

PUNKAPOCALYPTIC

the roleplaying game



AGES
16+

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PUNKAPOCALYPTIC

THE ROLEPLAYING GAME

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WHAT THE FUCK IS THIS?

The world as we know it is gone. The why and how is subject to debate, but there are few left who have either the time or ability to wax philosophical about it. All that's left is an extremely dangerous place, which, depending upon your point

TONE

Now, you might notice that the tone here is a bit different from other Schwalb Entertainment offerings. In PunkApocalyptic, we're not shy about using words like fuck, shit, bastard—a lot, in fact—and a whole bunch of other nastiness to properly convey the mood and tone of a world gone to hell. This game's setting is intended for folks who comfortably spew foul language, in places where said spewing won't earn you a rash of angry glares and teeth-gnashing from a bunch of uptight assholes, or the loud and frightened bawling of their rotten-ass crotchspawn.

In short, be aware of your surroundings and make sure the fuckers you're playing with are on board with the game's tone in advance. If not, you can always dial back the nastiness or, better yet, just find cooler people to play with.

of view, is either a reeking open sewer, a radioactive shithole rife with wasting disease and lingering death, or a desperate place of hunger and want where anyone will trade anything or kill anybody just to survive one more day.

Actually, your point of view doesn't matter. It's all these things. And so much worse.

Deadly and violent, much of the world has become a deserted, barren land dotted with the remnants of whatever came before. The Wasteland, as it's called, though, is not as empty as it might seem.

Here live the wretched descendants of the undesirables, the impoverished, the castoffs, and every other asshole deemed unsuitable for entry into the great and mythical Megalopoli: fabulous domed cities built during civilization's collapse that became more myth than reality to most of the rugged shitkickers trying to scratch out a living in the Wasteland. Oh, yeah... the mutants live here too—but we'll talk about them later.

So, unless you're among the privileged few living in one of 'em—and, trust me, you're not—you're pretty much fucked

and have to figure out some way to survive in some of the worst places you can imagine, alongside all the other poor dumb bastards who will just as soon tear out your throat to get their mitts on your rusty can of beets as give you the time of day. Not that anyone has a working watch or really gives a shit what time it is.

Beets, though? That's another fucking story.

But as unpleasant as the world has become, opportunity abounds for anyone who has the grit, determination, and moral flexibility to stay alive and maybe even thrive—well, at least compared to the other slags around you.

In the Wasteland, resources are quite scarce. Electricity is nearly nonexistent, as are those who know how to build or even repair complex devices. Therefore, just about everything has been reduced to the most basic of items, assembled from whatever can be dug up and salvaged out of old landfills, plundered from the ruined cities of the Time Before The Shit Hit, or simply robbed from some other weak, stupid bastards.

Digging out salvage is no easy task as most ruins are overrun with dangerously deteriorated buildings, roving gangs, mutant abominations, murderous cannibals, or fanatic disciples with insane beliefs. When you're offered a few bullets to put an end to a local warlord, some fuel to fill up the car you've kept running with bubblegum, duct tape, and hope, odds are you won't have much choice other than to take the job.

As tough as things are in the Wasteland, one can still find small settlements, often fortified, which somehow manage to survive the never-ending hardship. Some outposts serve as commercial hubs, while others represent the best chance for the weak and feeble to survive. Some settlements have greenhouses and water collectors for growing crops and supplying clean water, while many host murderous gangs who trade only in bullets instead of goods and foodstuffs that would make life more livable. Go figure.

Then there are roving hermits who collect odd pieces of useful junk and technology, or bands of mystic nomads in search of some arcane "truth" that often involves blood sacrifice (usually yours and that of your fellow mercs), or the odd religious cult dedicated to bizarre gods of their own invention, bent on forceful conversion of any who they meet (again, usually you and your fellow mercs).

Anything and everything is possible in the Wasteland and you're bound to discover something truly strange that would shock even your seriously desensitized and cynical worldview before you punch your ticket at the end of the miserable fucking merry-go-round you've ridden in this world of shit. Happy trails, motherfucker. You go to a better place.

MERCENARIES

In *PunkApocalyptic: The RPG*, you and your friends take on the roles of mercenaries, aka "mercs" (pronounced "merk," hard c), people who travel across the Wasteland selling their unique

CHARACTER SHEETS

On www.schwalbentertainment.com, you'll find a downloadable character sheet that you can print. Or, you can make up your own sheet. It's good to have a hard copy of the sheet so you can easily make notes.

talents and capabilities. What do you get in return for risking your lives? Bullets, food, water, meds, fuel, and salvage, all of which form the ad hoc mish-mash economy of this brutal world. Maybe even some free hooch at the local bar and a quick lay in a settlement particularly grateful for your help. Hey, sometimes it's good to be a merc!

As you play this game, you'll have opportunities to explore old ruins, discover strange places and even stranger people, dicker and bargain for bullets and salvage, interrogate prisoners, and fight for your lives. Sometimes all in the same day! Each mission your team undertakes leads you into new dangers, challenges, and opportunities to make names for yourselves in the Wasteland. Sure, some of you are gonna die, but hey, nobody lives forever, and there's always a new sucker out there ready to take the place of the fallen.

THE GAME MASTER

One of you takes on the role of Gamemaster (aka "the GM"). The GM has the most important job in the game, acting as both narrator and rules arbiter. The GM decides what obstacles must be overcome, shapes and creates the missions you undertake, and keeps the story moving. Most importantly, the GM, through common sense and knowledge of the rules, decides what does or does not happen, or what could happen with a bit of luck, based on the roll of the dice.

THE RULES

PunkApocalyptic: The Roleplaying Game uses a loose ruleset to sort out what happens when outcomes aren't clear, to describe how characters grow more powerful as they complete missions, and to ensure that missions are challenging and fun. As important as the rules are, they simply exist to supplement play rather than direct it. Sometimes you'll need to use rules to figure out a tricky situation. Most of the time, though, the GM will let the story take care of the hard work.

DICE

You need at least one set of dice to play this game. A set includes a die with twenty sides (d20) and at least three dice with six sides (d6). You can also use a dice-rolling app for whatever mobile device you happen to have, many of which are free. To be honest, though, there's nothing like the clatter of the bones hitting the table to provide that satisfying (or totally fucked-up) result. Who has a working mobile device in the Wasteland anyway?

The rules use a familiar shorthand expression for dice rolls, which employs the $xdy + z$ format. X represents the number of dice you roll. Y tells you the die or dice size. Z is the number you add to the roll. So, if you see $1d6 + 2$, this tells you to roll one six-sided die and add 2 to the number rolled. Similarly, if you see $1d20 + 5$, roll a twenty-sided die and add 5 to the number you rolled.

FUNDAMENTALS

There are some fundamental concepts to keep in mind when you play this game.

SPECIFIC BEATS GENERAL

Much of this book contains broad, general rules that tell you how to play and how to resolve certain activities that might come up. There are also game elements called talents that allow you to sometimes bend or even break the rules. In such cases, the exception or specific case described by the talent wins out over the general rule.

ROUND DOWN

Whenever you end up with a fraction, such as from halving damage, always round down to the next lowest whole number.

EXAMPLE OF PLAY

In this example, a group of players—Andrew, Joanie, Erik, Candy, and Toye—come together to play in a game. Chris is their GM. The team has taken on a gig with a local warlord who wants them to follow up on stories about suspicious types wandering around a nearby ruin. The team climbs onto their motorcycles and speeds off to the ruin, arriving there just before dark—probably not a good move on their part, but they're feeling badass enough to handle whatever.

Chris (as GM): A jumble of old houses stands before you, most missing walls and roofs, but a few structures appear intact. There's dust everywhere, having blown in during the last storm. You might startle when you hear a broken streetlamp creak and screech as the wind blows hard enough to make the cracked arm sway. What do you do?

Joanie (as Ladybird, a scoundrel): Y'all, this place don't look all that great. We'd better be ready for anything. I'm pulling out my baseball bat from the sheath on my bike and keeping watch.

Andrew (as Meatfucker, a killer): Good idea, Ladybird. I'm pulling out my hatchets and will move ahead a bit to see if I spot anyone.

Toye (as Randy, a freak): I'll come with. I'm ready to cut up the first fucker I see with my claws.

Erik (as Christmas, a junker): I power up my electro-suit and spark the rod.

Candy (as Roadrage, another killer): Heh, is that euphemistic, Erik? OK, I'll cover Meatfucker and Randy with my rifle.

Chris: OK. Sounds good. Meatfucker, you lead the way, Randy following behind. How far do you want to range ahead?

Andrew: Let's say no more than 20 yards and definitely not to a spot where we and the team can't see each other. Cool, Randy?

Toye: Fine with me.

Chris: You head a few paces away from the team, moving between two old houses, the final siding heaped up on the ground around them. You think you hear something, however. Uhhh... yeah... so, Randy, Meatfucker, since you're closer in, give me an Eyes roll.

Toye: (Rolling a d20) I got a 15.

Andrew: (Also rolls a d20) Fuck me! An 8. I don't see or hear shit.

Chris: Great. Randy, you hear crunching footsteps coming from your right and see that the sound comes from a big hulking abomination, all mutated and shit, and carrying a blood stained yield sign.

Andrew: Did you say big?

Chris: Yep. And hulking. And abomination.

Joanie: Shit. Mutants. I fucking hate those guys.

Toye: OK, I shout out a warning to Meatfucker. How many of them do I see?

Chris: You see a second one moving behind to join the first, but it will take some time before it gets here. OK, we're moving into combat rounds. Here we go! Who wants to take a Fast turn?

Candy: Can I see them yet?

Chris: Not yet.

Candy: Damnit. I guess I'll wait then.

Andrew: Fuck this shit. I charge the asshole.

Chris: Roll!

Andrew: Does a 12 against their Defense hit?

Chris: Yep. All day long. Damage?

Andrew: Ah, another 12. Take that, asshole!

Chris: Anyone else?

Toye: Damnit. I'll go. I charge too. Shit, a 5.

Chris: Ugh. Whiff! Bad time for that, pal. OK. At closer range, you can see they're pit beasts. The first one takes a Fast turn. The other will act on Slow. Oddly enough, the pit beast is now pretty fucking hostile thanks to your last hit. Does a 12 hit your Defense?

Andrew: Fuck. Yeah.

Chris: Sorry. Sucks to be you. OK. The pit beast chops into you with its yield sign for... 11 damage.

Andrew: Holy shit! Come on, guys! Get your asses in gear! We need some fucking help!

And as the sun goes down, several pairs of glowing red eyes can be seen deeper in the ruin, and it just gets even more interesting for our crew from there...



MAKING A MERC

In the Wasteland, you're either predator or prey. Predators see the collapse of civilization as a license to do whatever they want. Among their ranks can be found power-mad warlords leading gangs to plunder salvage, bullets, and other supplies from the landscape; vicious tyrants who enslave the survivors and force them to mine deadly landfills; bizarre cults, mutant mobs, unhinged V Reichers; and so many more, all of whom, if given the chance, will reshape the world in their own distorted image.

The prey? Well, that's just about everyone else: the innocent men and women fucked over by the greed of the plutocrats who built the massive Megalopoli and then excluded all but a privileged few; roving nomads; and settlements that barely manage to survive by scratching at the scorched earth in the hope of getting soybeans or other hardy edibles to grow. Nearly all of these people just want to live without trouble, to rebuild enough of what was destroyed to make their lives just a bit easier, and, maybe, just maybe, make the world a little bit better for the poor bastards who will come along after them.

In *PunkApocalyptic: the RPG*, you play a merc, someone who lives by your abilities, selling your services to whoever can afford you. You might find yourself moved by the plight of the pathetic wretches struggling in the Wasteland and

take up arms to protect them from their persecutors. Or, you could be a lowdown piece of shit yourself, hiring on with one of the fucking megalomaniacs who want nothing more than to rule their own little patch of the world, which usually involves persecuting and exploiting the aforementioned pathetic wretches.

Most likely, you're going to take whatever work you can find, because the world is a harsh and unforgiving place where no one gives two shits for doing what's right anymore. Maybe you're different, maybe you're not. Whether or not you catch a bullet in the head or heart is the only judgment you're gonna get here on that one, friend...

This chapter shows you how to make a merc. The process is simple as fuck. You make a few basic decisions, roll some dice, and then write down information on your character sheet.

Now, it bears mentioning that as a starting character, you're as fragile as a fucking robin's egg. Your first mission is going to be nasty and the odds of you surviving it are slim. Them's the breaks.

But, hey, it's cool, because your surviving teammates will find some other asshole to take your place. So if you die, no biggie. Just whip up another character and you're ready to go... and maybe someone else's character will bite the big one next mission.

Welcome to the fantabulous and exciting world of *PunkApocalyptic*, meatbag! Enjoy the ride while you can.

Creating a merc involves following a few steps, including recording the results of your dice rolls along with whatever design choices you make for the merc's background, on your character sheet. You'll find a nifty, cool character sheet at the back of this book, which you can copy or download from the website at SchwalbEntertainment.com.

You don't have to use the character sheet though; you can just scratch everything down on a torn piece of paper with a golf pencil, if that's your thing. It's simple enough that it doesn't really matter how you do it. Just make sure you have everything written down where you can quickly refer to it in play. Don't be that asshole who slows shit down by not being ready or can't seem to find his shit. Nobody likes that asshole.

STEP 1: ATTRIBUTES

The first thing you need to do is gin up your attribute scores. Attributes represent your most basic capabilities, which include **Muscles**, **Meat**, **Hands**, **Feet**, **Brains**, **Eyes**, **Mouth**, and **Guts**. For each attribute, you have a **score**. An attribute score is a number between 1 and 20, with 10 being the average.

You can come up with your scores in one of two ways. You can either go with Assigned Scores or Random Scores. If you

ATTRIBUTE SUMMARY

Each attribute represents a different aspect of your character's capabilities.

Muscles represents physical strength and athleticism. You use Muscles to attack with handheld or melee weapons.

Meat combines overall durability with healthiness. You use Meat to determine how much physical damage you can take.

Hands measures equilibrium, balance, poise, and precision. You use Hands to attack with guns, bows, and other projectile weapons, as well as to do stuff that requires manual dexterity.

Feet represents speed, mobility, and the ability to evade danger. You use Feet to avoid being hit by attacks.

Brains describes wit, intelligence, logic, and education. You use Brains to figure out stuff, use technology, and to overcome challenges that require smart thinking.

Eyes represents sensory acuity and awareness. Although it says eyes, it means all five damned senses (sight, smell, hearing, taste, and touch). You use Eyes to notice stuff and sense the world around you.

Mouth represents the strength of your personality, natural charm, and magnetism. You use Mouth in diplomacy, negotiation, seduction, and other social situations.

Guts combines determination, courage, discipline, and willpower. You typically use Guts to keep your shit together when the situation goes pear-shaped...and it always goes pear-shaped, friendo.

assign scores, you're gonna be good at some things and bad at others. If you randomly determine them, who the fuck knows what you'll end up with? Live dangerously. What could possibly go wrong?

Once you choose, just jot down the numbers. Your background, which you choose in step 2, will increase one of these attributes by 1.

ASSIGNED SCORES

If you choose this option, you have the following pre-generated scores: 13, 12, 12, 11, 10, 10, 10, and 9. Assign one score to each attribute until you've assigned all eight. If you want, you can raise up to two different scores by one each, but for each score you raise by one, you must lower a different score by one. Savvy?

RANDOM SCORES

Feeling lucky? Sure you are! Random scores give you a chance at getting higher than normal scores at the risk of getting somewhat lower ones. Bell curves can be a bitch, dude. To generate your scores, roll 4d6 eight times, dropping the lowest number rolled each time, and write down the total result of each roll. Match the total result of each roll on the following table and jot down the score. Once you have all eight scores, assign one to whichever attribute you wish until all eight are assigned. You don't have the option here to adjust your scores with Assigned Scores.

RANDOM SCORES

Roll	Score
18	13
16-17	12
13-15	11
9-12	10
6-8	9
4-5	8
3	7

STEP 2: BACKGROUND

Your character is a person who lives or has lived in the Wasteland and has some kind of history prior to becoming a merc. Your character's background describes his or her identity as well as how he or she fits into the world. In addition, your background gives you some cool shit.

Attributes: Your background increases one of your eight attributes by the amount indicated.

Language: Your background tells you how many languages you know how to speak. You can choose any language that people speak today such as English, Spanish, German, or Greek.

But don't be a dumbass. If you choose a language not spoken in the area you haunt, no one's gonna know what the fuck you're saying, will they?

Now, also, most folks in the Wasteland don't know how to read, so don't fret if your character is illiterate. If your background doesn't specify that you can read, there's a chance you can. Roll a d6 for each language you know how to speak: on a 5 or 6, you know how to read and write in that language.

Talent: Your background gives you at least one talent. Talents are cool things your character knows how to do. Note how the talent works on your sheet.

Starting Gear: Your background provides you with your gear: equipment and other stuff you begin the game with. You also get at least one random piece of junk. See below for details. For more info on gear, check out Chapter 4.

Mission 4 Benefits: Finally, your talent gives you a few extra benefits when you complete your fourth mission. Assuming you make it that far—a far fucking stretch at best—your character will get these benefits.

BRUTE

You've survived just by being one of the strongest fuckers around. Big, hunky, and musclebound, you've plenty of might and no hesitation about using it, whether for right or no. You might have worked as a pit fighter for the entertainment of crowds, served as a warlord's guard, or simply took what you wanted from people weaker than you just because you could.

BRUTE BACKGROUNDS

d6	Background
1	You strangled someone with your bare hands, who may or may not have deserved it. This made you unwelcome in your home community, forcing you to move on to find somewhere else to live.
2	A mad scientist captured you and pumped you full of steroids. You got bigger and stronger, but now you have a hair-trigger temper and seriously nasty acne.
3	You roughed up the locals to get what you wanted. Eventually, they brought in a couple of mercs tougher than you to take you out. You ran for your life and have been on the go ever since. Someday you're going back to that shithole to get payback.
4	You can't always gauge your own strength. The last time you got in a nasty fight, you hit someone so hard they never got up again. When the locals started hunting for a rope to string you up, that was your cue to leave.
5	You served as a guard for a powerful warlord. After saving that asshole's life from an assassin, he gave you your freedom. As soon as you left to seek your own fortune, he had you ambushed outside of town, and you were left for dead.
6	You protected a community for many years, using your brawn to beat down the raiders and gangers who troubled them. Eventually, someone stronger than you came along and picked a fight. You survived, but your community didn't. You've been hunting those fuckers down ever since.

Attributes: Increase your Muscles score by 1.

Language: You speak one language of your choice.

Brawn: You can push yourself to perform feats of strength. When you roll Muscles, you can use this talent to make the roll with 2 assets. Once you use this talent, you must wait 6 rounds before you can use it again.

Starting Gear: You start off with torn and tattered clothing, a big-ass wrench or a hammer, a backpack, 1 food, 1 water, and a random piece of junk.

MISSION 4 BENEFITS

When you complete your fourth mission, you gain the following benefits.

Health: Increase by 5.

Brutal Strike: You can land punishing blows. When you use Brawn on a Muscles roll to attack with a melee weapon and you succeed on the roll, the attack deals 3 extra damage.

DRIFTER

You've travelled far and wide across the Wasteland, but even after all this time, you've still not seen it all. You find it hard to stay in one place for long. The road always calls you back. So, you don't put down roots and you sure as hell haven't made any last arrangements. Of course, this could change if you meet the right people, but so far that hasn't happened.

DRIFTER BACKGROUNDS

d6	Background
1	You move around a lot because someone always winds up dead when you stay put for too long, usually because of you. You've got a lot of blood on your hands, whether justified or not.
2	Some truly rotten shitbirds murdered your spouse and child. After you killed them all, you started wandering the world to fill the emptiness inside you.
3	You think there's some promised land out there somewhere, some place where the world still works. You're hunting for it and won't stop 'til you find it.
4	You're tracking down someone who needs to die. They've slipped away from you a few times, but you're sure you're getting close and will never give up the chase.
5	Slavers, gangers, or someone else kidnapped someone you loved. You're scouring the Wasteland to find them.
6	You're just a fucking hobo.

Attributes: Increase your Feet score by 1.

Language: You speak three languages of your choice.

Fleet-Footed: When you take a fast turn, you can both move and use one action. Once you use this talent, you must wait at least 6 rounds before you can use it again.

Starting Gear: You start off with some serviceable, patched clothing, a hooded cloak, a knife, backpack, canteen, 1 food, 1 water, and one random piece of junk.



MISSION 4 BENEFITS

When you complete your fourth mission, you gain the following benefits.

Health: Increase by 4.

Seasoned Traveler: You gain a +1 bonus to Speed. You make rolls to avoid becoming lost with 1 asset. When you travel overland, everyone on your team who has a lower Speed moves as if they had the same Speed as you.

FACE

There's something about you that other people like. You might have a trusting face, a quick wit, or a magnetic personality. Who the fuck knows?! The main thing is that you're good at making friends and getting people to believe you, and sometimes even trust you. You can use your talent for good or you can be a real piece of shit and exploit the dumbasses too thick to see you for the charlatan narcissist you really are.

Attributes: Increase your Mouth score by 1.

Language: You speak three languages of your choice.

Bullshitter: You can fill the air with the kind of bullshit that will distract your enemies—gets inside their head and fucks with their self-confidence. When a creature within 5 yards of you who can hear you would roll to hit, you can use a reaction to roll Mouth to hit the triggering creature's Guts. On your success, the triggering creature makes its roll with 1 complication. On a failure, the triggering creature becomes immune to your use of this talent until it finishes a rest.

FACE BACKGROUNDS

d6	Background
1	Slick, cunning, and a real piece of shit, you always knew what to say to get what you wanted. You've probably destroyed a lot of lives in your time.
2	You had the ear of your community leader and you counseled your friend in such a way as to improve your lot. People eventually got sick of your shit and drove you out. Tar and feathers might have been used.
3	You were the spokesperson for a nasty warlord. You worked hard to find ways to justify the fucked-up shit the monster you represented did, and you have to live with that.
4	You've never done an honest day's work in your life. You always find a way to get your "friends" to do all the heavy lifting for you.
5	You understood that people looked up to you and listened to you. You tried to lead your community to do more and be better. You made some progress, but mutants eventually overran your settlement and ate all your friends after you escaped.
6	You are a gifted orator, storyteller, or performer, or you possess some other innate ability that compels you to get in front of people and hold their attention. You're well-known in your community and people in other areas have started to hear about you too.

Starting Gear: You start with a set of nice clothes, a knife, a bag, 1 food, 1 water, a bar of soap and washcloth, and a random piece of junk.

MISSION 4 BENEFITS

When you complete your fourth mission, you gain the following benefits.

Health: Increase by 3.

Silver-Tongued Devil: In all diplomacy, negotiation, and social situations, you make rolls with 1 asset.

FANATIC

People might have given up their allegiances and beliefs when the world went to shit, but you still cling hard to what you think is important. You might be a religious fanatic, a patriot, or just committed to a cause you believe is greater than yourself. Whatever it is, it helps you get up every day, drives you, and gives you purpose to get shit done.

FANATIC BACKGROUNDS

d6	Background
1	You have a personal god who talks in your head and tells you what to do. Sometimes the voice tells you to do good things and sometimes bad. You obey, because it's FUCKING GOD talking!
2	You belonged to a weird doomsday cult who either believed aliens would save you all, or some god was going to destroy the nonbelievers, or you and the other faithful would all be whisked away to heaven. Well, that shit didn't happen, Chief, but you believe you have some great work left to do in order to regain the favor of whatever divine authority didn't save you.
3	All this bad shit that's going on is just a phase. Soon, your country is gonna make a comeback, kick ass, and re-establish its rightful fucking place in the world. USA! USA! USA!
4	You hate a particular group of people—mutants, gangers, or someone else of your choice. You believe these assholes are to blame for all the shit that's gone wrong in the world. You'd kill 'em all if you thought you could get away with it.
5	You belong to one of the new religions that have popped up in recent years. You're a believer and you seek to spread the good news about your faith.
6	You see injustice wherever you go. You've decided to commit your life to righting wrongs and protecting the innocent. The world's gonna keep your schedule book pretty full.

Attributes: Increase your Guts score by 1.

Language: You speak one language of your choice.

Unshakeable Faith: Your faith helps get you through the worst shit. When you fail a roll, you can use this talent to repeat the roll. If you fail again, you become insane for 1 round. You can use this talent a number of times equal to your Guts modifier (minimum once). You regain expended uses when you finish a rest.

Starting Gear: You start off with some tattered clothing, a hammer, a symbol of your faith or cause, a beat-up satchel, 1 food, 1 water, and a random piece of junk.

MISSION 4 BENEFITS

When you complete your fourth mission, you gain the following benefits.

Health: Increase by 5.

Powerful Convictions: You revel in your certainty. When you use your Unshakeable Faith talent and succeed on the roll, you make attribute rolls with 1 asset for 1 round.

GANGER

People form gangs all the time, usually held together by the leadership of a charismatic and exceptionally tough fucker. Gangs might be vicious assholes who prey on the weak or noble sorts who follow some particular code of honor like protecting the weak or some shit like that—but usually it's the former.

Whatever the case, you found yourself in a gang and stayed with them for a while before you struck out on your own; because of this, you might have some bad blood with your old companions, in which case you'll be spending a lot of time looking over your shoulder. Or, your gang could have fallen apart after having its ass kicked by mutants, the V Reich, or another, stronger gang. Whatever it is, you might be done with the past, but the past ain't done with you, friendo.

GANGER BACKGROUNDS

d6	Background
1	You belonged to a nasty crew. You blazed a path of fire and death across the Wasteland until some other, better mercs finally took your crew down. You escaped, but you've got shit to answer for.
2	Your gang leader was a right nasty piece of shit. You followed him years until one day he went too far. You up and killed that asshole and took off before his buddies could get hold of you. You know you're dead meat if they ever find you.
3	You were a member of good standing in your gang, but when shit went sideways you ran. You know that if they ever catch you, they'll drag out your demise in an extremely hard and ugly way.
4	You were the leader of a small gang until some young upstart challenged you for leadership. He or she stuck you in the belly, left you for dead, and took the gang with them. You might be pissed enough about this to seek revenge.
5	Your gang tried to do the right thing when they could. They protected folks who needed protecting and never caused much trouble. One day, y'all got surprised and were wiped out by some real nasty fuckers, but you escaped.
6	You got cut off from your gang and have been searching for them ever since. You suspect they're dead and gone, but you've not yet given up hope.

Attributes: Increase your Hands by 1.

Language: You speak one language of your choice.

Gang-Up: You know how to fight as part of a team. When you roll to attack a creature that has already been attacked in the same round, you make your roll with 1 asset.

Starting Gear: You start off with a jacket that shows your gang colors, patched and dirty clothing, a knife or chain, backpack, 1 food, 1 water, and a random piece of junk.

MISSION 4 BENEFITS

When you complete your fourth mission, you gain the following benefits.

Health: Increase by 4.

Threatening: You talk the talk. You make Mouth rolls to intimidate with 1 asset.

GENIUS

You're something of an anomaly. Most of the smart folks wound up in one of the Megalopoli, but not you. Somehow you got stuck in the Wasteland along with everyone else, and with a head full of knowledge, useful or useless depending on where you are at the time. Your smarts mean you can figure out problems, remember useful details, and generally be the most brilliant asshole around.

GENIUS BACKGROUNDS

d6	Background
1	You used your genius for evil. You made a bomb, unleashed a plague, or introduced a poison into the water supply. You killed a fuck-ton of people and then decided to flee the scene. You're mostly sure any survivors didn't know about your role. Mostly.
2	You worked for the V Reich or a similar group, helping to create abominations for their cause. Your skills were highly valued, and they're not happy that you left them.
3	You used your mind for selfish ends. You used and manipulated a whole bunch of people into doing what you wanted them to do. Eventually, they wised up and ran you off.
4	You want to build a doomsday weapon and use it against one of the Megalopoli. You've been drawing up plans in the hopes of one day getting the revenge you so desperately crave.
5	You grieve for the loss of education and intelligence in the world. You see yourself as a teacher and hope to drag the Wasteland out of its present dark age.
6	You have learned something of eminent importance to the people of the Wasteland. You might have a cure for a disease, a way to find clean water, or something else (up to you and the GM to figure out).

Attributes: Increase your Brains score by 1.

Language: You speak three languages of your choice.

Well, Actually: When you use an action to help another creature, you increase the number of assets granted by 1.

Starting Gear: You start off with a nice set of clothes, a duffel bag, 1 food, 1 water, a slingshot with 10 stones, and a random piece of junk.

MISSION 4 BENEFITS

When you complete your fourth mission, you gain the following benefits.

Health: Increase by 3.

Know-It-All: You make Brains rolls with 1 asset. In addition, when you would make a roll using another attribute, you can make the roll using your Brains. Once you use this talent, you must wait 6 rounds before you can use it again.

SCAVENGER

The Wasteland might seem empty and shitty—because for the most part, it is—but for those who know where to look, it holds all kinds of treasures. You've made a life for yourself finding usable shit, from guns and bullets to food and meds in order to keep you and those you care about from turning into mutant wastoids. You have a knack for finding useful stuff in places others would overlook.

SCAVENGER BACKGROUNDS

d6	Background
1	Always nosy, you discovered a secret that got a lot of people killed when it was revealed. You hope no one will figure that shit out.
2	You stole something of value from someone who really needed it. You're pretty sure that person is dead now. Fuck 'em.
3	You once went rooting around in an old cave and came out with a weird glowing rock. You lost it in your village. A few weeks later, everyone was dead. Oops.
4	You grew up as a warlord's slave. You learned how to scavenge to keep yourself fed.
5	You took up with a junker band for a few months, working as a scout. You were good at wriggling into and through the tight places to get to the goods.
6	A friend was about to be hanged for theft, but you found the "stolen" goods and saved his or her life. Good job!

Attributes: Increase your Eyes score by 1.

Language: You speak one language of your choice.

Scrounge: You can usually find what you need. You can use an action to cast about for something useful. You can choose to find 1 bullet, 1 med, 1 food, 1 salvage, or one piece of gear worth 5 bullets or less. You can use this talent a number of times equal to your Eyes modifier (minimum once). You regain expended uses when you finish a rest.

Starting Gear: You start off with tattered and patched clothing, a knife, a sack containing 1 food, 1 water, and 2 salvage. You also have two random pieces of junk.

MISSION 4 BENEFITS

When you complete your fourth mission, you gain the following benefits.

Health: Increase by 3.

Eye for Detail: When you see a creature attack another creature or be attacked by another creature, you can use a reaction to roll Eyes. On a success, you make rolls to hit that

creature with 1 asset for 6 rounds or until you use this talent again for a different target creature.

SURVIVOR

It ain't easy living in the Wasteland, but somehow you always manage. You've found ways to deal with the hardships in this terrible world, managing to find clean water and edible food, all while avoiding the worst of the shit the Wasteland could throw at you. You can draw on your experiences to help you and your companions stay alive.

SURVIVOR BACKGROUNDS

d6	Background
1	Everyone you knew and loved died horribly in an incident you'd rather forget. For whatever reason, you fled like a coward and the guilt and shame haunt you still. A reckoning's a'coming someday, you know.
2	You once slipped into a camp and stole all their food and good shit. You figure they might have starved to death, but it was you or them, right?
3	A bunch of mutants found and captured you. They dragged you off and made you their plaything, doing things...well, best left unsaid. You finally escaped with a bitter hatred for those fuckers, and you're gonna find every one of 'em and make them pay.
4	You were exiled from your community after you did something bad. Despite being tossed out without any food or water, you found a way to survive.
5	You were raised out in the Wasteland by a master survivor and learned everything you needed to learn to get by. After he or she died, you set out to make your own way through the blasted lands.
6	You lived as a hermit for most of your life. When you saw a roving band of nasty gangers headed toward a nearby settlement, you helped the folk living there prepare in time for them to defend themselves. They've never forgotten—neither the grateful settlement nor the angry gangers—and your reputation often precedes you.

Attributes: Increase your Meat score by 1.

Language: You speak one language of your choice.

Resilience: You can shrug off injuries. When you would heal damage, you can use this talent to heal 1d6 extra damage. You can use this talent a number of times equal to your Meat modifier (minimum once). You regain expended uses when you finish a rest.

Starting Gear: You start off with dusty, patched clothing, a cloak, goggles, a knife, a backpack, 1 food, 1 water, and a random piece of junk.

MISSION 4 BENEFITS

When you complete your fourth mission, you gain the following benefits.

Health: Increase by 5.

Hardy: You can withstand hardships better than others. You make Meat rolls to resist the effects of deprivation with 1 asset.

JUNK

From your identity, you gain at least one piece of junk that might or might not be useful. Junk is junk and so you can't normally sell it for bullets or trade it unless you find someone who is super eager to get their hands on what you've got. Roll a d6 and a d20. The d6 roll tells you which table to use for your d20 roll.

JUNK TABLE 1

d20	Junk
1	A plastic ashtray from The Dewdrop Inn
2	A clipboard
3	A ballpoint pen with blue, black, red, or green ink
4	Spectacles
5	Small scissors
6	A mobile phone case
7	A bag of polyhedral dice
8	An old shoe
9	A volleyball with a face crudely painted on one side
10	A copy of <i>Shadow of the Demon Lord</i>
11	A portable CD player
12	1d3 shoelaces
13	An old photograph of the Olsen twins
14	A can of compressed air (at least 1 use left)
15	A magnet
16	A cassette of <i>Slayer's Reign in Blood</i>
17	A light bulb
18	A 25-pound carton of cat litter
19	A hotel towel
20	A deck of cards missing the sixes

JUNK TABLE 2

d20	Junk
1	A box of tissue
2	A six-pack of Demonic Hobo beer
3	An old rag soaked in ether
4	An empty disposable lighter
5	A very small spring
6	A two-dollar bill
7	A bucket with a hole in the bottom
8	A little packet of silica
9	An O-ring
10	A roll of expired condoms
11	A bag of baby teeth

d20	Junk
12	A membership card to a video store
13	A doctor's note
14	A coffee mug
15	A nail file
16	1d6 + 1 keys on a ring
17	A bag of seriously old weed
18	A high school diploma
19	Funny sunglasses
20	A tube of hair gel

JUNK TABLE 3

d20	Junk
1	An old tire
2	A stack of 1d20 + 10 newspapers
3	A ball of 1d6 + 100 rubber bands
4	A bag of toy blocks
5	A headless doll
6	A guitar with one string
7	A convention badge with lanyard
8	A playbill from The Producers
9	A small ceramic cat



d20	Junk
10	A bottle of black nail polish
11	A small potted plant
12	A bucket of smooth stones
13	A mailbox, possibly still on its post
14	A pad of sticky notes
15	A commemorative plate from the Franklin Mint
16	A mop handle
17	A plastic fish that sometimes plays distorted music
18	A bloodstained stuffed animal
19	A small grill named George Foreman
20	A small plastic ball attached to a plastic cord

JUNK TABLE 4

d20	Junk
1	An action figure missing a leg or arm
2	Ticket stubs to any Michael Bay movie
3	A hanging chad
4	A rubber mask of a clown, dead president, or monster
5	A weeping, snotty child
6	A bag of moldy bread
7	A holy book
8	Half a roll of thermal paper
9	A self-help book written by Tony Robbins
10	A box of grits or 2 cans of white hominy
11	A handful of random coins
12	A musical jewelry box missing its ballet dancer
13	A print-out of a "Dear John or Jane" email
14	A diploma from Trump University
15	A garbage bag filled with shredded paper and a piece of chewed gum
16	A dongle
17	An almost-empty can of textured spray paint
18	An instruction manual to a bread machine
19	A Little House on the Prairie lunchbox
20	An offensive flag

JUNK TABLE 5

d20	Junk
1	A tripod with a missing leg
2	A 6-pack of Zima or White Claw
3	1d6 tokens for a car wash or a Chuck E. Cheese
4	A broom without a handle

d20	Junk
5	A torn poster showing a kitten hanging from a branch under which is written, "Hang in there!"
6	A bottle of dried-up glue
7	An envelope containing a letter asking for your pledge for some rip-off cause
8	A rusty razor blade
9	A stack of porno magazines
10	A DIVX machine
11	A mustache brush and stick of mustache wax
12	A plane ticket to anywhere but here
13	1d3 power converters that don't really do anything
14	A universal remote control
15	A collection of every Adam Sandler movie made in the '90s on VHS
16	A crumpled-up invitation to a high school reunion
17	A bloodstained scrap of paper on which has been written, "I'm sorry"
18	A cellphone without charger
19	A black duffel bag holding an assortment of sex toys
20	A spiked leather collar, fits you nicely

JUNK TABLE 6

d20	Junk
1	A glass coffee carafe someone used as a pisspot
2	An intact copy of Monopoly™ (or Tomorrow™)
3	A bag of plastic toys made to look like food
4	Fake vomit or poo
5	Glitter
6	A marriage license
7	A bar napkin on which has been written a phone number
8	A full, unopened jar of mayonnaise
9	A blue, yellow, green, or purple rubber bracelet asking "WWJD"
10	A string of broken Christmas lights
11	A manikin arm
12	One sad Twinkie (still wrapped)
13	A toy gun
14	A nasal irrigation system
15	A black oval car magnet that says, "Jesus Is Lord"
16	Some holiday-themed garbage
17	A battery-powered massage wand
18	An Avon catalog
19	A bottle of Hai Karate aftershave
20	A sack filled with 3d6 cans of beets

STEP 3: OTHER STUFF

Now that you have an identity, you're ready to start filling in the other spots on your character sheet.

