty 6, Pets 4, Rapport 3, Scholastics 4, Sensory 5, Survival 5, Tech 2, War 4.

-We spend his 10 skill points to buy Rapport O (costing 3) and Sensory O (costing 5). Altogether this costs 8 skill points. We have 2 skill points left, which we can save until Charlie earns enough XP to buy another level of Rapport. For Rapport, we choose the specialty Nice and for Sensory we choose the specialty Enhanced Senses.

-We spend his 3 EP on Poison: Deadly (costs 1) and a Dog: Trained (costs 2). His bible and priest's outfit are free.

-We take the Disad Addiction: Alcohol, and use the 2 Bonus Points to buy the advantages Good Rep (costs 1 BP) and Physically Attractive (costs 1).

-With no combat skills, no combat packages, poor physical attributes, and the -4 penalty from being blind, Charlie's combat AV will be pretty poor (in most situations, it will actually be 0). Instead, let's compute Charlie's AV for seducing people. When seducing someone, Charlie's AV would be his CHM (5) +1 (his level of Rapport) +1 (because he has the Nice specialty of Rapport), +2 (because he has the Physically Attractive advantage) or 9 altogether (making him as good as seducing people as Kylie Watts is at messing them up with a baseball bat).

KidNight-L

KidNight Character Classes

Concentrators

***In Brief**: Kids who have honed their powers of concentration to the point that they can use their will to bypass the laws of physics.*

***Equipment Points**: 4.*

***Skill Costs**: Athletics 4, Care 7, Combat 7, Crafts 7, Naughty 6, Pets 5, Rapport 6, Scholastics 6, Sensory 10, Survival 7, Tech 6, War 10.*

***KidNight Skill Costs:** Concentration 7, Dream 5, Imagination 8, Lore 4.*

***Mandatory**: Poorly Adjusted (max cap of 2 for ADJ).*

Deadies

***In Brief**: Kids that have survived a brush with death but now find themselves strongly connected to the afterlife.*

***Equipment Points**: 5.*

***Skill Costs**: Athletics 3, Care 6, Combat 7, Crafts 6, Naughty 5, Pets 6, Rapport 6, Scholastics 7, Sensory 9, Survival 5, Tech 6, War 9.*

***KidNight Skill Costs:** Concentration 16, Dream 7, Imagination 12, Lore 7. Free special Rapport specialty: Play Dead.*

***Mandatory**: Cold (-2 vs. hypothermia), Half-Dead Stomach (2 difficulty save vs. vomiting after eating cooked food, 2 difficulty save to avoid eating raw meat or blood), Netherworld Connection, Nightmare Attraction, Smells Dead (+2 to CHM rolls to play dead with animals), Poorly Adjusted (max cap of 2 for ADJ).*

Dreamers

***In Brief**: Master the skills of dreaming in order to protect sleeping kids and gain real world advantages.*

***Equipment Points**: 4.*

***Skill Costs**: Athletics 4, Care 7, Combat 5, Crafts 7, Naughty 6, Pets 5, Rapport 6, Scholastics 8, Sensory 10, Survival 6, Tech 7, War 10.*

***KidNight Skill Costs:** Concentration 13, Dream 4, Imagination 8, Lore 4.*

***Mandatory**: Poorly Adjusted (max cap of 2 for ADJ).*

Imaginers

***In Brief**: Kids who have created an imaginary friend with the ability to effect the real world.*

***Equipment Points**: 3.*

***Skill Costs**: Athletics 5, Care 6, Combat 8, Crafts 7, Naughty 6, Pets 4, Rapport 6, Scholastics 7, Sensory 10, Survival 5, Tech 7, War 9.*

***KidNight Skill Costs:** Concentration 13, Dream 5, Imagination 5, Lore 4. Can buy special Imagination specialty: Empower Friend (can make imaginary friend visible, able to effect the real world with its full STH).*



***Mandatory**: Imaginary Friend (has all the PC's cognitive deficits and 3 extra ones, 11 attribute points, cap 5 for all attributes except INL & CHM can't be higher than the PC's, has natural weapons equal to a Ruin O or Kill O package), Poorly Adjusted (max cap of 2 for ADJ).*



***Optional**: Pay 1 BP for Friend Hive (imaginary friends have stats as per above when working together).*



Seperates

***In Brief**: Kids who spent time in the Fairy Lands and came back physically unstable.*

***Equipment Points**: 4.*

***Skill Costs**: Athletics 4, Care 6, Combat 8, Crafts 5, Naughty 5, Pets 5, Rapport 6, Scholastics 7, Sensory 10, Survival 6, Tech 7, War 10.*



***KidNight Skill Costs:** Concentration 13, Dream 5, Imagination 8, Lore 4.*

***Mandatory**: Fearless (+2 vs. fear), Confusion Adaptability (+2 vs. hallucinations/delusions), Poorly Adjusted (max cap of 2 for ADJ), Removable Parts (any damage a PC takes, except for kill damage, or any failed AGY or STH roll will cause a limb to fall off), Changing Features (-2 per week to recognize the PC), Unstable Physics (1 in 20 chance per day of being invisible, -4 to hit), 1 in 20 chance per day of being intangible, 1 in 20 chance per day of being weightless), Fairy Communication (+2 to CHM rolls with fairies).*



***Optional**: 1 EP for Separate Outfit (outfit with straps that allow limbs to be selectively released).*





KidNight Skills

KidNight skills do not have equipment packages.

Concentration

Typical Attribute: WIL

***Staring:** Shaping clouds, starting electrical devices, looking through solid objects, giving a person cramps or a bad headache.*

***Go Anywhere:** Walking through walls, floating, flying, breathing underwater.*

***Be Unaffected:** Resisting damage, becoming invisible.*

Dream

Typical Attribute: AWR

Being a Badass: *Having increased attributes in dreams, gaining the ability to fly, walk through walls, being able to change one's own appearance or voice, changing the surroundings or inanimate objects of a dream.*



Crossing Over: *Fall asleep, be aware of what's going on in the real world while sleeping.*

Navigation: *Find things and places in the dream world.*

Imagination



Typical Attribute: WIL

Play Acting: *Pretending to be an animal, a grownup or a superhero.*

Playing With Others: *Creating a temporary imaginary friend, interacting with invisible entities by playing with dolls.*



Lore

Typical Attribute: INL

Hypnosis: *Help a person sleep, have lucid dreams, overcome a drug addiction, recover memories.*



Superstitions: *Identify lucky actions and items, unlucky actions and items, perform rituals to mollify bad luck.*

Wards: *Do things to keep the horrors of KidWorld away.*



KidNight Advantages

Fairy Dog *(costs 1 BP): Same as a Dog: Untrained but -2 to Train and unstable as per a Separate.*



Ghost Friend *(costs 1 BP)*

Intelligent Animal *(costs 2 BP): Dog, cat or falcon with INL 1. For an extra 1 BP, the animal can talk.*

Lucky *(costs 2 BP): +1 to all rolls.*

Missing Doppelganger *(costs 1 BP).*



KidNight Disads

Enemy: Ghost *(gives 1 BP)*

Unlucky *(gives 2 BP): -1 to all rolls.*

Supernaturally Ignorant *(gives 1 BP)*



KidNight Equipment

Lucky Items *O (costs 3 EP): Gives +1 to all rolls.*

Lucky Items *OO (costs 6 EP): Gives +2 to all rolls.*

Lucky Items *OOO (costs 12 EP): Gives +3 to all rolls.*

Iron Weapons *(+1 EP to make an equipment package iron): Gives +2 vs. fairies.*

KidWorld-L Rules of Play

Skill vs. Non-Skill Actions

In Brief- Sometimes you can roll just your attribute when you don't have a skill, other times you need a skill.

Some actions don't require a skill, although a skill can help. This includes lifting objects, sneaking around, seducing someone, etc. Other actions can't be attempted without at least one level in the appropriate skill, e.g. programming a computer, speaking a foreign language, picking a lock. The GM decides what actions require a skill, although it should be intuitively obvious.

Example: A character with no Athletics skill can climb just using AGY (and any climbing equipment the character happens to have). A character with the Athletics skill could add in the skill as well. A character without the Tech skill can't attempt to write a computer program, no matter how high his or her INL.

Your AV

In Brief- AV = attribute + skill +1/specialty +equip

Your Action Value (AV) for any non-combat action you try to take is computed as follows:

Applicable attribute + applicable skill (if you have one) +1 if there is an applicable skill specialty + the value of any applicable equipment package.

Example: Dem's AV for climbing is 3 (his AGY) +3 (his athletics skill) +1 (he has an Athletics specialty of Obstacle Course) +2 (he has Athletics: Obstacle Course OO), a total of 9.

50/50s

In Brief- Anything where you win half the time.

These are any random procedure by which a player has a 50/50 chance of succeeding or failing.

Example 1: the initiator of an action takes out a coin and flips it, each heads is a success, each tails is a failure.

Example 2: the initiator of an action pulls out a 6 sided die and rolls it, each odd number is a success, each even is a failure.

Example 3: The player plays rock-paper-scissors against another player or the GM, ignoring any ties.

Example 4: the players take turns dealing out cards. For each turn, whoever gets the highest value card is the winner. Ties are ignored.

Human vs. Inanimate Object

In Brief- 50/50s until you fail your AV's worth of times or succeed the difficulty's worth of times

When a human wants to do something to an inanimate object, e.g. lift a barrel, pick a lock, climb a wall, hack a computer, etc. compare the human's AV for that action to the object's difficulty for that action. Then do 50/50s until one of two things happen:

-If the human fails a number of times equal to his or her AV, then the human loses.

-If the human succeeds a number of times equal to the object's difficulty, the human wins.

Example: Tim has an AV of 6 to pick locks. The lock he wants to pick has an AV of 3. Tim does 50/50s until he either succeeds a total of 3 times (and successfully picks the lock) or fails a total of 6 times (and is unable to pick the lock). Tim takes out a coin and flips it, getting heads (a success), then heads (2nd success), then tails (failure), then tails (2nd failure), then tails (3rd failure), then heads (3rd success). At this point he stops because he has 3 successes and has picked the lock.

Human Vs. Human

In Brief- AV vs. AV. First person to win opponent's AV's worth of times is winner.

When two humans are opposing each other on something (e.g. both have a grip on a briefcase and are trying to pull it from the other's hands) then compare the first human's AV vs. the second human's AV. The first person to get a number of successes equal to the opponent's AV is the winner.

Example: Andy and Petra are trying to beat each other in a sprint. Andy's AV for sprinting is 2 and Petra's is also 2. The first person to succeed two times is the winner.

Live Action vs. Tabletop Play

All rules included herein are suitable for both live action and tabletop play. Live action play may necessitate a few extra rules and conventions, most of which are common sense:

Everything any players says or does is something the character says or does unless:

-The player is a GM not currently playing an NPC.

-A player is referring to or making notes on a character sheet.

-The player has indicated he or she is acting or talking 'out-of-character.'

Players can interact (even fight if they are comfortable enough with combat rules) without requiring a GM be present. Players should generally make sure a GM is present when they effect the environment (e.g. pick the lock on the mysterious storage locker).








Saves

In Brief- Attribute vs. difficulty.

A save is a roll to prevent something bad from happening, e.g. hallucinations, unconsciousness. There are only rarely skills or equipment that help with a save. Typically the AV for a save is the attribute alone. The exact effect of failing a save is determined by the GM but the effect typically incapacitates the PC.

Example: Tim, who had WIL 2, takes a drug which causes hallucinations OOO. If he succeeds at 3 50/50s he is not debilitated by hallucinations, if he looses 2 he will.

Combat

In Brief- Combat uses essentially the same system, except for two changes: AV is calculated differently and even the loser has an effect on the situation.

Combat AVs

In Brief- Attribute 1 + Attribute 2 + skill +specialty +weapon (or half if not appropriate).

There are four different styles of combat: Kill, Control, Ruin and Exhaust. Each are a specialty of Combat (and Ruin is a also specialty of Naughty; and Blind Fighting is a specialty of Sensory with the same effects as Kill).. The AVs for each can be calculated ahead of time.




AVs are calculated as follows:

Attribute 1 + Attribute 2 + Combat Skill
*+1 if Specialty +Equipment level**

**If equipment is appropriate to this combat style (e.g. you're computing Kill and it's a Combat: Kill package), add in the full equipment level. If the package is not appropriate, add in half, rounded down.*



The attributes for each combat style are as follows:

Kill: WIL + AGY *Control: AWR + AGY*
Ruin: INL + AGY *Exhaust: STH + AGY*



Example: Tim has WIL 3, AGY 2, INL 4, Combat 2 (Specialty Kill) and has Combat Package: Kill OOO. His AV for kill is 11: WIL (3) + AGY (2) +2 (skill) +1 (specialty) +3 (weapon). His AV for ruin is 9: INL (4) + AGY (2) +2 (skill) +1 (weapon/2).



A Combat Round

In Brief- As per normal AV vs. AV, but loser should keep track of success.



50/50 against the opponent until one player wins a number of times equal to the opponent's AV, as per usual person vs. person rolls. The combat initiator must declare what style he or she is using and what his or her AV is. The defender must declare his or her style and AV.





Kill- *For each point of AV (or half AV if you lost) you do 2 Hit Points damage to the opponent.*

Ruin- *For each point of AV (or half AV if you lost) you do 1 damage to opponent's combat AVs.*



Control- *For each point of AV (or half AV if you lost) you can protect yourself from 1 point of damage to your Hit Points or combat AVs. Also, if you won, you now have the opponent in a hold (meaning the opponent cannot attack).*

Exhaust- *For each point of AV (or half AV if you lost) you can protect yourself from 1 point of damage to your Hit Points or combat AVs and you do 1 damage to the enemy's Hit Points. Also, if you won, you do exactly 1 damage to the combat AVs of the enemy – this is damage that cannot be protected from.*



After a combat round is over and the results are calculated and applied, the opponents can continue with a new combat round, or one of the opponents can try to end combat (e.g. by running away or trying to talk to the enemy).

Incapacity and Death

In Brief- Less than 5 HP means mortally wounded, 0 HP means dead, 0 combat AVs means incapacitated.

If a combatant's Hit Points are reduced to 4 that means the PC has received mortal injuries. The PC can continue to fight or do other things until one of two things happens: the PC's Hit Points are reduced to 0 or the PC's END's worth of combat rounds passes. If either of these happens the PC is incapacitated: cannot fight or do anything else that requires a roll.

A PC whose Hit Points are reduced to less than 5 but more than 0 can be saved by medical intervention (Scholastics: Medicine specialty) within the PC's END worth of minutes. PCs at 0 Hit Points cannot be saved.

If a PC's combat AVs are all brought to 0 by use of the Crippling or Exhaust combat styles, the PC is incapacitated and can no longer fight, but the PC is not in danger of dying. The PC stays incapacitated until medical care is given.

Injuries are halved every week.

Blindness/ Darkness

Partially Blinded: -2 to combat AVs

Fully Blinded: -4 to combat AVs

Fully Blinded, but has sensed opponent's location via touch or hearing: -2 to combat AVs

2 on 1- *When two or more opponents make a concerted attack on one person, the person who is being ganged-up-on must split his or her combat AV between the opponents. Although each combat is 50/50ed separately they are considered to have happened simultaneously (so if the gangee gets his AVs reduced by 2 while facing one of the opponents, that effect is not applied until after all opponents have been faced for that round). The gangee can divide points however he or she wants.*

Example: Kawahara, who has Control 8, is being attacked by Billy (Ruin 3), Carla (Kill 2) and Josiah (Exhaust 4). Kawahara decides to divide his Control as follows: 3 against Billy, 3 against Carla and 2 against Josiah. Combat is rolled 3 times with 3 different AV vs. AV combinations: 3 vs. 3, 3 vs. 2 and 2 vs. 4. Only after all 3 are rolled is damage to HPs and AVs applied.

Combat Example

Doktor Smash (Kill 5) and Chubby Pete (Exhaust 4, Control 4) are fighting.

***Round 1** – Doktor Smash, who initiated combat, declares he will be using Kill (5). Chubby Pete says he will use Control (4). Smash gets a success, then Pete gets a success, then Pete gets a second success, then Pete gets a third, then Smash gets a second, then Pete gets a fourth, then Smash gets a third, then Smash gets a fourth success, equal to Pete's AV, so Smash wins.*

As the Winner, smash does 10 damage (2 times his AV), enough to kill Pete. As a loser, Pete can protect himself from damage to HP or AV equal to half his AV, rounded down (half of 4 is 2). Therefore, he protects himself from 2 of Pete's damage, and takes only 8. He has received mortal injuries but can still fight for 2 (his END) more rounds or until his Hit Points are reduced to 0.

***Round 2** – Doktor Smash will use Kill (AV 5), Chubby Pete will use Control (AV 4). Pete gets a success, then a second, then Smash gets a success, then Pete gets a third success, Smash gets a second, Pete gets a fourth success and then a fifth (equal to Smash's AV).*

As the loser, smash does 4 damage (2 x half his AV), but as the winner Pete protects from 4 damage (1 x his AV) and now has Smash in a hold, meaning combat is over.

Converting Between KidWorld-R and KidWorld-L

Difficulties

Subtract ten, divide by four (round up to nearest one).

	KidWorld-R	KidWorld-L
Easy	10	O
Moderate	20	OOO
Hard	30	OOOOO
Legendary	40	(7)

Bonuses

Divide by four, round down to the nearest one. E.g. a drug that gives +10 to save vs. unconsciousness would give +OO.

Attributes

Divide attribute by 4, round up to the nearest one.

KidWorld-R	KidWorld-L
1-4	O
5-8	OO
9-12	OOO
13-16	OOOO
17-20	OOOOO



Skills

Several levels of KidWorld-R skills are equal to 1 level of a KidWorld-L skill. After converting, choose skills or specialties as appropriate. Example: A KidWorld-R PC with Cooking (3), gardening (2), Music (4) and Tailoring (1) (10 levels total) would have Care OO.



Skill Category	KidWorld-R levels	KidWorld-L levels
Athletics	6	1
Care	5	1
Combat	5	1
Crafts	5	1
Naughty	7	1
Pets	4	1
Rapport	7	1
Scholastics	7	1
Sensory	6	1
Survival	6	1
Tech	4	1
War	5	1







Money/Equipment

Add up the CF value of all equipment owned by the PC. Every 5 CF equals 1 EP.



Advantages and Disadvantages

When converting a PC, if the advantage or disadvantage acted primarily during character creation (e.g. giving the PC more or less money, or access to certain skills, etc.) then the advantage or disad doesn't need to be converted because the effects of the advantage or disad will be converted automatically when skills, attributes, etc. are converted. If the advantage or disad primarily effects gameplay (e.g. hunted: community) then the advantages or disads can transfer directly to the ORC-L PC. Generally, throw out any advantage or disad costing or worth less than 4 BPs.



4 ORC-R Bonus Points = 1 ORC-L Bonus Point

XP

40 ORC-R XP = 1 ORC-L XP



KidWorld-L Character Sheet

Character Name _____ Character Class _____

Advantages & Disads _____

_____

Special Bonuses _____

Age_____ Hit Points _____ Blindness Penalty _____

Skills

Athletics (AGY)	OOOOO	_____
Care (INL)	OOOOO	_____
Combat (N/A)	OOOOO	_____
Crafts (AWR)	OOOOO	_____
Naughty (INL)	OOOOO	_____
Pets (INL)	OOOOO	_____
Rapport (INL)	OOOOO	_____
Scholastics (WIL)	OOOOO	_____
Sensory (WIL)	OOOOO	_____
Survival (AWR)	OOOOO	_____
Tech (CHM)	OOOOO	_____
War (INL)	OOOOO	_____

Attributes

ADJ	OOOOO
AGY	OOOOO
AWR	OOOOO
CHM	OOOOO
END	OOOOO
INL	OOOOO
SPD	OOOOO
STH	OOOOO
WIL	OOOOO

Equipment

_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO

_____

Combat

Kill AV (WIL+AGY) _____
Win: ____ (AVx2) Hit Point damage
Lose: ____ (AV/2x2) Hit Point damage

Control AV (AWR+AGY) _____
Win: Protect from ____ (AV) damage
+opponent in hold
Lose: Protect from ____ (AV/2) damage

Ruin AV (INL+AGY) _____
Win: ____ (AV) damage to AVs
Lose: ____ (AV/2) damage to AVs

Exhaust AV (STH+AGY) _____
Win: Protect ____ (AV) dmg, do ___ (AV) HP dmg
+1 AV damage (unprotectable)
Lose: Protect ____ (AV/2) dmg, do ___ (AV/2) HP dmg

KidWorld-L Character Sheet

Character Name _____ Character Class _____

Advantages & Disads _____

_____

Special Bonuses _____

Age_____ Hit Points _____ Blindness Penalty _____

Skills

Athletics (AGY)	OOOOO	_____
Care (INL)	OOOOO	_____
Combat (N/A)	OOOOO	_____
Crafts (AWR)	OOOOO	_____
Naughty (INL)	OOOOO	_____
Pets (INL)	OOOOO	_____
Rapport (INL)	OOOOO	_____
Scholastics (WIL)	OOOOO	_____
Sensory (WIL)	OOOOO	_____
Survival (AWR)	OOOOO	_____
Tech (CHM)	OOOOO	_____
War (INL)	OOOOO	_____

Attributes

ADJ	OOOOO
AGY	OOOOO
AWR	OOOOO
CHM	OOOOO
END	OOOOO
INL	OOOOO
SPD	OOOOO
STH	OOOOO
WIL	OOOOO

Equipment

_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO

_____

Combat

Kill AV (WIL+AGY) _____
Win: ____ (AVx2) Hit Point damage
Lose: ____ (AV/2x2) Hit Point damage

Control AV (AWR+AGY) _____
Win: Protect from ____ (AV) damage
+opponent in hold
Lose: Protect from ____ (AV/2) damage

Ruin AV (INL+AGY) _____
Win: ____ (AV) damage to AVs
Lose: ____ (AV/2) damage to AVs

Exhaust AV (STH+AGY) _____
Win: Protect ____ (AV) dmg, do ___ (AV) HP dmg
+1 AV damage (unprotectable)
Lose: Protect ____ (AV/2) dmg, do ___ (AV/2) HP dmg

Glossary of Game Terms

#D#- A code for rolling dice, the first number means the number of dice rolled and the second number is the denomination of the dice. 2D6 means that you must roll 2 six-sided dice and add the values.