ATTRIBUTE MODIFIERS

Next to your attribute scores, you should note your modifiers for each one. An attribute modifier is a number determined by the score. An attribute's modifier equals its score minus 10. So, if you have 10 in Muscles, you have a +0 modifier. If you have a 12 in Brains, you have a +2 modifier. And if you have an 8 in Eyes, you have a -2 modifier. Easy-peasy. If your attribute score changes, your modifier changes by the same amount.

DEFENSE

You have a Defense score, a calculated number used when other assholes try to hit you with their weapons. Your Defense score equals half your Feet score + half your Eyes score (rounded down). Wearing armored clothing increases your Defense score. If your Feet or Eyes modifiers change, your Defense will as well. For more information on Defense, check out **Chapter 2**.

HEALTH

You have a Health score, which tells you the maximum amount of damage you can take before you drop. Your starting Health score equals your Meat score. If your Meat score changes, so does your Health score. Your Health score also increases because of the paths you choose as you complete missions, gain experience, and develop as a merc.

GRIT

You have a number of Grit points. You spend Grit points to heal damage. You might also lose Grit points from sickness, radiation, or if you're dying. You start the game with a number of Grit points equal to 3 + your Guts modifier (minimum 1). If your Guts score changes, so too does your number of Grit points.

EDUCATION

Smart characters tend to know more about the world than most other dumbasses do. You have an amount of education equal to your Brains attribute modifier (minimum 0, no penalty here for being stupid). For each point of education, choose a language you can speak, read, and write, or, instead, some kind of specialty, chosen from the following options. Specialties are shit you know about, possibly as an expert... or at least as close to one as the Wasteland can manage. You can usually recall information related to a specialty you possess, though you might have to make a Brains roll to recall obscure information.

SPECIALTIES

- Architecture and Engineering
- Arts and Entertainment
- Culture (Pre-apoc “High” or “Pop”)
- History
- Law and Politics
- Literature
- Mathematics/Mathemagics
- Medicine
- Philosophy and Religion
- Psychology or Sociology
- Science (Pick one or be a generalist)
- Or, just make up something (Be creative!)

SPEED

You have a Speed score, which tells you how far you can move on your turn. Your Speed score equals half your Feet (rounded down, minimum 1). If your Feet score changes, your Speed also changes. See **Chapter 2** for more information on speed.

SIZE AND REACH

You have a Size score and a Reach score. Your Size score, which is 1, describes the amount of horizontal space you take up in yards (1 yard = 3 feet). It does not account for your height. Your Reach score is how far you can reach outside of your space, which is also measured in yards.



MUTAGEN

Finally, you have a Mutagen score, which describes how much exposure you’ve suffered to seriously fucked-up environments such as radioactive areas, chemical spills, and biological hazards. To determine your starting mutagen, roll a d6. On a 6, you start the game with 1 mutagen and one minor, cosmetic mutation of your choice. Sucks to be you. Or maybe not... some folks get really turned on by mutations. You never know, right? And who knows what you might pick to cosmetically... ahem... enhance? No judgment here.

MISSIONS

You and other members of your team go on missions to find loot, fight bad guys, and explore the Wasteland. Keep track of the number of missions you complete. You usually start the game having no completed missions under your belt, so write a “0” (zero) in the space provided.

Your GM might decide to start the game with the players having more powerful and experienced characters, in which case you might have completed 1 or more missions and you should indicate this number in the space provided. If you have completed at least 1 mission, head on over to the Advancement section in Completing Missions to develop your character further when you’re done with this chapter.

STEP 4: CHARACTER DETAILS

OK. At this point, you have a character. Congrats! You’re ready to go. What’s that? These tables and all the rest of this shit following in this chapter? Well, a big chunk of it is intended to add detail to your character. Do you want to know what your merc looks like, how they behave, what he or she has experienced so far, and other nifty bits to help you immerse yourself in the game? That’s what these tables are for. Go through each, rolling or choosing your results.

Or, skip the rolls, and just make some shit up—whatever makes you happy, sunshine. Everything’s going to get really ugly in your first mission, so you might as well enjoy yourself while you can. Live it up, asshole!

THE MIRROR NEVER LIES

The first thing you should figure out is what your character looks like. You can be big or small, thin or chunky, with a mop of greasy hair, or clean-shaven. The following tables help you determine your approximate age, your looks, height, weight, distinguishing features, and stuff like that. What the tables don’t do is decide your gender and ethnicity. Play what you want, all up to you, pal.

AGE

Life is damned hard in the Wasteland and people just don’t live as long as they used to. Yeah, bad habits can cut a life short, but bullets, monsters, disease, radiation, and a slew of other nasty things will take someone out long before habitual drug or alcohol abuse will.

AGE

3d6	You're...
3	...just a kid for Pete's sake. Despite your few years, you have seen enough to know how to look after yourself. Reduce your Size to 1/2.
4-5	...a teen-ager, not quite an adult, but old enough to no longer be considered a kid. At this age, you know everything. Or at least you think you do, enough to be dangerous to yourself.
6-8	...a young adult, old enough by US standards to vote and, perhaps, drink legally, but young enough to believe you're immortal, which still makes you dangerous to yourself.
9-14	...an adult. You're old enough to know better, but young enough to avoid the aches and pains and horror that comes from growing old.
15-16	...getting on in years. Somehow, you've managed to live long enough to get a few gray hairs, a couple of wrinkles, and the aches and pains that come with advancing years.
17	...old. You have no idea how it happened, but time caught up with you and has worn you down until natural causes have started making themselves known. And boy, does that suck.
18	...goddamned ancient. You remember the world as it was before the Catastrophes and you look on the Wasteland with horror. You can't believe you've lived this long, but you're making the most of it for the time you have left. You know your time is near—make the best of it, you old piece o' shit.

LOOKS

Most people count themselves lucky to get even one bath a year, and wondrous developments like skin care and dentistry haven't been available for years. So, when it comes to looks, people tend to be grubby, smelly, and a bit beaten up. And that's an understatement.

LOOKS

3d6	You're...
3	...a goddamned monster. Revolting doesn't quite do you justice when it comes to describing how you look. People become nervous around you, often look away, and generally avoid your company just in case their necks throw up too.
4-5	...ugly. You have a collection of physical features that puts people off. People tend to avoid you.
6-8	...not much to look at. Something's off with you that makes you unappealing.
9-12	...normal. You're just as dirty, scarred, and foul-smelling as anyone else.
13-15	...a looker. Something about you grabs the eye: having all your teeth, an oddly symmetrical face, or a shapely body free from weird bulges.

3d6	You're...
16-17	...hot. Clearly no one told you that being covered in shit and filth is the new black these days.
18	...smokin' hot. People become flustered in your presence and resentful if you reject them. That you are this attractive makes no sense at all—it's like everyone having straight white teeth in <i>Braveheart</i> . Oh well. Next table, please.

HEIGHT

Here, we find out how tall you are. The average height for men, according to some Wikipedia article (oh fuck off, we don't care about academic veracity here, shithead!), is about 69 inches. For women, it's 63 inches. Adjust as needed.

HEIGHT

3d6	You're...
3	...really short. Reduce your Size to 1/2.
4-5	...short.
6-8	...a little shorter than average.
9-12	...of average height.
13-15	...a little taller than average.
16-17	...tall.
18	...really tall.

WEIGHT

Here, we find out how much you weigh. Go back and read height, above. The same sentiments apply here. Men of average height weigh about 170 pounds, while women of average height weigh about 120. Give or take. Adjust as needed.

WEIGHT

3d6	You're...
3	...gaunt, practically skeletal
4-5	...skinny
6-8	...slender
9-12	...about average
13-15	...bulky
16-17	...heavy
18	...corpulent

DISTINGUISHING FEATURES

Distinguishing features include all the physical and behavioral qualities that make you memorable. You can make up your features, choose a few, or roll for as many as you like. You probably don't need to roll more than four or five times.

DISTINGUISHING FEATURES

d20	You...
1-4	...have something missing. Roll on the Missing Bits table.
5-8	...have a scar or tattoo. Roll on the Scars and Tattoos table, followed by the Scars and Tattoos Size table. If you have a tattoo, also roll on the Tattoo Quality table.
9-12	...have an unusual appearance. Roll on the Unusual Appearance table.
13-16	...a piercing. Roll on the Piercings table.
17-20	...have a twitch or tell. Roll on the Twitches and Tells table.

MISSING BITS

d20	You're missing...
1	...an eye
2	...an ear
3	...your nose
4-5	...a foot
6-9	...a few toes
10-13	...a few fingers
14-15	...a hand
16	...arm from the elbow down
17	...leg from the knee down
18	...arm from the shoulder
19	...leg from above the knee
20	...your junk

SCARS AND TATTOOS

d20	You have a scar or tattoo on your...
1	...forehead
2	...cheek
3	...mouth
4	...nose
5	...neck
6	...skull
7	...eye
8	...ear
9	...chest
10	...abdomen
11	...upper back
12	...lower back
13	...shoulder
14	...upper arm
15	...forearm

d20	You have a scar or tattoo on your...
16	...hand
17	...thigh
18	...calf
19	...foot
20	...junk

SCAR OR TATTOO SIZE

d6	Tattoo Size
1	Tiny, covering no more than an eighth of the area
2-3	Small, covering no more than a quarter of the area
4-5	Medium, covering about half the area
6	Large enough to cover the entire area

TATTOO QUALITY

d6	Tattoo Quality
1	Crude, such as a blurred symbol or name.
2	Embarrassing, offensive, or misspelled, such as "NO REGERTS!" or a swastika. That's not that bad, right?
3	Stupid, such as a penis or someone's name crossed out.
4	Cool, such as a sweep of stars, a pretty face, or something else.
5	Really cool, like a beautiful mandala or a pile of skulls.
6	Awesome, like the Schwalb Entertainment logo.

UNUSUAL APPEARANCE

d20	You have...
1	...a mohawk
2	...extremely long lobes
3	...an oddly shaped nose
4	...an unseemly growth
5	...mismatched eyes
6	...open sores
7	...no body hair at all
8	...tiny hands
9	...a bent and twisted body
10	...really, really bad teeth
11	...warts
12	...beetling brows
13	...a never-healing wen
14	...cauliflower ears
15	...a knotty skull

d20	You have...
16	...a bad comb over
17	...hairy nipples
18	...profound body odor
19	...an odd skin color such as blue, orange, or puce
20	...super-long dreads

PIERCINGS

d20	You have a piercing on your...
1-2	...eyelid
3-4	...eyebrow
5-6	...lip
7-14	...ear
15-16	...navel
17-18	...genitals
19-20	...place of your choice or everywhere

TWITCHES AND TELLS

d20	You...
1	...burp when you get nervous
2	...sweat a lot
3	...have an oddly pitched voice or make everything a question when you talk
4	...pick at your scabs
5	...chew your nails
6	...spit all the time
7	...constantly scratch and pull at your genitals
8	...walk on the balls of your feet
9	...have a dry cough
10	...move your phlegm around the back of your throat
11	...have a gravely or raspy voice
12	...can't look people in the eye
13	...smile all the time
14	...scratch yourself constantly
15	...rub your hands together when excited
16	...crack your knuckles all the time
17	...have shaky hands
18	...have a twitchy eyelid
19	...rock back and forth while sitting
20	...get obviously sexually aroused

TIME FOR THERAPY

Here you'll find everything you want to know about your character's personality. Use the tables or not.

SOCIAL INTERACTION

3d6	Interactions
3	You're a fucking weirdo. You stumble over your words, always say the wrong thing, and litter your conversation with insults, insinuations, and backhanded compliments. You find it almost impossible to make friends and most people loathe you. Skip the Relationships roll as you have none, ya mook!
4-5	Folks find you unlikeable and unpleasant, a fucking chore to be around. You might be whiny, self-absorbed, irritating, or a pedantic asshole.
6-8	You're never really comfortable around other people. You tend to clam up and let the others do the talking. You might open up around people you like and trust or not. Fucking introvert.
9-12	You get along with other people about as well as anyone else does. You're not particularly outgoing but you're not all quiet and reserved either.
13-15	You're outgoing, friendly, and personable. You find it easy to make friends and people like you. Fucking extrovert.
16-17	You usually find yourself at the center of everything. Your personality is such that everyone wants to talk to you, get to know you, and hear what you have to say. You have charisma.
18	Holy fuck! Everyone loves you and people who don't really fucking hate you. You're the most popular person around and everyone knows you, wants to be like you, and wants to be your friend. Those who don't really want to kill you. Watch out, friend.

CONNECTIONS

3d6	Connections
3	You have no real friends. People are objects. Use them and discard them.
4-5	You can't have more than one close friend at a time.
6-8	You have a few close friends. Everyone else is just someone you know.
9-12	You know people, have several friends, including a few close relationships.
13-15	You have lots of friends. Your connections are important to you and you make a lot of effort to maintain your relationships.
16-17	You have numerous friends and most of them are important to you.
18	You're everyone's friend. You just love people even if they don't love you.

SANITY

3d6	Sanity
3	You are crazy. You see and talk to people who aren't there, do inexplicable things, and generally make everyone around you really nervous.
4-5	You're unstable. You have delusions, depression, anxiety, and a whole host of other fun mental maladies.
6-8	You're a little unstable. You'd benefit from some meds.
9-12	You're more or less stable. In another time and place, you'd probably benefit from a therapist.
13-15	You're pretty stable. You have few illusions and do what needs doing.
16-17	You're really stable. You know how to roll with the punches.
18	You're so fucking stable, you're probably insane. Nothing gets to you. Nothing affects you.

GOAL

d20	Goal
1	You want to be famous.
2	You want to be rich.
3	You want to live up to your potential.
4	You want to be safe.
5	You want to love and be loved.
6	You want to redeem yourself for bad shit you did.
7	You want revenge against your enemies.
8	You want pleasure in all its forms.
9	You want to suffer.
10	You want to be feared.
11	You want to die in a way that gives your life meaning.
12	You want to live.
13	You want something weird.
14	You want everything to go back to being normal.
15	You want to know all the shit you can know.
16	You want to disappear.
17	You want power, lots of power.
18	You want the freedom to do whatever you want.
19	You want luxury, lots of luxury.
20	You want to watch the world burn.

MOTIVATION

d20	Motivation
1	You don't want others to think badly of you.
2	You don't want to fail.
3	You don't want to die.
4	You don't want to be alone.

d20	Motivation
5	You don't want to lose what you have.
6	You don't want to be forgotten.
7	You don't want the world to burn.
8	You don't want any responsibilities.
9	You're afraid of pain.
10	You don't want to be pinned down.
11	You're afraid of uncertainty.
12	You're afraid of mutation and disease.
13	You're afraid of doing the wrong thing.
14	You're afraid of violence.
15	You're afraid of the hatred you feel.
16	You don't want the world to go back to the way it was.
17	You don't want trouble.
18	You don't want uncertainty.
19	You're afraid of going crazy and losing control.
20	You afraid of something weird. Make it up!

OBLIGATIONS

3d6	Obligations
3	You're a piece of shit. Your word is worthless. You've never kept a promise and you have no plans to start anytime soon.
4-5	Question authority! You're free and do what you want. Fuck the rules and anyone who thinks they can boss you around.
6-8	You might keep your promises, but you might break them too. You look after what best serves you.
9-12	You try to do what you say you will do, but you don't always succeed.
13-15	You keep your word for the most part and feel shame and frustration when you can't.
16-17	Everyone has gone insane! The world has become chaos incarnate. The only way to salvage it is through strong leadership and commitment to order.
18	Your word is your life. If you break a promise, you go to incredible lengths to make it right. Nothing is worse than not following through.

MORALITY

3d6	Morality
3	Among the worst of the worst, you have unspeakable desires and vile impulses that you act on whenever you can. No act is too gruesome, no craving too nasty for you not to indulge yourself. You are the embodiment of evil.
4-5	You are selfish and petty. You never think twice about hurting others if it means getting ahead.
6-8	You do what you feel you must. A pragmatist, the end always justifies the means.

3d6	Morality
9-12	You're neither good nor evil. You look after yourself and sometimes make sacrifices for people close to you.
13-15	You know the difference between good and evil. Sometimes you slip and do something wrong, but you make amends when you can.
16-17	You strive to make the world a better place and readily sacrifice to help others. You're selfless in your dealings and most people find you good and wholesome.
18	Innocent, you have never had an evil thought and you have always striven to be good and upstanding in all your dealings with others. When you encounter evil, you fight it and you try to help those who have suffered as a result.

WHAT'S YOUR NAME?

The last thing you need to do is to come up with something to call yourself. Plenty of folks living in the Wasteland use the names we're all familiar with, so if you want to be Max, Chris, Sam, Jenny, Heather, Jay, or Paul, go for it. No one's going to call you an unimaginative fuck... well, maybe not to your face.

People aren't so concerned with last names, though you can have one of those too. Now all this said, many folks, being a little off in the head, adopt all kinds of nicknames, ranging from funny to offensive. Hell, people even name their towns weird things, so why not themselves? Below, you'll find a list of 120 possible names. Pick one or roll dice to come up with a random one. Not enough for you? Then make up your own. Just be fucking creative!

NAMES

d6	d20	Name
1	1	Angel
	2	Asshole
	3	Baklava
	4	Bitch
	5	Blondie
	6	Boil
	7	Bones
	8	Boss
	9	Bugger
	10	Bull
	11	Caligula
	12	Cash
	13	Chunk
	14	Clap
	15	Cob
	16	Crow



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d6	d20	Name
	17	Crunk
	18	Cuffs
	19	Cyl
	20	Dank
2	1	Demon
	2	Devil
	3	Doc
	4	DogDog
	5	Doug
	6	Drips
	7	Dumptruck
	8	Eerie
	9	Fellatio
	10	Fester
	11	Fiddler
	12	Four-eyes
	13	Fucker
	14	Ghost
	15	Gimlet
	16	Gimp
	17	Goblin
	18	Goose
	19	Grannie
	20	Grod the Undying
3	1	H8ter
	2	Hag
	3	Ham
	4	Hand-job
	5	Hellion
	6	Hog
	7	Horse
	8	Hot Pie
	9	Iggy
	10	Jackass
	11	Jesus
	12	Kansas
	13	Keys

d6	d20	Name
	14	Killer
	15	Kisser
	16	Landslide
	17	Limper
	18	Lips
	19	Lover
	20	Mister
4	1	Moose
	2	Mouse
	3	Munch
	4	Mung
	5	Nails
	6	Nod
	7	No-dick
	8	Noose
	9	Nope
	10	Nugget
	11	Nut-job
	12	Old Man
	13	Owl
	14	Peanut
	15	Pills
	16	Pink
	17	Poopoo Chickenhead
	18	Porker
	19	Preacher
	20	Prick
5	1	Puddin
	2	Puke
	3	Pung
	4	Radish
	5	Rancid
	6	Raven
	7	Red
	8	Ripper
	9	Roach
	10	Roadkill

d6	d20	Name
	11	Rotten
	12	Sarge
	13	Satan
	14	Screamer
	15	Seer
	16	Shade
	17	Sheriff
	18	Shithead
	19	Sin
	20	Sister
6	1	Slick
	2	Spam
	3	Stranger
	4	Tater
	5	Thinker
	6	Toast
	7	Tongue
	8	Tumor
	9	Tuna
	10	Twisted
	11	Twitch
	12	Vera
	13	Warts
	14	Weeper
	15	Wizard
	16	Wolf
	17	Xerxes
	18	Yak
	19	Zipper
	20	Zombie

YOUR FIRST MISSION

Now that you have a character, you're ready to go on your first mission, or what other RPGs call an "adventure." The Gamemaster (GM) "runs" the mission, providing the basic plot, presenting its challenges, and keeping its story moving toward the conclusion. You and the rest of your group play characters who undertake the mission, try to complete it, and survive in the process. That last part is key, might want to remember that: "Survive!" Your first mission is important, and, during it, you should try to do all of the following things.

LEARN THE RULES

The starting mission teaches you how to play the game. It presents you with some basic challenges and offers ways to overcome them. You might get in a fight, argue with a character portrayed by the GM, explore locations, find loot, and avoid danger. Or fucking ride straight into danger because you're a badass.

Through all these scenes, you use the rules to find out what happens.

MAKE DECISIONS

This might seem obvious, but you're going to have to make some decisions about what your character is going to do. Look, you might be nervous about how to play, and that's fine, but don't sit there staring at your character sheet like it's written in some arcane language that will reveal ancient secrets to you if you stare hard enough. It isn't and it won't. Think about your character from what you know, or what you think would be cool to try, and decide what you're going to do from that position.

For example, some asshole ganger starts making lewd gestures at you and might even pull down his or her pants, with lascivious intent toward you, which they intend to act upon. What are you going to do? You can shoot them right in the junk, crack the wise, or just walk away. Or, maybe you give 'em what they're looking for because you're a twisted fuck too. Just decide. There's rarely a right way to do things, but there's always something to do that's more interesting than doing nothing. Nothing usually ends up with you on the wrong end of being dead.

NOTE THE OUTCOMES

You make decisions for your character in this game, but it's a good idea to keep in mind how you actually got the things done that you did during the first mission. You can flesh out your character's personality and background details as you play or make notes between missions. The decisions you make, and their outcomes, can help guide future choices as your character develops. If you spend a lot of time kicking the shit out of people, your character might go on to become a killer. If you drink some weird-ass substance and gain mutagen, you might become a freak. Then again, if you're all hot and bothered by a broke-ass contraption you found you think you might be able to fix, maybe you'll become a builder instead.

ASSEMBLE THE TEAM

Once you finish the first mission, your character, along with everyone else who survives, forms a team that will, most likely, go on more missions together. Since you're going to be working with each other, you might as well get to know each other and figure out how and why you're going to stick together.

COOPERATION

You need to work together if you want to live. Look for ways to help the other players as you fight through the mission to

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establish stronger connections. Furthermore, listen to the other players and keep an open mind about the big decisions. The greater your cooperation, the better the odds you'll live long enough to see the end of the campaign. ("Live long enough"... I can't believe I wrote that with a straight face!)

STAY ALIVE

Starting mercs are fragile and have few resources. Since a hit or two can knock you out or even kill you, be careful about getting into fights you know that you sure as fuck can't win, i.e., running away is always a damn fine choice when the shit gets thicker than you can handle. But if you find yourself in a situation where fighting is the only option, don't fuck around. Kill them a lot before they kill you. Don't hesitate. Whoever hesitates dies, sure as shit, friendo.

FIND SHIT

Your starting equipment is unlikely to carry you far. You are absolutely going to need better armor, weapons, and supplies if you would survive in the Wasteland. You can upgrade your gear by taking on jobs for pay, looting bodies, and robbing your enemies. Get paid or steal what you need—that's what this game is all about, Chief.

COMPLETE THE MISSION

Every mission has an objective you must accomplish in order to complete it. Sometimes the GM will tell you the mission objective, and sometimes you have to figure it out along the way. Achieving your objective brings the story to its conclusion, so keep working toward it as you play.

Once you complete the mission, you develop new capabilities based on the experiences you had. Coinciding with these new capabilities are increases to your Health and, sometimes, your attributes. Paths deliver all of these and more. After a certain number of missions, you can choose a path and gain its benefits. **Chapter 3** tells you everything you need to know about character development.



GAME RULES

This chapter covers all the rules you need to play this game. The main thing to remember is that this is a game focused on telling stories and you're expected to use your imagination to make it work. Most of the time, what you want your character to do in the game simply happens without you having to refer to the rules at all. Your character might walk down a road, crack open a can of beets and start eating, or bed down inside of an old dumpster where they'll be safe from the feral dogs sniffing around for easy meat. These things usually happen without you having to pick up your dice or make a note on your character sheet. They just happen. And that's the way it's supposed to be, dammit.

As much as I would like to tell you to toss your rulebooks out the window while exclaiming "Oh Captain! My Captain!" in my honor, we both know that some stuff can't be solved by talking and hopeful thoughts. This is a game, after all, and games have rules. The difference is that these rules won't handcuff you or dictate how you play: they help you when you get stuck in the story because you're not sure what should happen next. And so, here we are, me writing an introduction to another rules chapter and you reading it.

Before we dive into the nitty-gritty about the rules, I want to remind you that everything in this chapter relies on common sense and your responsibility to use it. If you can solve a scene without having to roll dice or reference something on your character sheet, then don't fucking roll the dice or bother with your sheet.

For example, unless your character has some sort of weird-ass mutation that lets him or her walk through walls, your

character's going to bounce off that wall when they try it. Dumbass. You don't need a rule to tell you this. Similarly, you can't shoot the moon with your rifle from the surface of the Earth, swim up a waterfall, or do any of the other goofy shit that might be rattling around in your head right now. Likewise, you don't need rules for getting pregnant, pooping, walking around, or anything else that you'd expect a normal, capable individual to be able to pull off, so you're not going to find that shit in this chapter either.

Although, your character getting knocked-up in this god-awful world would be pretty fucking interesting...

What you will find are things to help you through the tough spots in the story. Does your shot take off the mutant's head? Can you kick down the door? Can you get away from the gangers? This is the shit that drives the story, and you need some rules to cover how they happen. So, pay attention, think about what makes sense for the story, but don't sweat the small shit. Make sense? Good. Let's do this thing.

DOING STUFF

As a player, you decide on the kinds of stuff your character does in the game. Sometimes, you tell the Gamemaster what you want your character to do, and other times you tell the GM how your character reacts to a situation. Whenever you describe something your character does in the game, the GM determines whether the thing you attempt happens (success), doesn't happen (failure), or might happen (decided by an attribute roll).

ROLLING DICE

You use two kinds of dice: a twenty-sided die (d20) and a six-sided die (d6). In play, you roll the d20 when you would perform an activity and the outcome is deemed uncertain by the rules or the GM. You roll one or more d6s for a number of different effects, the most common of which is when you deal damage from a successful attack.

SUCCESS

A success means that the activity you described more or less happens as you described it. You might succeed from describing something just about any asshole can pull off or you might have gotten a success on an attribute roll that only a few fuckers make.

The GM might decide you need multiple successes to do some activity. This can happen if you're fighting against the venom coursing through your veins or you're trying to hotwire an old car. In these and other situations, you just keep trying to get successes until you get the required number. Normally, you don't have to get them all in a row. You can fuck around a bit in between your successes and still succeed once you get the last one. Rolling failures while attempting multiple successes, however, will probably result in some kind of setback, usually bad. I mean, that's what a fucking setback is: something bad.

Either way, the GM will keep track of the successes and failures. Good luck.

FAILURE

Failure means you suck.

Nah, just kidding. Failure simply means the thing you wanted to do doesn't happen. It might not happen because you tried to do something ridiculous or impossible and the GM just shut that noise down by saying no.

Or—and more likely, since you're a gamer of discerning taste and culture—you got a failure from a particularly shitty die roll.

When you fail, you might be able to try again or you might not, depending. If you're rolling to see if you can pick a lock on a door and it turns out you can't, you can't. If you're trying to smack some fucker with a crowbar and you get a failure, you can swing at his ugly mug again next time you have a chance.

ATTRIBUTE ROLLS

The rules sometimes tell you to make an attribute roll to see if you can do a thing. The GM might also ask for a roll. In either case, you figure out if you can do the thing by rolling a d20.

Attribute rolls are called what they are because they use one of your attributes. The rules typically tell you what attribute to use or the GM determines.

There are two kinds of attribute rolls: basic rolls and rolls to hit. You use basic rolls to see if you can do something and rolls to hit when you would see if you can do something to someone else. So, if you want to shake off being drunk, you'd make a

basic roll. If you wanted to shoot some asshole on the other side of a window, you'd roll to hit. Make sense?

To make a basic roll or a roll to hit, follow these steps.

Roll the Die: Roll a d20.

Add Modifiers: Add to the number you rolled the modifier from the attribute to that best applies to the activity you are attempting. The rules or the GM tell you which attribute to use.

Apply Other Adjustments: Add any other adjustments to the die roll, such as bonuses or penalties, assets or complications.

Find the Target Number: If you're making a basic roll, the target number is always 10. If you're rolling to hit, the target number is the target's Defense score, or the score of the attribute you would roll against.

Determine the Result: Compare the total of all the numbers to the target number. If the total is equal to or greater than the target number, the result is a success. If the total is less than the target number, the result is a failure.

ADJUSTING ROLLS

Various circumstances, talents, and other effects can apply adjustments to your attribute rolls. Adjustments are either bonuses and penalties or assets and complications.

BONUSES AND PENALTIES

Some shit might grant you a numerical bonus or impose a numerical penalty on a roll you make. Bonuses represent advantages, while penalties describe disadvantages. A bonus is always a positive (+) number, while a penalty is always a negative (–) number. In both cases, you add all the bonuses and penalties that apply to the roll, provided those bonuses and penalties each come from different sources. So, if you have –1 penalty to a roll of a d20 and you roll a 5, the total would be 4. If you have a +2 bonus to a roll and a –3 penalty, you would apply –1 to the result.

ASSETS AND COMPLICATIONS

Many effects can improve or worsen your chances when you make an attribute roll. You might have a talent that makes performing a task easier, or be afflicted by a disease or poison, which just fucking sucks all the way around. Positive circumstances grant one or more assets to the roll, while negative circumstances impose one or more complications.

Assets improve your d20 rolls and one or more assets might apply to a given roll. For each asset, you roll a d6 and then add the highest number rolled on all the asset dice to the d20 roll. For example, if you roll a d20 with 3 assets, you would roll 3d6. If the dice come up as 3, 5, and 2, you would add 5 to the d20 roll since 5 is the highest number. Go you!

Complications hinder your rolls similarly and, like assets, one will apply to a given roll. For each complication, you roll a d6 and then subtract the highest number rolled on all the complication dice from the d20 roll. For example, if you roll a d20 with 2 complications, you would roll 2d6. If the dice come up as 4 and 1, you would subtract 4 from the d20 roll since 4 is the highest number. Ouch, dude.

Assets and complications cancel each other out, die for die, so you never roll them both at the same time. So, if you have 3

assets and 1 complication that apply to a particular roll, you'd make the roll with 2 assets (1 of the complications cancels 1 of the assets). Similarly, if 2 assets and 4 complications apply to the roll, you make the roll with 2 complications since 2 assets cancel out 2 complications. Savvy? Good.

STACKING ASSETS AND COMPLICATIONS

All assets granted and complications imposed apply to a roll provided those assets and complications come from different sources. For example, if you have a talent that grants you 1 asset and a different talent that also grants you 1 asset, you'd make the roll with 2 assets. If, however, you are sickened after being hit by an arrow smeared in shit and then get sickened again after being pumped full of venom by a nasty mutant, you'd only make your roll with 1 complication from the condition of being sickened since the source of the complications come from the same affliction, "sickened." Remember, after all possible assets and complications are calculated, they cancel each other out, die for die.

FORTUNE

Your characters are a cut above the rest of the fuckers in the world. Your characters possess unique talents, special training, secret knowledge, and other traits to help you survive in the Wasteland. In addition to your capabilities, your characters also have more luck than do others, which helps you escape from deadly situations, avoid failure, and turn what would be a glancing blow into a deadly one.

However, as lucky as you and your friends can be, your good fortune is not without its limits and sometimes, when you need it most, your luck might just run out.

The game tracks your luck with Fortune tokens. At the start of each adventure, the GM secretly determines how many Fortune tokens your team has by rolling 1d6, adding the number of your team's completed missions to the roll. The GM keeps the total number of tokens available a secret from you, so you never know when your luck will run out. Fun, right?

At any time, you or any other player can announce that you're spending a Fortune token. If the GM tells you there are no tokens left to spend, you are quite literally shit out of luck. If there is one to spend, you can use it to produce any one of the following effects.

Grant Assets: You can make an attribute roll with 2 assets. You can decide to use a Fortune token after you have rolled and after the GM has told you the outcome of the roll.

Heal Damage: You allow one character to heal 2d6 damage.

Maximize Damage: You cause one creature that would take damage to take the maximum amount of damage. You can decide to use a Fortune token after the amount of damage has been determined.

USING ATTRIBUTES

Making an attribute roll involves using one of your eight attributes. The rules and the GM determine which attribute applies, but the following guidelines give you an idea how you might use them.

MUSCLES

Muscles describes physical might, athletic ability, and brawn.

Score: Your Muscles score is the target number for any effect that would force you to move, restrain you, or prevent you from exerting force.

Attribute Rolls: You make Muscles rolls when you attack with a melee weapon, throw a weapon, use brute force to break an object, to overpower another creature in some way. You also make Muscle rolls when you would perform an activity related to athleticism such as when you would climb or swim.

MEAT

Meat describes durability, overall fitness, and the ability to tolerate pain and injury.

Score: Your Meat score is the target number for any effect that would directly harm your body.

Attribute Rolls: You make Meat rolls when you would exert yourself for long periods, withstand the effects of hunger, thirst, and exhaustion, and when you would fight off the effects of disease and poison.

HANDS

Hands describes balance, manual dexterity, aim, poise, and steadiness.

Score: Your Hands score is the target number for any effect that would unbalance you.

Attribute Rolls: You roll Hands when you would attack with ranged weapons and when you attack with some melee weapons. You might also make Hands rolls when you would perform some sleight of hand or other physical trick that involves dexterity.

You also make Hands rolls when you would move across many forms of challenging terrain, squeeze through a tight place, escape bonds, or perform a task that involves steady hands and dexterity such as picking a lock or disarming a trap.

FEET

Feet describes reflexes, swiftness, and ability to escape harm.

Score: Your Feet is the target number for attacks made against you that you could possibly dodge.

Attribute Rolls: You make Feet rolls when you would jump, leap, or perform any other task that involves speed. You also make Feet rolls to escape danger when caught in an explosion or to avoid a sudden danger, as well as when you would pursue a fleeing creature or escape your pursuers.

BRAINS

Brains describes cunning, wit, memory, knowledge, and intelligence.

Score: Your Brains score is the target number for any effect that would deceive or confuse you.

Attribute Rolls: You make Brains rolls when you would recall obscure information, use logic to solve a problem, or perform any other activity that involves knowledge. You also make Brains rolls when attempting to outwit or deceive another creature, and when you use certain mental mutations.



EYES

Eyes describes the keenness of all your senses, such as feeling, hearing, seeing, smelling, and touching.

Score: Your Eyes score is the target number for any effect that would deceive your senses.

Attribute Rolls: You make Eyes rolls when you would listen for sounds or notice details in your environment. You also make these rolls when you try to find a hidden creature or recognize an illusion for what it is.

MOUTH

Mouth describes strength of personality, insight, and the ability to communicate with others.

Score: Your Mouth score is the target number for any effect that would alter your personality or take control of your body.

Attribute Rolls: You roll Mouth when you would interact socially with other creatures in order to befriend or threaten. You might also make Mouth rolls when you use and resist certain mental mutations.

GUTS

Guts describes determination, courage, discipline, and willpower.

Score: Your Guts score is the target number for any effect that would erode your confidence.

Attribute Rolls: You make Guts rolls when you would use determination to overcome a challenge, when you would fight to stay alive, to overcome stress, and maintain your sanity in the face of horrifying situations. You also roll Guts when you would use certain mental mutations.

DEFENSE

Defense describes how hard you are to strike with a weapon or some other object. Your Defense score is the target number for rolls made to attack you with a weapon.

HEALTH

Most people and creatures have Health scores. The score tells you the most damage one can take before becoming **incapacitated** or destroyed. A creature or object's Health score can benefit from bonuses, which means it can take more damage, or suffer from penalties, which means it can take less damage. If a penalty reduces a creature's Health score to a number equal to or lower than its damage total, the creature becomes incapacitated, while an object is destroyed.

A creature whose Health drops to 0 dies, while an object whose Health drops to 0 is destroyed.

GRIT

Grit describes your ability to recover from injuries. You can use an action to **recover**, which lets you spend Grit to heal damage. You might also lose Grit when you start dying or suffer from hunger, thirst, and exhaustion. Whenever an effect instructs you to spend 1 Grit, you heal damage as if you had used an action to recover (see page 45).

SPEED

Your Speed score tells you how far, in yards, you can move on your turn in combat. Various effects can increase or decrease your Speed score.

SIZE AND REACH

Everything has a size score, which tells you how much horizontal physical space it takes up. Most player characters are size 1, meaning they occupy a square of space, 1 yard on a side. Smaller creatures might be size 1/2 while larger ones could be size 2, 3, or even larger. Size does not account for height, which varies a great deal.

Size also usually describes how far outside of your space you can reach. Your reach equals your size. Some creatures have a longer reach due to their anatomy.

DAMAGE

Damage applies whenever something or someone fucks you up. Whether you're burned, cut, shot, beaten, or suffering from some

other kind of fuckery, you take damage. Most of the time, the source of damage doesn't matter—damage is damage.

Some creatures have special resistances or immunities to damage taken from specific sources. Generally, the damage source is made explicit in the thing that would fuck you up; the GM, as needed, can always determine the source if it's necessary, like burns from an incendiary grenade or brain fluid leaking out your ears from a mutant's psychic attack.

The source of the damage determines how much you take. Damage can be a flat number, the sum of one or more dice, or a roll of one or more dice plus a number. Whenever you're instructed to roll damage, you determine the amount of damage once and apply it to each affected creature or object.

DAMAGE TOTAL

Your damage total tells how much damage you have taken so far. If you haven't taken any damage, your damage total is 0. When you take damage, add the amount of damage taken to your damage total. So, if you have 0 damage and you get shot for 7 damage, your damage total is now 7. If you later get caught in an explosion and take 4 damage, your damage total becomes 11.

When you heal damage, reduce your damage total by the amount of damage you healed. From the previous example, your damage total is 11. You take a dose of meds and heal 3 damage as a result. Your new damage total after healing is 8. Better, but you're probably still in trouble, friend.

HALVING AND DOUBLING DAMAGE

Some effects cause you to take half damage or heal half damage. When you halve damage, divide the damage by 2 and round down (to a minimum of no less than 1). You only halve damage once, regardless of how many times you would be instructed to halve the damage.

Sometimes you will double damage. If so, multiply the damage rolled by 2. You only double damage once, regardless of how many times you are instructed to double it.

EXTRA DAMAGE

Sometimes an attack or an effect specifies that you take extra damage. You add the extra damage to the damage dealt by the initial effect. Extra damage only applies, however, if the initial effect itself dealt damage.

EFFECTS OF DAMAGE

Your damage total doesn't affect your capabilities except in two cases, as described below. If, though, you take damage from a single source and the damage equals or exceeds your Health, it's time for the long dirt nap, i.e., you're dead, food for the worms, assuming your friends are kind enough to bury you. Start rolling up a new character, bud.

INJURED

You are injured while your damage total equals half your Health score. You suffer from the impaired condition while you are injured.

INCAPACITATED

You are incapacitated when your damage total equals your Health score. A creature under the GM's control who becomes incapacitated falls **prone** and either dies or becomes **unconscious** for a few hours, as the GM decides.

If your character becomes incapacitated, however, you fall prone and are unconscious until you are no longer incapacitated. At the end of any round you are incapacitated, roll a d6. If the number rolled is lower than your Grit, you can spend 1 Grit to heal damage. If the number rolled is greater than your Grit, you lose 1 Grit or you die if you have no grit left to lose. If the number rolled is equal to your Grit, you become **stabilized**.

STABILIZED

Stabilized indicates you are no longer in risk of immediately dying but aren't yet able to get up and move around. When you become stabilized, you immediately heal 1 damage and gain the unconscious affliction for 1d6 hours. If you heal damage enough to no longer be injured, you remove the unconscious affliction. Time spent stabilized counts toward resting.

DEATH

When you die, you become an object with a Health score determined by its size. Your corpse eventually rots away until nothing remains, or if you're just left there, something or someone will most likely come along and eat you. You're dead, so what do you care?

AFFLICTIONS

Afflictions describe all the ways you can suffer in the game. Afflictions describe certain common, ongoing effects that either make performing activities harder or limit what you can do on your turn. The source of the affliction tells you how long it lasts. If there aren't rules telling you how to get rid of it, the affliction is permanent. Which sucks.

BLINDED

When you're blinded, you can't see. Duh. You treat everything as being **totally obscured** from you. Furthermore, you grant 1 asset on rolls made to hit you and you automatically fail any roll that relies on sight.

CONFUSED

You have a hard time making sense of what's going on when you're confused. While confused, you make attribute rolls with 1 complication.

FATIGUED

You are tired and physically drained while you're fatigued. Being fatigued imposes 1 complication on all of your attribute rolls. If you are already fatigued and would become fatigued again, you increase the number of complications fatigue imposes by 1. If you would increase the number of complications to 4, you fall prone and become unconscious for 1d6 hours. Hours spent



unconscious in this way do not count toward the hours you need to spend in order to complete a rest (nice try, though, rules lawyer).

FRIGHTENED

You are frightened when something makes you afraid. While you are frightened, you make all attribute rolls with 1 complication, and roll to hit while you can still see the source of your fear with 2 complications.

IMMOBILIZED

When you are immobilized, you can't move under your own power. Your Speed drops to 0 and you grant 1 asset on rolls to hit your Defense. You're a lump, friend.

IMPAIRED

Any number of things can cause you to become impaired. You might suffer from pain, be tangled up in a net, or have a hard time seeing. Being impaired imposes 1 complication on your attribute rolls.

INSANE

When you go insane, you lose control and you behave in an erratic and unpredictable way. While you are insane, you cannot take Fast turns. In addition, at the end of each round you're still insane, roll a d6 and consult the following table to find out what you do during the next round.

INSANE

d6	Effect
1	You do nothing but scream, rock, and cry.
2	You must use your action to rush and then move in a random direction.
3	You use an action to harm yourself, taking 1d6 damage.
4	You use an action to attack a randomly determined target using the best means at your disposal.
5	You act normally, but you make all attribute rolls with 3 complications.
6	You act normally. (Dumb fucking luck!)

PRONE

You're on the ground when you're prone. While prone, you can move by crawling or you can move to stand up. Being prone imposes 1 complication on your Muscles, Hands, and Feet rolls. You also grant 1 asset on rolls to hit your Defense to creatures who can reach you and impose 1 complication on rolls to hit your Defense from all ranged attacks.

SICKENED

You're sickened while affected by some foul odor, toxin, disease, venom, or poison. Being sickened imposes 2 complications on all your attribute rolls. Try not to puke on your teammates, bud.

SLOWED

Something keeps you from moving at full speed. Being slowed prevents you from taking fast turns, drops your Speed to 2 if it's not already lower than 2, and imposes 1 complication on all your attribute rolls.

STUNNED

When you're stunned, you are physically and mentally overwhelmed. You drop whatever you are holding, and you can't use reactions. You grant 3 assets on rolls to hit you and you make all attribute rolls with 3 complications. Furthermore, when you take your turn, you must succeed on a Guts roll or forfeit your action and your Speed drops to 0 until the end of the round.

UNCONSCIOUS

You're insensate, knocked out. You drop whatever you are holding and fall prone when you become unconscious. While unconscious, you can't use actions or reactions. Your Speed is 0 and you cannot benefit from increases to Speed. You cannot perceive your surroundings. Rolls made to hit you automatically succeed and you fail all rolls made to resist attacks. You're probably toast unless your companions come to your rescue.

MUTAGEN

The world is suffused with biological and chemical agents, radiation, and other strange forces that will cause creatures to develop physical or mental mutations. As you explore and come into direct contact with charged environments or mutated creatures, you are at risk of gaining mutagen, which can result in gaining mutations. For more about mutagen and mutations, see **Chapter 5**.

DEPRIVATION

You need three things to stay alive: food, water, and sleep. Lacking any one of these will eventually lead to weakness and then death. Generally, you can go about 3 days without food, 1 day without water, and about 1 day on 3 or fewer hours of sleep.

If you go without food, water, or sleep beyond these limits, you must succeed on a Meat roll or lose 1 Grit and gain the fatigued affliction until you eat at least 1 food, drink at least 1 water, or sleep at least 6 hours; you can't regain Grit until you are no longer fatigued. Every day you go without food, water, or sleep, you must repeat the roll and you lose another point of Grit on a failure.

SUFFOCATION

Whether you're holding your breath to avoid sucking in toxic air or you're struggling to keep the stale air in your lungs while you try to swim up from the bottom of a lake, you can only hold your breath for so long before you start suffocating. You can hold your breath for about a minute. Every 10 seconds (2 rounds) thereafter, you must roll Meat with 1 complication each time after the first you made this roll. If you fail, lose 1 Grit. You can't regain Grit until you start breathing again.

CATCHING FIRE

Burning up alive is a completely shit way to go, but in this game, it happens a lot—usually because you and your friends happily set someone else on fire. But if it happens to you, well, karma's a fucking bitch. When you catch fire, you gain the impaired affliction and take 1d6 damage at the end of each round. Whatever you're wearing or carrying is likely subject to damage as well (GM's call). You or a creature who can reach you can use an action to douse the flames, which removes the impaired affliction and stops the ongoing damage.

RESTING

The most reliable way to heal from your injuries is to rest. You can start a rest at any time you choose, but you can only benefit from a rest if you consume 1 food, 1 water, and do nothing but chill for 6 hours—nothing more strenuous than sleeping, meditating, reading, eating, jerking off, or sucking

down some hooch. Assuming you meet the criteria, you heal all your damage and get 1 Grit back. You might gain other benefits from resting depending on your talents.

If something interrupts your rest for more than 10 minutes, the time you already spent resting is wasted. If you would benefit from resting, you must start the rest over from the beginning. Once you finish a rest, you must wait 12 hours before you can gain the benefits from resting again.

TIME

You generally don't usually have to worry about time in this game. It passes at whatever rate the GM decides, usually at the speed of plot, so you can all plow through all the boring shit and get back to the action.

So, unless you're in the middle of deactivating some kind of timed explosive device where minutes and seconds matter, or you're exposed to a disease where the hours ticking away are the last you'll have unless you find a cure, the GM determines the passage of time. The GM can decide that a few days pass while your team travels to a distant settlement or decide to take things more slowly as you chase some asshole through the streets of a tent city, tracking time from minute to minute.

Sometimes, though, the game needs a more rigorous method of tracking the amount of time that passes, in which case the GM might use **travel days** (see below) or **rounds** (covered in **Combat**, later in this chapter).

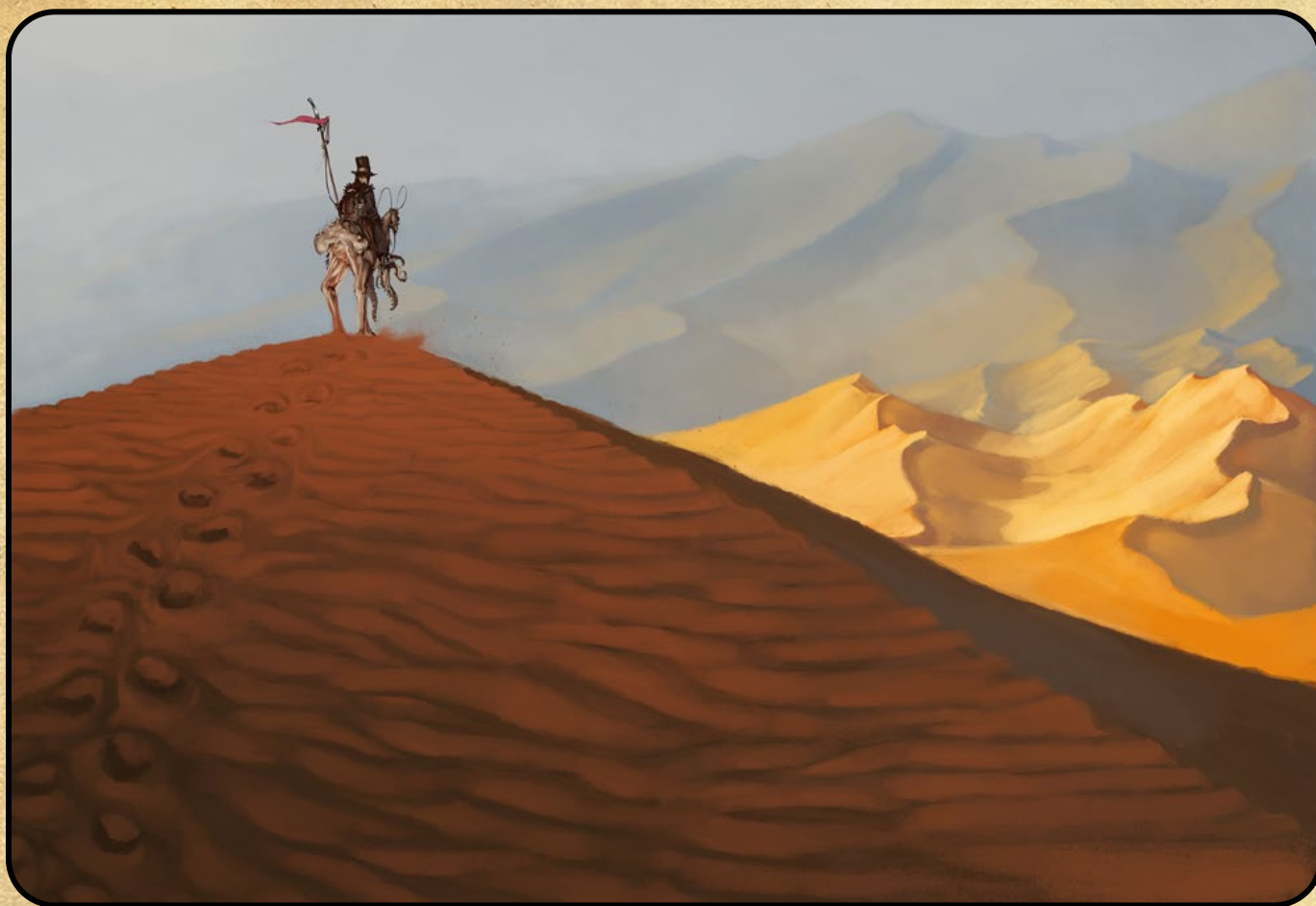
TRAVEL

How you get from one place to another is up to you. Well, it depends on what you have access to. If you're lucky, you have a car or truck filled with plenty of gas, but you might just have to rely on a horse or some other beast of burden to get you from place to place. Failing any of that, you can always resort to using your feet to get where you need to go.

Traveling through the Wasteland is never easy. It's hot, littered with big hunks of junk and mountainous garbage piles, and infested with all kinds of things that want nothing more than to kill you, or maim you a lot and then kill you, or kill you and then eat you. The GM might handwave your trip with a few sentences of description, but if you're bound for someplace far away, you'll need to prepare for the shit you'll most likely encounter.

TRAVEL DAYS

When you travel and tracking time is important, the GM can use travel days to keep up with how much time passes and the amount of distance you cover. Each travel day covers a period of about 12 hours, which accounts for 8 hours of walking or riding with 4 hours set aside for breaks. The rest of the day is set aside for making camp, eating, resting, and dealing with the occasional bullshit that threatens to ruin your day.



Each travel day, your team must make a few decisions, spend resources, and so on to make sure you either get to your destination or make progress getting there.

CHOOSE YOUR DESTINATION

Unless you're running blindly into the wilderness, which is a great way to punch your ticket early, you usually have a destination in mind. You can choose any place you like, from a specific location you've heard about, visited before, or spotted on a map, or just head off in a general direction. If you have a map, you can figure out which way to go. If you don't have a map, you might find a guide. And, if you don't have either, good fucking luck.

SET PACE

You and other members of your team set your pace for each day you travel. You can choose from one of three paces: cautious, normal, or hurried. When you move at a cautious pace, you move more slowly, but you're less likely to be surprised. A normal pace is, well, normal, neither slow nor fast. When you move at a hurried pace, you cover more ground, but you're less aware of your surroundings. The **Travel Pace** table shows the effects of moving at the three paces.

TRAVEL PACE

Pace	Distance Multiplier	Effect
Cautious	× 1/2	1 asset on Eyes rolls
Normal	× 1	—
Rushed	× 1-1/2	1 complication on Eyes rolls

TRAVEL TASKS

While traveling, you can perform certain tasks to help your team reach its destination.

Guide. As the team's guide, you lead the way during the journey. It's up to you to make decisions about which direction to go, routes to take in order to avoid obstacles, and to pay attention to your surroundings so you don't get lost. Good luck, champ.

Scout. From time to time, as a scout, you range ahead of the team to get the lay of the land, search out obstacles and potential dangers, and return to the team with the information you've acquired so the guide can make informed decisions.

Navigator. As the navigator, you help guide the team during the journey. You keep track of the map or make maps so you can find your way back. You aid the guide in making good decisions about where to go and what pace to set, and to help keep your team from becoming lost.

Hunter and Forager. You need food and water, whether you're traveling or not. Often, carrying sufficient food and water for a long journey is just not practical without the use of pack animals and wagons, and, even then, foodstuffs can spoil and rot. Provided the team moves at a cautious pace, you can usually hunt and gather while traveling, finding food as you go.

Sentries. Even if your team benefits from having one or more scouts, danger can come from any direction. As a sentry, you keep your eyes and ears open for suspicious movement and sounds.

Other Activities. During travel, you can undertake any other activities you like, though they might contribute to or even hinder the team's efforts at the GM's discretion. In addition, during periods of rest, you might make campfires, cook meals, clean and maintain gear, tell ghost stories, bullshit, get shitfaced on hooch, or engage in other normal activities while still maintaining your chosen roles.

PERILS AND HAZARDS

Throughout the travel day, the GM might make secret rolls to see if anything goes sideways during your travel. You might stumble into an ambush, be at risk of becoming lost, uncover a patch of irradiated landscape, or find a ruin. Fun! These situations might be easy or difficult to resolve as the GM decides.

DISTANCE TRAVELED

At the end of the travel day, you find out how much progress you made toward your destination. The distance traveled depends on your mode of movement, pace and the terrain over which you travel. The Basic Travel Distance shows you how far you travel based on your mode of movement for each hour and for each travel day. If you change up your pace or move across different kinds of terrain, track distance by the hour.

Once you have your base distance, first multiply the distance by your distance multiplier from the Travel Pace table and then multiply that number by the multiplier from the Terrain table.

For example, say your team is rushing across the desert on foot. On foot, you move 3 mph, but rushing lets you move 4-1/2 mph. However, since you're moving across a desert, you move at half that speed, a bit over 2 mph.

BASIC TRAVEL DISTANCE

Mode of Transportation	Miles per Hour	Miles per Day
Foot	3	24
Horse	6	48
Cart or Wagon	2	16
Boat	2	16
Car or truck	40	320

TERRAIN

Terrain	Multiplier
Road or highway	× 1
Road, damaged	× 3/4
Desert	× 1/2
Forest	× 1/2
Hills	× 1/2
Jungle	× 1/4
Mountains	× 1/4
Plains	× 3/4
Swamp	× 1/2

PUSHING IT

Although you are assumed to spend about half the day actually traveling, there's no reason why you can't push it and keep going beyond the expected limits. Well, other than exhaustion, that is. If you're on foot, horse, or in a vehicle pulled by an animal, each hour you would travel beyond 8 (or 12 if you're still taking breaks), everyone that would travel in this way must make a Meat travel roll—steeds and draft animals make the rolls too. On a failure, you're subject to the exhausted affliction. For each hour beyond the first, you make the roll with 1 complication.

MAKING CAMP

When you finish a travel day, your team can make camp and settle down. When a team makes camp, it's usually a good idea for one or more people to stand watch and keep an eye out for dangers. A team can divide the responsibility of watch between its members in any way you all choose, but everyone needs sleep. Ultimately, making camp provides you with a great opportunity to rest and overcome your injuries.

MOVEMENT

Yes, you are moving when you travel, but the rules in this section refer to tactical movement when you need to zoom in on the action. While traveling, you're assumed to be walking, maybe even jogging a bit. You might also climb, swim, jump, and perform a variety of movement-related activities. All this stuff is just folded into traveling in an abstract manner. When, however, you come across obstacles or enemies, you need to drill down the specifics when determining how far and fast you can move.

Your Speed score typically tells you how far you can move on your turn in a round (roughly 5 seconds) by walking. If you have a speed score of 5, you can about walk 5 yards. You can also run, which lets you move up to three times your speed. In combat, you use your action to run.

CLOSED AND OPEN SPACES

Whenever you move, you move through spaces. Spaces can be closed or open. A closed space is occupied by a creature or object, which normally prevents you from moving through it. An open space isn't occupied by anything substantial, so you can move freely through it.

BEING MOVED

You can be moved, willingly or not, by other creatures' actions or by special effects. The source of the movement specifies the distance and direction moved, and the creature immediately moves as directed.

If being moved would put you in danger, such as being pushed off the edge of a cliff or into a fire, you can roll Hands. On a success, you fall prone just before you enter the area of danger—at the cliff's edge, for example—and then stop moving from the effect that moved you. Failure leaves you at the GM's discretion to decide—usually hanging on by your fingers on the edge.

Unless the GM is a total rat bastard, in which case you're probably dead meat on impact (see **Falling** below).

SPECIAL FORMS OF MOVEMENT

Aside from walking and running, there are several other ways in which you might move. All characters can avail themselves of these special forms of movement.

BALANCING

You are balancing when you move across a narrow surface such as a ledge or a treacherous surface like one covered in slippery ice or oil. Such surfaces are often considered fucked-up terrain (see **Terrain**, page 37). You might also have to succeed on a Hands roll to maintain your balance and footing while moving in this way. If you fail the roll, you stop moving and cannot move further on your turn. If you fail by 5 or more, you also fall prone or off the surface on which you are balancing.

CLIMBING

You climb whenever you ascend, descend, or move across a vertical surface using a rope, a ladder, or handholds. Each yard you move by climbing counts as if you had moved 1 additional yard. So, if you would climb 2 yards, it counts as if you had moved 4 yards. Some surfaces you climb might count as fucked-up terrain.

For challenging climbs, the GM might call for a Muscles roll. If you fail, you stop moving and cannot move further on your turn. If you fail the roll by 5 or more, you lose your grip and fall (see **Falling** below).

CRAWLING

When you're prone, you can move by crawling. Each yard you crawl counts as moving 1 additional yard, so if you crawl 1 yard, it is as if you had moved 2 yards.

DRIVING

If you're driving a vehicle or are a passenger in a vehicle, you move at whatever rate the vehicle moves without having to use your movement. You can move inside the vehicle provided there is room to do so. Life in the Wasteland has taught you and your companions to figure out how to drive most cars, trucks, and motorcycles. The GM might require attribute rolls to drive or pilot more complicated vehicles.

DROPPING PRONE AND STANDING UP

You can drop prone at any time on your turn. You can stand up on your turn but doing so counts as your movement.

FALLING

You fall when you unintentionally drop to a lower surface. You normally take damage when you land after a fall. Upon landing, roll Hands and find the result on the **Damage from Landing** table to determine how much damage you take on landing. If you take any damage, you also fall prone. If you get a "Death" result, you take damage equal to your Health and die.

Fragile Surface: If you fall onto a fragile surface, such as one made of glass or cloth, you pass through it, possibly taking damage if the surface was glass or branches, and then continue

DAMAGE FROM LANDING

Distance Fallen (ft)	—Roll Result— 20+	Success	Failure	0 or less
0–5	—	—	Prone	1d6
6–25	—	—	1d6	2d6
26–50	—	1d6	2d6	4d6
51–100	1d6	2d6	4d6	8d6
101–250	2d6	4d6	8d6	16d6
251–500	4d6	8d6	16d6	Death
501+	8d6	16d6	Death	Death

your fall. When you land, you halve the distance you fell before the first impact for the purpose of determining how much you take on landing. You then continue falling and calculate the effect of landing from the first point of impact.

For example, say you fall off a building and drop 20 feet before you punch through an awning to fall the final 10 feet to the ground. You halve the distance you fell before you hit the awning, so you only count as if you had fallen 20 feet.

Liquid Landings: If you land on a liquid surface, you make the Hands roll with 1 asset.

Landing on Other Creatures: If you would land on another creature, the creature on which you would fall can roll Feet if it is aware of you. On a success, the creature dives out of the way. On a failure, you strike the creature and you each take half damage from the landing. Splat, motherfucker!

Lasting Damage: If you become injured or incapacitated from taking damage on landing, you break one or more bones, which causes you to become impaired. While impaired in this way, you are slowed. Each time you complete a rest, roll Meat. After three successes, you remove the impaired affliction.

FLYING

Most people can't fly without some sort of vehicle or mutation. If you can fly, you can leap into the air during your movement and continue moving in any direction you wish. The source of your flying ability tells you how fast you can move. Once you start flying you remain flying provided your Speed is at least 2. If your Speed drops below 2, you fall.

JUMPING

You jump to move to a surface below you or to reach something above you. You also jump whenever you attempt to move over an obstacle without climbing or walking.

Jump Up or Down: If you jump down, you land safely if the surface is 10 feet or less below the surface from which you jumped. If you try to jump down beyond this distance, you fall.

You can jump up a number of feet equal to a quarter of your height. You can try to jump higher and you might gain half this distance again with a successful Muscles roll. If you moved at least 2 yards before jumping up, you can add your Feet modifier (minimum 0) to the height you jump.

Jump Across: You can jump horizontally a number of feet equal to half your height. If you moved at least 2 yards before you attempt the jump, you can jump a distance in feet equal to twice your height with a success on a Feet roll.

RIDING

You ride while you're seated on another creature that's larger than you and is willing to bear you as a rider. You can mount or dismount a creature using your movement. When you move while riding, you use your mount's speed in place of your own.

SNEAKING

You can try to move without being heard. You must be moving at the creep pace and roll Hands. A success means you don't

make any significant noise. The GM might impose 1 or more complications if you move across a noisy surface such as gravel or broken glass or grant 1 or more assets if you move through an area with covering sounds, such as noisy machinery being operated or a car whose engine is running.

SQUEEZING

You can move at half the normal rate through tight spaces by squeezing through them. Such openings must be at least wide enough to accommodate your head. Each yard you move through a tight space counts as if you had moved 1 additional yard. For an extremely tight space, the GM might call for a Hands roll to see if you can fit through the space at all.

SWIMMING

You swim when you would move through liquids. Each yard you move by swimming counts as if you had moved 1 additional yard. Some liquids through which you swim might count as fucked-up terrain (see **Terrain**, page 37). If you would swim through treacherous liquids, the GM might call for a Muscles roll. If you fail the roll, you make no progress. If the total of your roll is 0 or less, you sink. Good luck.

CHASES

A chase occurs when one or more creatures flee and one or more creatures follow. During a chase, positions between the pursuers and pursued close and widen as participants race across the environment. A chase can occur on foot, on horseback, or in vehicles. The chase ends for the pursued when they escape, usually because the pursuers have given up, or when the pursued are caught.

STARTING DISTANCE

Before the chase begins, the GM determines the distance between the pursued and the pursuers. If the chase takes place on foot or mounts, the GM measures the distance in yards. If between vehicles, the GM measures the distance in car lengths.

If the chase involves multiple creatures, the GM measures the distance between the closest pursued and pursuer. Then, the GM can determine the distances of the other participants as they relate to these creatures. You might find it easier to place the participants on a grid using tokens or miniatures to represent their relative positions.

Once all the positions have been established, you resolve the chase by moving through the following steps.

STEP 1: CHASE CIRCUMSTANCES

Although you might think that a chase happens along a straight line, it doesn't. The pursued move as fast as they fucking can to get away from their pursuers. In urban environments, they turn down side streets, race up steps, plow through crowds and vendor stalls, doing whatever they can to keep ahead. The

same is true for chases in woods or anywhere there's a lot of shit to move over, under, and around. This kind of movement means there are all sorts of interesting opportunities for shit to go wrong and that's where chase circumstances come in.

Chase circumstances represent, abstractly, the kinds of obstacles and openings that present themselves during the chase. Broadly described, the GM can interpret these developments in any way that makes sense in context of what's going on in the story. To determine if there's an interesting circumstance, the GM (or some player) rolls 3d6 and finds the total on the following table.

COMPLICATIONS

The GM might introduce additional complications based on the area in which the chase occurs. Explosions, clouds of toxic gas, patches of fire, oil slicks, and other dangers can make it harder to get away or catch up. Generally, creatures involved in the chase must make a roll to avoid or mitigate the complication.



CHASE CIRCUMSTANCES

3d6	Circumstances
3	Congestion. Each creature involved in the chase becomes hindered and makes Feet rolls with 1 or more complications. Roll a d6 to determine how many: 1-2, 1 complication; 3-4, 2 complications; 5-6, 3 complications.
4-5	Hindered flight. Each pursued creature becomes slowed down by some obstacle or hazard and makes Feet rolls with 1 or more complications. Roll a d6 to determine how many: 1-2, 1 complication; 3-4, 2 complications; 5-6, 3 complications.
6-8	Hindered pursuit. Each pursuing creature becomes slowed down by some obstacle or hazard and makes Feet rolls with 1 or more complications. Roll a d6 to determine how many: 1-2, 1 complication; 3-4, 2 complications; 5-6, 3 complications.
9-12	Nothing
13-15	Close the gap. Each pursuing creature can move more quickly and makes Feet rolls with 1 or more assets. Roll a d6 to determine how many: 1-2, 1 asset; 3-4, 2 assets; 5-6, 3 assets.
16-17	Widen the lead. Each pursued creature can move more quickly and makes Feet rolls with 1 or more assets. Roll a d6 to determine how many: 1-2, 1 asset; 3-4, 2 assets; 5-6, 3 assets.
18	Clear stretch. Each creature involved in the chase can move more quickly and makes Feet rolls with 1 or more assets. Roll a d6 to determine how many: 1-2, 1 asset; 3-4, 2 assets; 5-6, 3 assets.

STEP 2: THE PURSUED

Each pursued creature makes a Feet roll and finds the total of the roll on the Fleeing Progress to see by how much they widen the gap between themselves and the pursuers.

In chases that involve vehicles, each pursued creature driving a vehicle makes a Hands roll instead. Use car lengths in place of yards and use the Feet modifier of the vehicle being driven.

FLEEING PROGRESS

Total	Outcome
20 or more	You move a number of yards away from the pursuers equal to 3 + your Feet modifier.
15-19	You move a number of yards away from the pursuers equal to 2 + your Feet modifier.
10-14	You move a number of yards away from the pursuers equal to 1 + your Feet modifier.
5-9	You make no progress.
1-4	You move 1d6 - 2 (minimum 1) yards toward the pursuers.
0 or less	You trip or fall down, moving 1d6 yards toward the pursuers.

STEP 3: THE PURSUERS

Each pursuing creature makes a Feet roll and finds the total of the roll on the Pursuing Progress to see by how much they close the distance between themselves and the pursued.

In chases that involve vehicles, each pursuing creature driving a vehicle makes a Hands roll instead. Use car lengths in place of yards and use the Feet modifier of the vehicle being driven.

PURSUING PROGRESS

Total	Outcome
20 or more	You move a number of yards toward the pursued equal to 3 + your Feet modifier.
15–19	You move a number of yards toward the pursued equal to 2 + your Feet modifier.
10–14	You move a number of yards toward the pursued equal to 1 + your Feet modifier.
5–9	You make no progress.
1–4	You move 1d6 – 2 (minimum 1) yards away from the pursued.
0 or less	You trip or fall down, moving 1d6 yards away from the pursued.

STEP 4: OUTCOMES

If any pursued are within 5 yards or car lengths of a pursuer, the chase ends for the pursuer and what happens next can be resolved as combat or social interaction. Any pursued creatures more than 5 yards away from the closest pursuers can continue fleeing during the next round.

During this step, if any pursued want to take off in a new direction, they should decide to do so now. As well, the pursuers choose which character's they're going to follow. If no one follows a pursued creature, that creature leaves the chase.

TERRAIN

Your missions take you to all kinds of nasty and fucked-up places. Often, these environments slow you down, force you to climb, swim, and the like, or make it hard to make out your surroundings.

FUCKED-UP TERRAIN

Icy surfaces, garbage, rubble, piles of corpses, and the like all slow you down. Any surface across which you would move that seriously hinders your movement is called fucked-up terrain. Whenever you move across fucked-up terrain, each yard of distance counts as if you had moved 1 additional yard. So, moving 1 yard across a pile of garbage that shifts under your feet counts as if you had moved 2 yards. Terrain is either fucked-up or not, so moving across icy garbage is the same as moving across plain garbage.

OBSTACLES

Obstacles include all kinds of scenery that prevent or hinder movement. Obstacles can include solid walls, barrels of burning oil, cracks in the earth, and so on. Obstacles can be things you hide behind, such as a big boulder or a door, or they can be dangerous—like a nasty assembly-line machine that grabs you by the neck and forces liquefied chicken feed down your throat. Ew.

Obstacles that block movement function as objects. Destroy them and they're gone. Hindering obstacles might be passable with a successful attribute roll. A wall could be an obstacle, but you can try to climb it to get to the ledge above or over it. Similarly, you could climb down into a pit, walk across the bottom and climb up the other side, or jump over it with a successful Muscles roll.

OBSCURED TERRAIN

Bad lighting, heavy rain, fog, foliage, and other environmental features can all interfere with your ability to see. Terrain has four levels of obscurity: clear, partially, heavily, and totally.

CLEAR

Clear terrain means there's plenty of light and not enough stuff floating in the air to interfere with your sight. Clear terrain is the default.

PARTIALLY OBSCURED

Rain, light snow, fog, and shadows partially obscure their areas, making it hard to spot fine detail. Such areas impose 1 complication on attribute rolls that involve sight.

HEAVILY OBSCURED

Heavy rain, snow, and thick fog heavily obscure their areas, making everything in them faintly visible. Heavily obscured areas impose 2 complications on attribute activity rolls that involve sight.

TOTALLY OBSCURED

Darkness, curtains, whiteout snow conditions, or anything else that fully blocks sight totally obscure their areas. Nothing is visible in these areas and creatures inside them are blinded for as long the conditions persist.

NOTICING STUFF

As you explore, the GM describes the places you move through, telling you what you see, smell, and so on. You can always ask the GM for additional information to see if you notice anything unusual, such as a clue, or quiet noise, or something similar.

Generally, when you look or listen in a specific place and there's something to see or hear, the GM will tell you. Sometimes, hidden details and faint sounds might require you to roll Eyes to see if you notice them.

OBJECTS

Anything that is not a creature is an object. The ground, a wall, a statue, an old television, the rifle you carry: they're all objects. Often, objects act as simply "set dressing," adding a bit of color and interest to the areas you explore. Sometimes, though, you might have reason to interact with an object and, if so, here are some rules for that.

ATTRIBUTES

Objects don't usually have attribute scores in the manner of creatures. Most objects just sit there and don't do anything. If an object has a score and modifier, it might be because it functions like a creature as in the case of a robot. Vehicles can also gain scores when moving, but we'll talk about that later.

DEFENSE

An immobile object has a Defense of 5. Moving objects have a Defense as noted in their descriptions.

HEALTH

Composition determines an object's Health provided the object is size 1 or less as noted on the **Object Health** table. Objects of sizes larger than 1 count as multiple objects for the purpose of determining health, with each 1-yard cube of its overall space counting as one object. So, a 5-yard long wall, 5 yards tall and 1 yard thick, would count as 5 1-yard objects.

OBJECT HEALTH

Composition	Health
Cloth	1
Plaster	3
Glass	5
Wood	10
Concrete	15
Stone	20
Reinforced concrete	25
Metal	50

DAMAGING OBJECTS

Objects take damage the same way that creatures do. If an object's damage total equals or exceeds half its Health score, it's broken and imposes 1 complication on any roll made to use it. When an object's damage total equals its Health, it's destroyed. If an object has multiple sections, destroying one of those sections doesn't destroy the whole thing—it merely destroys that part of it.

SECURED AND UNSECURED

An object can be secured or unsecured. A secured object indicates that it is held fast in some way, such as being bolted in place, tied down, or otherwise affixed to a surface. An unsecured object has nothing to keep it in place.

LIFTING, SHOVING, AND DRAGGING

You can lift, shove, or drag heavy unsecured objects provided it makes sense. You can push a car provided it has wheels, but chances are good you're not moving shit if it doesn't. Similarly, you might topple a statue, but it's not likely you will be able to budge a dumpster without serious help. If you attempt to lift, shove, or drag a heavy object, the GM might call for a Muscles roll to see if you can. The weight and bulk of the object might impose 1 or more complications, or just render the task impossible. Your teammates could pitch in to help, which might grant 1 or more assets on the roll or even an outright success (GM's call).

BREAKING OBJECTS

Normally, you destroy an object by dealing damage to it until the damage total reaches its Health. Sometimes, though, the GM might rule it's possible to break an object in a single attempt. Examples include kicking down a door, bursting free from rope bonds, or punching through a brick wall. Breaking an object in this way requires a successful roll. Again, the object's composition could impose 1 or more complications or could make the task just about impossible—good luck punching your way through a brick wall unless it's been seriously weakened in some way (GM's call).