Action- In combat, anything the character initiates (as opposed to a Reaction). An action could be anything from a strike (a fighting action described in the rules) to reading a book as combat rages.

Adventure- A story characters play in, with a beginning, end, conflict, drama and a chance for the characters to succeed and a chance for them to fail and perhaps die.

Armor Rating (AR)- A numeric rating of the amount of the character's body a piece of armor covers. 1 is the smallest amount and 20 is coverage of the entire body. A strike must have a success greater than the Armor Rating in order to hit an unprotected part of the victim.

Attributes- Numeric ratings for each character that enumerate their abilities in mental and physical areas. Although base attributes are relatively stable over time, events can temporarily change any of them.

Bladed- Damage that cuts or pierces flesh such as a knife or pick-axe. Does damage to Blood Points (BLD).

Blunt- Damage that crushes flesh, such as a club or punch. Blunt damage subtracts first from Body Points (BDY), then when they are gone it does double damage to Blood Points (BLD).

Chance Action- An action that the GM determines is heavily influenced by chance (a 1 on the 1d20 roll will always fail, a 20 will always succeed). Typically a spur-of-the-moment activity.

Character- A fictional person created by a player or GM. The character has his/her own personality, past, characteristics, experiences and life.

Character Creation- The process of describing a character before game-play starts. Points are used to buy attributes, skills, advantages and disadvantages. Equipment is also bought.

Damage- A rating of a weapon's capacity to do damage to humans. In game terms, "damage" is that which will move a person progressively closer to being dead.

Deliberate Action- An action that has no automatic success or failure (as a Chance Action does). This is typically a well-considered action that leaves as little as possible to chance.

Difficulty- The rating of the difficulty for anything a character attempts to do. To succeed, a character must make a roll of the applicable attribute plus 1d20 and get a result higher than the given difficulty. Typical difficulties: Easy (10), Moderate (20), Hard (30) and Legendary (40).

Easy- A difficulty rating of 10 for an attribute + 1d20 roll (or -4 difficulty when dealing with weapon specific difficulties).

Experience Points (XP)- As a PC completes each adventure the GM assigns them Experience Points based on their performance in that particular adventure. Each adventure should have a checklist of things PCs can do to gain or lose XP. XP can be spent at the end of an adventure to buy skills and to raise attributes.

Functional Range (FR)- A unit of distance in which a projectile weapon suffers a -1 penalty. For instance, if a weapon has a functional range of 3 ft., the character is at -4 to hit a target 12 ft. away.

Game Master (GM)- The Game Master is a player but does not have a Player Character. The GM is an impartial intermediary between the game as it appears on paper and the game as played by players. The GM is the universe: he or she decides what happens for whatever action the players take based on his or her knowledge of the game universe.

Hard- A difficulty rating of 30 for an attribute + 1d20 roll (or +4 difficulty for weapon specific difficulties).



Incapacity- When a PC is at 0 END or 0 INCY and can no longer stand, initiate communication or make any roll.

Legendary- A difficulty rating of 40 for an attribute + 1d20 roll.



Maximum Range- For a projectile weapon this is the range that the weapon can not do damage beyond (compare to Functional Range).

Moderate- A difficulty rating of 20 for an attribute + 1d20 roll.



Non Player Character (NPC)- This is a character. Can be a friend or an enemy, both or neither. Has a personality and intelligence, but is not a player character. He or she is controlled by the GM.

Player- The real human being that participates in the role playing game as a character.



Player Character (PC)- A character created by and controlled by a player. It is through the PC that the player plays the game. A character is a participant in the adventure.

Protection Rating (PR)- A numeric rating that describes how much damage a piece of armor is capable of protecting from. Any damage that hits the armor has the Protection Rating's worth of damage removed from it.



Reaction- Something a PC can do once each combat round in reaction to being attacked (e.g. dodge).

Roll- A dice roll with an attempt to get the highest number possible. An Agility Roll, for example, is the character's AGY plus 1d20 with an attempt to get higher than the difficulty for the given action.



Save Vs.- A roll made of 1d20 plus appropriate attributes in an attempt to avoid something that would otherwise happen, such as falling down or catching a disease.

Scenario- A scenario is a series of adventures linked together by a common plot element or group of PCs (much like a book trilogy).



Simultaneous- When a character reacts to being attacked by making an action of his or her own (e.g. let someone punch you, but stab that person at the same time).

Skill- A level of training or knowledge that allows the character to do something they would be otherwise unable to do. The majority of skills are INL based (roll 1d20 + INL + any plusses from having more than one level in the skill), yet there are skills based on other attributes.



Skill Roll- A roll of 1d20 plus the appropriate attribute plus four for every level the character has in the skill above the first.

Split- When one action or reaction is turned into two, at +10 difficulty to each (e.g. do a split action jump and strike).

GM Cheat Sheet

Player Name: _____

Character Name : _____

Character Class: _____

Addictions & Needs _____

Special Senses & Sensory Skills _____

Allies _____

Enemies _____

Other Disads _____

Player Name: _____

Character Name : _____

Character Class: _____

Addictions & Needs _____

Special Senses & Sensory Skills _____

Allies _____

Enemies _____

Other Disads _____

Player Name: _____

Character Name : _____

Character Class: _____

Addictions & Needs _____

Special Senses & Sensory Skills _____

Allies _____

Enemies _____

Other Disads _____

Player Name: _____

Character Name : _____

Character Class: _____

Addictions & Needs _____

Special Senses & Sensory Skills _____

Allies _____

Enemies _____

Other Disads _____

Combat QuickRef

Kick Damage

SPD 1-5: ½ blunt damage

SPD 6-15: 1 blunt damage

SPD 16-19: 1½ blunt damage

SPD 20+: 2 blunt damage

Punch Damage

STH 1-5: 0 blunt damage

STH 6-10: ½ blunt damage

STH 11-15: 1 blunt damage

STH 16+: 2 blunt damage

Modification of Handheld Weapon Damage

STH 1-5: -1 to blunt damage

STH 6-10: 0 modification

STH 11-15: +1 blunt damage

STH 16+: +2 blunt damage

Blindness Penalty to Actions/ Reactions

11 years	-2
12 years	-5
13 years	-8*
14 years	-11*
15 years	-13*
16+ years	-17*

*only -7 after sensing enemy position

Combat Skills

Aikido:+4 to Disarm, +4 to Grab (Pain), +0 to Knockdown, +4 to Dodge, +4 to Flip, +0 to Parry

Archery:+4 to split action Draw and Strike (excluding crossbows), Double Aim (takes 2 actions, +10 to next action), +0 to Strike (Projectile), +4 to Vital Strike, No penalty for targeted strikes.

Automatic Weapons:+4 to Area Attack, +0 to Vital Strike (Bladed), +4 to Split Reaction: Dodge and Simultaneous Strike, +4 to Split Reaction: Drop and Simultaneous Strike

Blind-Fighting: Armed: +8 to Simultaneous Strike, +4 to Sweep, +4 to Wing, +4 to Jump

Blind-Fighting: Unarmed: +4 to Jump, +0 to Tackle, +4 to Grab, +4 to Simultaneous Grab, +4 to Simultaneous Strike

Bodyguard: +2 per level to initiative, +4 to Grab, +4 to Tackle, +0 to special action Parry Another (STH + AGY + 1d20 vs. 30, if successful the PC parries a blow directed towards another), +0 to special reaction: Body Block (SPD + AGY + 1d20 vs. 20, if successful the PC put himself or herself between a strike and the intended target).

Boxing: +4 to Parry with forearms, +0 to Strike with fists, +4 to Blinding Strike with fists, +0 to Knockout Strike with fists, +4 to Pain/Stun Strike with fists

Club: +4 to Parry, +4 to Vital Strike (Blunt), +0 to Wing, +0 to Strike

Fencing: +8 to Parry, +0 to Strike, +0 to Vital Strike, +4 to Jump

Florentine Sword: No penalty for using paired swords, +4 to Parry, +4 to Strike, +8 to Split Reaction: Parry and Simultaneous Strike

Immobilization: +8 to Grab (Pain), +4 to Grab (Wrestling), +0 to Grab, +0 to Knockdown, -4 to Crippling Attack, -4 to Disarm

Kickboxing: +4 to Wing, +4 to Parry, +4 to Knockaway, +0 to Strike

Knife Fighting: +8 to Vital Strike (Bladed), +4 to Jump, +4 to Split Action: Jump and Strike, +0 to Dodge

Knife Throwing: +2 per level to initiative, +4 to Strike, +0 to Vital Strike, -4 to Blinding Strike, No penalty for targeted strikes.

Ordinance: Double Aim (takes 2 rounds, gives +8 to the next action), +4 to Strike (Projectile), +4 to Jump

Pistol: No penalty for using paired pistols, +2 per level to initiative with pistols, +4 to Vital Strike (Bladed), +4 to Strike (Projectile), +4 to Split Reaction: Dodge and Strike, +4 to Split Reaction: Drop and Strike

Rifle/Shotgun: +4 to Vital Strike (Bladed), +4 to Simultaneous Strike, +0 to Strike

Rock Throwing: +4 to Strike, +4 to Pain/Stun, +0 to Knockout, +0 to Crippling Strike, +0 to Vital Strike: Blunt

Roping: Can double aim (takes 2 actions, gives +8 to the next action), +0 Entangle, +4 Grab, -4 Disarm, -4 Grab (Strangle), +0 to special action: Hog Tie (STH+AGY+1d20 vs. 30, used to tie up the limbs of a prone animal or human; can be opposed by a STH +1d20 vs. 20 roll).

Self-Defense Weapons: +4 to Pain/Stun Attack, +4 to Blinding Strike, +4 to Simultaneous Pain/Stun Attack

Slap Fighting: +2 per level to save vs. Shocking Pain, +4 to Initiative per level, +0 to Blinding Strike, +4 to Parry with forearms, +4 to Pain/Stun Attack, +8 to Simultaneous Pain/Stun Attack

Slingshot: +4 to Strike, +0 to split action Load and Strike, +4 to Pain/Stun, +0 Vital strike, +0 Blinding strike, No penalty for targeted strikes.

Sniper: Double Aim (Takes 2 rounds, gives +8 to the next action), +4 to Vital Strike (Bladed), No penalty for targeted strikes.

Specific Weapon Training: +4 to Strike, +4 to Vital Strike -or- +4 to Pain/Stun Attack (choose one), +4 to Parry -or- +2 per level to initiative (choose one)

Staff Fighting: +8 to Parry, +0 to Strike, +4 to Split Action Jump and Strike

Street Fighting: Armed: +4 to Pain/Stun Attack, +4 to Simultaneous Strike, +4 to Crippling Attack, +0 to Slash, -4 to Vital Strike (Bladed and Blunt)

Street Fighting: Unarmed: +4 to Pain/Stun Attack, +4 to Crippling Attack, +4 to Blinding Attack, +0 to Knockdown, +0 to Stomp

Sword and Shield: +4 to Parry, +8 to Split Action Parry and Simultaneous Strike, +0 to Knockaway

Tae Kwon Do: +2 per level to initiative, +4 to Strike with fists or feet, +4 to Pain/Stun Attack, +0 to Split Action Jump and Strike (kick), +0 to Parry (with the back of the hand)

Wrestling: +0 to Grab, +8 to Grab (Wrestling), +4 to Knockdown, +4 to Tackle, +0 to Flip

Firearms

Automatic Rifle: ROF 6, FR 7 ft. (2 m.), MR 1,500 ft. (450 m.), 6 bladed, STH vs. 20 to use

Hunting Rifle: ROF 2, FR 7 ft. (2 m.), MR 1,500 ft. (450 m.), 5 bladed, STH vs. 15 to use

Machine Gun: ROF 15, FR 5 ft. (1.5 m.), MR 1,500 ft. (450 m.), 8 bladed,

Pistol (Automatic): ROF 4, FR 5 ft. (1.5 m.), MR 175 ft. (50 m.), 4 bladed,

Pistol (Heavy): ROF 2, FR 5 ft. (1.5 m.), MR 200 ft. (60 m.), 5 bladed, STH vs. 15 to use

Pistol (Mini): ROF 3, FR 5 ft. (1.5 m.), MR 150 ft. (45 m.), 3 bladed,

Pistol (Revolver): ROF 3, FR 5 ft. (1.5 m.), MR 175 ft. (50 m.), 4 bladed,

Sawed-Off Shotgun: ROF 1, FR 5 ft. (1.5 m.), MR 40 ft. (12 m.), 5 bladed, STH vs. 15 to use, +8 to strike

Shotgun (Pump): ROF 1, FR 6 ft. (2 m.), MR 200 ft. (60 m.), 6 bladed, STH vs. 15 to use, +8 to strike

Shotgun (Semi-Automatic): ROF 2, FR 6 ft. (2 m.), MR 200 ft. (60 m.). Easy strike (+4), 6 bladed,

Sniper Rifle: ROF 5, FR 50 ft. (15 m.) (scope)
10 ft. (3 m.) (no scope), MR 2,000 ft. (600 m.), 6 (pierces armor as 9),

Sub-Machinegun: ROF 10, FR 5 ft. (1.5 m.), MR 700 ft. (200 m.), 7 bladed, STH vs. 20 to use

Zip Gun: ROF 1, FR 3 ft. (1 m.),, MR 50 ft. (15 m.), 4 bladed,

Self-Defense Weapons

Bear Spray: FR 3 ft. MR 25 ft. Very Easy Blinding Strike (+8, on a successful blinding strike the victim must also make a hard (30) save vs. pain), Very Easy (+8) Pain/Stun.

Pepper Spray: Very Easy Blinding Strike (+8, on a successful blinding strike the victim must also make a hard save vs. pain), Very Easy (+8) Pain/Stun. FR 1 ft. (1/3 m.).

Shield (Kid): Gives +4 to Parry. PR 1 bladed 1 blunt.

Shield (Riot): Gives +10 to parry. PR 5 bladed 5 blunt. Takes 20 STH feat to use effectively.

Shield (Heavy): Gives +7 to parry. PR 5 bladed 6 blunt. Takes a 25 difficulty STH feat to use effectively.

Taser (Air): FR 3 ft. (1 m.), MR 20 ft. (6 m.) Damage: 3 electrical (see box).

Taser (Heavy Duty): Range: 0-1. Damage: 5 electrical.

Taser (Mini): Range: 0-1. Damage: 3 electrical.

Improvised Thrown Weapons

1-2 lbs. or 0.5-0.9kg.: FR 3 ft. or 1 m, ½ blunt damage,

3-5 lbs. or 1-2.5 kg.: FR 3 ft. or 1 m, 1 blutn damage, STH vs. 10 to use

6-10 lbs. or 2.5-4.5kg.: FR 2 ft. or ½ m, 2 blunt damage, STH vs. 15 to use

11-20 lbs. or 4.6-9kg.: FR 1 ft. or 1/3 m, 3 blunt damage, STH vs. 20 to use

21-99 lbs. or 10-45kg.: FR ½ ft. or 1/8 m, 4 blunt damage, STH vs. 25 to use

100+ lbs. or 45+ kg.: ½ ft. or 1/8 m, 1 dmg.

Traditional Weapons

Name	Range/FR&MR	Damage	Special +/-	STH Feat Required?
Baseball Bat	Range 1-2	2.5 blunt	None	None
Bear Trap	n/a	1 bladed	None	None
Blowpipe	FR 2 ft (.5 m). MR 30 ft (10 m)	Does 0 bladed (pierces as 2)	None	None
Bola	FR 5 ft (1.5 m), MR 50 ft (15 m)	0	+4 to Knockdown, +4 to Entangle	None
Boot Blades	n/a	+1 bladed to a kick	None	None
Bow (Archery)	FR 5 ft (1.5 m), MR 100 ft (30 m)	2 bladed	Weighs 4 lbs (2 kg)	STH vs. 10
Bow (Compound)	FR 7 ft (2 m), MR 250 ft (75 m)	3 bladed	Weighs 4 lbs (2 kg)	STH vs. 15
Brass Knuckles	n/a	+1 blunt to punches	None	None
Broom Handle	Range 1-2	1 blunt	+4 to Parry	None
Car Antenna	Range 1-2	0.5 blunt	-4 to Strike, to +8 to Pain/Stun	None
Cattle Prod	Range 1-2	1 blunt or 1 bladed	-4 to Strike, +4 to Wing, +4 to Pain/Stun	None
Cattle Prod (Hotshot)	Range 1-2	1 electricity, 1 blunt	-4 to Strike, +4 to Pain/Stun	None
Chain	Range 2-3	2 blunt	-4 to Strike, -4 to Vital Strike	None
Chainsaw	Range 2	4 bladed (pierces as 6)	to -8 to Strike, -4 to Vital Strike	STH vs. 20
Circular Saw Blade	FR 1 ft (1/3 m to MR 25 ft (7.5 m)	0.5 ragged	None	None
Crate Cutter	Range 0	1 bladed	+4 to Slash	None
Crowbar	Range 1	2 bunt 1 bladed	None	STH vs. 15
Dagger	Range 0-1	2.5 bladed	+4 to Vital Strike	None
Dagger (Throwing)	FR 1 ft (1/3 m), MR 20 ft (6 m)	2 bladed	None	None
Fire Ax	Range 1	3 bladed (pierces as 6)	-4 to Strike, +4 to Vital Strike	STH vs. 15
Frying Pan	Range 1	1.5 blunt	to -8 to Strike, -4 to Pain/Stun	STH vs. 20
Hatchet	Range 1	2 bladed	None	None
Kitchen Knife Spear	Thrown: FR 2 ft (.5 m), MR 40 ft (12 m) Handheld: Range 2	Thrown: 3 bladed Handheld: 2 blunt if bashing, 3 bladed if stabbing	Thrown: None Handheld: +4 to Parry, +4 to Slash	None
Knife (Combat)	Range 0-1	2 bladed	+4 to Slash, +4 to Wing	None
Knife (Hunting)	Range 0-1	2.5 bladed	none	None
Knife (Kitchen)	Range 0-1	2 bladed	none	None
Knife (Switchblade)	Range 0	1.5 bladed	+4 to Slash, +4 to Wing, +4 to Vital Strike	None
Knife (Trash)	Range 0-1	2 ragged	+4 to Pain/Stun, +4 to Slash	None
Lasso	FR 1 ft (1/3 m), MR 20 ft (6 m)	none	none	None
Machete	Range 1	4 bladed	none	STH vs. 15
Nightstick	Range 1	3 blunt	+8 to Parry	STH vs. 15
Paper Cutter Blade	Rage 2-3	4 bladed	-4 to Strike	STH vs. 20
Pen Knife	Range 0	1 bladed	+4 to Slash, +4 to Vital Strike	None
Pickaxe	Range 2	3 bladed (pierces as 6)	-4 to Strike	STH vs. 15
Pike	Range 3	5 bladed (pierces as 6)	-8 to Strike	None
Pipe	Range 1	3 blunt	none	STH vs. 15
Polo Mallet	Range 3	2 blunt	none	STH vs. 10
Quarterstaff	Range 1-3	2 blunt	+4 to Parry	None
Railroad Spike	Range 0-1	1.5 bladed	+4 to Vital Strike	None
Shield Breaker	Range 1-2	3 blunt (pierces as 6)	none	STH vs. 20
Shiv	Range 0-1	1 bladed (pierces as 3)	-4 to Strike, +4 to Pain/Stun	None
Sledgehammer	Range 2	4 blunt (pierces as 6)	none	STH vs. 25
Sling	FR 5 ft (1 m), MR 50 ft (15 m)	1 blunt	-4 to Strike, -4 to Vital Strike	None
Slingshot	FR 4 ft (1.5 m), MR 50 ft (15 m)	0.5 blunt	none	None
Stationary Slingshot	FR 6 ft (2 m), MR 100 ft (30 m)	5 blunt	none	STH vs. 10
Steel Toed Boots	n/a	+1 blunt to kicks or stomps	none	None
Stick (Club)	Range 2	2 blunt	none	None
Stick (Sharpened)	Range 2	2.5 bladed	-4 to Strike	None
Stick (With Nail)	Range 2	2 blunt, 1 ragged (pierces as 4 bladed)	+4 to Pain/Stun	STH vs. 10
Sword (Broadsword)	Range 1-3	5 bladed (pierces as 7)	None	STH vs. 20
Sword (Fencing)	Range 1	3 bladed	+4 to Parry, +4 to Vital Strike	STH vs. 10
Sword (Katana)	Range 1-2	5 bladed	+4 to Vital Strike	STH vs. 20
Sword Cane	Range 1	2 bladed	+4 to Parry, +4 to Vital Strike	STH vs. 10
Telescoping Baton.	Range 1-2	3 blunt	+4 to Pain/Stun	None
Whip	Range 3	1 bladed	+4 to Pain/Stun	None