DROPPING OBJECTS

Nothing says love like dropping a stone on some poor fucker's head. When you drop an object made of some hard material, the object falls and takes damage upon landing as you might expect. Use the rules for **Landing on Other Creatures** on page 35 for determining what happens to creatures under the dropped object. Some kind of sick satisfaction in doing that, isn't there?

FIELDSTRIPPING OBJECTS

Some objects have more value as salvage than for whatever purpose for which they were created. You can dismantle these objects to harvest from them useful salvage by "fieldstripping" them, i.e., pulling them apart for useful parts separate from original function. You can only fieldstrip an object that has useful salvage, which is usually determined by the GM. See **Chapter 4** for details on salvage.

If you find an object that has some salvage potential, you can attempt to fieldstrip the object if you have tools and time. It takes about 1 hour per point of the object's size, while smaller objects take a fraction of an hour equal to their size. When you put in the appropriate amount of time, roll Brains and find the total of your roll on the **Fieldstripping Results** table.

FIELDSTRIPPING RESULTS

Total	Result
0 or less	You fucked up! The object winds up cutting, shocking, or burning you. You ruin all the potential salvage and take 2d6 damage for your effort.
1–5	You mess up so bad, you destroy any salvage the object contained.
6–9	No dice. You fail to extract any salvage from the object. Someone else can give it a try, but you can't until after you complete your mission.
10–15	You get 1 piece of salvage from the object.
16–19	You get a number of pieces of salvage from the object equal to its size (minimum 1).
20 or more	You get a number of pieces of salvage from the object equal to twice its size (minimum 1). Congratufuckinglations!

EXTRACTING FUEL AND POWER

Some objects use fuel or power. You can use tools and spend 1 minute to extract fuel and power from an object. When you finish, you extract as much fuel or power as you want from the object, up to the amount the object had.

REPAIRING OBJECTS

You can attempt to repair damaged objects. To do so, you need tools, time, and salvage. Making repairs takes 1 minute per point of the object's Health score. In addition, you need 1 piece of salvage per point of the object's size (minimum 1). When you finish working, roll Brains and find the total of your roll on the **Repair Results** table.

REPAIR RESULTS

Total	Result
0 or less	You fucked up! The object winds up cutting, shocking, or burning you. The object takes damage equal to its Health and you take 2d6 damage.
1–5	You break the object. The object takes 1d6 damage.
6–9	You fail to make any repairs. You can try again in downtime or during your next mission.
10–15	You remove 1d6 damage from the object, but you then reduce its Health by 1d6.
16–19	You remove 2d6 damage from the object, but you then reduce its Health by 1d6.
20 or more	You remove 3d6 damage from the object. Congratufuckinglations!

TINKERING

You can spend time building something. Provided you have time, materials, and knowhow, you can make guns, fire extinguishers, and general gear such as tools and the like.

You can't, however, build commodities—meds, power, fuel, bullets, and the like. Much of the stuff you might build happens in between missions since you better be busy doing shit to complete the mission and not jerking off in a workshop somewhere trying to build a better RealDoll. Whether you want to build that doll, a cool motorcycle, or a badass gun, these rules are for you.

Inform the GM as to what you want to make. The object must be worth 500 bullets or less. Anything more expensive requires more time than you can invest in a typical mission. If the item doesn't have a price, the GM makes one up for you. Provided the GM agrees that you can make the item with tinkering, you can get started.

It takes 1 hour of work for every 10 bullets of the item's price (minimum 1 hour). You also need 1 salvage per 3 bullets of the item's price (minimum 1 salvage). Finally, roll a d20 and add your Brains modifier to the number rolled. Find the result on the following table to see what happens.

TINKERING

Total	Outcome
1–5	Holy shit, man, did you fuck up! Not only did you ruin the salvage you were using, but you also blew yourself up. You take or start the next mission with 1d6 + 3 damage.
6–10	You tried to make it work, but you couldn't figure it out. You lose half the salvage (minimum 1) you used for this project.
11–15	You make the item, but each time you use it, roll a d6. On a 1–3, the item takes damage equal to its Health and breaks.
16–20	You make the item and it works for the remainder of the mission or the next mission and then takes damage equal to its health and breaks.
21–25	You make the item.
26–27	You make the item and have 1 salvage left over; you must still spend at least 1 salvage to make the item.
28+	Your workmanship shows in the item you create. Reduce the amount of salvage used to create the item by 1 (minimum 1). In addition, if you created a weapon, the weapon deals +1 damage. If you created armor, it grants a +1 bonus to Defense. Congratufuckinglations!

ROLEPLAYING

You roleplay whenever you decide what your character says or does, whenever you choose how your character acts and reacts. You can do this by speaking in a funny voice or wearing a costume, or you can just take on the third-person approach and tell everybody what your character says and does, e.g., "Randy shoots at the mutant..." It doesn't fucking matter how you roleplay. There's no right or wrong way to do it and don't let anyone else pressure you into a particular style. You do you.

ROLEPLAYING ELEMENTS

Now, your character might be like you in personality and nature, but odds are your character is a lot different in terms of



personality, goals, sanity, and so on. The game plays best when you make decisions that seem appropriate for your character's personality rather than falling back on what you would normally do. When in doubt about how your character should act, think about the following:

HISTORY

Your character has a history. You start with one and it develops as you play. We're all shaped by our experiences and your character ain't no exception. Think about what's happened to your character and how your character has acted in the past, given the post-apocalyptic nature of the world.

PERSONALITY

You probably decided your character's personality at character creation, but their personality can and should evolve as you play the game based on what has happened in the story so far. The game keeps personality traits simple to make it easier to roleplay, so keep in mind your basic personality traits when interacting with others and when you have to make decisions.

CONNECTIONS

Your character belongs to a team made up of the characters belonging to your fellow players. Your characters have relationships apart from the ones you might or might not have

with the other players. Consider how your character feels about the other members of the team. You can make this decision based on the other character's history, personality, and connections with other members of the group. Over time, your character's relationship with the others likely evolves. Your character might have been friendly with one character only to see that relationship sour after a mission went sideways. Similarly, a cool relationship might grow warmer after the teammate risked his or her life to help you out of a tough situation. Just as in real life, your relationships with your teammates will change over time.

SOCIAL INTERACTION

Your character interacts with other player characters and personalities controlled by the Gamemaster, aka secondary characters. You can tell the GM what you're saying or speak as if you were your character. Whatever you're comfortable with works. Social interaction usually unfolds as a conversation between you and the other people playing the game, and can result in your gaining information, convincing someone to help you, or accomplishing some other objective.

COMMON LANGUAGE

When communicating with someone, it helps to share a common language. Generally, the game assumes that most folks in the setting speak your language, but this might not always be the case. If you don't share a common language, you might have to resort to other methods to transmit your ideas, such as pantomime, drawings, or gifts.

SOCIAL CONFLICT

Most social interaction can be resolved through roleplaying, but when you would change people's points of view or influence their behavior, you might have to make an attribute roll to see what happens and that's where these rules come into play.

You don't use these rules for interactions between you and your teammates. Work that shit out on your own.

Similarly, characters under the GM's control can't use these rules against you either, since you are the arbiter of what your character says and does based on the information you have at hand, and how you react to what the secondary characters tell you or attempt in relation to you. You will, however, have to use these rules when attempting to influence their actions or beliefs.

You resolve social conflict by moving through the following steps.

STEP 1: OBJECTIVE

You engage in social conflict to achieve a particular objective. You might want information, a favor, or to get your enemy to surrender.

At the start of social conflict, tell the GM what you want to have happen. The GM then decides how many successes you have to get in order to achieve your objective. Typically, social conflict scenarios require just one success. More complex objectives might require two or more. For example, you might want to get information from someone you just met. First, you'd have to figure out if the person has the information you need (one success) and then coax that information from the person (second success).

STEP 2: ROLEPLAY

This is an optional step and reserved for folks who like to act in character. If you're not one of those people, don't sweat it and move on to the next step. If you are one of those people, it's your chance in the spotlight to perform. As a result of your efforts, the GM might just skip the remaining steps, or grant you 1 or more assets on your roll to succeed based on your roleplaying efforts.

STEP 3: TACTICS

You can approach social conflict in several different ways. You might try to make friends with the person, bargain in bad faith, use threats, or taunt the target to get what you want. Find the tactic that best matches how Step 2 went. If you were all aggro and shit, you should probably go with Intimidation. If you were bullshitting your ass off, that's Deception. If you didn't roleplay it out, then just choose whatever fucking approach you think is best from the following options.

DECEPTION

You try to get one over on the target by lying or bending the truth in some way. You tell the target whatever you believe he or she needs to hear. When you roll to hit, you roll Brains against the target's Brains.

FRIENDSHIP

You actively engage the target by listening and responding to what he or she says. You behave as a friend. When you roll to hit, you roll Mouth against the target's Guts.

INTIMIDATION

You use threats or brute force to coerce the target in some way. You adopt a hostile posture toward the target. When you roll to hit, you roll Mouth or Muscles against the target's Guts.

MOCKERY

You taunt and mock the target, working to provoke it. When you roll to hit, you roll Brains against the target's Mouth.

PERSUASION

You attempt to convince the target to do something. You attempt to sway the target toward your way of thinking. When you roll to hit, you roll Mouth against the target's Mouth.

STEP 4: TARGET DISPOSITION

The GM determines the disposition of the character you're chatting up. Disposition describes the character's general attitude toward you. The character might love the fuck out of you and want to jump your bones or might be one short hair away from gutting you and wearing your teeth as a necklace. Disposition operates like a ladder. Based on what you do and say, you can climb the ladder toward a better disposition or sink down until violence breaks out. The dispositions are as follows.

Love: The character loves you or considers you his or her bestie. They might even want to sex the shit out of you. Careful of any mutagen there, bud.

Friendly: The character likes you lots and thinks you're great!

Like: The character likes you well enough.

Indifferent: The character hasn't formed an opinion about you or just doesn't know you.

Dislike: The character doesn't like you much.

Unfriendly: The character doesn't like you at all and probably thinks you are a piece of shit.

Hatred: The character hates your guts. If you were on fire they wouldn't piss on you to put you out, but will definitely do so once you're dead. The character would gladly see you scrubbed from the world and might, given enough provocation and opportunity, be a part of the effort to make that happen.

DISPOSITION MODIFIERS

Disposition	Deception	Friendship	Intimidation	Mockery	Persuasion
Love	2 assets	3 assets	3 complications	3 complications	3 assets
Friendly	1 asset	2 assets	2 complications	2 complications	2 assets
Like	—	1 asset	1 complication	1 complication	1 asset
Indifferent	—	—	—	—	—
Dislike	—	1 complication	1 complication	1 asset	1 complication
Unfriendly	1 complication	2 complications	2 complication	2 assets	2 complications
Hatred	2 complications	3 complications	3 complications	3 assets	3 complications



STEP 5: ROLL TO HIT

Roll to hit the target's attribute score based on the tactics you chose. You also might make the roll with 1 or more assets or complications depending on the tactic you used and the target's disposition as shown on the **Disposition Modifiers** table.

STEP 6: OUTCOME

The result of your roll tells you what happens. You either make progress toward your objective or you reach it on a success, doing neither on a failure. Sometimes an exceptional result or a terrible result might have additional effects. If you roll a 20 or higher when trying to intimidate a prisoner, the character might divulge more information that you were asking for. Or, if you roll a 0 or lower, your attempt to seduce the barkeep's daughter makes her extremely unfriendly—she's gonna spit in your drink, or worse.

COMBAT

If you want to survive in the Wasteland, you're gonna end up getting in fights with people. Chances are pretty good you're gonna kill some of these people. This might bother you. It's OK. They aren't real people. They're pretend people. OK? Feel better now? Good.

Now, you can kill people in all sorts of ways as you're playing the game, but you use the combat rules whenever the people you want to put down want to do the same fucking thing to you. Making sure everyone in the fight gets a chance to brutalize everyone else is only fair. Even if the GM goes out of their way to make them all sympathetic and shit, or maybe gives you plenty of reasons to not kill them, you might be in a situation where you feel like you have no choice. Fuck morality and doing the right thing in a roleplaying game, right?!

THE BATTLEFIELD

The battlefield describes the general area in which the combat takes place. Before the sweet, sweet tango of violence and death gets started, the GM sets the scene by describing the battlefield, noting the general locations of enemies as well as any obvious hazards and features that might affect the combat's outcome. The need for precision about where everything is varies from group to group. Some folks like to use miniatures and drawing grids or mapping terrain, while others prefer to keep everything in their imaginations, the so-called "theatre of the mind." So, the GM might draw it out or rely on description to communicate the important shit. Doesn't matter. Do what's best for you and your group.

SURPRISE

Generally, combat assumes everyone is fully aware that some fuckers are out to get them and so the killing can get underway without muss or fuss. But you or your enemies might not be upstanding noble folks, but instead appreciate the inherent value in underhanded, backstabbing fuckery. When those gangers spring out from hiding, or you set an ambush to destroy the mutant beastie before it can tear all of you some new assholes, there's a chance someone gets caught by surprise.

When the GM decides surprise is possible, anyone who might be surprised must succeed on an Eyes roll or be considered surprised. Whoever's surprised cannot take a turn, Fast or Slow, during the first round.

ROUNDS AND TURNS

Since we're being all focused on making sure everything that happens in combat does so in way that makes sense, the freeform style of timekeeping goes out the window and everyone switches to rounds and turns. Rounds are abstract chunks of time that highlight key opportunities for serious badassery. They aren't locked into a particular spread of time, but if you're one of those pedantic assholes who needs some basis in reality, they represent roughly about 5 seconds each.

During each round, everyone in the fight gets to take one turn. On each of their turns, creatures can shoot, punch, stab, run around, use one of their freaky mutations, or do something else. Once everyone in the combat has taken a turn, the round ends and a new one begins.

WHO GOES WHEN?

Here's the good news. You and your teammates usually get to go first. Yep. That's right. You can just take your turn whenever you want to. Well, almost.

Each round has three parts: Fast turns, Slow turns, and the End of the Round. You decide at which part of the round you take your turn, Fast or Slow. Once you decide and you do everything you want to do on your turn, you're done for the current round.

You and your teammates can take your turns in any order you want. You might go first one round and your buddy goes first the next. If some of you are egoistical shitheads who argue about who gets to sit where at the table, or who gets to go when, roll a d6. Whoever rolled the highest number gets to decide who goes first. And then maybe rethink why you always want to be first before it comes up again. It's a roleplaying game, fuckstick, it's not about "winning." Keep pulling that shit and maybe the GM will have your enemies go first next time as an object lesson.

SHIT THAT DOESN'T TAKE AN ACTION

You use actions to do the big and important stuff. The game doesn't charge you for doing small and minor things. You want to drop a pistol and draw your knife? Go ahead. You want to stuff something in a bag while you're moving? Sure thing! You want to mop the blood off your face before diving back into the fight. Use an action. I kid! No. You can do this and other stuff like it without having to give up your ability to use an action on your turn. Now don't abuse this exception. If you try to do a bunch of things during your turn that add up to a whole bunch of minor things all at the same time, the GM might determine that you'll need to use your action to do all the shit you want to do.

As you play through the parts of the round, the creatures the GM controls also get to take their turns and during whatever part of the round the GM wants, after you and your friends are done. However, the GM cannot usually have his or her beasties take their turns until you and all your friends have done your shit, i.e., after the players' characters finish taking their Fast turns, the GM's creatures take theirs, and then after the characters finish taking their Slow turns, the GM's creatures take theirs. Now, some supremely nasty creatures might break this rule... and when that happens, you know you're well and truly fucked. Good times.

FAST TURNS

When you take a Fast turn, you can do one of two things on your turn. You can either use an action or you can move up to your speed. One or the other, not both.

SLOW TURNS

When you take a Slow turn, you can do two things on your turn. You can use an action and you can move up to your speed.

END OF THE ROUND

Once everyone has taken a turn, you arrive at the end of the round. This is when you do all the upkeep and maintenance bullshit you need to do to keep the combat going. What kind of stuff does this include?

Well, if you're burning, you'd take your damage now. If you're on the ground, bleeding out and crying for your mama, you'd make your Guts roll to stay alive. As with the other parts of the round, you and your friends take care of your shit first. Then, the GM deals with everything else on his or her end. If there's still killing to be done, you start another round. If not, the combat's over and the game goes back to its normal pace.

MOVE

When you decide to move on your turn, you can move up to a number of yards equal to your speed. You're usually moving around by walking, but if you want to start climbing, jumping, swimming, crawling, and so on, refer to the rules covering that as described under **Movement** (see page 33).

ACTIONS

You use an action on your turn to do something. You might use an action to fire a pistol, push your fist into a mutant's ugly mug, fry some asshole's brains with your psychic mojo, or do just about anything else you can think of that you could probably pull off in about 5 seconds.

OK. That's a bit broad, so you'll find examples of activities you can perform by using an action in the following pages, as well as all the stuff you need to know to resolve them.

ATTACK

Attacks include any and all efforts to harm or affect a creature or object. So, when you try to smack some deserving bastard

with a crowbar or you want to mow down a bunch of mutants with your machine gun, you're attacking. You're also attacking when you would try to control someone's mind with a mental mutation, push someone away from your teammates, and the like. Your attack comes at the best opportunity to hurt your target and might comprise several attempts to swing, stab, shoot, or do whatever it is that you are doing.

See **Making Attacks** on the next page for more details.

CONCENTRATE

Certain mutations create effects that last as long as one concentrates on them. When you use an action to concentrate, you are focusing your full attention on maintaining the effect you created, allowing the ongoing effect to persist until the end of the next round. If, however, you take damage while you are concentrating, you must succeed on a Guts roll or your concentration breaks and the effect on which you were concentrating immediately ends.

DEFEND

You focus on avoiding danger. Until the end of the next round, you make rolls to attack with 2 complications, but you impose 2 complications on rolls made against you and you make rolls to resist attacks with 2 assets. If you are prevented from using actions for any reason, the effects from defend end.

FIRST AID

You perform first aid on another creature that you can reach. If the target is not incapacitated, the target can spend 1 Grit. If the target is incapacitated, roll Brains. On a success, the target becomes stabilized. If you roll a 0 or less, the target loses 1 Grit.

HELP

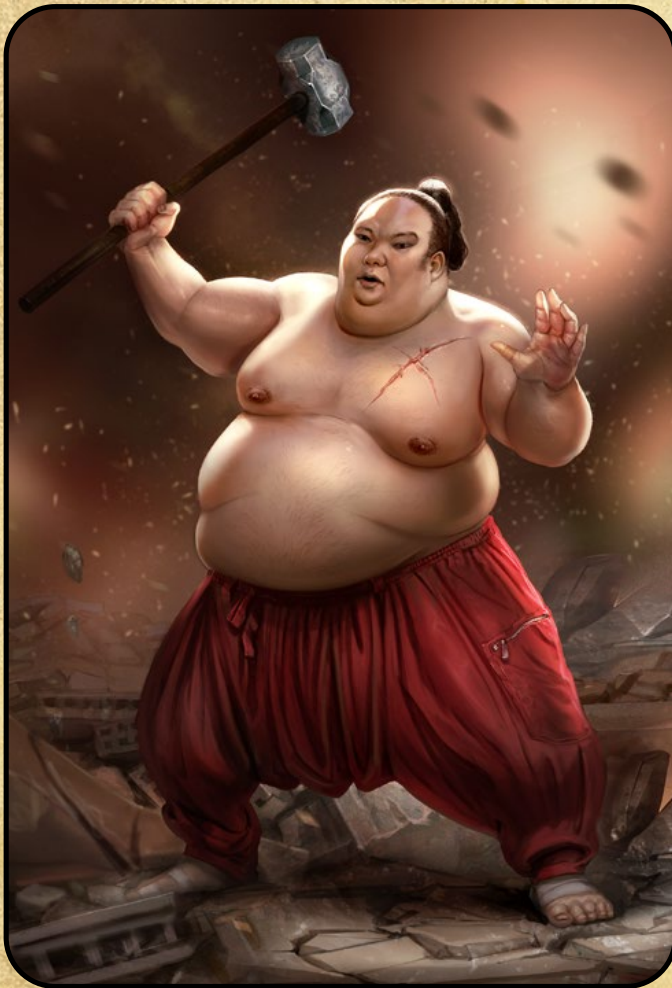
You try to help a creature that can either see or hear you and is within 5 yards of you. You grant the target 1 asset on the next roll the target creature makes before the end of the round.

You can describe how you help in whatever way makes sense. If you're helping a friend make an attack, you might chuck a stone at the creature he or she is attacking or shout to distract the target.

HIDE

You attempt to hide from other creatures. In order to become hidden, you must have something to hide in or behind, or you must be in a totally obscured area. Provided you meet the criteria, roll Hands to hit the Eyes scores of anyone that can see you. Roll once, and compare the result to each target's Eyes score. On a success, you become hidden from the creatures whose Eyes scores you beat.

Once you become hidden from a creature, you remain hidden from that creature until it finds you or you do something that would reveal you like making an attack, shouting, or moving to a place where you don't have anything to hide behind or into an area that's not totally obscured.



Creatures from which you're hidden are unaware of your presence and thus they cannot target you with their attacks or other effects, though you might still become caught in area attacks.

RECOVER

You shake off damage. You can spend 1 Grit to heal 2d6 damage. If you are on an expert path you heal 4d6 damage, and if you're on a master path, you heal 6d6 damage

RETREAT

You disengage from your foe and withdraw. Your movement does not trigger **free attacks** until the end of the round.

RUSH

You gain a bonus to speed equal to your speed score. The bonus remains until the end of the round.

USE AN ATTRIBUTE

You can use one of your attributes to interact with your environment in some way. You might use Muscles to kick down a door, Hands to escape another creature's grasp, Eyes to find something useful in your area, or Guts to shake off an affliction. The GM decides whether the use of the attribute is possible using an action.

USE AN ITEM

You use with an item you are holding or wearing, or an object you can reach. Examples include picking a lock, retrieving an object from a pouch or backpack, or lighting a torch.

REACTIONS

You can use one reaction each round in addition to being able to use an action. Using a reaction always requires a trigger, something that must happen for you to be able to use the reaction to react to it. Some uses of reactions are granted by talents you gain from your path, but everyone can use the following options for their reactions.

DODGE

You attempt to leap out of the way of danger. You can dodge in one of two ways. The first way happens when a creature you can see attacks you. Roll Feet as an attribute roll. On a success, you impose 1 complication on the triggering attack roll. The second way is when you would make an attribute roll to reduce or negate damage from an area attack. You make the roll with 1 asset.

FREE ATTACK

When a creature you can reach would move out of your reach, you can use a reaction to make a melee attack against the triggering creature.

TARGETING WORN OR CARRIED OBJECTS

When you attack an object that a creature wears or carries, you make the roll to hit the creature's Hands with 2 complications. On a success, you resolve the attack against the object as normal.

MAKING ATTACKS

There are many ways you can attack other creatures. The following rules lay out some basic options and some special options as well. Unless otherwise specified, a successful hit is made on a roll equal to or exceeding the target's Defense or attribute score, depending upon the attack.

MELEE ATTACKS

Melee attacks happen when you use a weapon to smack the shit out of someone you can reach. When you make a melee attack, do the following.

Choose your Target: Choose one creature or object you can reach.

Roll: Roll Muscles to hit the target's Defense.

Success: You hit the target. This usually means the target takes damage. Your weapon's description tells you how much damage the attack deals, but talents and other effects can increase the amount of damage dealt. Roll all the damage dice for the attack. The target adds the damage from the attack to its damage total. If your attack bestows an affliction, the target gets the affliction as well.

Failure: If you failed the roll, you miss the target.

RANGED ATTACKS

Ranged attacks happen when you throw a weapon or fire a projectile from a weapon at a target within range.

Choose your Target: Choose one creature or object within the weapon's range. You need an unobstructed path to your target or, if there's an obstruction, it's got to be something that can easily break so your weapon or projectile can hit the target. If you attack a target that's fully behind cover, your attack hits the cover instead.

Roll: Roll Muscles or Hands to hit the target's Defense for a success. You roll Muscles if you throw the weapon, e.g., a knife or hammer, and Hands if you're shooting, e.g., a pistol or a bow.

Success: You hit the target. This usually means the target takes damage. Your weapon's description tells you how much damage the attack deals, but talents and other effects can increase the amount of damage dealt. Roll all the damage dice for the attack. The target adds the damage from the attack to its damage total. If your attack bestows an affliction, the target gets the affliction as well.

Failure: If you failed the roll, you miss the target.

AREA ATTACKS

Grenades, bombs, missiles, as well as other weapons and forms of attack let you attack an area rather than a specific creature. The attack tells you the area's shape and size.

Choose the Origin Point: Every area has an origin point, which is the point from which the attack originates. A sphere-shaped area is centered on the point, while one corner of a cube originates from that point. You must have an unobstructed path between you and the origin point.

Resolve the Effect: Area attacks can deal damage or apply some other effect to the area. If the attack deals damage, roll it and each creature and object in the area usually adds the damage to their damage total. If the attack has some other effect—creating an area of smoke, for example, resolve it too.

Attribute Rolls: Most area attacks allow creatures in the areas to make rolls to resist or negate the attack. The attack tells you what happens on a success or failure.

TWO-WEAPON ATTACKS

If you're wielding a weapon in each hand and neither is cumbersome, you can attack with both weapons at the same time. Choose a target for each attack and roll for each attack you make as described above. You make each roll with 2 complications.

SPECIAL ATTACKS

In addition to the three basic attacks described above, there are plenty of maneuvers and special attacks you can attempt.

CHARGE

You move up to your speed toward one creature or object. When you can reach the target, you stop moving and make an attack with a weapon you are wielding. You make the roll to hit with 1 complication.

DISARM

You try to knock an object worn or carried by a creature you can reach. Roll Muscles or Hands to hit the target's Muscles or Hands. If you are unarmed, you make the roll with 1 complication. A success means you force the target to drop something it's holding. If the total of your roll is 20 or higher and you have a hand free, you can also snatch the object from the air.

ESCAPE

You attempt to get another creature that has you grabbed to release you. Roll Muscles or Hands to hit the Muscles of the creature that grabbed you. On a success, you are no longer grabbed. If you rolled a 20 or higher, you can also move up to half your Speed without triggering a free attack from the creature that had you grabbed.

FEINT

You attempt to create an opening for your next attack. Roll Hands to hit the Brains of one creature within 5 yards of you. On a success, you make your next attack against the target before the end of the next round with 2 assets.

GRAB

If you have at least one hand free, you can attempt to grab a creature you can reach if you're not already grabbing a different creature. Roll Muscles or Hands to hit the target's Feet. If you already have the target grabbed, you make the roll with 2 assets. On a success, the target is grabbed until the end of the next round. You can end the grab at any time. You release the creature if an effect moves it out of your reach or you are forced to drop anything you are holding.

If the grabbed creature is your size or smaller, the creature cannot move until it is no longer grabbed. If the creature is bigger than you, whenever the creature moves, it drags you along with it for as long as you have it grabbed.

HINDER

You try to interfere with another creature's ability to act. Choose one creature within 5 yards that can see and hear you. Roll Brains to hit the target's Eyes. On a success, you impose 1 complication on the next roll the target creature makes before the end of the round.

KNOCKDOWN

You attempt to knock a creature to the ground. Choose one creature you can reach and then roll Muscles to hit its Hands. If the target is larger than you, you make the roll with 2 complications. If the target is smaller, you make the roll with 2 assets. A success knocks the target prone.

TAUNT

You try to force a creature to attack you. Roll Brains to hit the Guts of one creature within 5 yards that can hear you. On a success, the target makes rolls to attack you with 1 asset and rolls to attack all other targets with 2 complications for 1 round, or until you or the target become incapacitated.

WRESTLE

You try to restrain a creature you are grabbing. Roll Muscles to hit the Muscles of one creature you have grabbed. If the target is bigger than you, make the roll with 2 complications. If the target is smaller than you, make the roll with 2 assets.

On a success, the target becomes grabbed for 1 round and you can choose one of the following effects: the target falls prone; the target takes damage as if you had hit it with an unarmed strike; if the target is prone, the target becomes impaired for 1 round.

ENVIRONMENTAL COMPLICATIONS

One or more complications can apply to rolls you make against the Defense of your targets. Such complications might arise from afflictions you have acquired, or actions taken by the targets. Other times, they come from the environment itself.

Cover: If an object or other creature stands between you and your target, you make the roll with 1 or more complications depending on the degree of cover. If the target is fully covered, you attack the covering creature or object instead of the creature behind the cover.

Obscured Terrain: A target in an obscured area imposes 1 or more complications depending on the degree of the obscuring effect. Partially obscured areas impose 1 complication, heavily obscured areas impose 2 complications, and totally obscured areas impose 3 complications.

MOUNTS IN COMBAT

Mounts include any type of creature that's bigger than you and willing to bear you as a rider. There are a few special rules for using mounts in a fight.

Mounting and Dismounting: You can mount or dismount a willing creature as part of your movement. It counts as moving 1 yard to mount or dismount a creature.

You can attempt to mount an unwilling creature, but you must use an action to grab it first and then, if successful, use your movement to mount it.

Shared Space: While you ride a mount, you and your mount share the same space. However, when you use an action to attack from your mount, the attack originates from your space and not that of your mount.

Separate Creatures: You and your mount remain separate creatures even though you share the same space. Each round, you and your mount can each take a turn, though you resolve your turns at the same time.

Controlling a Mount: You use a move to control your mount. When you do so, you decide how the mount moves when it takes its turn. If you do not use your movement, the mount moves in a manner appropriate to its nature. A mount might move away from a hostile creature, a source of obvious danger, or just stand where it is, as the GM decides.

Free Attacks: If your mount triggers a free attack, the attacker can make the attack against you or your mount.

Falling Prone: If an attack or an effect would knock you prone, you fall from the mount and land prone in a space within 1 yard of it. The space in which you land is opposite from the direction of the source of the attack or effect that knocked you prone.

If the mount falls prone, both you and mount are prone in the same space. Roll Hands. On a failure, you take damage equal to $1d6 +$ the mount's size, become immobilized, and cannot stand up until the mount stands up or is moved off you. You can use an action while immobilized to roll Muscles or Hands, with 1 complication for each size the mount is larger than you. On a success, you are no longer immobilized in this way and can stand up normally.

BIKES IN COMBAT

Motorcycles, trikes, and similar vehicles function in a way similar to horses and other living mounts in combat, offering you greater speed than you would normally have. As with mounts, there are a few special rules to keep in mind. These rules apply when you're riding a bike in normal combats. If you're riding a bike in a high-speed chase, see **Vehicular Combat** on page 49.

Mounting and Dismounting: You can mount or dismount a bike as part of your movement. It counts as moving 1 yard to mount or dismount a bike.

Start the Engine: If the bike has an engine and fuel, you can spend 1 yard of your movement to start the engine. You can shut off the engine at any time on your turn.

Shared Space: While you ride a bike, you and the bike share the same space. However, when you use an action to attack from the bike, the attack originates from your space and not that of the bike.

Movement: You use the bike's tactical speed in place of your own while you're riding it.

Free Attacks: If you trigger a free attack while riding a bike, the attacker can make the attack against you or your bike.

VEHICLES

Vehicles include carts, wagons, boats, motorcycles, automobiles, planes, and spacecraft. Even though many vehicles found littering the Wasteland have been plundered for salvage, enough remain that you might one day claim a vehicle for yourself. Most times, it's enough to know the vehicle works so you can use it to get where you're going. There might be times, however, when circumstances demand a bit more attention to how things work. That's where these rules come into play.

ATTRIBUTES

Of the eight attributes, vehicles generally only have scores in Muscles, Meat, Hands, and Feet. For the other four attributes, vehicles lack scores and are thus immune to attacks that target these attributes or that can be resisted with an attribute roll made using the attribute.

A vehicle's Muscles depends on its **velocity**. An immobile vehicle has a Muscles of 0. A moving vehicle's Muscles score equals $10 +$ its current velocity.

Vehicles have Meat scores according to their size and nature.

An immobile vehicle's Hands score is 0. When driven, the vehicle's Hands equals its driver's Hands $- 5$.

Finally, an immobile vehicle's Feet score is 0. A moving vehicle has a Feet score equal to its velocity $+ 10$.

OTHER STATISTICS

In addition to attributes, vehicles have several statistics that might come into play.

Defense: A vehicle's Defense is always $5 +$ its velocity.

Handling: Some vehicles are harder to control than are others. A vehicle's handling entry might be expressed as some number of assets or complications, in which case the driver applies the assets or complications on rolls made to control the vehicle.

Acceleration: This entry tells you the vehicle's acceleration rating.

Braking: This entry tells you the maximum amount by which you can reduce your vehicle's velocity when moving.

Top Velocity: This entry tells you the vehicle's top speed.

HOTWIRING VEHICLES

Most ignition switches for vehicles involve turning a key in the ignition. Without a key, the engine won't start. You can attempt to start a vehicle by hotwiring it. Doing so takes 1 minute of work and a successful Brains roll.

Fuel: The fuel entry tells you how miles you get per gallon as well as how much fuel the vehicle can hold.

Locations: A vehicle has one or more locations. Each location has a Health score. A location might also protect an asset, such as the engine, fuel tank, passengers, and so on. Each asset also has a Health score.

Occupants: A vehicle holds a driver and might hold some number of passengers. This entry also tells you the position the occupants have within the vehicle.

Cargo: This entry tells you the weight of objects the vehicle can carry.

ENTERING AND EXITING VEHICLES

You can enter a vehicle as part of your movement, provided there is a door, window, hatch, or other opening through which you can move.

DRIVING VEHICLES

The driver is the creature responsible for operating the vehicle, whether the vehicle is a wagon, car, truck, boat, or helicopter. To be the driver, you must be in the driver's or pilot's seat, or some similar location. If the vehicle uses fuel or power, you also must start the vehicle to get it moving. Usually, you can start or shut off a vehicle without having to use an action.

Once you're behind the wheel, you move to drive it. Each time you move while driving the vehicle, you can maintain your current velocity, accelerate, or decelerate.

In certain situations, such as when you would swerve around an obstacle or perform a stunt, the GM might call for a Hands roll (using the vehicle's Hands) to maintain control. You apply assets or complications from the vehicle's handling plus any complications from speed (see **Speed Complications** table on the next page).

If you do not drive the vehicle and no one else takes the wheel, the vehicle becomes **uncontrolled**.

VELOCITY

Velocity tells you how fast the vehicle is moving. A velocity of 0 means the vehicle is immobile. A velocity of 1 means you're moving at a crawl, and so on. The higher the velocity, the harder it becomes to control the vehicle, which is expressed as a number of complications imposed on rolls you make to control the vehicle.

ACCELERATE

When you accelerate, you give the vehicle more gas or power to increase your velocity. The amount by which you increase your velocity depends on your current velocity and your vehicle's acceleration rating, as shown on the following table.

BRAKING

When you brake, you reduce your vehicle's current velocity by an amount up to your Brakes rating. You can reduce velocity by up to double this amount, but you must succeed on a Hands roll with 3 complications or lose control.

ROAD CONDITIONS

No one maintains the roads anymore, so most have become pitted and pocked, littered with rubbish, and choked with debris—abandoned or burned cars, fallen trees, rubble, and dead bodies. There are five basic types of surface conditions.

Clear: The road is in relatively good repair.

Minor Damage: The road features potholes, cracks, and some debris. Surfaces with minor damage impose 1 complication on rolls made to control the vehicle.

Major Damage: The road features large holes, eroded edges, and considerable debris. Surfaces with major damage impose 2 complications on rolls made to control the vehicle.

Severe Damage: Missing chunks of road, upheaved sections, or abundant debris, make driving almost impossible. Surfaces with severe damage impose 3 complications on rolls to control the vehicle.



SPEED COMPLICATIONS

Velocity	Description	Speed Complications
0	Immobile	—
1	Very slow, about 10 mph	—
2	Slow, about 30 mph	—
3	Cruising, about 60 mph	—
4	Speeding, about 90 mph	1
5	Gunning it, about 120 mph	2
6	Reckless, about 150 mph	3
7	Dangerous, about 180 mph	3
8	Suicidal, about 210 mph	3
+1	per additional 30 mph	+1

ACCELERATION

—Current Velocity—							
Acceleration	0	1	2	3	4	5	6+
Slow	+1	+1	+1	+1	—	—	—
Standard	+2	+1	+1	+1	+1	—	—
Fast	+3	+3	+2	+2	+1	+1	—
Super-Fast	+4	+3	+3	+2	+2	+1	+1

Off-Road: Most automobiles are built to travel across paved surfaces, so when they move off-road, they become more difficult to control. When your vehicle moves off-road, roll Hands to maintain control. Moving off-road imposes 3 complications on rolls to control the vehicle.