Combat Modifiers

Aim	+4 to roll
Blinded (Full)	-15 to roll
Blinded (Partial)	-7 to roll
Burst	-4 to roll
Extended Action	+5 to roll (-10 to next reaction)
Improvised Weapon	-8 to most rolls
Leaning	-10 to roll
Paired	-4 to roll
Simultaneous Act	-20 +WIL to roll
Split	-10 to rolls
Targeted	-4 to roll
Underwater	-8 to rolls, half damage

Actions

Area Attack	INL+#of shots+1d20 vs. 10+area in ft. (or +3/m.)
Blinding Strike	INL+AGY+1d20 vs. 30
Crippling Attack	STH+INL+1d20 vs. 30
Disarm	STH+AGY+1d20 vs. 30
Grab	STH+AGY+1d20 vs. 25
Grab (Pain)	STH+INL+1d20 vs. 35
Grab (Strangle)	STH+AGY+1d20 vs. 25
Grab (Wrestling)	STH+INL+1d20 vs. 30
Knockaway	STH+AGY+1d20 vs. 25
Knockdown	STH+AGY+1d20 vs. 30
Knockout	STH+AGY+1d20 vs. 30
Pain/Stun	INL+AGY+1d20 vs. 25
Slash	INL+AGY+1d20 vs. 25
Stomp	SPD+STH+1d20 vs. 25
Strike (Handheld)	STH+AGY+1d20 vs. 25
Strike (Projectile)	INL+AGY+1d20 vs. 25
Sweep	STH+AGY+1d20 vs. 30
Tackle	SPD+STH+1d20 vs. 20
Vital Strike (Bladed)	INL+AGY+1d20 vs. 35
Vital Strike (Blunt)	INL+STH+1d20 vs. 40
Wing	INL+AGY+1d20 vs. 20

Reactions

Dodge	AWR+AGY+1d20 vs. 25
Entangle	INL+STH+1d20 vs. 30
Flip	AGY+STH+1d20 vs. 35
Drop	AWR+AGY+1d20 vs. 20
Jump	SPD+AGY+1d20 vs. 25
Parry	STH+AGY+1d20 vs. 25

Character Creation QuickRef

*1. **Character Concept:** Decide on basic concept and details about PC, e.g. gender, appearance, personality.*

*2. **Age**: Choose an age: 7-15 (kid) or 16 and older (adult), choice effects stats, blindness penalties.*

Age	10-	11	12	13	14	15	16+
Penalty to sight based AWR	None	-4	-10	-16	-22	-26	Auto Failure
Penalty to action and reaction rolls	None	-2	-5	-8	-11	-13	-15

*3. **Cognitive Deficits/Nostalgia**: Grownups choose 3 things the PC misses. Kids choose a number (1-4) of deficits to thinking based on age.*

Age 7-8: 4 Cognitive Deficits
Age 9-10: 3 Cognitive Deficits
Age 11-12: 2 Cognitive Deficits
Age 13-15: 1 Cognitive Deficit

Cognitive Defecits: All-Knowing, Childish Deity, Contagion, Conventional Morality, Disgusting is Poison, Equal Intelligences, Evil Strangers, Ghosts, Injuries are Deadly, Just World, Lookism, Luck, Monsters, No Accidental Death, Paranoia, Pre-Conventional Morality, Racism, Sexism, Social Self-Worth, Wishing

*4. **Attributes**: Adults split 90 points between 9 attributes (min 1, max 20). Kids get a number of attribute points based on their age. Some attributes are capped at the kid's current age, others are capped at 20. Both can choose optional sub-attributes (costs or gives 1 bonus point).*

Age	7	8	9	10	11	12	13	14	15
Total Attribute Points	45	50	55	60	65	70	75	80	85

Adjustment (ADJ)- No Cap.
Agility (AGY)- No Cap.
Awareness (AWR)- No Cap.
Charm (CHM)- Capped at PC's Current Age.
Endurance (END)- No Cap.
Intelligence (INL)- Capped at PC's Current Age.
Speed (SPD)- Capped at PC's Current Age.
Strength (STH)- Capped at PC's Current Age.
Willpower (WIL)- Capped at PC's Current Age.

*5. **Character Class**: Chose from one of 9 (if a kid) or 3 (if a grownup) character classes. Class represents how PC has learned to survive in KidWorld. Class sets access to skills, equipment, sometimes special advantages and disadvantages.*

Kids

Builders- Kids who survive by building and fixing shelters, traps, defenses, etc.
Starts with 30 cans of food and 20 CF worth of tools.
Athletics 4, Care 8, Combat 17, Crafts 4, Naughty 5, Pets 7, Rapport 10, Scholastics 10, Sensory 15, Survival 9, Tech 10, War 14.

Cadets- Kids who have been trained by a military or paramilitary organization.
Starts with 10 cans of food and 15 CF worth of weapons.
Athletics 3, Care 9, Combat 14, Crafts 10, Naughty 5, Pets 7, Rapport 9, Scholastics 15, Sensory 15, Survival 6, Tech 15, War 7

Ferals- Kids who have learned to survive on their own with little or no human contact.
Starts with 10 cans of food.
Note: Ferals must by levels in Spoken Language to be able to speak English (or any other language). See the mandatory advantage Unacculturated, below, for more.
Athletics 3, Care 8, Combat 17, Crafts 9, Naughty 4, Pets 6, Rapport 14, Scholastics 18, Sensory 13, Survival 4, Tech 16, War 13.
Free Enhanced Smell/Taste (2), Enhanced Hearing (2).

Horse Riders- Kids who own, care for, and ride horses.
Starts with 10 cans of food and a Saddle Horse or Stock Horse.
Athletics 3, Care 8, Combat 17, Crafts 9, Naughty 5, Pets 4, Rapport 8, Scholastics 15, Sensory 15, Survival 6, Tech 14, War 13
Free Animal Husbandry (1), Horse Riding (1).

Inheritors- Kids who have taken over the roles of pre-Plague adults, hoping to recreate that world.
Starts with 20 cans of food.
Athletics 4, Care 6, Combat 17, Crafts 7, Naughty 6, Pets 7, Rapport 6, Scholastics 11, Sensory 15, Survival 8, Tech 14, War 13

Nurturers- Kids who care for and provide protection to smaller kids.
Starts with 20 cans of food.
Athletics 5, Care 4, Combat 18, Crafts 7, Naughty 5, Pets 6, Rapport 6, Scholastics 13, Sensory 15, Survival 6, Tech 15, War 14

Radicals- Kids who do whatever they want and survive by being clever, brave and disregarding rules.
Starts with 25 cans of food and 10 cans worth of weapons and/or armor.
Athletics 3, Care 8, Combat 15, Crafts 9, Naughty 4, Pets 7, Rapport 7, Scholastics 15, Sensory 15, Survival 8, Tech 14, War 13

Scouts- Kids who learn the wilderness and become masters of survival.
Starts with 20 cans of food and a Hunting Knife or Swiss Army Knife.
Athletics 3, Care 9, Combat 17, Crafts 7, Naughty 5, Pets 5, Rapport 9, Scholastics 16, Sensory 15, Survival 4, Tech 15, War 10
4 free levels in one or more Survival skill

Students- Kids who strive to teach themselves the secrets of the pre-Plague world, mostly by finding and reading books.
Starts with 15 cans of food and 15 CF worth of books.
Athletics 5, Care 8, Combat 18, Crafts 7, Naughty 6, Pets 7, Rapport 9, Scholastics 8, Sensory 15, Survival 8, Tech 9, War 13

Adults

Brains- Grownups that have survived using their intellect and knowledge.
Starts with 20 cans of food.
Athletics 6, Care 6, Combat 13, Crafts 7, Naughty 6, Pets 6, Rapport 5, Scholastics 4, Sensory 6, Survival 6, Tech 3, War 9

Brawns- Grownups that have survived using their physical strength and combat abilities.
Starts with 15 cans of food.
Athletics 4, Care 7, Combat 12, Crafts 8, Naughty 6, Pets 6, Rapport 8, Scholastics 7, Sensory 6, Survival 7, Tech 5, War 6

Mouths- Grownups that survive using their charisma and strong leadership ability.
Starts with 15 cans of food.
Athletics 6, Care 6, Combat 13, Crafts 7, Naughty 6, Pets 6, Rapport 4, Scholastics 6, Sensory 6, Survival 7, Tech 5, War 6

*6. **Skills:** Spend 100 Skill Points, skill costs set by Character Class. Can buy 1 to 5 levels of any skill.*

Athletics
Acrobatics (AGY)
Bicycle (AGY)
Climbing (AGY)
Dance (AGY)
Hold Breath (WIL)
Prowling (AGY)
Running (SPD)
Skating (AGY)
Swimming (END)

Care
Bodyguard (Combat)
Composition (INL) **R**
Cooking (AWR)
Domestic Medicine (INL)
Gardening (INL)
Music (AWR)
Tailor (AWR)
Visual Arts (AWR)

Combat
Aikido (Combat) **E**
Archery (Combat)
Boxing (Combat)
Fencing (Combat)
Florentine Sword (Combat)
Immobilization (Combat)
Kickboxing (Combat) **E**
Knife Throwing (Combat)
Pistol (Combat)
Rifle/Shotgun (Combat)
Self-Defense Weapons (Combat)
Specific Weapon Training (Combat)
Staff Fighting (Combat)
Sword and Shield (Combat)
Tae Kwon Do (Combat)
Wrestling (Combat)

Crafts
Bicycle Repair (INL)
Blacksmithing (INL) **E**
Blueprints (INL) E, +
Brewing (INL)
Shelter Making (INL)
Traditional Crafts (INL)
Trap Making: Human (INL)
Weapon Making (INL)

Naughty
Club (Combat)
Disguise (INL)
Gambling (INL)
Knife Fighting (Combat)
Lock Picking (AGY) **E**
Lying (CHM/INL)
Pocket Picking (AGY)
Poisons (INL)
Rock Throwing (Combat)
Slap Fighting (Combat)
Sleight of Hand (AGY)
Slingshot (Combat)
Street Drugs (Uses AWR or INL)
Street Fighting: Armed (Combat)
Street Fighting: Unarmed (Combat)
Yo-Yo (AGY or Combat)

Pets
Animal Husbandry (INL)
Animal Training (CHM)
Horse Riding (AGY)
Trick Riding (AGY) **P**
Roping (Combat)
Veterinary Medicine (INL)

Rapport
Acting (CHM)
Appraisal (INL)
Cooperation (CHM)
Insults (INL)
Justice & Agreement (INL)
Neighborhood (INL)
Oratory (CHM)
Spoken Language (INL)
Seduction (CHM)
Storytelling (CHM)
Teaching (CHM)
Therapy (CHM)

Scholastics
Arithmetic (INL) **R**
Diagnosis (INL) **S**
Emergency Medicine (INL) **S**
General Science (INL) **R**
Herbal Medicine (INL)
History (INL) **R**
Pharmaceuticals (INL) **S, +**
Read/Write (INL)
Religion (INL) **R**
Research: Academic (INL) **R**
Science: Agriculture (INL) **E, S**
Science: Biology (INL) **E, S**
Science: Biochemistry (INL) **E, P**
Science: Chemistry (INL) **E, S, +**
Science: Genetics (INL) **E, P**
Science: Pathology (INL) **E, P**
Surgery (INL) **S**

Sensory
Blind Fighting: Armed (Combat)
Blind Fighting: Unarmed (Combat)
Braille (AWR) **P**
Enhanced Hearing (AWR)
Enhanced Smell/Taste (AWR)
Enhanced Touch (AWR)
Facial Vision (AWR) **P**
Spatial Awareness (AWR)
Visualization (INL)

Survival
Camouflage (AWR)
Find Shelter (INL)
Fire Starting (INL)
Fishing (END)
Gathering (INL)
Knot Tying (AGY)
Land Navigation (AWR)
Preserve Food (INL)
Skinning & Butchery (INL)
Tracking (AWR)
Trap Making: Animal (INL) **P**

Tech
Computers (INL) **R**
Driving (AGY)
Electronics (INL) **+**
Mechanics (INL) **+**
Radio (INL) **S or +**

War
Automatic Weapons (Combat)
Demolitions (INL) **E, P**
Gun Repair (INL)
Interrogation (CHM)
Light Sleep (AWR)
Military Command (INL)
Ordinance (Combat)
Sniper (Combat)

*7. **Equipment**: Purchase equipment with CF (set by character class). Cannot buy Rare or Extremely Rare items without taking a special advantage.*

*8. **Advantages & Disadvantages**: Round out character by taking advantages (cost BP), disadvantages (give BP).*

1 BP = 3 XP, 1 att or 4 CF

Kid-Only Advantages
Big For My Age (3 BP)
Child Prodigy (8 BP)
Iron Will (4 BP)
Last Message (1 BP)

Grownup Only Advantages
Already Blind (6 BP)

General Advantages
Ally: Dog (4 BP)
Ambidextrous (1 BP)
Baby Faced (2 BP)
Bilingual (2 BP)
Contact: Dark Side (3 BP)
Contact: Elder (2 BP)
Contact: Leader (4 BP)
Contact: Locals (2 BP)
Contact: Peer (1 BP)
Done-It-All (1 BP)
Drug Resistant (1 BP)
Endangered Skill (3 BP/ea.)
Fully Vaccinated (1 BP)
Good Rep (4 BP)
Instructor (7 BP)
Low Sleep Need (1 BP)
Math Prodigy (4 BP)
Military Training: Short (4 BP)
Military Training: Long (10 BP)
Pain Experienced (2 BP)
Perfect Home (3 BP)
Physically Attractive: Minor (2 BP)
Physically Attractive: Major (6 BP)
Prison/Juvy Experience (5 BP)
Private School (10 BP)
Rare Goods (4 BP)
Sense of Direction (1 BP)
Stone Face (1 BP)
Venom Immunity (1 BP)
Working Vehicle (3 BP)

Grownup-Only Disads
Charles Bonnet Syndrome (2 BP)
Childish Mind (2 BP)
Uneducated (3 BP)

Kid-Only Disads
Abused By Adults (3 BP)
Blindness (10 BP)
Colorblind (1 BP)
Confused Identity (2 BP)
Gender Incongruities (4 BP)
Horrible Nickname (1 BP)
Medical Experiments (3 BP)
Missing Eye (5 BP)
Night-Blindness (3 BP)
Poor Vision (2 BP)

General Disads
Addiction: Alcohol (7 BP)
Addiction: Inhalants (10 BP)
Addiction: Marijuana (3 BP)
Addiction: Meth (10 BP)
Addiction: Nicotine (2 BP)
Addiction: Opium/Pain Pills (5 BP)
Allergy: Deadly (8 BP)
Allergy: Incapacitating (4 BP)
Asthma (4 BP)
Bad Rep (2 BP)
Bad Self-Image (3 BP)
Bad Temper (1 BP)
Blabbermouth (2 BP)
Branded (4 BP)
Caregiver: Child (4 BP for kids, 1 BP for adults)
Clumsy (1 BP)
Compulsion (4 BP)
Crush (1 BP)
Deaf (15 BP for kids, 30 BP for adults)
Delusion (3 BP)
Enemy: Community (7 BP)
Enemy: Deadly (4 BP)
Enemy: Non-Lethal (1 BP)
Epilepsy (5 BP)
ESL (2 BP)
Evil Twin (1 BP)
Family Obligations (1 BP)
Family Skeletons (1 BP)
Fried (2 BP)
Gambling Addict (4 BP)
Guilty Secret (1 BP)
High Sleep Need (1 BP)
Inexperienced (4 BP)
Insomnia (2 BP)
Lonely (1 BP)
Malnourished (8 BP for kids, 6 BP for adults)
Memory Gaps (1 BP)
Missing Arm (7 BP ea. for kids, 10 BP ea. for adults)
Missing Hand (5 BP ea. for kids, 8 BP ea. for adults)
Missing Family Member (2 BP)
Missing Leg (6 BP ea. for kids, 9 BP ea. for adults)
Mute (10 BP for kids, 20 BP for adults)
Obese (2 BP)
Phobia (3 BP)
Physically Unattractive: Disfigured (8 BP)
Physically Unattractive: Minor (2 BP)
Physically Unattractive: Major (4 BP)
Poor Hearing (3 BP for kids, 7 BP for adults)
Pregnant (15 BP for teens, 10 BP for adults)
Self-Hatred (6 BP)
Shy (3 BP)
Sickly (6 BP)
Snot-Nose (1 BP)
Stutterer (1 BP for kids, 2 BP for adults)
Tuberculosis (6 BP)
Venom Allergy (1 BP)
Venom Hypersensitivity (4 BP)

*9. **Character Advancement**: Use XP to gain experience levels and improve the PC. Each 200 XP earned equals a kid's birthday.*

2 XP = 1 Skill Point

10 XP = 1 Attribute Point.

30 XP = 1 Health Att. Point.

KidWorld The Role Playing Game

Who i am

Age _____ **Blindness Penalties** Combat: _____ AWR: _____ **Name** _____ **Character Class** _____ **Gender** _____

Appearance _____ To Cuteness Rolls: _____

Cognitive Deficits

Community

Advantages

Disads

Atributes

	Base	Current	Plusses/Minuses
ADJ			
AGY			
AWR			
CHM*			
END			
INL*			
SPD*			
STH*			
WIL*			

*Capped at current age for kids

Health Attributes

BLD			
BDY			
INCY			

SKILLS

Skill	Attribute	Type	Levels	AV
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	

StuFF

gRowing Up

Skill Costs: Athletics ____ Care ____ Combat ____ Crafts ____ Naughty ____ Pets ____
Rapport ____ Scholastics ____ Sensory ____ Survival ____ Tech ____ War ____
Special Skill Costs _____ _____ Unspent XP _____ Total Earned XP _____

(2 XP = 1 Skill Point, 10 XP = 1 Attribute Point, 30 XP = 1 Health Attribute Point.)

KIDWORLD_THE_ROLE_PLAYING_GAME

IDENTITY

AGE _____

BLINDNESS PENALTY
Combat: -15 (-7 if sensed)

NAME _____

CHARACTER CLASS _____

GENDER _____

APPEARANCE

_____
_____
_____

NOSTALGIAS

_____
_____
_____

COMMUNITY

_____
_____
_____

ADVANTAGES

_____ _____ _____ _____
_____ _____ _____ _____
_____ _____ _____ _____
_____ _____ _____ _____

DISADS

ATTRIBUTES

	BASE	CURRENT	PLUSSES/MINUSES
ADJ	_____	_____	_____
AGY	_____	_____	_____
AWR	_____	_____	_____
CHM	_____	_____	_____
END	_____	_____	_____
INL	_____	_____	_____
SPD	_____	_____	_____
STH	_____	_____	_____
WIL	_____	_____	_____

HEALTH ATTRIBUTES

BLD	_____	_____	_____
BDY	_____	_____	_____
INCY	_____	_____	_____

SKILLS

SKILL	ATTRIBUTE	TYPE	LEVELS	AV
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___
_____	_____	_____	OOOOOO	___

_____
_____
_____
_____

EQUIPMENT

_____ _____ _____
_____ _____ _____
_____ _____ _____
_____ _____ _____
_____ _____ _____
_____ _____ _____
_____ _____ _____

ADVANCEMENT

SKILL COSTS: Athletics ____ Care ____ Combat ____ Crafts ____ Naughty ____ Pets ____
Rapport ____ Scholastics ____ Sensory ____ Survival ____ Tech ____ War ____
Special Skill Costs _____ _____ Unspent XP _____ Total Earned XP _____

(2 XP = 1 Skill Point, 10 XP = 1 Attribute Point, 30 XP = 1 Health Attribute Point.)