VEHICULAR COMBAT

High-speed car chases, gun battles between passengers in different vehicles, and plowing through pedestrians while trying to make a getaway represent just a few combat situations involving vehicles. Vehicular combat resembles other forms of combat, but it introduces a few additional steps to handle the complexities of movement. These extra phases occur around the central combat structure involving Fast and Slow turns, as shown below.

MOVEMENT

Vehicles move far faster than creatures do on foot. During a typical round, a vehicle might cover hundreds of yards, which makes tracking movement in this way unmanageable. Rather than tracking movement in the normal way, you only need to worry about the relative positions of the vehicles involved in the combat. If a vehicle comes to a stop or drops to velocity 1, the GM can switch to the normal rules for movement.

STEP 0: ESTABLISH POSITIONS AND SPEED

During the first round of combat, the GM determines the starting positions of all the vehicles involved. Measure distances between vehicles using car lengths (each about 5 yards), such that the lead vehicle might be four car lengths ahead of the next car, and eight car lengths ahead of the last vehicle. There's no maximum distance between vehicles but keeping the total car lengths of the area of combat to about 20 lengths keeps it manageable. Vehicle positions likely change each round as drivers speed up, slow down, or suffer mishaps.

As for speed, it's assumed everyone involved in the combat matches speeds. The lead vehicle sets the speed for all the rest.

STEP 1: HAZARDS

The GM determines if there are any hazards in the road ahead. The presence of hazards depends on the road conditions. The GM rolls a d6 and adds +1 to the roll for roads with minor damage, +2 for major damage, +3 for severe damage, and +2 for off-road. The GM finds the result on the following table to see what hazard lays in wait.

HAZARDS

Roll	Hazard
1–3	No hazards
4	Potholes. Each vehicle that does not avoid the hazard moves 1 car length back.
5	Debris. The first vehicle to fail to avoid the hazard takes 1d6 damage to its front location and half this damage to its right or left front tire (even chance for each) and moves 1 car length back. Then, remove this hazard.
6	Minor wreckage. The remnants of a destroyed vehicle litter the road. The first two vehicles to fail to avoid the hazard take 2d6 damage to their front locations and half this damage to their front tires.
7	Large holes. Each vehicle that does not avoid the hazard moves 1d6 car lengths back.
8	Major wreckage. A burning or burned out hulk of a car, truck, or something else partially blocks the road. Any vehicle that fails to avoid the hazard collides with it (see Collisions page 52).
9	Destroyed road. Each driver must make a Hands roll to maintain control or the vehicle becomes uncontrolled.

STEP 2: DRIVE

Starting with the vehicle in the lead, each driver uses movement to drive the vehicle, which allows each driver to maintain their present velocities, make turns, and keep control of the vehicle. If two vehicles hold the lead position, the GM decides who goes first. The driver can also perform one of the following activities.

AVOID HAZARD

If a hazard appears in the road, a driver can roll Hands to avoid it, with complications imposed by speed and handling. On a success, the driver swerves around or otherwise avoids the hazard.

CLOSE

The driver attempts to close the distance between his or her vehicle and another vehicle. The driver must roll Hands against the Hands of the driver of the target vehicle. On a success, the driver moves his or her vehicle 1d6 car lengths closer to the target vehicle. On a failure, the driver maintains its current position. If the total of the roll is 0 or less, the driver moves 1 car length away from the target vehicle.

EVADE

The driver attempts to put distance between his or her vehicle and pursuing vehicles. The driver must roll Hands against the Hands of the pursuing drivers. The driver makes the roll once and compares the total to each other driver's Hands. On a success, the driver moves the vehicle 1d6 car lengths back. On a failure, nothing happens. If the total of the roll is 0 or less, the driver moves 1 car length toward the pursuing vehicles.

RAM

The driver attempts to ram his or her vehicle into a creature, object, or another vehicle that's within 1 car length. If the target is not stationary, the driver must roll Hands against the target's Hands. On a success, the driver rams its vehicle against the target (see **Collisions** page 52).

SHAKE OFF

If an unwanted passenger clings to the outside of a driver's vehicle, he or she can attempt to shake them off. Each creature on the outside of the vehicle must roll Muscles, if hanging on, or Hands, if balancing. A failure means the creature falls off (see **Falling from Moving Vehicles** page 52).

SIDESWIPE

The driver swerves his or her vehicle so it slams into the side of a vehicle 0 car lengths from the driver's vehicle. The driver rolls Hands against the Hands of the target vehicle's driver. On a success, the side of your vehicle takes 1d6 damage and the target vehicle's side takes 1d6 damage plus 1d6 extra damage if your vehicle is larger. In addition, the creature controlling the target vehicle must roll Hands to main control.

SLAM ON THE BRAKES

The driver hits the brakes to rapidly slow down. The drivers of any vehicles behind the slowed car must succeed on Hands roll or collide with any slowed vehicles in front of them (see **Collisions** page 52). Then, move the driver's vehicle back 2d6 car lengths.

UNCONTROLLED VEHICLES

If a moving vehicle is uncontrolled, the GM rolls a d6 to see what happens to it.

UNCONTROLLED VEHICLE EFFECTS

d6	Effect
1	Rolls. The vehicle flips 1d6 + 1 times, taking 2d6 damage per flip. Each creature inside the vehicle takes 1d6 damage per flip. A creature that gets a success on a Muscles roll takes half the damage. Any creature on the vehicle's exterior is thrown 2d6 yards, lands prone, and takes 1d6 damage per point of the vehicle's speed.
2	Slides. The vehicle slides so that it points 45-degrees to the left or right (equal chance of either outcome). It then moves 1 car length back.
3-4	Slows. The vehicle moves 1d6 car lengths back.
5	Drifts. The vehicle drifts to the left or right (equal chance of either outcome) and moves 1 car length back.
6	Spins. The vehicle spins to face a random direction, moving 1d6 car lengths back and stops moving.

STEP 3: FAST TURNS

Combatants can take fast turns as in normal combat.

STEP 4: SLOW TURNS

Combatants can take slow turns as in normal combat.

Creatures that are driving can use an action during a slow turn.

STEP 5: END OF THE ROUND

You resolve all ongoing effects at the end of the round as normal, along with the following two special events. If the combat continues, go back to step 1.

Exiting the Combat: Any vehicles who have given up pursuit, either by choice or due to some mishap, are removed from the vehicular combat, as the rest of the vehicles leave them behind. Generally, any vehicle that is 20 or more car lengths behind all other vehicles exits the combat.

Entering the Combat: The GM might introduce new combatants into the combat. More vehicles might join the combat by driving down an onramp to get onto the highway, or a vehicle coming from the opposite direction might turn around to give chase.

ATTACKING AND DAMAGING VEHICLES

You can attack vehicles in the same way you would creatures and objects. When you attack a moving vehicle, subtract your speed from the target's speed to determine the number of speed complications that would apply to the roll.

ATTACK LOCATIONS

When you make the attack, you attack the side of the vehicle that's facing you, e.g., if you shoot a pistol at an oncoming car, you are shooting at the front of the car.

CALLED SHOTS

You can aim specifically for a location on a vehicle provided your attack has an unobstructed path to that location. The GM



decides if such an attack is possible based on positioning and then imposes 1 or more complications on the roll considering factors of distance and size of the target. On a success, the attack strikes the location as intended. Called shots have effects as determined by the GM, but some specific examples of what might happen follow.

Lights: A successful attack against a vehicle's light destroys the light.

Engine: The engine has Health 10 and has cover from the front location. Each time the engine takes damage, roll a d6. On a 4 or higher, the engine quits working, the vehicle moves back 2d6 car lengths at the end of each round until it exits the combat. On a 6, the engine explodes, dealing 3d6 damage to the front location and all the occupants. A creature inside the vehicle can roll Hands and takes half damage on a success. In any event, an exploded engine is an engine that no longer works, in a vehicle that no longer moves. Sucks to be you.

Occupants: Vehicles usually provide cover to their passengers. Creatures hanging on the outside of a vehicle might have cover or not, as determined by the GM.

Tires: A vehicle might have two, four, or more tires and are usually covered by the bottom location. Each tire has Health 5. When a tire becomes destroyed, the vehicle moves 1d6 car lengths back each round until it exits the combat. The driver treats the blown tire as a hazard and must succeed on a Hands roll when driving on it or the vehicle becomes uncontrolled.

Window: A vehicle might have windows and windshields, usually one for the front, back, left side, and right-side

locations. A window or windshield has Health 5. When destroyed, it sprays the occupants with shards of broken glass. Each creature inside the vehicle must succeed on a Hands roll or take 1d6 damage.

DAMAGING LOCATIONS

Attacks deal damage to the location attacked. When the damage total of a vehicle's location equals its Health, the location becomes destroyed and excess damage is divided between adjacent locations. If half or more of a vehicle's locations are destroyed, the vehicle becomes inoperable and the vehicle moves back 2d6 car lengths until it exits the combat, at which point it stops moving.

DESTROYING A VEHICLE

When a vehicle is destroyed, it stops moving. A flying vehicle falls and a floating vehicle sinks. Each creature inside the vehicle takes damage from the attack that destroyed the vehicle. In addition, each creature inside the vehicle is thrown a number of feet equal to $1d20 \times$ the vehicle's speed at the time of its destruction, and then lands prone, taking 1d6 extra damage for every 10 feet thrown. Ouch.

CRITICAL HITS

A critical hit occurs when a creature attacks a vehicle and the total of a roll is 20 or higher. When this happens, the GM rolls a d20 and consults the **Vehicle Critical Hits** table on page 52 to see what happens.

VEHICLE CRITICAL HITS

d20	Effect
1–8	Nothing happens
9–10	The driver becomes shaken and makes rolls to drive the vehicle with 1 complication for 1 round.
11–12	A location adjacent to the location attacked takes half damage from the attack.
13–14	A randomly determined creature inside the vehicle takes 2d6 damage. A success on a Hands roll negates the damage.
15–16	Engine trouble causes the vehicle to move back 1d6 car lengths.
17–18	Fire breaks out, dealing 1d6 damage to the vehicle's location and the occupants each round until extinguished. Smoke from the fire imposes 1 complication on rolls made to drive the vehicle.
19	Blown tire. A randomly determined tire takes damage equal to its Health.
20	Explosion. The vehicle explodes, dealing 10d6 damage to the vehicle and everything inside it. A creature inside the vehicle must make a Hands roll. It takes half damage on a success or catches fire on a failure.

COLLISIONS

A collision occurs when a moving vehicle strikes a creature or object. The collision deals damage to the vehicle and the target struck. The amount of damage depends on how fast the vehicle was moving as shown on the **Collision Damage** table.

COLLISION DAMAGE

Speed	Damage
1	1d6
2	1d6 + 1
3	2d6
4	4d6
5	8d6
6	12d6
7	16d6
8	20d6
+1	+4d6

Stationary Target: The vehicle and the target both take damage based on the vehicle's speed as shown on the Collision Damage table.

Moving Target: If the vehicle and the target collide after moving directly toward each other, add together the speed to determine effective speeds.

If the target was moving in the same direction as the colliding vehicle, subtract half the target's speed from the vehicle's speed to determine the damage from the adjusted speed.

Relative Size: The target takes half damage if it's larger than the vehicle or double damage if smaller. The vehicle takes half damage if larger than the target or double damage if it's smaller than the target.

Colliding with Creatures: A creature that takes damage from a moving vehicle must roll Hands with a number of complications equal to the vehicle's speed. If the roll is 20 or higher, the creature takes half damage, falls prone on a success, or is run over on a failure. A creature run over by a vehicle takes extra damage equal to 1d6 per point of the vehicle's speed.

MOVEMENT AFTER THE COLLISION

A vehicle might continue moving after the collision provided the target struck is smaller than the vehicle. In such cases, the vehicle's speed is halved and can continue moving during the next round.

DAMAGE TO OCCUPANTS

When a vehicle collides, everyone inside the vehicle is at risk of taking damage. A creature inside the vehicle must roll Muscles. The creature takes the damage dealt by the collision on a failure, or half damage on a success. If the creature was wearing a seatbelt or some other kind of restraint, the creature makes the roll with 3 assets.

CREATURES AND VEHICLES

A creature in or on a moving vehicle can use movement to move to different positions on the vehicle or inside it, treating the vehicle as fucked-up terrain. A creature that would move must roll Muscles or Hands, with complications from the vehicle's speed, moving on a success or not moving on a failure. If a creature is moving on the outside of a vehicle and the total of its roll is 0 or less, it falls off the vehicle.

FALLING FROM MOVING VEHICLES

A creature that falls off a moving vehicle hits the ground prone, takes damage, and rolls a few dozen feet before coming to a stop. The amount of damage taken depends on how fast the vehicle was moving. A creature takes 1d6 damage per point of the vehicle's speed. A creature that would take this damage can roll Muscles and takes half damage on a success.

ATTACKING FROM VEHICLES

If you are in or on a moving vehicle, you can attack as normal. However, your vehicle's speed and the target's speed can make attacking more difficult.

Stationary Targets: Find your vehicle's speed on the **Speed Complications** table on page 49 to determine the number of complications imposed on your roll.

Moving Target: If the target vehicle is moving in the same direction as you, subtract its speed from your vehicle's speed. Find the difference (the effective speed) on the **Speed Complications** table on page 49 to determine the number of complications imposed on your attack roll.

If the target is moving in a different direction from you, add half its speed to your vehicle's speed and find the sum (the effective speed) on the **Speed Complications** table on page 49 to determine the number of complications imposed on your roll.

BOARDING VEHICLES

You can attempt to jump onto a moving vehicle that is 0 car lengths away from you. You can also attempt to dive into an opening to the vehicle's interior, provided there is one. Boarding a moving vehicle always requires a Muscles roll and the GM might impose 1 or more complications depending on the circumstance.

On a success, you land prone on or in the vehicle. If the total of your roll is 20 or higher, you do not land prone. If you fail, you miss the vehicle and you fall prone. If you jumped from a moving vehicle, you resolve your fall as if you fell from the vehicle. If the total of your roll is 0 or less, the vehicle collides with you (see **Collisions**).

BEFORE THE NEXT MISSION

No matter what happened between missions, you found ways to provide for yourself and you start with a few bullets worth of commodities. Roll a d20 and add to the number rolled the number of missions your team has completed so far. Find the total on the **Material Gain** table. You can use those commodities to buy gear or not as you decide.

MATERIAL GAIN

d20 + Missions	Bullets
1-5	Nothing
6-10	1d6
11-15	2d6
16-20	3d6
21-25	4d6
26-30	5d6



COMPLETING MISSIONS

Surviving your first mission gives you the chance to build on that experience and improve your capabilities. This means that the next time you go out on a mission, you'll have an even better chance of staying alive. The process of improving your character is called Advancement. Everything you need to know about Advancement and the choices you have as your character develops are the substance of this chapter.

Advancement occurs as a result of your character completing missions. The more missions you complete, the better your character becomes. The Advancement table below demonstrates how your character will develop each time you complete (and survive) a mission to your running total.

ADVANCEMENT

Missions Completed	Instructions
1	Choose a novice path and gain the mission 1 benefits it grants. Choose two attribute scores and increase each by 1.
2	Gain the mission 2 benefits from your novice path.
3	Choose an expert path and gain the mission 3 benefits from that path. Choose three attribute scores and increase each by 1.
4	Gain the mission 4 benefits from your background.

Missions Completed	Instructions
5	Gain the mission 5 benefits from your novice path.
6	Gain the mission 6 benefits from your expert path.
7	Choose a master path and gain the mission 7 benefits from that path. Choose four attribute scores and increase each by 1.
8	Gain the mission 8 benefits from your novice path.
9	Gain the mission 9 benefits from your expert path.
10	Gain the mission 10 benefits from your master path.

PATHS

As shown on the **Advancement** table, you have three opportunities to choose various paths when you complete a mission. The first path you choose, your novice path, describes your most basic capabilities, the areas in which you decide to focus your training. If you become a Killer, you're best at fucking people up and, of course, killing them. If you become a Builder, you're damned good at making incredibly cool stuff.

The next path you choose, after you complete your third mission, is your expert path. This path might build on your novice path or take you in a different direction. Finally, your master path, which you choose after your seventh mission, describes the area in which you are the best.

You continue to gain benefits from the paths you choose as shown on the **Advancement** table. Simply record the shit you get for the number of missions you've completed and you're good to go.

NOVICE PATHS

This book includes four novice paths, presented below. When you choose a novice path, choose two of your attributes and increase each by 1 (which should probably be attributes that benefit the path you choose).

BUILDER

Civilization's fall took with it most of the knowledge humanity managed to accumulate since our prehistoric primate ancestors climbed down from out of the trees. Faced with starvation and life-threatening danger on all sides, most people wisely focused on how to keep themselves alive. Somehow, you're someone who managed to hold onto some of this knowledge from the time before the collapse. You might have found some old books, learned from another builder, or lived somewhere that hadn't fully forgotten how to do things.

As a builder, you're skilled at making useful stuff from scrap and salvage. You're always tinkering, taking pieces of garbage you find and slapping them together in interesting ways. You'll start off with a couple designs and, over time, improve on them and come up with additional designs. You might build a flamethrower, an electrified body suit, or a couple of bombs to really make things interesting.

In addition to your creations, you're also damned good at tinkering with junk and objects you find, fieldstripping them, and, basically, mucking about with whatever stuff you find. Also, you're a great asset for your team since you can keep everyone's shit in good repair.

BUILDER BENEFITS

You gain the following benefits as you complete missions.

Health Increase (1, 2, 5, 8): Increase by 3.

Pet Project (1): You build a prototype of a device from those described under **Pet Projects**. You can choose upgrades for the device when you complete more missions. If you lose

the device or it gets destroyed, you can replace it at no cost once you finish your current mission.

Hasty Assembly (1): You can use a toolkit to turn salvage into useful objects. Pick one object worth 50 bullets or less. For every 5 bullets of the item's price, you must have 1 salvage. Assuming you're not under stress, it takes about 5 minutes of work to cobble together the device. If you finish, you expend the salvage and create the desired object, which retains functionality until the end of the mission, at which point the object becomes unusable and the salvage is lost.

Expert Tinker (2): When you roll Brains to fieldstrip an object or to repair an object, you make the roll with 1 asset.

Hasty Repairs (2): When you recover, you can also either remove 1d6 damage from an object you can reach or cause a creature you can reach to heal 1d6 damage.

Upgrade (2): You can either choose one upgrade for your pet project device or you can build another pet project device.

Expert Assembly (5): When you use Hasty Assembly, you can choose an object worth 100 bullets or less.

Upgrade (5): You can either choose one upgrade for your pet project or you can build another pet project.

Master Builder (8): When you tinker between missions, roll an extra d6 and add it to the total of your roll to see what happens.



Master Assembly (8): When you use Hasty Assembly, you can choose an object worth 250 bullets or less.

Upgrade (8): You can either choose one upgrade for your pet project or you can build another pet project.

PET PROJECTS

You tinker with shit all the time. You use scrap and salvage to make weapons, armor, and all kinds of other gear. While you can create basic items as you need to, you have at least one major project that takes up most of your time. You reserve your best salvage for your pet project and use those scraps to enhance and upgrade your device over time.

When directed, choose a pet project or upgrade a project you have already created. You must choose a different upgrade each time.

BALLISTIC PUNCH

You construct a metal gauntlet augmented by gears and pistons. The device is a melee weapon that deals 1d6 + 3 damage. If you get a 20 or higher on a roll to hit with your

ballistic punch, the target of the attack also falls prone. If the total of your roll is 0 or less, your ballistic punch breaks and you cannot attack with it again until you spend 1 minute using a tool kit to repair it.

Additional Pistons (Upgrade): You add a few extra pistons to increase the force of your strikes. Your attacks with the ballistic punch deal 1d6 extra damage. In addition, the ballistic punch no longer breaks when the total of your roll is 0 or less.

Armored Fist (Upgrade): You incorporate the ballistic fist into a protective suit. While wearing the ballistic fist, you have a +2 bonus to Defense and you make rolls to attack with the fist with 1 asset.

Gas-Powered Action (Upgrade): You install a tank to hold fuel. You can use an action to expend 1 unit of fuel to power the device. Until the mission ends, you make rolls to hit with your ballistic punch with 1 asset and your attacks with it deal 1d6 extra damage.

Spring-Loaded Fuckery (Upgrade): Adding even more pistons, cogs, and springs gives your strikes with the ballistic punch a bit more power. Your attacks with the ballistic punch deal 1d6 extra damage and a target that take this damage must succeed on a Muscles roll or be moved 1d6 yards away from you.

ELECTRIC SUIT

You build an elaborate bodysuit from special materials. The suit has three layers. The outer layer is a mesh of copper wire and filaments. The middle layer is made from thin strips of copper, while the inner layer is thick rubber to protect you from the current. It takes 5 minutes to put on and take off the electric suit.

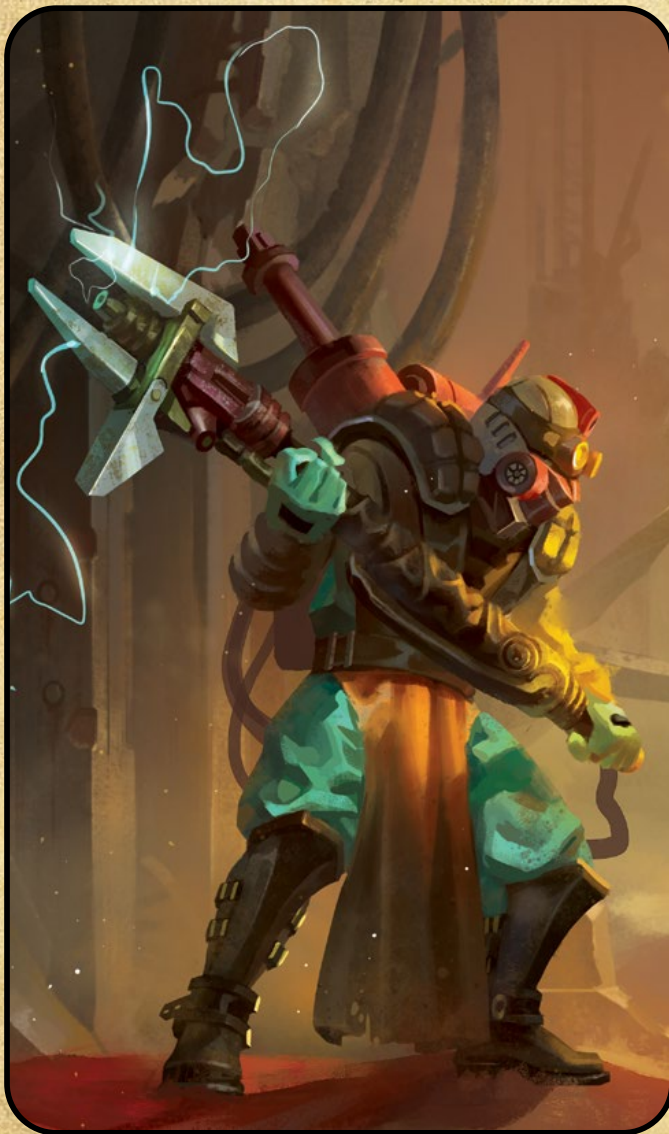
The suit counts as medium armor. If you expend 3 units of power, you can, until the mission ends, use an action to turn your suit on or off. While on, whenever a creature touches you with or without a weapon, that creature must succeed on a Feet roll with 1 complication or take 1d6 damage from a jolt of electricity.

Badass Headgear (Upgrade): You construct a helmet that has a cord to plug into your suit. The helmet grants you a +1 bonus to your Defense. In addition, while wearing it, you make all Eyes rolls with 1 asset and you can see into areas obscured by shadows and darkness as if those areas were lit by weird green light.

Crack'n'Snap (Upgrade): You build a conductive rod with a cord that plugs into your suit. The rod counts as a melee weapon that deals 1d6 damage. If your suit is powered on while you have the rod plugged in, electricity crackles along the rod's length, enabling your attacks with it to deal 2d6 extra damage. If the total of your roll is 20 or higher, the target also becomes confused until the end of the round.

Energy Star (Upgrade): Reduce the amount of power you need by 1 to power up your suit. In addition, while your suit is powered up, you have a +5 bonus to Health. Any creature that would take damage from touching you takes 1d6 extra damage.

The Shocker (Upgrade): While your electric suit is powered on, you make rolls to hit with 1 asset and your melee attacks deal 1d6 extra damage.



FLAME CANNON

You assemble a metal tank with straps so you can carry it on your back. A hose extends out from the bottom of the tank and ends at a nozzle with an igniter. You can use this device to set your enemies on fire.

The tank can hold up to 5 units of fuel. You can use an action to top off or refill the tank as needed.

You can use an action to reduce the units of fuel in the tank by 1 and attack with the flame cannon, to spray a stream of liquid fire into a cube of space, up to 5 yards on a side, originating from a point you can reach. Everything in the area takes 2d6 damage. Flammable objects in the area catch fire. A creature in the area must make a Feet roll, taking half damage on a success, or catching fire on a failure. A creature or object that catches fire takes 1d6 damage at the end of each round until it or a creature that can reach it uses an action to douse the flames.

If you take damage from a firearm, fire, lightning, or a similar source and your tank has at least 1 unit of fuel inside, you must succeed on a Feet roll or the tank explodes. You and everything within a number of yards equal to 1d6 + the number of fuel units in the tank take 3d6 damage.

Maybe you should have reconsidered strapping a tank of extremely incendiary liquid on your body, friendo.

A creature that would take this damage can make a Feet roll and takes half damage on a success.

Fuel Admixture (Upgrade): You create a fuel mixture so that the fire burns hotter. The flames deal an extra 1d6 damage and creatures making Feet rolls to resist the damage do so with 1 complication.

Protected Tank (Upgrade): Extra insulation placed around your tank helps protect the fuel it carries. You make Feet rolls to avoid having your tank explode with 2 assets.

Sticky Flames (Upgrade): We all know that napalm sticks to...well, everything. You've devised a fuel mixture that will cause anything that takes damage from your flame cannon to automatically catch fire. When a creature uses an action to douse the flames, roll a d6. On a 4 or higher, the flames do not go out.

Efficiency (Upgrade): Each time you attack with the flame cannon, you expend just half a unit of fuel.

PUMPER GUN

You construct a powerful rifle capable of firing bullets with stupid hard force. The pumper gun counts as a rifle that deals +2 damage, but still has the unreliable property.

Big-Ass Scope (Upgrade): You make some improvements to the pumper gun. Your attacks with the weapon deal 1d6 extra damage and you increase the weapon's range to 400 yards.

Explosive Ammunition (Upgrade): You modify the bullets you use with the rifle so that they explode on impact. When you attack with the pumper gun, the bullet explodes in

a 1-yard radius at the point of impact, dealing 1d6 damage to everything in the area. Any creature in the area, other than the target of the attack, if hit, can roll Feet and take no damage on a success.

Improved Hydraulics (Upgrade): You upgrade the weapon's hydraulics. You make rolls to hit with your pumper gun with 1 asset and your attacks with it deal 1d6 extra damage.

Superior Engineering (Upgrade): You figure out how to make your weapon more reliable. Your pumper gun loses the unreliable property and you make rolls to attack with it with 1 asset.

VAPORETA

You build a huge boiler with a hose attachment. Attached straps let you carry the device on your back. The vaporeta counts as a cumbersome object.

The boiler can hold up to 5 units of water and the burner tank below can hold up to 1 unit of fuel. If there's water in the tank, you can use an action to expend the unit of fuel to crank up the boiler and heat the fluid inside the tank, or shut off the boiler. It takes 6 rounds for the fluid to reach a boil.

While the fluid in the tank is boiling, you can use an action to expend 1 unit of water held inside the tank and release a blast of super-heated steam into a cube of space, 5 yards on a side, originating from a point you can reach. The steam partially obscures the area for 1 round and deals 3d6 damage to all creatures in it. A creature in the area can roll Meat to take half damage on a success.

If the water in the tank is boiling and you are carrying it when you become injured or incapacitated, roll a d6. On a 1, the tank explodes. You take 4d6 damage and then deal 2d6 damage to everything within 5 yards of you. A creature in the area can make a Feet roll, taking half damage on a success.

Adjustable Nozzle (Upgrade): You fit a superior nozzle on the end of the hose. When you attack with the vaporeta, you can choose to fill a 10-yard long, 1-yard wide line area with steam instead of its normal area. If you do so, creatures in this area take 1d6 extra damage.

Improved Boiler (Upgrade): The vaporeta no longer counts as a cumbersome object and there's no risk of explosion when you become injured or incapacitated.

Release Valves (Upgrade): When you attack with the vaporeta, you can choose to release steam into a 2-yard radius centered on a point in your space. The steam heavily obscures its area for 1 round or until dispersed by wind.

Thermostat (Upgrade): Installing a thermostat lets you better control the water temperatures. When you attack with the vaporeta, creatures in the area take 1d6 extra damage and make the roll to resist the damage with 1 complication.

FREAK

Humanity really fucked up the world when it released radiation, toxic chemicals, and biological agents to wipe out the riffraff. All this shit trashed nature and caused all sorts of mutations to appear in people, animals, and plants. Although not quite widespread yet, mutation is common enough that one's bound to come across some poor bastard sporting an extra arm, genitals on his forehead, or something else even more profoundly disturbing. Ordinary folk call mutants by many different names, such as "freak" or "mutard," neither of which are complimentary.

Few people choose to become a mutant. Instead, it's usually something that happens to people. Becoming a mutant likely means you picked up enough mutagen in the time since your

last mission that your body started doing weird things and now you have to live with it. Although you might look strange, the special abilities you develop as a result compensate you, making you stronger and tougher, giving you weird physical weapons or bizarre psychic powers.

The main thing you get from becoming a freak is mutations. As you complete missions, changes to your body and mind produce additional mutations, pushing you further and further away from being human in exchange for gaining new abilities you can use to tear apart your enemies or their minds. Since any character might gain mutations, all that stuff lives inside **chapter 5**. Whenever you get a mutation from this path, head over there to see what you get.

FREAK BENEFITS

You gain the following benefits as you complete missions.

Health Increase (1, 2, 5, 8): Increase by 4.

Mutations (1): You gain 1 mutagen, one minor mutation, and either one physical mutation or one mental mutation. Also, you gain either the Freak Show talent or the Mindfuck talent.

Freak Show: When you would deal damage with an attack made using a melee weapon, you can use this talent to deal 1d6 extra damage. Once you use this talent, you must wait 1 round before you can use it again.

Mindfuck: You can use an action to get inside the mind of another creature within 20 yards and fuck them up. Make a Brains or Mouth roll to hit the target's Guts. On a success, the target becomes impaired for 1 round. If the total of your roll is 20 or higher, the target also takes 1d6 damage.

More Mutations (2): You gain 1 mutagen, one minor mutation, and either one physical mutation or one mental mutation.

Freakish Recovery (2): When you recover, you impose 1 complication on rolls made to attack you until the end of the next round.

Expert Mutant (5): You gain 1 mutagen, one minor mutation, and either one physical mutation or one mental mutation. If you have the Freak Show talent, the extra damage increases to 2d6. If you have the Mindfuck talent, you make the roll to attack with 1 asset.

Master Mutant (8): You gain 1 mutagen, one minor mutation, and either one physical mutation or one mental mutation. If you have the Freak Show talent, the extra damage increases to 3d6. If you have the Mindfuck talent, on a roll of 20 or higher, the damage increases to 2d6.



KILLER

In the Wasteland, it's either kill or be killed. It's a plethora of all kinds of nasty shit, from psychotic mutants infesting the contaminated stretches of land, and vicious gangs who take what they want wherever they find it, to the jackbooted members of the V Reich or the misbegotten abominations of mad science and mutation that prey on the living.

In short, the Wasteland teems with things that want to murder, maim, violate, or eat a person—or all of these at the same time. The great collapse saw the swift and brutal end of civility, and now the compunction-free strong have the best chance of survival.

Killers might be psychopathic murderers who get off on butchering folks, or simply hardened and cynical warriors accustomed to brutality as a way of life. Hunters, scavengers, or desperate survivors: what unites them all is their capacity for violence and their willingness to use it as solution to whatever problem they encounter.

You develop superior fighting capabilities other characters lack. You're more likely to land a blow when you attack, and a killing one at that compared to other members of your team. You can also take a load of punishment and keep on fighting.

KILLER BENEFITS

You gain the following benefits as you complete missions.

Health Increase (1, 2, 5, 8): Increase by 5.

Forceful Strike (1): When you attack with a weapon and the total of your roll is 20 or higher, the attack deals 1d6 extra damage.

Weapon Training (1): You make rolls with 1 asset when you attack with a weapon.

Combat Maneuvers (2): You gain two combat maneuvers of your choice from those listed below.

Combat Prowess (2): Your attacks with weapons deal 1d6 extra damage.

Tough (5): Increase your Grit by 1.

Combat Expertise (5): When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or you make another attack against a different target at any point before the end of your turn.

Combat Maneuvers (5): You gain one combat maneuver of your choice from those listed below.

Hard Target (8): Increase your Defense by 1.

Combat Maneuvers (8): You gain one combat maneuver of your choice from those listed below.

Combat Mastery (8): When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or you make another attack against a different target at any point before the end of your turn. This talent is cumulative with Combat Expertise and you must choose a different target for each attack you make.

COMBAT MANEUVERS

When you would gain a combat maneuver, you can choose from the following options.

Blinding Strike: When you make an attack with a weapon, you can choose to make the roll to hit with 3 complications. On a success, the target also becomes blinded for 1 round.

Dazing Strike: When you make an attack roll with a weapon, you can choose to make the roll to attack with 2 complications. On a success, the target also becomes confused for 1 round.

Driving Strike: When you make an attack with a melee weapon, you can choose to make the roll with 1 complication. On a success, you and the target of your attack move in a direction you can both ordinarily move up to a number of yards equal to your Muscles modifier.

Far Strike: When you make an attack with a ranged weapon against a target beyond the weapon's range, you reduce the number of complications from doing so by 1.

Guarded Strike: When you would make an attack with a melee weapon, you can choose to make the roll with 1 complication. On a success, you impose 1 complication on rolls made against your Defense until the end of the round or until you become incapacitated.

Hindering Strike: When you roll to hit using a weapon, you can choose to make the roll to attack with 2 complications. On a success, the target also becomes slowed for 1 round.

Impairing Strike: When you roll to hit with a weapon, you can choose to make the roll to attack with 2 complications. On a success, the target also becomes impaired for 1 round.

Lunging Strike: You can increase your reach by 1 when attacking with a melee weapon, but you make the roll to attack with 1 complication.

Power Strike: When you roll to hit with a melee weapon, you can choose to make the roll to attack with 2 complications. On a success, the target takes 1d6 extra damage.

Powerful Charge: When you charge, you can choose to make the roll to hit with 1 complication. On a success, the attack deals 1d6 extra damage.

Shifting Strike: When you make an attack with a weapon, you can choose to make the roll to hit with 1 complication. Until the end of the round or until you become incapacitated, your movement does not trigger free attacks.

Unbalancing Strike: When you make an attack with a weapon, you can choose to make the roll to attack with 1 complication. On a success, the target must succeed on a Hands roll or fall prone.



SCUM

Scum understand that they must do whatever it takes to survive. If this means murdering someone for their shoes, stealing gas, robbing a settlement of food, or ripping off some gullible yokel, then that's what scum are gonna do.

This might make it seem that all scum are pieces of shit, and yes, most of them are. But, like everyone else, they're just doing whatever it takes to get by. That they resort to underhanded methods to get by simply means they're pragmatic about their situation, putting their own self-interests first instead of worrying about the other people around them. It's a fucked-up world, and they're doing what they do best to survive.

Central to the tactics that scum employ is trickery. They seem always able to come up with something to get them through the tightest spots. Whether they're jury-rigging a device to get it working again or finding a gap in their opponent's defenses, they often succeed where others fail.

People become scum for myriad reasons. They might have been doublecrossed by some shithhead they trusted. They might have just had a string of bad luck and were forced to resort to dirty tricks to make ends meet. And, then again, they might just be selfish assholes who simply don't give a fuck.

SCUM BENEFITS

You gain the following benefits as you complete missions.

Health Increase (1, 2, 5, 8): Increase by 3.

Nimble Recovery (1): When you recover, you can move up to your speed. This movement does not trigger free attacks.

Trickery (1): When you make an attribute roll, you can, once per round, make the roll with 1 asset.

Exploit Opportunity (2): Once per round, when the total of your roll is 20 or higher, you can use another action during your turn.

Underhanded Tactics (2): Choose one option from the list of Underhanded Tactics presented below.