KidWorld The Role Playing Game

Character Sheet For _____

ARMOR

Armor Name	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	PR	Penalties
_____	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	_____	_____
_____	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	_____	_____
_____	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	_____	_____
_____	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	_____	_____
_____	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	_____	_____

COMBAT SKILLS

Skill	Levels	Plusses Given
_____	____	_____
_____	____	_____
_____	____	_____
_____	____	_____
_____	____	_____
_____	____	_____
_____	____	_____
_____	____	_____

COMBAT RANGES



UNARMED

Punch Dmg _____ Kick Damage _____ Unarmed Plusses_____

Action/Reaction Att1 + Att2 + Skill + Miscl = Total + 1d20 vs. Difficulty

_____	____	____	____	_____	_____	_____
_____	____	____	____	_____	_____	_____
_____	____	____	____	_____	_____	_____
_____	____	____	____	_____	_____	_____
_____	____	____	____	_____	_____	_____
_____	____	____	____	_____	_____	_____
_____	____	____	____	_____	_____	_____

MELEE WEAPONS

Weapon_____ Damage_____ Range____ Pierces As_____

Action/Reaction Att1 + Att2 + Skill + Miscl = Total + 1d20 vs. Difficulty

_____	____	____	____	_____	_____	_____
_____	____	____	____	_____	_____	_____

Weapon_____ Damage_____ Range____ Pierces As_____

Action/Reaction Att1 + Att2 + Skill + Miscl = Total + 1d20 vs. Difficulty

_____	____	____	____	_____	_____	_____
_____	____	____	____	_____	_____	_____

PROJECTILE WEAPONS

Weapon_____ Damage_____ FR____ MR____ ROF_____

Pierces As_____ Clip Holds_____ Amount of Ammo _____

Action/Reaction Att1 + Att2 + Skill + Miscl = Total -1/FR+1d20 vs. Difficulty

_____	____	____	____	_____	_____	____	_____
_____	____	____	____	_____	_____	____	_____

Weapon_____ Damage_____ FR____ MR____ ROF_____

Action/Reaction Att1 + Att2 + Skill + Miscl = Total -1/FR+1d20 vs. Difficulty

_____	____	____	____	_____	_____	____	_____
_____	____	____	____	_____	_____	____	_____

COMBAT MODIFIERS

Aim	+4 to roll
Blinded (Full)	-15 to roll
Blinded (Partial)	-7 to roll
Burst	-4 to roll
Extended Action	+5 to roll (-10 to next reaction)
Improvised Weapon	-8 to most rolls
Leaning	-10 to roll
Paired	-4 to roll
Simultaneous Act	-20 +WIL to roll
Split	-10 to rolls
Targeted	-4 to roll
Underwater	-8 to rolls, half damage

ACTIONS

Area Attack	INL+#of shots+1d20 vs. 10+area in ft. (or +3/m.)
Blinding Strike	INL+AGY+1d20 vs. 30
Crippling Attack	STH+INL+1d20 vs. 30
Disarm	STH+AGY+1d20 vs. 30
Grab	STH+AGY+1d20 vs. 25
Grab (Pain)	STH+INL+1d20 vs. 35
Grab (Strangle)	STH+AGY+1d20 vs. 25
Grab (Wrestling)	STH+INL+1d20 vs. 30
Knockaway	STH+AGY+1d20 vs. 25
Knockdown	STH+AGY+1d20 vs. 30
Knockout	STH+AGY+1d20 vs. 30
Pain/Stun	INL+AGY+1d20 vs. 25
Slash	INL+AGY+1d20 vs. 25
Stomp	SPD+STH+1d20 vs. 25
Strike (Handheld)	STH+AGY+1d20 vs. 25
Strike (Projectile)	INL+AGY+1d20 vs. 25
Tackle	SPD+STH+1d20 vs. 20
Vital Strike (Bladed)	INL+AGY+1d20 vs. 35
Vital Strike (Blunt)	INL+STH+1d20 vs. 40
Wing	INL+AGY+1d20 vs. 20

REACTIONS

Dodge	AWR+AGY+1d20 vs. 25
Entangle	INL+STH+1d20 vs. 30
Flip	AGY+STH+1d20 vs. 35
Drop	AWR+AGY+1d20 vs. 20
Jump	SPD+AGY+1d20 vs. 25
Mental Block	WIL+1d20 vs. 20

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WHAT IS IT?

KidWorld is a role playing game that takes place in a savage and dangerous world ruled primarily by kids. A terrible Plague has killed most of the adults and left the rest blind. Most kids are trying to survive by their own wits with no adult guidance. In KidWorld many fall to traps, disease, hunger and wild animals, but the most dangerous thing in KidWorld is misguided kids who think they're doing the right thing.

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MATURE PLAYERS ONLY, PLEASE





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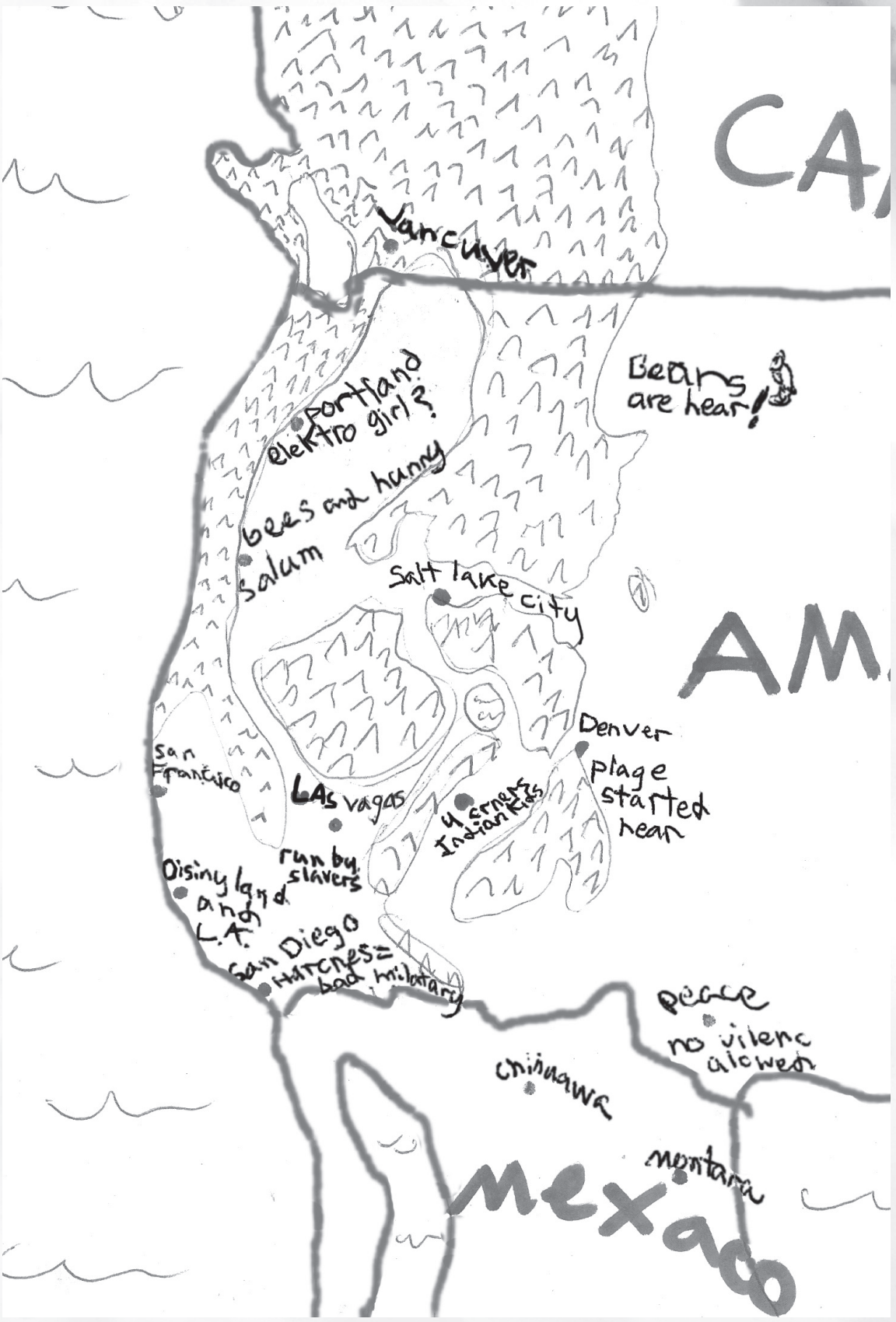
Name: _____ Name: _____
Age: _____ Age: _____
ADJ ___ AGY ___ AWR ___ ADJ ___ AGY ___ AWR ___
CHM ___ END ___ INL ___ CHM ___ END ___ INL ___
SPD ___ STH ___ WIL ___ SPD ___ STH ___ WIL ___
BLD ___ BDY ___ INCY ___ BLD ___ BDY ___ INCY ___
Skills: _____ Skills: _____
Equipment: _____ Equipment: _____
_____ _____

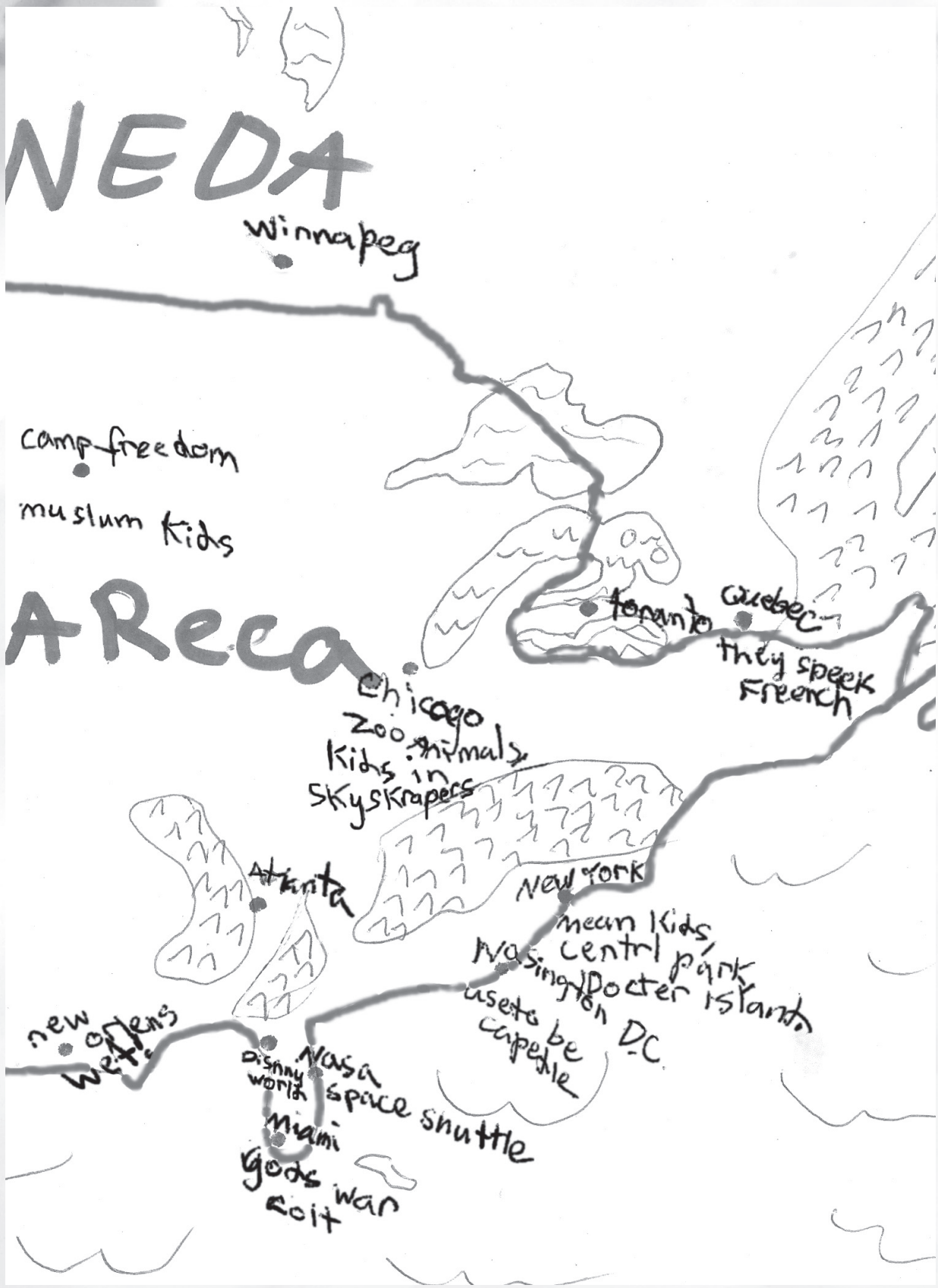
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CHM ___ END ___ INL ___ CHM ___ END ___ INL ___
SPD ___ STH ___ WIL ___ SPD ___ STH ___ WIL ___
BLD ___ BDY ___ INCY ___ BLD ___ BDY ___ INCY ___
Skills: _____ Skills: _____
Equipment: _____ Equipment: _____
_____ _____

Name: _____ Name: _____
Age: _____ Age: _____
ADJ ___ AGY ___ AWR ___ ADJ ___ AGY ___ AWR ___
CHM ___ END ___ INL ___ CHM ___ END ___ INL ___
SPD ___ STH ___ WIL ___ SPD ___ STH ___ WIL ___
BLD ___ BDY ___ INCY ___ BLD ___ BDY ___ INCY ___
Skills: _____ Skills: _____
Equipment: _____ Equipment: _____
_____ _____

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plage started hear
san Francisco
LAs vagas
u srners Indianrks
run by slavers
Disiny land and L.A.
San Diego
Hatcnes= bad milotary
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chihuawa
montana
mexao

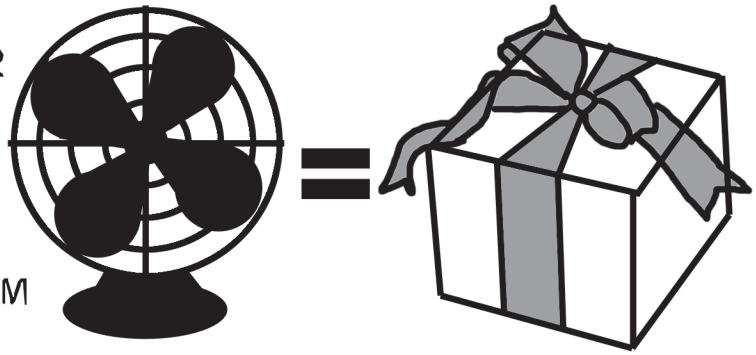


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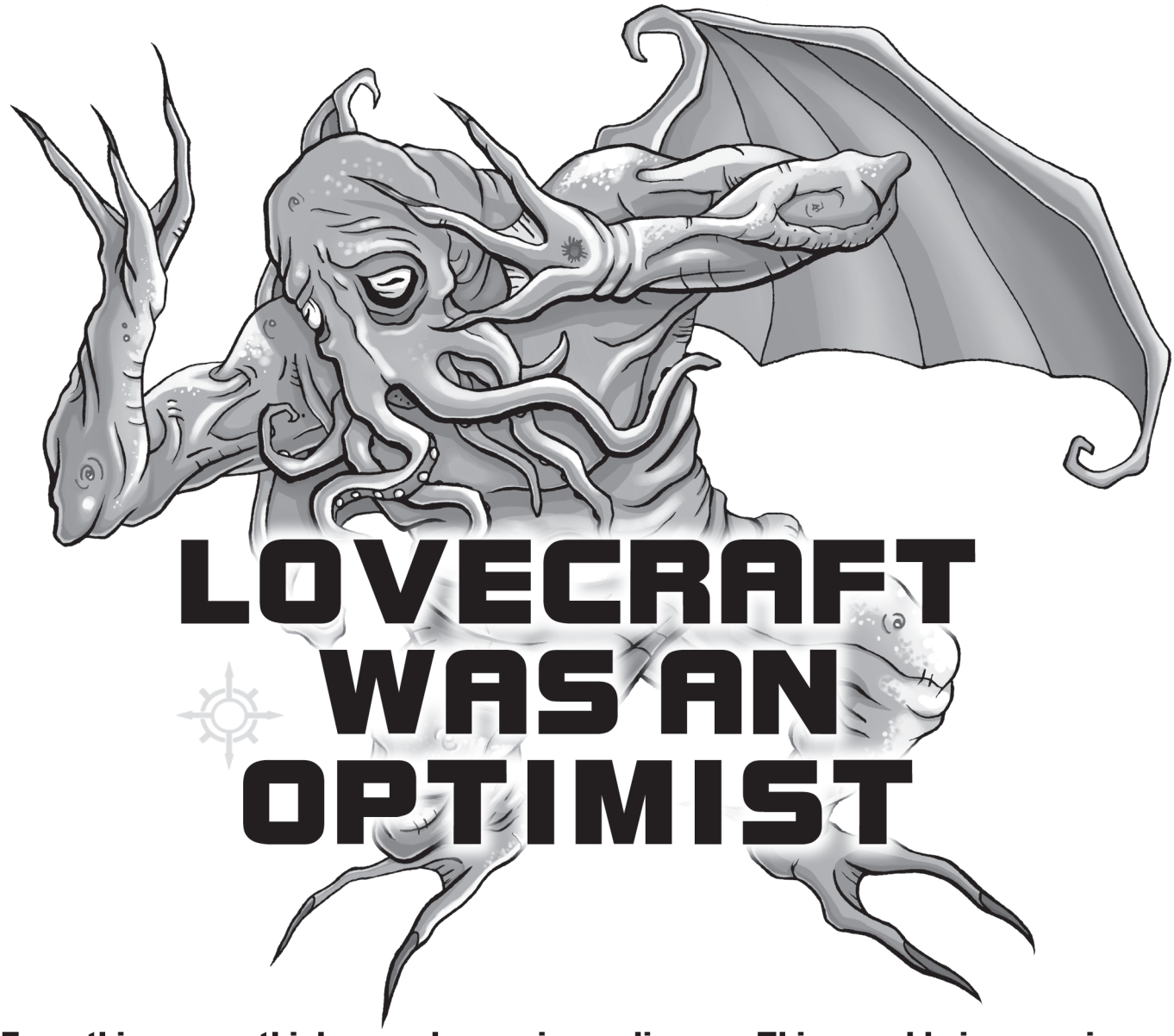
The future is you sleep on a cot filled with rusty springs.
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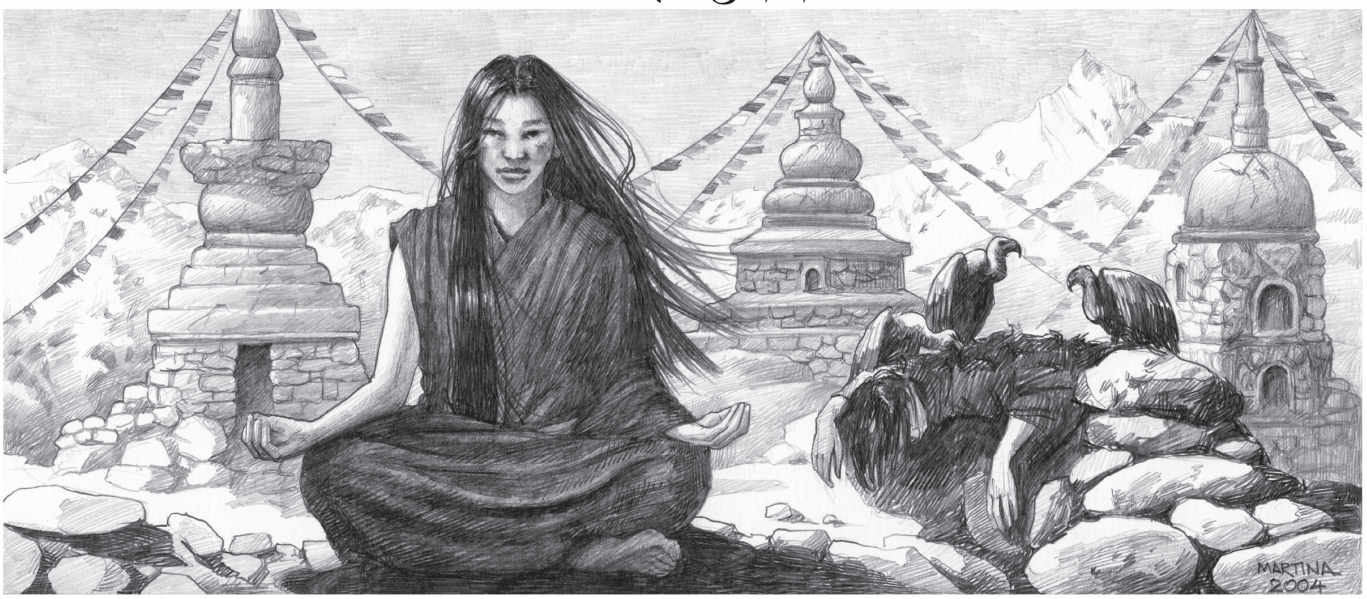
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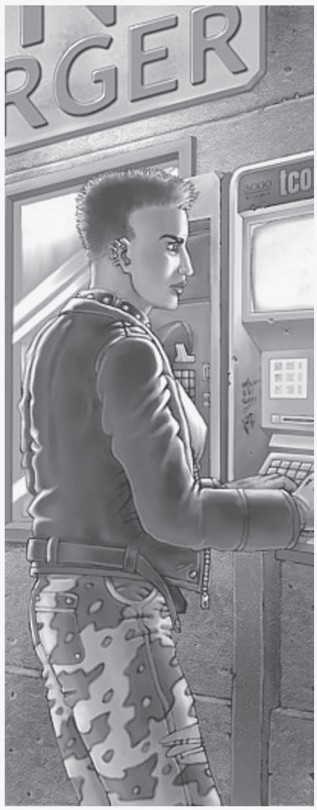
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You can take all the money and
power and retreat in to your
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We won't die out, we will survive.
We have pride, we have passion,
everything we do means something.
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or torture or death. The only
thing we are afraid of is being like you.

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