Dirty Tricks (5): When you make a roll to attack and you make the roll with 1 asset from Trickery, the attack deals 1d6 extra damage.

Extra Tricks (5): You can use Trickery twice per round.

Nasty Trick (8): The extra damage from your Dirty Tricks talent increases to 2d6.

Underhanded Tactics (8): Choose one option from the list of Underhanded Tactics presented below.

UNDERHANDED TACTICS

Scum don't hesitate to use any and every dirty trick they can to outwit and overcome their enemies. The following talents offer some ways scum fuck over others. Each talent includes two benefits. If you choose the talent once, you gain the first benefit. If you choose the talent a second time, you gain the second benefit.

Backstab: You can strike an unsuspecting foe to deliver a crippling strike. When you attack a creature with a melee weapon you can wield in your off-hand and you make the roll with 1 asset, the attack deals 1d6 extra damage. You can use this talent once per round.

If you choose Backstab a second time, the extra damage increases to 2d6.

Mutations: You develop some useful mutations. You gain 1 mutagen, one minor mutation, and either one physical mutation or one mental mutation.

If you choose Mutation a second time, you gain 1 mutagen and either one physical mutation or one mental mutation.

Skirmish: You are fast on your feet. Whenever you use an action to attack with a weapon, you can move up to your speed before or after the attack. This movement does not trigger free attacks. In addition, you can choose to make the roll to attack with 1 complication in order to deal 1d6 extra damage.

If you choose Skirmish a second time, you can move up to your speed before and after the attack.

Subterfuge: You use an action to trick one creature within 5 yards of you. If the target can see and hear you, roll Brains to hit the target's Brains. If you succeed, the target is tricked for 1 round. While tricked, the target makes rolls to attack you with 3 complications and you make rolls to attack the target with 3 assets. If you fail, the target becomes immune to your use of Subterfuge for 1d6 rounds.

If you choose Subterfuge a second time, you make the Brains roll to attack the target's Brains with 1 asset and the effect, on a success, lasts 1d6 rounds.

Threats: You can use an action to menace one creature within 5 yards of you. If the target can see and hear you, roll Brains to hit the target's Guts. If you succeed, the target becomes frightened for 1 round. While frightened in this way, the target must use its action to rush and move away from you by the shortest available route.

If you choose Threats a second time, you make rolls to attack frightened targets with 1 asset and your attacks against such targets deal 1d6 extra damage.

EXPERT PATHS

Each time you complete a mission, you gain experience that enables your capabilities to grow. When you complete your third mission, you can choose an expert path. Your choice should reflect the experiences you have had thus far, so your new path might build on the capabilities you gained from your novice path or provide you with a whole new set of abilities. You can choose any path that fits your character's story from the ones presented in the following pages.

ABOMINATION

I have become greater than I was.

Your body changes in unexpected ways, granting you additional mutations that prove useful. Rather than weaken you, these mutations make you more powerful, tougher, stronger, and

EXPERT PATHS

Path	Description
Abomination	You develop additional physical mutations.
Asskicker	You are good at kicking ass.
Boss	You are good at directing your teammates.
Doctor	You are skilled at patching up the injured.
Firebug	You enjoy blowing shit up and setting things on fire.
Grease Monkey	You are damned good at fixing shit and making improvements to items.
Gunslinger	You are good at shooting things.
Murderer	You are skilled at killing people in cold blood.
Parasite	You are great at stealing shit.
Psychic	You develop additional mental mutations.
Psycho	You let your hate take over in a fight.
Wastelander	You know how to survive in the Wasteland.

ready and able to kick the shit out of anyone you meet. You might be hard to look at, but you're a force to be reckoned with.

ABOMINATION BENEFITS

You gain the following benefits as you complete missions.

Health Increase (3, 6, 9): Increase by 6.

Mighty Morph (3): You can exchange one of your physical mutations for a different one of your choice.

Physical Mutations (3): You gain 1 mutagen, a random minor mutation, and a random physical mutation.

Physical Mutations (6): You gain 1 mutagen, a random minor mutation, and a random physical mutation.

Unsettling Appearance (6): During the first round of combat, each creature you choose within 10 yards that can see you must succeed on a Guts roll or become frightened for 1d6 rounds. A frightened creature can, at the end of each round, repeat the roll and it removes the affliction from itself on a success.

Brutal (9): Your attacks with melee weapons and physical mutations deal 1d6 extra damage.

Physical Mutations (9): You gain 1 mutagen, a random minor mutation, and a random physical mutation.

ASSKICKER

You call that a knife?

You've been in so many brawls and scraps that eventually you learned how to handle yourself in a battle. Not only do you know to kick ass and take names, you can also take a hard hit and keep on fighting. This all makes you quite popular with your teammates since you're the one most likely to lead the way into the scrum and keep everyone else alive and breathing.

ASSKICKER BENEFITS

You gain the following benefits as you complete missions.

Health Increase (3, 6, 9): Increase by 5.

Fucking Hostile (3): Your attacks with melee weapons deal 1d6 extra damage.

Poke the Bear (6): When you take damage from an attack, you can use a reaction to make an attack with a melee weapon. Once you use this talent, you must wait 1d6 rounds before you can use it again.

Kill Them All (9): While you're injured, you make rolls to attack with 1 asset and your attacks deal +2 damage.

BOSS

Hey asshole! You want to live? Then fight!

Whenever you talk, people listen. You might have the voice and demeanor of a drill sergeant or have a certain magnetism that causes people to take notice when you start flapping your lips. Whatever the reason, people follow you, listen to what you say, and, more likely than not, do what you tell them to do. It's good to be the boss.

BOSS BENEFITS

You gain the following benefits as you complete missions.

Health Increase (3, 6, 9): Increase by 4.

Combat Leadership (3): You grant a +1 bonus to the damage rolls made by members of your team that are within 5 yards of you.

You Can Do It! (3): When a creature within 5 yards of you would make an attribute roll and can see and hear you, you can use a reaction to grant 1 asset on the triggering roll.

Do What I Say! (6): You can use an action to command one creature that can see you, hear you, and is within 5 yards of you. The command you give instructs the target to perform an activity that would normally require the use of an action. The target can use a reaction to perform the activity. If the activity requires an attribute roll, you grant 1 asset on the roll.

Get It Together! (9): You can use an action to remove one of the following afflictions from a creature within 5 yards of you: confused, frightened, insane, or stunned.

Get It Done (9): When you use your Do What I Say! talent, you make all attribute rolls with 1 asset until the end of the next round.

DOCTOR

This is going to hurt, but it'll be good for you...

Along with civilization's collapse went just about everything people knew about doctoring and healing. Medicines, surgery, and advanced medical techniques died with all those poor bastards who spent almost a third of their lives just to help people (or to buy themselves a fancy car, home, and spouse). Nowadays, most folks who call themselves doctors don't know which end of the stethoscope to use let alone which drugs do what or what that scary wet cough means if they

even bother to stick their ear to their patients' chests.

You, though, picked up enough knowledge to really make a difference in the world and you're the one who helps keeps your teammates healthy and alive.

DOCTOR BENEFITS

You gain the following benefits as you complete missions.

Health Increase (3, 6, 9): Increase by 3.

Pill-head (3): When you expend a use of medicine to heal yourself or a creature you can reach, the target heals 1d6 extra damage.

Patch Up (6): When you use an action to perform first aid, a target that spends 1 Grit heals 1d6 extra damage and makes attribute rolls with 1 asset until the end of the next round. If you perform first aid on an incapacitated target, you make the Brains roll with 1 asset.

Extra Medicine (9): You learn how to make your own medicine. At the start of a mission, you have a number of extra units of medicine equal to 3 + your Brains modifier. These units retain potency until the mission ends. You replenish your supply of extra medicine when you start a new mission.

Triage (9): You can use an action to perform first aid on a creature that has been dead for 6 rounds or less. When you do so, roll Brains with 2 complications. On a success, the creature becomes incapacitated. On a failure, the creature is dead and stays that way.

FIREBUG

Burn, motherfucker, burn!

You know that line about how some people just want to watch the world burn? Well, you're one of them. You just love setting things on fire. Trees, cars, buildings, people, it doesn't matter. Douse it with gas, strike a match, and settle in for a show. As a firebug, you burn shit all the time and you have the materials you need to get your rocks off.

FIREBUG BENEFITS

You gain the following benefits as you complete missions.

Health Increase (3, 6, 9): Increase by 3.

Firebombs (3): You start each mission with a number of Molotov cocktails equal to the number of missions you have completed. These ain't ordinary cocktails, though. You have a special recipe. The liquid spreads out an additional 2 yards from the point of impact and everything in it takes 1d6 extra damage. Finally, creatures in the area make rolls to resist catching fire with 1 complication.

A Real Tosser (6): You make the Hands roll with 1 asset when you throw a Molotov cocktail or an explosive.

Fireproof (6): You figure out that you get burned when you play with fire. So, you fixed up your shit to protect you a bit from fire. You now take half damage from fire.

Fire It Up! (9): Your firebombs, regular Molotov cocktails, and any explosives you use all deal 1d6 extra damage.

Quick Reflexes (9): You make Hands rolls to resist attacks with 1 asset.

GREASE MONKEY

Here, let me take a look. Ah. That's your problem.

You can take it apart and put it back together again. Now, some fuckers might think this ain't shit, but when their piece of shit pistol jams, who are they going to get to fix it? You, that's who. You're good with your hands and you can keep your friends' stuff in good working order.

GREASE MONKEY BENEFITS

You gain the following benefits as you complete missions.

Health Increase (3, 6, 9): Increase by 4.

Lube Job (3): You can spend 1 minute using tools and 1 piece of salvage to work on a weapon. When you finish, you expend the salvage and choose one of the following effects: you remove the unreliable property from the weapon or install an upgrade that grants 1 asset on rolls made to attack with the weapon.

Mechanic (3): You make Brains rolls to repair objects with 1 asset.

Expert Tinker (6): When you tinker between missions, you add twice your Brains modifier (minimum 1) to your roll.

Scavenger (6): When you roll Brains to fieldstrip an object, you make the roll with 1 asset.

Maker (9): When you make armored clothing, the clothing grants a +1 bonus to Defense. When you make a weapon, creatures attacking with the weapon make their rolls to hit with 1 asset. When you make any other item, the item grants 1 asset on rolls made to use it.

Pride and Joy (9): When you attack with a weapon you made, you make the roll with 1 asset and the weapon deals 1d6 extra damage.



GUNSLINGER

I can shoot the cock off a fly from ten paces.

You're a damned good shot. What more do you need to know? OK. You know how to keep your guns from jamming and you're able to hit partially covered or obscured targets with unparalleled precision.

GUNSLINGER BENEFITS

You gain the following benefits as you complete missions.

Health Increase (3, 6, 9): Increase by 4.

Firearms Expertise (3): Your attacks with firearms deal 1d6 extra damage. When you would roll for the unreliable trait, you can roll one extra time and use either result.

Uncanny Accuracy (6): You make rolls to hit with firearms with 1 asset.

Steady Hand (9): You make rolls to hit with firearms with 1 asset. Whenever you roll damage for an attack you make using a firearm, you treat any roll of a 1 as if you had rolled a 6.

MURDERER

Shhhh. Time to die.

Some folks kill to survive. You're not one of them. You kill because you enjoy killing, because you're good at it, and, sometimes because people pay you. You're always looking to get to the end result—making a corpse, so it doesn't really matter how the dead get dead.

MURDERER BENEFITS

You gain the following benefits as you complete missions.

Health Increase (3, 6, 9): Increase by 4.

Murder (3): When you deal damage to a creature you have surprised, the creature must succeed on a Muscles roll or take damage equal to its Health. When you succeed on a roll to attack with a weapon and you rolled at least 1 asset on the roll, your attack deals 1d6 extra damage.

Make Poison (6): You can spend 1 minute to turn a unit of medicine into a dose of poison. The poison retains potency until it's used.

Quick Reflexes (6): On your turn, you can use a reaction to hide or retreat.

Killer's Eye (9): You can use an action to choose one creature you can see that you are hidden from and is within 100 yards of you. Roll Eyes. On a success, you determine the best place to strike the target. The next time you roll to attack the target within 6 rounds of your successful Eyes roll, you make the roll with 3 assets and your attack deals 3d6 extra damage.

PARASITE

One for me. Two for me. Three for me.

You're a bottom-feeder, a cockroach, a thief, and an asshole to boot. You take what you want, from whomever you can, whenever you want to. Sorry. Not sorry.

PARASITE BENEFITS

You gain the following benefits as you complete missions.

Health Increase (3, 6, 9): Increase by 2.

Lockpicker (3): If you have a tool kit, you can use an action to open one lock you can reach. If the GM calls for a roll, you make it with 2 assets.

Sticky Fingers (3): When you use an action to attack a creature you can reach with a melee weapon; you can also choose to lift an object from your target. The object must be something you can see or feel, that's not carried in the target's hands, and be something you can hold in one hand. Make the roll to attack with 1 complication. On a success, you resolve the attack normally and you take the object.

Quick Reflexes (3): On your turn, you can use a reaction to hide or retreat.

Breaking and Entering (6): You make rolls to climb and jump with 1 asset. In addition, you make all Eyes rolls with 1 asset.

Escape Artist (6): You make rolls to end the grabbed affliction with 1 asset. In addition, when rope bindings or manacles restrain you, you can use an action to attempt to escape those bonds. You must concentrate for 1 minute and, when you finish, roll Hands. On a success, you wriggle free. On a failure, you are held fast and cannot try to escape the bonds again until you complete a rest.

Opportunist (9): Once per round, when a creature you can reach takes damage, you can use a reaction to attack that creature. You make the roll with 1 asset.

PSYCHIC

Hey boss, I sense emotions!

You have psychic powers thanks to the mutagens wreaking havoc with your mind. If you already have a few mental mutations, becoming a psychic just shows how you've developed them. If you don't, well, now you do.

PSYCHIC BENEFITS

You gain the following benefits as you complete missions.

Health Increase (3, 6, 9): Increase by 2.

Mutation (3): You gain one mental mutation of your choice.

Strong Psychic (3): When you attack with a mental mutation, you make the roll to hit with 1 asset and the target makes any rolls to resist the effect with 1 complication. In addition, creatures that take damage from your mental mutations take 1d6 extra damage.

Mutation (6): You gain one mental mutation of your choice.

Sense Psychic (6): You can use an action to instantly detect the presence or absence of creatures within 5 yards of you that possess at least one mental mutation. You can spend 1 mojo to increase the range to 10 yards and another 2 mojo to make your special sense last for 1d6 + 1 rounds.

Mutation (9): You gain one mental mutation of your choice.

Unassailable Mind (9): Creatures making rolls to hit your Brains, Eyes, Mouth, or Guts do so with 1 complication. If you start your turn and you are confused or stunned, you can roll Guts. You remove the affliction with a success.

PSYCHO

Raaaawwwrrggggghhhh!

Something broke inside you long ago and now you are always on the verge of sliding way the fuck out of control. You snap when you're in the middle of a gunfight, when some asshole insults you, or even when you drop your ice cream cone. When this happens, you become an unstoppable killing machine.

PSYCHO BENEFITS

You gain the following benefits as you complete missions.

Health Increase (3, 6, 9): Increase by 5.

Berserk (3): If you take damage and you're not fatigued, roll Guts with 1 complication. You can choose to fail this roll. If you fail, you go berserk for a number of rounds equal to 1d6 + your Meat modifier. When the effect ends, you become fatigued for a number of rounds equal to the time you spent berserk. While you're berserk, you have all the following benefits and drawbacks.

- You take half damage.
- Your attacks with melee weapons deal 1d6 extra damage.
- You impose 1 complication on rolls made to hit your Guts. You make Guts rolls with 1 asset.
- When you take a turn, you must use an action to attack the creature nearest to you, choosing your target at random when presented with two or more targets. If you cannot reach a target, you can move up to your speed toward the nearest target and make the attack but make the roll with 2 complications.

At the end of any round in which you did not deal any damage, you must succeed on a Guts roll or become insane until the end of the next round.

Furious Strike (6): When you go berserk, you can use a reaction to attack one creature you can reach. You make the roll to hit with 1 asset and the attack deals 1d6 extra damage.

Brutal Assault (9): Once per round, when your attack with a melee weapon causes a creature to become incapacitated, you can make another melee attack at any point before the end of your turn.

Reckless Strike (9): When you attack with a melee weapon, you can make the roll to hit with 2 complications. If you succeed on the roll, the attack deals 2d6 extra damage.

WASTELANDER

Bugs? Yeah, they've got an enjoyable nutty flavor.

After a life spent walking the Wasteland, you know a thing or two about survival. Hardy and determined, you push on when others might surrender, confident you will find a pool of fresh water and a bit to eat if you can just make it over the next hill. You're also pretty good at hunting for your food, which gives you a nice edge in a fight.

WASTELANDER BENEFITS

You gain the following benefits as you complete missions.

Health Increase (3, 6, 9): Increase by 4.

Forage (3): If you spend 6 hours searching the area a couple of miles on each side, you can roll Eyes at the end of this time. On a success, you find 1d6 + 3 units of food, water, or a combination of both.

Hunt Prey (3): When you use an action to attack a creature you can see, you can also designate that creature as your prey. You make rolls to attack, find, hear, hide from, and spot your prey with 1 asset. In addition, your attacks against your prey deal 1d6 extra damage. A target remains your prey until you complete a rest, the target becomes incapacitated, or you use this talent again.

Hunter's Pursuit (6): If a creature you designated as your prey moves more than 5 yards from you, you can use your reaction to move up your speed provided you end this movement closer to your prey than where you began moving.

Wild at Heart (6): You make Meat rolls to resist the effects from exhaustion and deprivation with 1 asset.

Evade Prey (9): You impose 1 complication on rolls to attack you that are from a creature designated as your prey.

Hunter's Eye (9): Increase the number of assets granted by your Hunt Prey talent by 1. In addition, your attacks against your prey deal 1d6 extra damage.

MASTER PATHS

Upon completing your seventh mission, you are ready to make your final path choice and become a master at what you do. Master paths are areas of specialty that let you do more and achieve more than you ordinarily could. You might become a master with firearms, a speed demon behind the wheel of a car, a daredevil who manages to escape death time and time again, or a master of psychic powers. Whatever. Pick what you want. This chapter offers twenty master paths, each summarized on the following table.

MASTER PATHS

Path	Description
Beast Whisperer	You're friendly with animals.
Bleeder	You're damned good at carving folks up.
Bullshitter	You're good in negotiations.
Daredevil	You can take risks and avoid death.
Explorer	You're good at traveling to new places and meeting new people.
Fighter	You're a bad-ass in a fight.
Hedonist	You're happiest when you're blasted out of your mind.
Hulk	You are strong as fuck.
Jack-of-all-Trades	You're a master of nothing.
Martial Artist	You have mastered the martial arts.
Messiah	You think you're the second, third, or some other coming of the divine.
Mindbender	You master your mental mutations.
Monster	You are a true freak thanks to your physical mutations.
Ninja	You're a master of being all sneaky and shit.
Preacher	You gotta have faith, right?
Road Hog	You're awesome at riding bikes.
Road Warrior	You can turn any vehicle into a nasty weapon.
Saboteur	You're good at blowing shit up.
Shyster	You're a piece of shit con artist.
Survivor	You're good at staying alive.

BEAST WHISPERER

Aww. That critter just needs a hug!

You have a way with animals. You understand them and can connect with them easily. Maybe your gift comes from some strong empathy with creatures or it could be a latent psychic talent that lets you touch the minds of ordinary beasts. Either way, you make friends with animals and they become weirdly loyal to you.

BEAST WHISPERER BENEFITS

You gain the following benefits as you complete missions.

Cool Pet (7): You have a pet. This creature can be any of the following: guard dog, hawk, or a horse. Stats for your pet can be found in chapter 8. You control your pet as if it was your character, making all decisions about when it takes its turns and what it does on each of your turns. If your pet dies, you can replace it with another one of your choice after you complete your current mission.

Here, Puppy! (7): You can use an action to roll Mouth to hit the Guts of one beast you can see within 10 yards of you. On a success, the target falls under your influence until you use this talent again or until you or the target become incapacitated. A creature under your influence becomes friendly to you and members of your team. In addition, when the creature takes a turn, you can give the creature a spoken order. If it can hear



you, it does the best it can to obey your order, though it won't do anything suicidal. If you give it a command it cannot follow, it does nothing on its turn other than to defend itself.

Inspired Companions (10): The creature you chose for your Cool Pet talent as well as any creature affected by your Here, Puppy! talent make rolls to attack with 1 asset and their attacks deal 1d6 extra damage.

BLEEDER

I'm gonna slice and dice you, motherfucker!

Fast with your hands and deadlly accurate with blades and other edged weapons, you can carve up your enemies and leave them in bloody chunks. In fights, you prefer to get up close so you can feel the hot spray of your victims' blood when you open them up.

BLEEDER BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 5.

Cutter (7): When you attack with a bladed weapon such as a knife or hatchet and the total of your roll is 20 or higher, the target starts bleeding until a creature uses an action to stanch the wound. Creatures that are not alive are immune to this effect. A bleeding creature takes 1d6 damage at the end of each round.

Cut to Ribbons (10): When you attack with a light weapon, you can use a reaction to make another attack with the same weapon. You make the roll for this attack with 2 complications.

BULLSHITTER

Do I have a deal for you!

When it comes to chatting up folks, few people do it better than you. You have a way with words, a certain magnetism that makes you irresistible to others. Give you a couple minutes of face-to-face time with someone, and you can be pretty sure you'll make a lifelong pal.

BULLSHITTER BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 3.

Charming (7): If you spend at least 1 minute talking to a creature that can see, hear, and understand you, you can roll Mouth to hit the creature's Guts. On a success, the creature becomes friendly to you until you do something that would cause the creature to stop being friendly to you—hurting the creature or putting it in danger ends this effect, for example. While a creature is friendly to you, it sees you in the best possible light and regards you as a trusted friend and confident. Furthermore, the creature will protect you to the best of its ability and aid you in any way it can short of risking its life, the lives of its loved ones, or any significant property it might have.

Silver Tongue (7): In social conflict, you make rolls with 1 asset.

Calming Words (10): You can use an action to talk down one creature within 5 yards of you that can see, hear, and understand you. You remove one of the following afflictions from that creature: confused, frightened, insane, or stunned.

Defuse (10): When a creature would roll to hit you, you can use a reaction to calm the creature. If the triggering creature can see, hear, and understand you, roll Mouth to hit its Guts. On a success, the creature must choose a different target for its attack. If it cannot, it wastes its action.

DAREDEVIL

Risky? Dangerous? No problem. I got this.

You are a risk-taker, a daredevil, a person who can push past the normal limits and pull off insane stunts. You have the skills to succeed where others would clearly fail, aided and abetted by dumb luck that never seems to let you down.

DAREDEVIL BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 5.

Adrenaline Junkie (7): When you would roll Muscles, Meat, Hands, or Feet, you can use a reaction to push yourself. For 1d6 + 1 rounds, you make all rolls that use the triggering attribute with 2 assets. When the effect ends, you become fatigued for 1 minute.

Fearless (7): You can't become frightened.

Defy Death (10): When you take damage, you can choose to take half damage instead. Once you use Defy Death, you must wait 1d6 rounds before you can use it again.

Stupid Luck (10): When you roll a 1 on any die, you can discard the result and roll again. You must use the result of the second roll.

EXPLORER

I wonder what's over that hill? We should check it out.

You've never been able to put down roots, or stay in one place for long. You have wanderlust and the horizon calls to you, making you restless when you put up your feet for more than a couple of days. Luckily, you know how to get by in the wild and survive the many dangers of the Wasteland.

EXPLORER BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 5.

Fast on your Feet (7): When you use an action to rush, increase the bonus to your speed score by your speed score.

Perseverance (7): When you become fatigued, impaired, or sickened, you can roll Guts. You remove the affliction with a success. If you fail, however, you lose this talent until you complete a rest.

Respite (7): You and members of your team can spend 1 hour resting. If you rest the full time, you and each member of your team that rests with you heals damage as if you had each

spent 1 Grit. Once you use this talent, you must wait until you complete a rest before you can use it again.

Driven (10): When you make an attribute roll and get a 5 or less on the die, you can roll another d20 and add that number to the first.

Keen Senses (10): You make Eyes rolls with 1 asset.

FIGHTER

I'm gonna hurt you so bad your unborn great-grandchildren are gonna feel it.

The name says it all. You know how to fight and you're pretty good at it. Don't think too hard about this one.

FIGHTER BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 5.

Shake It Off (7): When you use an action to recover, you also remove an affliction from yourself.

Superior Strike (7): When you get a success on a roll to hit with a weapon, you can use this talent to deal 2d6 extra damage. Once you use this talent, you must wait 1d6 + 1 rounds before you can use it again.

Weapon Mastery (10): When you roll to attack with a weapon, you make the roll with 1 asset. In addition, your attacks with weapons deal 1d6 extra damage.

HEDONIST

Oh man, look! An old bottle of Xanax! I'm gonna sleep like a baby tonight!

You've always relied on drugs to help you get up, to put you to sleep, to shake off your hurts, and to make you see fun and strange things. Drugs might not be for everybody, but they are certainly for you.

HEDONIST BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 4.

Drugs (7): You have a supply of good drugs. You have a number of doses per mission equal to the number of missions you have completed. You can use an action to take a dose of drugs or administer a drug to a willing or unconscious creature in your area. Each time you take or administer a drug, choose one of the following effects. The effects apply to the creature that consumed the drug 1d3 minutes after taking it. You replenish your supply of drugs when you start a new mission.

Upper: For 1d6 hours, you make all rolls with 1 asset and you must take a fast turn each round. When the drug wears off, you must succeed on a Meat roll with 2 complications or become fatigued for 1 hour. If you take an upper while under the effects of a downer, both effects end immediately.

Downer: For 1d6 hours, you must take a slow turn and you impose 1 complication on rolls to attack your Brains, Mouth, or Guts. When the drug wears off, you must succeed on a Meat



roll with 2 complications or become impaired for 1 hour. If you take a downer while under the effects of an upper, both effects end immediately.

Oxy: For 1d6 hours, you have a +10 bonus to Health and you make rolls to resist attacks with 1 asset. When the drug wears off, you must succeed on a Meat roll with 2 complications or take 1d6 damage and become fatigued for 1 hour.

Acid: For 1d6 + 4 hours, you make Eyes rolls with 3 complications, but you make Brains rolls with 3 assets. At the end of each hour you are on acid, you must succeed on a Will roll with 1 complication or go insane for 1d6 hours.

Crazy: For 1 hour, you make rolls to hit with 1 asset and your attacks with melee weapons deal 1d6 extra damage. When the drug wears off, you must succeed on a Meat roll or take 1d6 damage.

Penicillin: You heal damage as if you had spent 1 Grit. For 1d6 hours, you take half damage from disease and you make rolls to resist gaining the sickened afflictions with 1 asset.

Stoner (10): You automatically succeed on rolls to escape whatever effects happen when a drug you take wears off.

HULK

I'm gonna break you like a twig.

Imagine a montage in which you're lifting weights, dragging trees across a snowy field, doing pull-ups, winning an arm-wrestling contest with an elephant. The montage ends and you become a beefcake, strong, muscled, and ready to kick-ass. You're a hulk and no one likes it when you become angry.

HULK BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 6.

Feat of Strength (7): When you roll Muscles, you can choose to roll with 3 assets. Once you use this talent, you must wait 1d6 rounds before you can use it again.

Weightlifter (7): You make rolls to lift, drag, and push heavy stuff with 2 assets.

Beefcake (10): Your attacks with melee weapons deal 1d6 extra damage. In addition, whenever you roll a 20 or higher on a Muscles roll for an attack you make with a melee weapon, the target must succeed on a Meat roll or fall prone.

JACK-OF-ALL-TRADES

I'm sure I can figure this out. Just give me a minute.

You have a knack for figuring out how shit works and, with a bit of luck and cunning, you can do things that normally require a bit of training. While this makes you supremely versatile, you're not really great at any one thing. But you always manage to find a way to get by.

JACK-OF-ALL-TRADES BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 4.

Aptitude (7): When you would make an attribute roll for which you have no complications, you can use this talent to forgo making the roll and just take a success. Once you use this talent, you must wait 1d6 rounds before you can use it again.

Prodigy (10): You make all attribute rolls with 1 asset.

MARTIAL ARTIST

Take this pebble from my hand, if you can...

You adopted a fighting style that turns your fists, feet, elbows, knees, and skull into weapons, and you mastered it. Now you're a kick-ass master of Kung-Fu or some other martial art and when you fight, you explode with violence. Oh, hell yeah!

MARTIAL ARTIST BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 5.

Danger Sense (7): You impose 1 complication on rolls made to attack you with melee weapons.

Iron Fists (7): Your attacks with unarmed strikes deal 1d6 extra damage.

Martial Moves (7): Whenever you roll a 20 or higher for an attack made with an unarmed strike, you can choose one of the following additional effects to apply to your target:

- The target falls prone.
- You move the target up to 5 yards away from you.
- You move the target to any unoccupied space within 2 yards of you.
- You can move up to your speed without triggering a free attack. This movement can be in any direction.

Blinding Strikes (10): When you make an unarmed attack, you can use a reaction to make another unarmed attack.

Perfected Form (10): You make rolls to attack with unarmed strikes with 1 asset.

MESSIAH

I am the Light and the Way!

How about a little sacrilege? You're a messiah, the promised one, a person with divine gifts who may or may not be the result of a union between your mom and some deity. You have some cool powers and people seem to like you a lot and listen to what you say or really fucking hate you. Here's a piece of advice: avoid anyone looking to nail you to a tree.

MESSIAH BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 4.

Feed the Multitudes (7): You can turn one unit of water or one unit of food into 3d6 units of water or 3d6 units of food. Once you use this talent, you have to wait 2d6 days before you can use it again.

Lay on Hands (7): You can use an action to touch one incapacitated creature or one creature that has an affliction. The target heals 3d6 damage or you remove an affliction from the target. When you use this talent, roll a d6. On an odd number, you must wait until you complete a rest before you can use it again.

Raise the Dead (10): You can use an action to touch one dead creature and restore it to life. The creature heals 3d6 damage. Once you use this talent, you must wait 3d6 days before you can use it again.

Roll the Stone (10): If you die and your corpse still has a head, you return to life 3 days later. Upon returning to life, you also heal all damage. Once you use this talent, you must wait 3d6 days before you can use it again.

MINDBENDER

The powers of my mind are beyond your puny conception!

Your mind has mutated to the point that you've developed a whole raft of strange powers. Luckily, you have a pretty good idea about how they all work and have learned to control them. Good on you.

MINDBENDER BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 2.

Mutation (7): You gain one mental mutation of your choice.

Speed of Thought (7): On your turn, you can use a reaction to perform any activity that normally requires the use of an action. Once you use Speed of Thought, you must wait 1d6 rounds before you can use it again.

Mutation (10): You gain one mental mutation of your choice.

Mental Fortress (10): When you use an action to use a mental mutation, you broadcast a field of thought energy that lasts for 1 round. Creatures rolling to attack the Brains, Eyes, Mouth, or Guts of you or anyone within 2 yards of you, do so with 2 complications.

MONSTER

I'm hideous? Just wait 'til you see what you look like once I'm done with you.

Hooboy! You are one u-g-l-y motherfucker. Mutagen has twisted your body up so bad, no one really can tell what the hell you are or used to be. There are rotten piles of shit prettier than you, but you've become accustomed to the strangeness of your body and the weird capabilities all the changes have bestowed on you. Be proud of what you've become. No one else will.

MONSTER BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 6.

Ch-Ch-Changes (7): You can exchange one of your physical mutations for a different one of your choice.

Physical Mutations (7): You gain 1 mutation, a random minor mutation, and a physical mutation of your choice.

Wasteland Spawn (7): You never take damage from disease or radiation.

Fearsome (10): When you roll to hit a creature that can see you, the target must succeed on a Guts roll or become frightened for 1 round. If the target succeeds on the roll, it becomes immune to your Fearsome talent until it completes a rest.

Physical Mutations (10): You gain 1 mutation, a random minor mutation, and a physical mutation of your choice.

Potent Mutation (10): Whenever you use a physical mutation to make an attack, the attack deals 1d6 extra damage.

NINJA

Goddamn ninjas. They're fuckin' everywhere.

OK. You might not be a real ninja, but you are sneaky as hell. You can move from shadow to shadow without making a sound. People have a hard time keeping track of you, which is just as you like it.

NINJA BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 3.

Darksight (7): You can see into areas obscured by shadows as if those areas were lit. You can see into areas obscured by darkness as if those areas were obscured by shadows.

Shadow Blend (7): You can hide when you are obscured by shadows or darkness, even if you are being observed.

Silent Moves (7): You only make sound when moving if you choose to.

Perfect Stealth (10): You are always hidden from creatures that cannot see you.

Shadow Evasion (10): If you are able to use actions, you impose 3 complications on rolls made to hit you while you are in shadows or darkness. In addition, when a creature fails a roll to attack you, your next attack against the triggering creature deals 2d6 extra damage.

PREACHER

You're all going to burn in the fires of Hell!

Most folks gave up religion like a bad habit when the world went to hell. After all, where was God in all this when the missiles started flying, when diseases killed all the pigs, and when folks started changing into monsters? But, you're different from those heathen scum. You know God is just testing you and that a reckoning is coming. You have the Truth and you're going to save as many souls as you can before the real shit starts.

PREACHER BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 4.

You Gotta Have Faith (7): You're pretty sure about your beliefs. You measure your certainty with faith points. You have a number of faith points equal to 1 + your Guts modifier (minimum 1). You spend these points to use other talents gained from this path and you get them back when you complete a rest.

Smite the Sinner (7): When you roll to hit for a weapon attack, you can expend 1 faith point to make the roll with 1 asset. On a success, the attack deals 1d6 extra damage.

Faith Healing (7): You can touch one creature in your area by using an action to stabilize it. Expend 1 point of faith and the target heals 3d6 damage.

Holy Spirit (10): You can use an action and spend 1 faith point to fill your body with the holy spirit. The spirit remains for 1d6 + 1 rounds. Until this effect ends, you make all rolls with 1 asset, your attacks deal 1d6 extra damage, and you have a +2 bonus to your speed. However, whenever you speak, you speak in an incomprehensible language—you believe the meaning will eventually become clear, but most folks think you're full of shit. When this effect ends, roll Guts. If you fail, you become insane for 1 round.

Old-Time Religion (10): You can use an action and spend 1 faith point to touch one creature you can reach. You remove one affliction from that creature.

ROAD HOG

On a steel horse I ride... or something like that.

Once you got your hands on a bike, everything changed. You have wasted countless hours finding new ways to make the most of your wheels and you've developed a few killer talents to help you screw over your foes.

ROAD HOG BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 4.

Bad-ass Biker (7): You impose 1 complication on rolls made to hit you while you're riding a motorcycle. In addition, while you ride a moving motorcycle and attack with a melee weapon, you make the roll to hit with 1 asset and the attack deals 1d6 extra damage.

Kick Up the Dust (7): If you're on a running motorcycle, you can use an action to spin the wheels and kick up dust to heavily obscure a 5-yard-radius centered on a point in your space. The dust remains for 1d6 rounds or until dispersed by wind.

Bike Mastery (10): You make rolls to operate motorcycles with 1 asset. While you operate a bike, its Defense equals your Hands score. Finally, you ignore complications from speed imposed on rolls to attack from the back of a moving motorcycle.

ROAD WARRIOR

Put the pedal to the metal!

Working cars are hard to come by, but you've been lucky enough to find one you can keep running. Sure, you can tinker with the machine, but you really shine when you're behind the wheel, speeding down the highways of the old world. You're a road warrior and fuck anyone who gets in your way.

ROAD WARRIOR BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 4.

Offensive Driving (7): You make all rolls involving the operation of a vehicle with 2 assets.

Gun It (7): When you would increase your velocity, you can increase by 1 additional point.



Overrun (7): When a vehicle you operate collides with a creature or object, the target takes 2d6 extra damage.

Roadmaster (10): You make rolls to operate cars and trucks with 1 asset. While you operate a car or truck, its Defense equals your Hands score. Finally, you ignore complications from velocity imposed on rolls to attack from inside a vehicle you operate.

Mitigate Catastrophe (10): When a vehicle you operate would suffer a critical hit, the attacker rolls twice and uses the lower result.

SABOTEUR

It's all about finding the right load-bearing pressure points. That's how I took down that old trestle bridge with only two sticks of dynamite.

Some people are good at putting shit together. You? You're good at taking shit apart. Your training teaches you how to weaken objects so they break under stress, plant explosives to destroy a bridge or topple a building, and do all kinds of other things to spread ruin wherever you go.

SABOTEUR BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 4.

Explosives Expertise (7): When you use an explosive that deals damage, the explosive deals 1d6 extra damage or 2d6 extra damage against objects.

Sabotage (7): You know how to use a tool kit to sabotage objects. You can attempt to sabotage any object or portion of an object that's in your area by using tools for an amount of time that depends on the object's size relative to you. It takes 1d6 minutes for an object smaller than you, 1d20 + 5 minutes for an object about your size, and 1d6 hours for an object or portion of an object that's bigger than you. If you work the whole time, the object becomes sabotaged when you finish.

When you sabotage an object, you can either choose to break the object, in which case the object takes damage equal to its Health, or you can have the object break under a specific condition as you decide. You might choose to have the object break after a certain period of time, when it's used, or under some other circumstance with the GM's approval. When the condition is met, the object or part of the object takes damage equal to its Health. Breaking an object in this way could have other results as the GM decides. A sabotaged boat would sink, while a sabotaged explosive would likely explode.

The GM can decide certain objects cannot be affected by this talent or that some uses might take even more time. For example, you can't use this talent to sabotage an entire bus, though you could easily sabotage its steering wheel or brakes.

Similarly, if you try to use this talent to sabotage part of a floor in a passage, the GM might rule that you must spend a significant amount of time digging under it to weaken the floor.

Deadly Sabotage (10): When an object is destroyed as a result of your use of the Sabotage talent, any creature in direct contact with the object must roll Hands with 1 complication, taking 3d6 damage on a failure, or half damage on a success.

Explosive Mastery (10): Your attacks with explosives deal 1d6 extra damage.

SHYSTER

Fun fact: According to Urban Dictionary, the word shyster comes from the German word, schiesser, which literally means, "one who shits."

You are a shithead, an asshole of the highest order, and there's nothing you won't do to get ahead. You thrive on deception and misdirection, putting others into danger for your own benefit.

SHYSTER BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 3.

Exploit the Gullible (7): You can use an action to roll Brains to hit the Brains of one creature within 5 yards of you that can see and hear you. On a success, you decide what the target does when it next takes a turn. In addition, you make further rolls to attack the target with 1 asset for 1 round. If you fail the roll, the target becomes immune to your use of Exploit the Gullible until it completes a rest.

Bad Deal (7): You can use an action to roll Brains to hit the Brains of one creature within 5 yards of you that can see and hear you. On a success, the target makes all rolls with 1 asset for 1 minute or until you end the round more than 10 yards apart. Until this effect ends, all other creatures make rolls to attack you with 2 complications. When a creature attacks you and the total of the roll is 0 or less, the creature must repeat the attack against the target affected by Bad Deal. If you failed the roll, the target becomes immune to your use of Bad Deal until it completes a rest.

Fuck Everyone (7): Once per round, when a creature would attack you, you can use a reaction to switch the target from yourself to another creature you can reach. If at any time there are no creatures within your reach, you grant 1 asset on all rolls made to attack you.

A Real Piece of Shit (10): When you deal damage to a creature and you had at least 1 asset on your roll, your attack deals 2d6 extra damage.

SURVIVOR

Not dead yet! Takes more than a huge cave-in to kill me!

It's no accident that you've managed to keep breathing all this time. Living is what you do best. You know all sorts of tricks for keeping your ass out of trouble.

SURVIVOR BENEFITS

You gain the following benefits as you complete missions.

Health Increase (7, 10): Increase by 8.

Hard to Kill (7, 10): Increase your Grit by 1.

Staying Alive (7): When you take damage equal to your Health, you do not immediately die. Instead, you become incapacitated. Additionally, when you make a Meat roll while you're incapacitated, you make the roll with 1 asset.

Not Going Down Without a Fight (10): While injured, you make rolls to attack with 1 asset and you impose 1 complication on rolls made to attack you.

Shake It Off (10): If at the end of the round, you are not injured, you can remove one affliction.



A WHOLE LOTTA STUFF

Mother Nature hasn't been able to do much to clean up the huge mess the civilization of the old world left behind, other than growing over it with shitty-brown weeds and vines. For the most part, as far as the eye can see, you'll find crumbling buildings, rusted-out cars, collapsed highway ramps, disconnected patches of paved road, shopping carts, giant piles of indiscernible junk, and plastic...so much fucking plastic!

And though the trash seems widespread, it's exactly what it sounds like: garbage. In the months of shortage following the Big Collapse, people salvaged and ransacked what they could from their communities, in the desperate belief that the one can of "Bush's Hoppin' John" they found at the shitty grocery store 'round the corner would make the difference between life and death.

But as the regular supplies of food and clean water were exhausted, what little civility that remained broke down and people started killing each other over battered cans of dog food or some desiccated artichoke hearts found in the shattered remains of some old hipster "farmer's market."

In short, scarcity became the hallmark of the garbage-filled land that would become known as the Wasteland, where all the good stuff from the world before has already been eaten, drunk, pissed out, and shat.

Even as good food and water became extremely difficult to find, so too have meds, gas, batteries, and other stuff everyone

took for granted. As those commodities started vanishing, the preoccupation with material possessions went as well. What good was a newfangled smartphone when you didn't have power to recharge it? A silicon paperweight. Cars, with all their fancy electrical gewgaws, still dependent upon unavailable gasoline? Useless now.

And within a millennial second of commodities going from scarce to nonexistent came the realization that force, or the ability to project it, would become the ultimate broker.

Bullets?

Yes, bullets. Bullets quickly became the ultimate final currency... a pistol is more or less worthless without a clip full of ammunition, right? But once it's loaded and in your hands? Well, in the Wasteland, might makes right, and bullets make might.

Given how nasty things have become and the rarity of any kind of reliable technology, wherever there is scarcity or an outright lack, society (such as it is) has reverted to a simpler, more brutal time. A hunk of steel honed to a razor edge is a fuck-ton more useful than a rifle without any bullets. A fancy sports car that doesn't run and has already been picked over for parts is just scenery now, just as are all the heaps of tablets, laptops, and other shit that just cluttered up our lives.

But if you have a gun, with bullets you can shoot from it? Well, you're now commanding more economic power than any Wall Street investor did on his or her best day.

This chapter details the basic sort of stuff you're bound to find in the Wasteland, including clothing, weapons, personal gear, and other shit you might find useful for your next mission. Sometimes, you'll have scrounged up enough commodities to buy the items you want, but, often, you're just going to have to make do with what you find, or whatever you can strip off the scumbags you manage to kill.

And bullets... well, bullets will always make the difference.

COMMODITIES

It's been a long time since anyone traded in cash or coin. Hell, even gold has lost its luster; you can't eat it, fuck it, or drink it. So rather than cling to useless and outmoded systems of commerce, people now trade in commodities.

BULLETS

There's no shortage of guns, but bullets are rare. They've become so rare that they are the primary currency used in the Wasteland. People use bullets to buy food, water, and other shit they might need. In PunkApocalyptic, for simplicity's sake, we don't make a distinction between the different kinds of bullets—bullets are bullets. If you have a bullet and a weapon capable of firing bullets, you can load that weapon with the bullets you find. Bullets also have a lot of buying power too. Three bullets can purchase a unit of food, water, medicine, power, fuel, or salvage. The bullet as currency reigns supreme.

FOOD

Starvation and thirst dog just about every meatbag walking and crawling across the Wasteland, so people aren't too picky about what they put in their mouths. Find a can of dog food? Hell, yes! Now that's good eating! Rotten fruit covered in cockroaches? Sweet, crunchy, chock full o' protein!

Food is measured in units. A unit of food could be a couple cans of beets, a box of preservative-drenched pastries, or that mutant rat you clubbed to death with a hammer. One unit of food will sustain you for a single day.

You only need to worry about food while you're on a mission. When you're not on a mission, you're most likely doing what everyone else is doing: scavenging, foraging, stealing, and killing to keep your belly full.

WATER

There's plenty of water, sure, but no one can drink it. Polluted lakes, seawater, pools of bubbling sewage might all tempt the truly thirsty, but to sample these elixirs means sickness or, more likely, death. So rare is safe water, in fact, whole wars are regularly fought over it.

Water is measured in units. A unit of water can be a couple cans of beer, a jug of distilled water, or a large thermos filled with your own filtered piss.

Again, you only need to worry about water while on a mission as you are assumed to be rooting around for water when you're not busy killing people.

MEDICINE

Another resource in short supply, people plundered every CVS, Walgreens, and every grocery store pharmacy a long time ago. Lacking any kind of medical care means a small cut that becomes infected could bring your story to a swift and sudden end.

Medicine is measured in units. One unit of medicine might be a couple of benzos, oxy, aspirin, antibiotic ointment, or something a bit stronger. While the definition of what counts as medicine is pretty broad, we keep the hard drugs separate and you'll find details on getting fucked up later in this chapter.

USING MEDICINE

You use medicine to heal damage and to treat diseases and poison. You can use an action to expend a unit of medicine to tend to yourself or someone you can reach. The target gains one of the following benefits:

- The target heals damage equal to one-fourth of its Health score.
- The target rolls Meat with 1 asset and removes the sickened affliction from itself.

POWER

A few devices that rely on electricity have survived the collapse and might be useful if you can find a power supply. Power is measured in units and a unit of power could be a car battery, a stack of D-cells taped together, or a back-up charger that has a bit of juice left.

You use power units when you would use a device that requires power. When you expend a unit of power to operate a device, you have enough power for that device to last you an entire mission.

FUEL

This should come to no surprise, but fuel is as scarce as clean water. What fuel was left at the time of collapse went to the cities to prop up their societies. People living in the Wasteland must scavenge to find the fuel they need to operate their vehicles. Fuel is also measured in units. It doesn't matter if the fuel is kerosene, diesel, rubbing alcohol, or gasoline. Fuel is fuel. If you have an item that uses fuel, spending a unit of fuel lets you use the item for the duration of the mission. However, when it comes to vehicles that require fuel, the vehicle tells you how many miles you get per unit of fuel you expend.

MOLOTOV COCKTAILS

You can also use fuel to create Molotov cocktails provided you have suitable containers, such as a glass bottle with a fuel-

soaked rag stuffed down its neck. One unit of fuel can create eight Molotov cocktails.

You can use an action to light the rag and throw the Molotov cocktail to a point you choose within 10 yards of you. Roll Hands. On a success, the bottle strikes that point. On a failure, consult the scatter diagram (see **Explosives**, page 79) to see where the bottle lands. Regardless, when the bottle lands or strikes a solid surface before then, the bottle breaks and the flammable liquid catches fire and spreads out in a 2-yard radius centered on the point the bottle struck. Everything in the area takes 1d6 damage from the flames and flammable objects that take this damage catch fire. Creatures in the area must succeed on Hands rolls or also catch fire.

The fire created by a thrown Molotov cocktail burns for 1d6 + 1 rounds, causing smoke to partially obscure the area a few yards above it until it stops burning.

SALVAGE

Much of the shit littering the Wasteland is garbage, useless scraps of rusting, ruined, and worthless junk. Broken computers, rotting tires, weird mechanical doodads, and spools of wire, all this stuff once had a purpose other than filling landfills. Sometimes, though, there's something useful in all that junk, something you can use to build a new device or upgrade something you've already picked up. These useful bits are salvage.

BUYING AND SELLING

Commerce doesn't work like it used to. There aren't really any shops to go buy the things you need. Instead, you have to dig through the garbage in hopes of finding something of value. Or, you might dicker with the junkers, who make it their life's work to scrounge the best shit available. And, yeah, a few outposts and settlement might have crude marketplaces willing to take your bullets in exchange for something useful. In short, picking up something you might need can be an adventure in itself.

Of course, a lot of this stuff happens in the background between missions, so before you rush out to restock, be sure to talk with your GM to see if the thing you want is available in the place you're hanging out before the next mission begins.

CARRYING LIMITS

Common sense should really be your guide. No one fucking uses encumbrance rules, but everyone expects them. Yet, here we are, putting on paper how to keep track of all the stuff you're bound to pick up. Here we go.

You can carry a number of items equal to your Muscles score. Clothes count as one item. Each bullet counts as one item. Your



gun or hatchet counts as one item. Don't freak out though! If you put shit in a bag, that bag counts as one item regardless of whether you put one thing in it or all the things. If you go over this number, you are slowed, make rolls with 1 complication, and grant creatures attacking you 1 asset to their rolls.

Alternatively, skip this rule and just use common sense.

ITEMS

The rest of this chapter presents an inventory of the usual sorts of things you might want, find, or drop. In most cases, we're aiming for broad descriptions of things, since there are so many goddamned things out there. Being broad in how we describe stuff on this end frees you up to embellish the descriptions in whatever way you like.

ITEM QUALITY

Every item described here is considered to be of average quality. Average means the item has seen some use, might bear a few tears or scratches, but it otherwise functions as described. It might not be pretty, but it works.

In addition to average quality, there's also superior and inferior. Superior items cost twice as much, while inferior items cost half as much (round down to a minimum of 1 bullet). When you perform a task that involves the use of an item, a superior item grants 1 asset on the roll, while an inferior item imposes 1 complication. For example, if you swing a superior axe at some ganger that's just asking for it, you'd make your

roll with 1 asset. Similarly, if you wear inferior clothing to a negotiation, you might make Mouth rolls in that situation with 1 complication.

Superior items can be new, be better made, or have been tweaked and upgraded with tech to function better. Inferior items are old, filthy, and broken. Don't be a cheap bastard—get (or steal) the good stuff.

CLOTHING

Since few people make clothing now, most make do with what they find. Clothing tends to be practical, but can include just about anything, from fast food uniforms to wedding dresses, jeans and t-shirts, to leisure suits and swimwear. You decide what kind of clothes you wear.

ARMOR

Some forms of clothing provide you with protection against injury, such as a bulletproof vest or leather-reinforced clothing. Such clothing functions as armor, either increasing your Defense score or replacing your Defense score with another number while you wear it. If you wear two or more kinds of armor, you benefit from only the better armor.

Inferior and Superior Armor: If you wear inferior armor, it reduces your Defense by 1 while you wear it. If you wear superior armor, increase your Defense by 1 while you wear it.

CLOTHING DESCRIPTIONS

Read on for descriptions of clothing and the effects of wearing them.

Clothes: Any set of clothing appropriate to the lands where you found them or had them made counts as clothes. Most clothing is made from scraps and salvaged material, so it's pretty common to find t-shirts, patched jeans, old jackets, and rags tied or sewn together.

Camouflaged Clothes: This set of fatigues can be patterned to conceal you in forest, desert, or wintry environments. When you try to hide in an environment matching the pattern, the clothes grant you 1 asset on your roll. Note: this does not apply to clothing with camo patterns in strange colors like blue, purple, or, what-the-fuck-pink. That last shit won't conceal you from anything.

Environmental Suit: This suit fully covers the body and protects against hazards like radiation, disease, and other toxic environments provided the suit remains intact. While wearing this suit, you are immune to disease, radiation, and airborne toxins and poisons. If, however, you take damage, roll a d6. On a 1–3, the suit tears and loses its protective qualities.

Gas Mask: A gas mask filters out airborne toxins so that the wearer can breathe normally. The gas mask includes a few spare filters so they can be changed out as needed. While wearing a gas mask, you make Eyes rolls with 1 complication, but you are not affected by poison gas, airborne diseases, and similar hazards.

CLOTHING

Clothing	Price	Defense	Properties
Clothes	5	—	—
Camouflaged Clothes	10	—	Special
Gas Mask	5	—	Special
Environmental Suit	50	—	Special
Light Armor	25	12	—
Bulletproof Vest	50	+1	Special
Medium Armor	50	14	Make all Feet rolls with 1 complication
Heavy Armor*	100	16	Make all Hands and Feet rolls with 1 complication.

*This item counts as 3 items.

Light Armor: Suits of light armor include thick clothing or pieces of hardened leather strapped to the body.

Bulletproof Vest: A bulletproof vest counts as light armor that provides additional protection against firearms. While wearing the vest, whenever you would take damage from a firearm and you are conscious and able to use actions, you can roll a d6. On a 4 or higher, you take half damage.

Medium Armor: A medium suit of armor offers superior protect at the expense of speed and mobility. The suit could be a shirt made of metal mesh, metal sheeting affixed to leather clothing, or full combat armor made from composite materials.

Heavy Armor: The best protection bullets can buy, heavy armor might be a manhole cover strapped over your chest with tape and cord, chunks of wood, or even a suit of metal plates worn over clothing.

WEAPONS

As with everything in the Wasteland, weapons tend to be found or assembled from scrap and are thus considered disposable, dropped when no longer useful. The weapons shown on the following tables include the most common types of weapons, as well as useful information about them. Be aware that most names convey the basic function of the weapon and odds are the weapon has been tricked out with all kinds of shit.

DAMAGE

The weapon's damage entry tells you the base damage dealt by the weapon when you succeed on a roll to attack with it.

LIGHT, MEDIUM, HEAVY, RANGED

Weapons come in four different flavors. Light weapons can usually be held in one hand, either your main hand or your off-hand. You can wield medium weapons in your main hand. You must use both hands to wield heavy weapons. Ranged weapons shoot projectiles and can be used in one hand or two depending on their nature.

LIGHT MELEE WEAPONS

Name	Price	Damage	Properties
Axe	5	1d6 + 1	—
Chain	5	1d6	Finesse, special
Club	3	1d6	—
Hammer or wrench	5	1d6	Range 5, thrown, finesse
Improvised	—	1	Shitty
Knife	5	1d6	Range 5, thrown
Knuckledusters	5	1d6	Finesse
Nunchucks	5	1d6	Finesse
Shield	5	1d6	Defensive
Spiked Club	4	1d6 + 1	—
Unarmed	—	1	—
Whip	5	1	Finesse, reach

MEDIUM MELEE WEAPONS

Name	Price	Damage	Properties
Bludgeon	10	1d6 + 2	—
Flail	10	1d6 + 1	Special
Improvised	—	1d6	Shitty
Katana	30	1d6 + 2	Finesse
Machete or Sword	10	1d6 + 2	—
Spear	5	1d6	Finesse, range 10, thrown

HEAVY MELEE WEAPONS

Name	Price	Damage	Properties
Improvised	—	1d6 + 2	Shitty
Mattock, Pickaxe, Sledge Hammer	20	2d6	Cumbersome
Staff	5	1d6	Finesse

WEAPON PROPERTIES

Many weapons have properties that explain their uses and how they interact with the general rules.

Area Attack: Attacks made using this weapon count as area attacks, dealing the listed damage to everything inside the described area. Unless the description says otherwise, creatures in the area can roll Hands and take half damage on a success, or no damage if the total of the roll was 20 or higher.

Burst Fire: A weapon with this property can fire bullets in short bursts. To use this property, you must spend 5 bullets, but the attack deals 1d6 extra damage.

Cumbersome: The weapon's size or weight imposes 1 complication on rolls made to attack with it unless you use it with two hands.

RANGED WEAPONS

Name	Price	Damage	Range	Properties
Automatic rifle	50	2d6	300	Firearm, burst fire, full auto 10, unreliable
Blunderbuss	25	1d6	—	Area attack (5-yard cone), unreliable, special
Bow	20	1d6	30	—
Boomerang	5	1d6	30	Special
Crossbow	30	1d6 + 2	50	Reload
Grenade launcher	250	varies	200	Firearm, reload, special, unreliable
Machine gun	200	3d6	400	Firearm, burst fire, full auto 20, cumbersome, special, unreliable
Machine pistol	100	2d6	30	Firearm, burst fire, full auto 5, unreliable
Pistol	25	1d6 + 3	50	Firearm, burst fire, unreliable
Revolver	20	1d6 + 3	25	Firearm, reload, special, unreliable
Rifle	30	2d6	300	Firearm, unreliable
Rocket Launcher	100	6d6	100	Area attack (10-yard radius), special, unreliable
Shotgun (slug)	30	2d6	50	Firearm, unreliable
Shotgun (shot)	—	1d6	—	Firearm, area attack (20-yard cone)
Slingshot	5	1d6	20	—
Speargun	30	1d6	10	Reload, special

Defensive: While you're equipped with this weapon, you have a +2 bonus to Defense. If you attack with this weapon, you lose this bonus until the end of the round.

Finesse: When you roll to hit with this weapon, you can use Hands in place of Muscles.

Firearm: This weapon counts as a firearm, a weapon that uses bullets. You can keep your bullets loose or in extra clips or magazines. You must have at least 1 bullet to attack with this weapon and you reduce your number of bullets by 1 each time you fire the weapon.

Full Auto #: A weapon with the full auto property can produce continuous fire. You must spend 20 bullets to use full auto. When you do, you fire the bullet into a cone-shaped area that extends from a point you can reach out to a number of



yards equal to the full auto number shown. (Obviously, bullets fly farther, but you lose accuracy beyond this range.) As with other area attacks, a creature in the area when you go full auto or that enters it takes the damage. A creature that would take this damage can roll Feet, taking half damage on a success, or no damage if the total of the roll is 20 or higher.

Range #: When you attack with this weapon, you can choose any target within the listed number of yards. You can also attack a target beyond this distance, up to twice the listed range, but you make your roll to attack with 2 complications.

Reach: When you would attack with this weapon, your reach increases by 1 yard.

Reload: Before you can fire a weapon with this property, you must use an action to load it.

Shitty: This item was not intended for use as a weapon and it imposes 1 complication on rolls made to hit with it.

Special: The weapon has a special rule, which is detailed in its description.

Thrown You can make a ranged attack with this weapon by throwing it.

Unreliable: Whenever you attack with this weapon, roll a d6. If you roll a 1, the weapon explodes and deals 2d6 damage to you. If you roll a 2, the weapon misfires and you must spend 1d6 + 1 rounds using tools to fix the weapon before you can use it again. Rolling any other number means the weapon fires normally.

WEAPON DESCRIPTIONS

The following weapons describe the most common kinds one can find in the Wasteland.

Axe: Axes include any weapons that have the same basic construction—a heavy wedge-shaped blade at the end of a medium-sized handle (longer than a hammer's but shorter than a shovel's).

Automatic Rifle: An automatic rifle can fire several times with a single squeeze of the trigger. Examples include the AR-15, AK-47, and M-16. You must use both hands to wield this weapon. If you don't have any ammo, you can attack with the weapon as if it was a club.

Bludgeon: Bludgeons include all kinds of weapons that pack a punch such as barbed wire wrapped baseball bats, concrete blocks mounted on wooden hafts, or old-school maces.

Blunderbuss: A blunderbuss is a crude weapon that fires a nasty mix of nails, coins, gravel, and other junk into an area. Unlike other firearms, you don't have to spend bullets to fire the weapon, but the weapon's unreliability means it can blow up in your hands and face. Fun!

When you fire a blunderbuss, smoke partially fills and obscures your area until the end of the round.

Boomerang: You chuck this curved, weighted stick so that it spins through the air toward your target. If you fail the roll to hit a target, the boomerang flies back to your hand unless you forget to catch it. (1d3 to you for being stupid or not ducking).

Bow: A bow is a length of wood or composite material to which a string is attached and stretched between the ends. Bows launch arrows. You're assumed to have enough material around to make plenty of arrows. You need two hands to use this weapon.

Club: Your basic skull-crushing, bone-smashing bludgeon could be a baseball bat, a tire iron, a police baton, or even a golf club. The spiked version has a spike or nails driven into or through it, or is wrapped in barbed wire.

Chain: A simple length of chain. When you attempt to disarm a creature using a chain, you make the roll with 1 asset.

Crossbow: A mechanical bow, it throws the quarrel or bolt with greater force. It takes a bit of time to reload the weapon, however. You're assumed to have plenty of bolts. You need two hands to use this weapon.

Flail: A flail includes any weapon that has a heavy weight attached to a handle by a cord or chain. When you attempt to disarm a creature using a flail, you make the roll with 1 asset.

Grenade Launcher: This weapon launches a grenade a great distance. The grenade can have a variety of effects (see **Explosives**, below). Although grenades for these weapons differ from hand grenades, they sell for the same price and can have the same range of effects. Once you fire a grenade from this weapon, you cannot fire it again until you use an action to load it with another grenade.

If this weapon explodes, it deals the damage of the grenade to you and everything within 2 yards of you.

You need two hands to use this weapon.

Hammer or Wrench: A basic, handheld tool.

Hatchet: A smaller version of the axe with a smaller blade and shorter handle, which you can also throw.

Improvised Weapon: Circumstances might force an item into your hands that was never intended to serve as a weapon. An old keyboard, a trashcan, or a toilet can all serve in a pinch. They come in light, medium, and heavy varieties.

Katana: A big-ass sword with a slightly curved blade. Having one does not make you a ninja, but you still look badass holding it.

Knife: Knives cover all sorts of short-bladed weapons.

Knuckledusters: A pair of brass knuckles, these items let you strike with greater force. Attacks you make with these weapons count as unarmed attacks.

Machete or Sword: A bladed weapon with one or two edges.

Machine Gun: A big, heavy automatic rifle with belt-fed ammunition, machine guns stand in for a variety of light machine guns a soldier can use without needing an assistant or a tripod. A machine gun counts as 3 items. You need two hands to use this weapon.

Machine Pistol: Handguns capable of automatic fire, they include the MAC-10 and Micro UZI.

Mattock, Pickaxe, or Sledgehammer: A big heavy tool designed to break up rocks and people. If you wield one with two hands, the weapon loses the cumbersome property.

Nunchucks: Two sticks (thickness ranging from broom handle to shovel handle) attached by a rope or chain. Popular with kids who want to be ninjas.

Pistol: A pistol is a handheld firearm that feeds ammunition into the firing chamber by way of a clip. If you don't have any ammo, you can attack with the weapon as an improvised weapon.

Revolver: A firearm with a cylinder designed to hold rounds that lets you fire several times before reloading. A revolver can hold six bullets. You must use an action to load the revolver with up to six bullets.

Rifle: A bolt-action firearm, you must load between firing. If you don't have any ammo, you can attack with the weapon as if it was a club. You need two hands to use this weapon.

Rocket Launcher: A rocket launcher can be fired just once. When you attack with the weapon, choose a point within the weapon. The rocket flies from its housing and strikes the target point or whatever it encounters before then and then explodes in a 6d6-yard radius, dealing damage to everything in the area. A creature that would take this damage can roll Feet and takes half damage on a success.

If the weapon explodes on you, you and everything within 5 yards takes the damage.

Shield: A shield provides cover to its wielder. They might be specially fashioned for this use, or more likely improvised from street signs and trashcan lids.

Shotgun: These rifle-like weapons fire shot or slugs, which you decide when you load the weapon. Slugs function as normal bullets. Shot, however, lets you make area attacks. If you don't have any ammo, you can attack with the weapon as if it was a club. You need two hands to use this weapon.

Slingshot: A high-powered slingshot, this hand-held weapon launches small stones, coins, or other small objects at high velocity. You do not need to track ammunition for this weapon. You need two hands to use this weapon.

Spear: A blade mounted atop a long haft, the spear can be used in hand-to-hand combat or thrown a short distance.

Speargun: A speargun is an air-powered device that fires a thick barbed spear that's tethered by cord to the device. A creature that takes damage from this weapon becomes tethered to the speargun. Being tethered this way prevents a creature from moving farther away from the creature holding the speargun, though a tethered creature can use an action to tear the spear free. The creature holding the weapon can drag the tethered creature with it when it moves and vice versa. Doing so requires a Muscles roll against the other's Muscles. A success lets the creature drag the other at half Speed.

Staff: A pole made of wood or metal.

Unarmed Strike: Punches, kicks, and head butts, an unarmed strike uses one's body to inflict damage.

Whip: A long, flexible length of leather, chain, or something else.

EXPLOSIVES

Explosives include a wide-range of single-use items designed to release sudden bursts of force such as sticks of dynamite and grenades. Explosives come in three basic varieties. **Impact** explosives detonates when they strike a solid obstacle. **Timed** explosives detonate at the end of the round in which they are thrown. Finally, **pull** explosives detonate when activated or soon after, typically by pulling a ring and releasing the catch.

THROWING EXPLOSIVES

You can use an action to throw an explosive of any variety to a point within 20 yards of you. Roll Hands. On a success, the explosive lands where you wanted it to land. On a failure, roll a d6 and d20 and consult the scatter diagram. If the total of your roll was 0 or less, you drop the explosive at your feet. Regardless of where the explosive lands, the explosive's description tells you what happens.

SCATTER

The d6 tells you by how many yards you missed your target and the d20 roll, as shown below, tells you the direction. If the explosive cannot move the full distance in the indicated direction due to an obstacle, the explosive bounces off the surface in a random direction from that point out to the remaining distance from the target point.

SCATTER

d20	Direction
1-2	Northeast
3-5	East
6-7	Southeast
8-10	West
11-12	Northwest
13-15	South
16-17	Southwest
18-20	North

EXPLOSIVES

Explosive	Price
Bomb	50
Concussion grenade	10
Dynamite, stick	10
Fragmentation grenade	10
Illumination grenade	5
Incendiary grenade (pack of 6)	10
Smoke grenade (pack of 6)	5
Stun grenade (pack of 6)	10
Tear gas	10

Bomb: A general explosive device, a bomb typically uses a timed or pull detonator. When the bomb detonates, it explodes in a 1d20 + 5-yard radius, dealing 6d6 damage to everything in the area. A creature in the area can roll Feet and takes half damage on a success.

Concussion Grenade: A concussion grenade releases a tight blast of concussive force. When detonated, the grenade explodes in a 1d6 + 1-yard radius, dealing 2d6 damage to everything in the area. A creature in the area takes half damage with a successful Meat roll.

Dynamite: Dynamite can be detonated using a fuse (timed) or with a detonator (pull). When the dynamite detonates, it explodes in a 2d6 yard radius, dealing 3d6 damage to everything in the area. A creature takes half damage with a successful Feet roll.

Fragmentation Grenade: A fragmentation grenade explodes when detonated, hurling shrapnel in all directions out to a 1d6 + 6-yard radius. Everything in the area takes 3d6 damage. A creature in the area that succeeds on a Feet roll takes half damage.

Illumination Grenade: An illumination grenade burns with white, green, or red light when detonated. Until the end of the round, it emits light in a 5-yard radius and turns darkness within 20 yards of the light into shadows.

Incendiary Grenade: An incendiary grenade explodes to release a fiery substance in a 1d6 + 3-yard radius. Everything in the area takes 2d6 damage and catches fire. A creature in the area that succeeds on a Feet roll takes half damage and does not catch fire.

In addition, the burning substance issues smoke that spreads out in a 10-yard radius to heavily obscure its area. The smoke lingers for 1d6 minutes or until dispersed by wind.

Smoke Grenade: When detonated, the smoke grenade spews smoke in a color you choose from one end to heavily obscure a 10-yard radius and partially obscure the area within 10 yards of the radius. The smoke lasts for 1d6 minutes or until dispersed by wind.

Stun Grenade: Nonlethal weapons, stun grenades work by issuing loud-noise and blinding light to disorient enemies. When detonated, each creature in the area must roll Muscles. On a failed roll, the creature becomes impaired for 1d6 rounds. A creature impaired in this way also becomes blinded and deafened until it is no longer impaired.

Tear Gas Grenade: When detonated, the grenade releases a chemical irritant as a cloud into a 10-yard radius. The gas partially obscures its area for 1d6 minutes or until dispersed by wind. When the cloud appears and at the end of each round until the cloud dissipates, each breathing creature in the area must succeed on a Meat roll or become impaired for as long as it remains in the area and for 1d6 rounds after. A creature that is already impaired instead becomes blinded for the duration.

BASIC GEAR

Basic gear is any kind of item that is not a weapon, device, or commodity. You can buy each piece of basic gear for 2 bullets. The items work as you expect them to work, but if you need to know anything special, it has a description after the table.

Backpack: A typical backpack can hold six items. Instead of a backpack, you can have a messenger bag, a briefcase, a duffel bag, sack, or a similar object.

Barrel: A barrel counts as three items, but it can hold up to nine. Barrels might be made from wood, plastic, or metal.

Box: A metal box counts as ten items, but it can hold twenty.

Candles: You can use an action to light a candle. It turns darkness in your area to shadows. If you light ten or more candles, you turn darkness in your area to light. A candle burns for about an hour.

BASIC GEAR

Item	Item
Backpack	Duct tape, 50 yards
Barrel	Grapnel
Blanket	Hammer and Pitons
Box, metal	Handcuffs
Candles (10)	Rope, 50 feet
Canteen	Sleeping bag
Chain, 20 feet	Torch (5)
Cooking pot	Zip-Ties (25)

Canteen: A typical canteen can hold one unit of water.

Chain: Metal links hooked together. Good for keeping your bicycle where you left it, assuming you also have a working lock. Of course, a lock on the end of a chain is a nice improvised flail, too.

Cooking Pot: It's a pot. For cooking.

Duct Tape: Perhaps the greatest invention of all time, a roll of duct tape gives you a strip about 2 inches wide and 50 yards long.

Grapnel: A grapnel is a metal prong to which you attach a rope. Hooking a grapnel requires a successful Muscles roll.

Hammer and Pitons: Basically, this a hammer and special nails with loops on the end through which you can feed rope, used for climbing.

Handcuffs: You can use an action to place handcuffs on a willing, stunned, or unconscious creature. Breaking free from handcuffs is usually impossible, though a creature with Muscles 15 or greater can roll to do so with a complication.

Rope: Coiled up, rope counts as one item. Uncoiled, it counts as two. It takes about a minute to coil a rope.

Sleeping Bag: A typical sleeping bag can hold one person comfortably or two if the pair are willing to snuggle.

Torch: You can use an action to light a torch. It lights areas obscured by shadows and darkness and burns for about four hours.

Zip-Ties: A length of plastic that you can loop together to hold stuff tight. Once tightened, you can't untighten it without breaking or cutting it.

SPECIAL GEAR

Certain items are more valuable than others. Descriptions of the items follow.

Binoculars: A standard set of binoculars magnifies your vision by thirty times.

Camcorder: A digital camcorder with 30x/60x magnification, optical/digital. A camcorder uses power. You can store up to eight hours of footage per card or two hours if the device uses a tape. Extra cards cost 8 bullets, while tapes cost 2 bullets.

Camera: This is a quality camera, not one of those pieces of shit you find hanging in the drug store. The device comes with

OTHER STUFF

There's simply not room enough for a full inventory of all the possible shit characters might find in the Wasteland. The GM might hand out stuff or you might ask for stuff that's not listed here. That's ok. You know how it works. As for its price, basic stuff should go for 1d6 bullets while rarer and more expensive things can go for 20 bullets or more.

SPECIAL GEAR

Item	Price
Binoculars (30x magnification)	10
Camcorder	100
Camera	50
Climbing gear	20
Compass	5
Crowbar	5
Fire extinguisher	10
Flare	5
Flashlight	5
Gas mask	5
Healer's Bag	20
Lantern	5
Lock picks	10
Magnifying glass	5
Metal detector	10
Night-vision goggles	30
Poison	5
Portable stove	5
Tools	10
Walkie-talkie, pair	5

a roll of film with 24 exposures. You can buy a box of four rolls for 2 bullets in color or, if you're feeling artsy, black and white. Good luck getting the pictures developed, though. Alternatively, you can get a fancy digital camera for the same price with a card that has a similar storage capacity.

Cameras are electrical devices that use power.

Climbing Gear: This set includes a hammer, pitons, some rope, gloves, a harness, and other shit only climbers give a damn about. If you use climbing gear, you can usually climb without having to make a roll.

Crowbar: You can use a crowbar as a club. It grants you 1 asset on rolls made to open containers, doors, and the like.

Fire Extinguisher: You can use an action to spray fire foam from the device's nozzle. The foam extinguishes all flames in your area. Sighted creatures in the area must succeed on



Hands rolls to avoid becoming impaired for 1 round. You can also use the fire extinguisher as a club.

Flare: You can use an action to light the flare, causing it to burn for 15 minutes. The flare sheds light in a 10-yard radius.

Flashlight: A flashlight is an electrical device that uses power. A flashlight sheds light into a 10-yard-long cone originating from the device.

Gas Mask: A gas mask fits over your face. Filters scrub out gases, bad odors, and other stuff that would hurt you or make you sick. Filters must be replaced each mission to retain the mask's functionality. The filters cost 2 bullets.

Healer's Bag: A healer's bag contains bandages, ointment, thread, needles, and other items used to patch up the wounded. A healer's bag has ten uses. When you would expend a unit of medicine, you can also expend a use from the healer's bag to allow the target to heal 1d6 extra damage or to grant the target 1 additional asset to its roll made to remove the sickened affliction.

Lantern: A lantern is a mechanical device that uses fuel. A lantern sheds light in a 10-yard radius. Darkness within 10 yards of the radius becomes shadows.

Lock Picks: You can use these tools to unlock mechanical locks. Typically, unlocking a lock with tools requires a successful Hands roll. Lock picks grant you 1 asset on your roll.

Magnifying Glass: A magnifying glass can be used to start fires by focusing sunlight or to grant you 1 asset on Eyes rolls to find stuff by looking around.

Metal Detector: A metal detector is an electrical device that uses power. It pings when it detects coin-sized metal objects buried up to 8 inches deep or larger objects up to 2 feet deep.

Night-vision Goggles: These goggles are electrical devices that use power. While you wear the goggles, you cannot see into lit areas, but you can see in shadows as if those areas were lit and in darkness as if those areas were shadows.

Poison: Anyone ingesting this toxic substance or that takes damage from a weapon coated in it must roll Muscles with 1 complication. On a failed roll, the creature takes 1d6 damage from the poison and becomes poisoned for 1d6 rounds. While poisoned in this way, the creature must repeat the roll at the end of each round and takes 1 damage on a failure.

Tools: A heavy bag loaded with tools useful for taking shit apart, fixing shit, and putting shit back together. You use tools to repair, fieldstrip, and otherwise interact with objects.

Walkie-Talkie: Sold in pairs, they have a maximum range of 3 miles. They are electrical devices and use power.

DRUGS

Long before the Big Collapse, human beings have been using drugs to escape the horrors of existence, to give themselves a momentary advantage, to cure their ills, or ease their pain. The harsh landscape of the current world makes it even more common for people to use whatever substance they can get their hands on to escape or self-medicate. Everyone's gonna die, early and brutally for the most part, so you might as well be numb as fuck and smiling on your way out, right?

TAKING DRUGS

You take a drug by injecting, ingesting, or inhaling it. Generally, you need to use an action to stick a needle in your arm, open a pill bottle and dry swallow, or fire up a joint. It takes a couple of minutes for most drugs to fully course through your system, at which point you begin to experience the effects. How long a specific drug's effects last will vary depending upon its description.

ADDICTION

While drugs can make you feel good or help you forget, using them comes with the risk of addiction. When you complete a rest after using a drug, you must succeed on a Guts roll or become addicted to the drug. If you're addicted and go without the drug, you're subject to the effects of deprivation as if the drug was food. If you get three successes on rolls to resist the effects of going without the drug, you beat the addiction. Congrats, former junkie!

DRUGS

Drug	Price
Combat	20
Recreational	5

DRUG DESCRIPTIONS

This book includes just two basic drugs. More drugs might become available in other supplements. Buy more books and we'll make more drugs.

Combat Drugs: Designed to sharpen the senses and resist the effects of pain, combat drugs aid in a fight. When you take the drug, it takes 1d6 rounds for the effects to take hold. A combat drug grants you 1 asset on all rolls you make and a +5 bonus to Health. These benefits last for 1 hour. When they wear off, you take 1d6 damage and you must succeed on a Meat roll with 1 complication or lose one Grit. You make rolls to fight addiction and deprivation related to combat drugs with 1 complication.

Recreational Drugs: Time to open the doors of your mind, dude! 2d6 minutes after taking a recreational drug, you must roll Meat. On a success, you become impaired for 1d6 hours. On a failed roll, you instead become impaired for 2d6 hours. If you're already impaired, you become stunned for this time instead. If you roll a 0 or less, you take 2d6 damage and become unconscious for 2d6 hours.

When the drug wears off, roll Guts. On a success, you are fine. On a failure, you become addicted to the drug.

OTHER STUFF

Aside from the necessities of survival, weapons, and maybe armor, you can pretty much get whatever the fuck you want, with a few restrictions. If the item can be used as a weapon, protects you like armor, or uses or provides a valued commodity, you're going to have to track that shit down, and earn it or steal it, bitch. What this means is that if you want a little blood-stained doll your daughter owned before she was smeared all over the road by an insane motorcycle gang, you can have it. If you want a pack of cigarettes, a glow-in-the-dark cock ring, a copy of the Holy (or Satanic) Bible, or really anything else that's a great story hook but has no specific game-breaking effect, go right ahead and write it down on your character sheet. Do it. Everybody loves a good story.

You want a tactical nuke? Well, that's a different story. No fucking way, asshole. Detailed plans for a tac nuke that someone tattooed all over your body? Sure, why not? What could possibly go wrong for you with that, amigo?

ANIMALS

With the widespread failure of nearly everything technological, most survivors rely on animals for companionship, travel, and labor. You can typically find animals for sale in settlements, though they're pretty expensive and require food, water, and care. Statistics and details on these critters can be found in Chapter 9.

ANIMALS

Animal	Price	Animal	Price
Dog, guard	20	Horse	100
Dog, hunting	10	Pony	80
Hawk	50		

VEHICLES

In the world before the Big Collapse, nearly everyone owned or had access to automobiles to get the fuck around. From motorcycles and cars, to SUVs and big trucks, these vehicles crowded the roads and choked the air with their emissions. And let's not forget ships, trains, and airplanes.

As you might expect, there are plenty of these vehicles left in and around the Wasteland, but virtually nothing with a high-performance engine or an onboard computer works anymore, having become utterly useless since most of them don't work anymore and few, if anyone, knows how to fix them. Some of the bigger working vehicles remain, but they're rare enough that they're more like artifacts. And the truly big shit, like trains, cruise ships, and the like might still work as originally intended, but have more likely become mobile settlements wandering in search of whatever it takes to keep powering them.

Thus, the kinds of vehicles you might find are things most people have cobbled together such as horse-drawn trucks that function more like carts, bicycles, and maybe the occasional motorcycle or car.

VEHICLES

Vehicle	Price	Vehicle	Price
Bicycle	30	Motorboat	200
Boat	50	Motorcycle	200
Car	500	Truck	750
Cart or wagon	100		

Bicycle: Anything from racing bikes to mountain bikes, bicycles can move you more quickly than walking.

Handling —

Maximum Velocity 1; **acceleration** slow, **brakes** 1

Health body 10 [driver, passenger]

Occupants driver 1, passenger 1

Cargo 0

Boat: Boats rely on wind or oars for propulsion and might include rowboats, sailboats, and similar kinds of watercraft.

Handling 1 complication

Maximum Velocity 2; **acceleration** slow, **brakes** 1

Health body 20 [driver, passengers]

Occupants driver 1, passengers 4

Cargo 200



Car: From compacts up to sedans, cars have been stripped down of all their comforts and gadgets, mostly serving just to get you where you want to go.

Handling 0

Maximum Velocity 5; **acceleration** standard, **brakes** 1

Fuel Capacity 20; MPG 30

Health front 15 (motor 5), sides 15 each, back 15, bottom 15, 4 wheels 6 each

Occupants driver 1, passengers 4

Cargo 200

Cart or Wagon: These wheeled vehicles move if something or someone pulls them. Carts and wagons might be made from old cars and trucks or could be assembled from scrap materials. It takes at least one horse (or a similar creature) to pull a wagon.

Handling 1 complication

Maximum Velocity 1; **acceleration** slow, **brakes** 1

Health front 15 [driver], sides 15 each [passengers], back 15 [passengers], bottom 15, 4 wheels 10 each

Occupants driver 1, passengers 8

Cargo 600

Motorboat: Motorboats function like boats except they have motors and propellers to move them quickly through the water. Use the following statistics for any kind of motorboat, fan-boat, and similar vessels.

Handling 0

Maximum Velocity 3; **acceleration** super fast, **brakes** 1

Fuel Capacity 18; MPG 4

Health front 15, sides 15 each, back 15 [motor 5], bottom 15

Occupants driver 1, passengers 4

Cargo 400

Motorcycle: From dirt bikes to street bikes, motorcycles provide fast transportation without expending too much fuel. You can also use the following statistics for trikes.

Handling 0

Maximum Velocity 8; **acceleration** fast, **brakes** 1

Fuel Capacity 5; MPG 44

Health front 10 [engine 5, driver, fuel tank 3], back 10 [passenger, driver], 2 wheels 3 each

Occupants driver 1, passenger 1

Cargo 50

Truck: Trucks include most domestic pickups. Like cars, few, if any, amenities remain.

Handling 1 complication.

Maximum Velocity 4; **acceleration** standard, **brakes** 1

Fuel Capacity 23; MPG 24

Health front 15 (motor 5), sides 15 each, back 15, bottom 15, 4 wheels 6 each

Occupants driver 1, passengers 2

Cargo 1,000

VEHICLE ACCESSORIES

Fuzzy dice, seat covers, a collection of small stuffed animals, air fresheners, resin skulls, or a cool leather steering wheel cover can all make your vehicle extra classy and count as "other stuff." Trick 'er out, pal—might as well impress the locals.

VEHICLE ACCESSORIES

Accessory	Price	Accessory	Price
Jerrycan	5	Spotlight	5
Scanner	10	Tire	5
Sidecar	20	Two-way radio	5
Sound system	10		

Jerrycan: The jerrycan can be stored inside the vehicle or mounted on the outside. A jerrycan holds up to 5 units of fuel. If struck by a bullet, a jerrycan filled with fuel explodes as 3 Molotov cocktails.

Scanner: The vehicle has a scanner that can pick up radio signals from a distance of up to $2d6 \times 5$ miles. A scanner uses 1 unit of power per mission.

Sidecar: You can bolt a sidecar onto a motorcycle. Doing so reduces the maximum velocity by 1, but adds a new location, sidecar, that has Health 10 and allows an additional passenger.

Sound System: The vehicle has a CD player, tape deck, 8-track, or an MP3 player or something similar. Each vehicle comes with one album from your favorite metal band, such as Behemoth, Slayer, Vader, Air Supply, and the like.

Spotlight: A floodlight mounted on the car, its range of illumination is about 50 yards. It can swivel around to be pointed in different directions freely. A spotlight uses 1 unit of power per mission.

Tire: With a bit of tinkering, one size fits all!

Two-Way Radio: Your very own CB radio, good buddy! It has a range of up to 20 miles based on terrain. A two-way radio uses 1 unit of power per mission.

VEHICLE UPGRADES

Getting a set of wheels is one thing. Keeping them is something else entirely different. Buff it up, pal, so no one else can yoink your ride away from you!

Vehicle upgrades can improve a vehicle's performance and survivability. Each upgrade eats up cargo space. You can trade 1 passenger for an additional 200 pounds of cargo space. If adding an upgrade would reduce the cargo space available to 0 or less, you cannot apply the upgrade to that vehicle.

VEHICLE UPGRADES

Upgrade	Cargo Cost	Price
Armor	250	500
Body spikes	100	250
Brakes, improved	50	250
Caltrops	50	10
Chassis, improved	—	500
Engine, Improved	100	1,000
Extra fuel tank	50	100
Fixed mount	50	50
Nitro tank	50	300
Oil jet	50	30
Ram plate	250	100
Suspension, improved	50	1,000
Suspension, off-road	50	2,000
Swivel mount	500	500
Weapon link	50	300

Armor: You affix armor plating to the vehicle to protect it from damage. You can apply this upgrade multiple times, each time increasing the vehicle's Health score by 10. Armor is heavy, though, reducing the vehicle's maximum velocity by 1.

Body Spikes: Welding spines, spikes, and sharp, pointy things to the vehicle's body increases the danger to assholes interacting with your ride. Creatures rammed by this vehicle take 1d6 extra damage. Also, creatures jumping onto the vehicle must succeed on a Hands roll or take 1d6 damage from the spiky shit. Not too bright, are they?

Brakes, Improved: You can replace the vehicle's brakes with better ones. Doing so increases the deceleration by 1.

Caltrops: Anyone inside the vehicle while it's moving can use an action to release any equipped caltrops, covering the surface behind which the vehicle moves with small hunks of metal fashioned into sharpened spikes. The caltrops count as fucked up terrain and a driver that moves across them must succeed on a Hands roll or blow 1d3 + 1 tires and lose control.

Once used, the vehicle loses this upgrade.

Chassis, Improved: An improved chassis increases the vehicle's cargo by 25 percent.

Engine, Improved: You can replace the vehicle's engine with a better one. An improved engine increases your maximum velocity by 1.

Extra Fuel Tank: An extra fuel tank doubles the vehicle's fuel capacity.

Fixed Mount: A fixed mount allows you to bolt a weapon onto the vehicle. The mount points the vehicle weapon in one direction you choose when you install the mount (typically front, back, or side). Any creature in the vehicle can use an action to attack with one mounted weapon. A weapon attached to a fixed mount can be fired just once per round.

Nitro Tank: A nitro tank allows a vehicle to rapidly accelerate and exceed its top velocity. When you use an action to control the vehicle, you can also activate the nitro tank. Doing so allows the vehicle to increase its velocity by 4, which can exceed the vehicle's maximum velocity. The vehicle remains at this velocity until you decelerate or for 1 minute, after which time the vehicle automatically reduces its velocity by 1 each round until it returns to its maximum speed.

Oil Jet: Anyone inside the vehicle can use an action to cause oil to spray out onto the road behind the vehicle, covering the road in the area with an oil slick. The slick counts as fucked up terrain and a driver who moves across it must succeed on a Hands roll with 2 complications or lose control. Once used, the oil jet cannot be used again until reloaded, which takes 10 minutes and 5 units of fuel.

Ram Plate: Bars or a heavy plate installed on the front of the vehicle, the vehicle deals 2d6 extra to any target it rams. The ram plate is heavy, though, reducing the vehicle's maximum velocity by 1.

You cannot install a ram plate on motorcycles, aircraft, seacraft, ATVs, or similar vehicles.

Suspension, Improved: Improving the vehicle's suspension improves its handling by 1 asset. You can only apply this upgrade to fuel-powered, wheeled vehicles.

Suspension, Off-road: Applying this upgrade to your vehicle reduces the number of complications imposed by driving off-road by 2. You can only apply this upgrade to fuel-powered, wheeled vehicles.

Swivel Mount: A swivel mount allows you to bolt a weapon onto a vehicle. The swivel mount gives the weapon a 180-degree firing arc determined when the weapon is installed. Anyone on or in the vehicle acting as a gunner can use an action to attack with the weapon. The weapon can be fired just once per round.

Weapon Link: A weapon link lets anyone in the vehicle attack with two weapons mounted on it at the same time. A weapon link can only link weapons attached to fixed mounts and can only link two weapons. Each weapon can be fired just once per round.



MUTATIONS

Considering the incalculable damage done to the environment—mass extinctions, acidification of the oceans, rising sea levels, and mammoth storms that erased vast swathes of land—it’s no wonder the world looks a bit different now than how it did during our time.

Yet these ravages tell only part of the horrid story, as humanity heaped insult onto injury when it released a veritable parade of horrifying weapons to settle its petty conflicts. From nuclear bombs dropped on unruly and restless populations, to biological and chemical agents used to wipe out the unwanted rabble outside the gates of the great Megalopoli, these manmade horrors accelerated the world’s decline from a thriving blue and green globe spinning in a remote corner of the universe to the smoldering brown ball of shit it is today.

Despite the devastation done to the world and to the many creatures that live in it, Mother Nature always finds a way of adapting and adjusting to the changes in the environment that allow the dominant species to not only perpetuate, but also to thrive. Sure, most folks and a few remaining hardy species have escaped the worst of the ruin and still look more or less as they did before the nightmare destruction began. But great changes have already occurred, and stories continue to trickle in from the Wasteland about all manner of strange and

terrible monsters, about people and animals transformed into frightening and impossible things.

From two-headed wolves and fleshy bears to lizardcocks and landsharks, Mother Nature’s desperate moves to adapt to the rapidly changing environment have spawned more horrors than the species she has saved, and the lands beyond those settled by the poor and wretched survivors have become a literal freak show. There is no end to the variety of aberrations showing up in the flesh and bodies of those afflicted things forced to make do in the toxic lands where no one else dares to live.

These changes aren’t exclusive to the animals that somehow manage to survive and pass down their freakishness to their offspring. The same kind of changes afflicting the beasts have also begun to appear in people, which makes every person everywhere nervous, wondering, “When will this horrible shit start spreading to me?”

People who experience mutations suffer the fear and suspicion of those who have thus far managed to avoid becoming changed. Called freaks, changed, mutants, or, by the extremely crass, mutards, these suffering people find no haven in human settlements, and are usually forced to live among the ruins of the world before. As difficult as their lives can be, many believe that a new time is coming, an age of mutants that will

dominate the world. It's just a matter of time before the rest of the changed band together to take what they believe is owed them from those who have cast them out.

MUTAGEN AND MUTATIONS

Mutagen causes creatures to mutate and become something other than what they were. Creatures might gain mutagen when they explore hazardous environments, encounter mutagenic substances, or come into direct contact with bizarre, mutated creatures. When this happens, there's a risk of developing a mutation.

MUTATION TYPES

Mutations come in four basic types: minor, harmful, physical, and mental. The most common, minor mutations cause changes in your appearance and rarely, if ever, affect your capabilities in any meaningful way other than making you look strange. Harmful mutations make your life harder, restricting what you can do or making certain tasks more difficult.

Physical and mental mutations can be helpful in that they can provide you with new capabilities. Physical mutations affect your body, giving you some physical advantage over other creatures of your kind. Mental mutations unlock the power of your mind, enabling your thoughts to directly interact with your environment.

MUTATION TYPE

3d6	Type
3	Harmful
4-5	Minor
6-8	Physical
9-12	Minor
13-15	Mental
16-17	Minor
18	Harmful

GAINING MUTATIONS

Whenever your mutagen score increases, roll a d6. If the number rolled is equal to or less than your mutagen total, you acquire a mutation. (If your mutagen is 6 or higher, don't bother rolling.) It takes time for mutations to develop, though, so any mutations you would gain always appear in between missions.

Sometimes, the source of the mutagen indicates what kind of mutation you gain. If so, go to the section detailing your mutations and follow the instructions there. If not, you

randomly determine your mutation type by rolling on the **Mutation Type** table. Proceed to the section that discusses the type of mutation you gained.

MINOR MUTATIONS

Minor mutations always change the body's physical appearance, usually by adding or taking a feature away, or changing its appearance. When you gain a minor mutation, roll a d20 and consult the **Mutated Body Part** table to find out what part of you has been changed. Then, roll a d20 and find the result on the indicated table.

MUTATED BODY PART

d20	Body Part Table
1	Nose
2	Eyes
3	Hands
4	Feet
5	Ears
6	Mouth
7	Legs
8	Arms
9	Head
10	Distinctive growths
11	Skin
12	Odor
13	Hair
14-18	Roll twice, rerolling results of 14 or higher
19-20	Roll three times, rerolling results of 14 or higher

NOSE

d20	Your Nose . . .
1	is long and pointed
2	is a pig's snout
3	is absent
4	is on the back of your head
5	has 1d3 nostrils
6	has the company of 1d3 other noses
7	is wide and flat
8	twitches all the time
9	has abnormally long hairs
10	is a different color from your skin
11	runs all the time
12	has whiskers
13	has wide, flaring nostrils

CHAPTER 5: MUTATIONS

d20	Your Nose . . .
14	moves around your face while you're sleeping
15	looks like a potato
16	is enormous and cannot be contained
17	has no nostrils
18	is bent and twisted
19	looks like a tree's root
20	is a beak

EYES

d20	Your Eyes . . .
1	glow in the dark
2	are joined by 1d3 additional eyes in unusual places on your body
3	are one, positioned in the center of your face
4	roll around in your head all the time
5	fall out onto your cheeks when you sneeze
6	are solid white, black, red, or some other color
7	weep all the time
8	are different sizes
9	are way too large
10	are way too small
11	look like cabbages
12	are too far apart
13	are too close together
14	are in weird places on your head
15	have lashes that hang down to your chin
16	look like pinwheels
17	squint all the time
18	never blink
19	have worms inside them
20	bulge

HANDS

d20	Your Hands . . .
1	are always moist
2	are skeletal
3	have 1d3 extra fingers each
4	twitch all the time
5	have fingers of wildly differing lengths
6	are missing 1d3 fingers each
7	are different colors from your body's skin
8	have thick, bulging veins

d20	Your Hands . . .
9	are furry
10	are upside down
11	are switched, with your left hand on your right arm and vice versa
12	are always greasy
13	are smooth, soft, and doughy
14	are joined by a third somewhere on your body
15	are covered in sharp bristles
16	are webbed with big, blue veins
17	are cracked, fissured, and bleeding
18	have odd lumps and nodules
19	leave no prints
20	are twisted into claws

FEET

d20	Your Feet . . .
1	are wide and spatulate
2	have no toes
3	are missing 1d3 toes each
4	have 1d3 extra toes each
5	have a horn growing from each heel
6	are thickly calloused
7	have big, bulging veins
8	are covered with thick hair
9	sprout so many warts
10	stick out to the sides
11	point inward
12	are quite thick
13	are webbed like a duck's
14	sprout growths that look like roots
15	have no heels
16	are hooves
17	are a different color from the rest of your body
18	ooze
19	grip like hands
20	smell real bad

EARS

d20	Your Ears . . .
1	are enormous and hang down to your shoulders
2	are in unusual places
3	are absent

d20	Your Ears . . .
4	have very long lobes
5	are covered in long hairs
6	ooze foul-smelling wax
7	wiggle and twitch
8	are long flaps
9	have 1d3 extra ear holes each
10	are small and knotty
11	are tall and pointed
12	swivel
13	enjoy the company of 1d3 extra ears on your head
14	are conical
15	lay flat against your head
16	are weird tails
17	snuffle
18	are always crusty
19	are cracked and oozing
20	look like hands

MOUTH

d20	Your Mouth . . .
1	is wide and leering
2	is generous and sensual
3	is filled with rotting teeth
4	looks like two wet worms
5	is filled with sharp, pointed teeth
6	is ragged
7	is far too small
8	is absent and you eat by forcing food into your nose
9	looks like a small O
10	has 1d6 teeth
11	has a long, black tongue
12	smells real bad
13	is wrinkled and puckered, like an anus
14	has a forked tongue
15	has an unusual position on your head
16	enjoys the company of another mouth somewhere on your head
17	looks like a duck's bill
18	leaks slime
19	has tiny hands instead of teeth
20	has no teeth

LEGS

d20	Your Legs . . .
1	are short and stubby
2	are long and thin
3	are thick and long
4	bend backwards
5	are covered in fur
6	are a different color from the rest of your body
7	are covered in thick, bristling hairs
8	have a web of veins
9	are covered in open, weeping sores
10	twitch all the time
11	have small faces on your knees
12	sprout lots of small horns
13	are covered in scales
14	bulge
15	appear flabby and melted
16	have no feet, ending in stumps
17	have an extra pair of feet
18	join above the knees
19	have numerous growths and nodules
20	look like a cricket's

ARMS

d20	Your Arms . . .
1	are wide and flabby
2	are thin and spindly
3	bulge
4	bear nasty scars
5	are covered in thick fur
6	sprout small horns
7	have an extra pair of hands
8	bend the wrong way
9	are a different color from the rest of your body
10	drip slime from the pits
11	are covered in bark like growths
12	have unseemly bulges and knots
13	tremble and shake
14	are twice as long as normal
15	have eyes in the palms of their hands
16	have growths that look like fingers

CHAPTER 5: MUTATIONS

d20	Your Arms . . .
17	are short and stubby
18	are smooth and hairless
19	trail silky hair
20	have incredibly thick forearms

HEAD

d20	Your Head . . .
1	looks like the head of a dog, cat, rat, bird, or some other animal
2	looks reptilian, with horns growing from your scalp
3	faces your left or right shoulder
4	has 1d3 extra noses, mouths, or eyes
5	has a beard made of fingers
6	has a wandering wart
7	appears wrinkled and ancient
8	appears smooth and cherubic
9	twitches
10	has an abnormally long chin
11	has facial features randomly arranged
12	has a second face on the back
13	appears upside down
14	is shaped like a crescent moon
15	has great big jowls
16	has a sloping forehead
17	has no chin at all
18	is covered with thick fur
19	is all bunched up and misshapen
20	is flat on top

DISTINCTIVE GROWTHS

d20	You Have . . .
1	a tooth growing from your scalp
2	a hairless tail about half as long as your body
3	a horn growing from the side of your head
4	an extra arm growing from your back
5	a cyst that looks like a fetus clinging to the side of your head
6	a bulge that looks like a seed pod hanging from your ear
7	bark-like growths all over your body
8	1d6 extra fingers or toes wherever you like on your body
9	useless insect wings on your back
10	a short, stubby tail

d20	You Have . . .
11	a bulging cyst on your back
12	bits of chitin on your neck and chest
13	a long, tapering fleshy appendage emerging from the center of your head
14	extra webbing between your arms and body
15	a pronounced crest rising from the top of your head
16	a scaly tail that ends in a knob
17	big, shuddering glands that squirt foul-smelling slime when you're frightened
18	a fleshy pouch
19	a strange shell on your back
20	a twin growing out of your abdomen

SKIN

d20	Your Skin . . .
1	is bright green
2	is bright orange
3	has all the warts
4	is covered in strange writing
5	looks like burned toast
6	appears mottled and moist
7	has zebra stripes
8	is pink and glistening
9	is thick and leathery
10	is transparent
11	has an unusual pattern
12	ripples and flows
13	is bloated and distended
14	is hard and cracked
15	appears stitched together
16	has a pebbled texture
17	is always cold to the touch
18	is covered in scales
19	changes color with your moods
20	is covered in feathers

ODOR

d20	You Smell of . . .
1	dirty diapers
2	burning trash
3	a dead animal
4	onions

d20	You Smell of . . .
5	the sewer
6	wet paper
7	soup
8	spoiled milk
9	feet
10	ham
11	grease
12	old cheese
13	pickled beets
14	sex
15	vomit
16	cheap perfume
17	trees
18	urine
19	feces
20	boiled cabbage

HAIR

d20	You Have . . .
1	thick fur growing all over your body
2	no hair on your body whatsoever
3	hair growing in patches
4	no hair on your head
5	profuse navel hair
6	hair that looks like tree roots
7	hair that looks like wet seaweed
8	profuse nose hair
9	fine fur all over your body
10	hair of a strange color
11	no hair on your body except for your head
12	hair growing in the back of your throat
13	hair instead of finger- and toenails
14	profuse nipple hair
15	hair that grows in strange patterns on your back
16	hair that falls out when you sleep and grows back during the day
17	a few long hairs that sprout all over your body
18	damp hair on your head
19	thick, ropy hair all over your body
20	strangely thick hairs that look like flesh

HARMFUL MUTATIONS

These mutations suck. You don't want them. If you get too many of them, your character should probably find a way to end it all, either by eating a bullet, jumping from a great height, or getting into a moral debate with the V Reich (they hate mutants). Actually, as bad as harmful mutations can be, they help balance all the awesome that comes from some physical and mental mutations, so be a good sport if you get one or two. No one likes a whiner.

When you gain a harmful mutation, first roll a d6 to find the table you should use. Then roll a d20 on the table indicated. If you get a harmful mutation you already have, roll again until you get a new one.

HARMFUL MUTATIONS

d6	Harmful Mutation Table
1-2	Table I
3-4	Table II
5-6	Table III

TABLE 1: HARMFUL MUTATIONS

d20	Mutation
1	You become thin and spindly. Reduce your Muscles by 1.
2	Your lung capacity shrinks. You make attribute rolls that involve climbing and swimming with 1 complication.
3	Your body rejects the mutagen, causing you to become sickly and prone to ailments. Reduce your Meat by 1.
4	Several bulging cysts pop up all over your body. The cysts shiver and shake, when they aren't migrating to different places on your body. You make attribute rolls to maintain your balance with 1 complication.
5	Your body trembles and shakes. Reduce your Hands by 1.
6	A part of your brain calcifies forcing the rest to work overtime. You have a hard time remembering stuff. You make attribute rolls involving recalling information with 1 complication.
7	Your body collects moisture, causing you to become bloated. Reduce your Feet by 1.
8	A tooth grows inside your brain and pushes its way through your skull. Reduce your Brains by 1.
9	You lose 1d6 fingers, divided any way you like between your hands. Your digit deficiency imposes 1 complication on attribute rolls made that involve the use of your hands.
10	You lose an eye or an ear. Reduce your Eyes by 1.
11	Your tongue forks and you develop an irritating speech impediment. You make attribute rolls in social situations with 1 complication.

d20	Mutation
12	You hear a faint ringing all the time, which makes it hard for you to concentrate on what people are saying. The ringing comes to you from new organs throbbing inside your ears. You make attribute rolls involving hearing and noticing with 1 complication.
13	Your face slides off to reveal a sticky, awful mess. Reduce your Mouth by 1.
14	Your liver goes on strike, recruiting other internal organs to join in. You can no longer hold your booze or, really, anything. You heal half damage from meds and you make attribute rolls to resist disease and poison with 1 complication.
15	The horror of your existence fills you with dread. Reduce your Guts by 1.
16	While you were sleeping, your skin parted ways with you, possibly to seek out a life among other rogue epidermises. When you woke, you discovered your muscle and sinew were exposed. Aside from being messy and rather painful, you take a -2 penalty to Defense.
17	Your facial features bunch up whenever you are lying, bluffing, or doing anything deceptive before settling back to its normal arrangement. You make attribute rolls in social situations with 1 complication.
18	Your body becomes soft and spongy. Reduce your Health by 3.
19	Your vision grows incredibly near-sighted or far-sighted. Reduce your Eyes by 1 and you make attribute rolls involving sight with 1 complication.
20	You exude a mild adhesive from your skin that collects dust, nails, screws, dirt, and other small bits.

TABLE 2: HARMFUL MUTATIONS

d20	Mutation
1	The fingers on your hands fuse, causing these appendages to become thick and spatulate. You make rolls to hit with anything that has a trigger with 3 complications and attribute rolls involving manual dexterity with 1 complication.
2	Your vocal cords stretch to make your voice high-pitched and annoying. You make attribute rolls that involve performing with 1 complication.
3	Your skull peels back to reveal your mass of little gray cells. You grant 1 asset on rolls to hit your Brains and Guts.
4	You give off a foul odor that attracts vermin. You make attribute rolls made to become hidden with 1 complication.
5	Your skin exudes a slippery slime. Whenever you become injured, you drop whatever you are holding.
6	You have luminescent blood. While you are injured, your body sheds light in a 5-yard radius. Glowing in this way imposes 1 complication on attribute rolls you make that involve hiding and sneaking.

d20	Mutation
7	You have radioactive blood. When you become injured, each creature within 1 yard of you must succeed on a Muscles roll with 1 asset or gain 1 mutagen. Once you trigger this effect, you lose this trait until the mission ends.
8	An arm or leg withers away until it's just a stub. Roll a d6. An odd number means you lose an arm and an even number means you lose a leg.
9	Your face and body become so hideous, people find you repulsive. In social situations, people are unfriendly to you and you make attribute rolls to influence others with 2 complications.
10	Your body turns itself inside out. You take double damage from all sources in addition to being a hot mess of nasty.
11	Ravaged by radiation, your body is slow to heal. Whenever you heal damage from any source, you heal half damage.
12	Your skin becomes paper thin. Whenever you take 5 damage or more, you take 1d6 damage at the end of each round until you or a creature that can reach you uses an action to stanch the wound.
13	A vestigial twin grows out from someplace on your body. It mutters and grumbles, spouting foul curses.
14	You bodily fluids are highly flammable. Whenever you take damage from fire or lightning, you catch fire.
15	You become wildly unstable. Whenever you take damage, you must roll Guts. On a failure, you become insane for 1d6 rounds. On a success, you ignore this effect until the end of the mission.
16	Your ears wander off to find new lives for themselves. You are deafened.
17	You sweat profusely and leave puddles wherever you go.
18	Your intestinal flora rebels in reaction to your poor diet. You are sickened. If you remove the sickened affliction, you lose this mutation.
19	Your eyesight worsens to the point that you are blinded in regard to anything more than 5 yards away from you.
20	A weakened constitution results in your becoming fatigued for 1d6 rounds whenever you spend grit.

TABLE 3: HARMFUL MUTATIONS

d20	Mutation
1	Your skin drinks in the light, causing lit areas within 4 yards of you to become shadows and areas of shadows to become darkness.
2	Much of your body fuses. You take a -3 penalty to your Speed score.
3	An assortment of minor harmful mutations that you have accumulated leaves you impaired, always.

d20	Mutation
4	You grow a new organ that floods your body with toxins to kill creatures that would eat you. Unfortunately, the toxins aren't good for you either. Whenever you become injured, the poison flows through you. You take 1d6 extra damage and become sickened for 1d6 rounds. While sickened this way, any creature that eats you must succeed on a Muscles roll or take 3d6 damage and become sickened for 1 hour.
5	Chunks of your brain die. You make Brains, Eyes, Mouth, and Guts rolls with 1 complication.
6	You are top heavy. Whenever you take damage, you must succeed on a Hands roll or fall prone.
7	You move like a sloth. You cannot take fast turns.
8	You have a low threshold for pain. Whenever you take 5 or more damage from a single source, you must succeed on a Guts roll or become stunned for 1 round.
9	You faint when startled. Whenever you would be surprised, you fall prone and become unconscious for 1d6 rounds.
10	Your internal organs are perpetually in a state of rebellion. Reduce your grit by 1.
11	Barnacle-like growth covers your body. Reduce your Hands and Feet by 1, but increase your Defense by 1.
12	Your sexual organs slough off or out of your body. No babies for you!
13	Your mouth seals shut. You cannot talk and have to eat by snorting food up your nose and choking it down. If you're feeling frisky, you could cut a hole in your face to overcome this mutation.
14	Your sweat glands give off an unholy stench while you are injured or fatigued. The stench falls somewhere between rancid ham, spoiled mayonnaise, old potatoes, and three-day old hobo underwear. While you give off this odor, any living and breathing creature within 1 yard of you that uses an action must roll Muscles. The creature becomes immune to your stench until it completes a rest on a success, or it becomes fatigued for 1 round on a failure.
15	You grow an extra set of sexual organs in an unexpected place on your body. Use them wisely!
16	Your body folds in on itself. Halve your height and weight.
17	Your glands pump your body full of adrenaline to the point that you are jittery and anxious all the time. You make all attribute rolls during slow turns with 1 complication.
18	You move as if you were wading through syrup. You make attribute rolls during fast turns with 1 complication.
19	In an unexpected act of rebellion, one of your arms or legs pulls free from your body and creeps away from you never to be seen again. Each time you gain this mutation, you lose another limb. If you lose both legs, you can only move by crawling until you get some prosthetics. Good luck with that.
20	Your legs fuse together to form a tail. While this makes you popular with mermaids and their fans, you can only move by crawling. Sucks to be you.

PHYSICAL MUTATIONS

Physical mutations include a variety of alterations and enhancements that improve your capabilities. They might make you stronger, tougher, faster, or give you special attacks, new ways of moving, and other benefits.

GAINING PHYSICAL MUTATIONS

When you gain a physical mutation, first roll a d6 to find the table you should use. Then roll a d20 on the table indicated. If you get a physical mutation you already have, you instead gain a physical mutation of your choice.

PHYSICAL MUTATIONS

d6	Physical Mutation Table
1–2	Table I
3–4	Table II
5–6	Table III

TABLE 1: PHYSICAL MUTATIONS

d20	Physical Mutation
1	Able
2	Acid Spittle
3	Amphibious
4	Brutal Charge
5	Carapace
6	Centauroid
7	Chameleon
8	Claws and Teeth
9	Darksight
10	Durable
11	Extra Limbs
12	Feral
13	Fire Within
14	Freakish Metabolism
15	Frog Legs
16	Gas
17	Growth
18	Healing Excretion
19	Horns
20	Hunk

TABLE II: PHYSICAL MUTATIONS

d20	Physical Mutation
1	Invincible (nearly)
2	Invisibility
3	Levitation
4	Life Leech
5	Malleability
6	Mimic
7	Monstrous
8	Musk
9	Organic Missile
10	Phasing
11	Phosphorescent
12	Photosynthesis
13	Prehensile Limb
14	Psychic Echo
15	Radioactive
16	Regeneration
17	Resilient
18	Runner
19	Shapechanger
20	Sharp Senses

TABLE III: PHYSICAL MUTATIONS

d20	Physical Mutation
1	Sharp Tail
2	Shocker
3	Shrieker
4	Shrink
5	Slippery
6	Sonar
7	Spines
8	Spores
9	Sticky
10	Stinger
11	Sure Feet
12	Swift Moves
13	Swimmer
14	Telescoping Eyes
15	Tentacles

d20	Physical Mutation
16	Thorns
17	Tough Skin
18	Twin
19	Webs
20	Wings

PHYSICAL MUTATION DESCRIPTIONS

The following mutations are presented in alphabetical order.

ABLE

You can push yourself beyond your normal limits. When you take a turn, you can choose to increase the number of actions you can use by one. At the end of that round, you must succeed on a Meat roll or become fatigued for 1d6 rounds. Once you use Able, you must wait at least 6 rounds before you can use it again.

ACID SPITTLE

Your saliva becomes corrosive to organic materials other than you. When you use an action to attack a creature you can reach, you can also choose to spit acidic saliva at the same target before you resolve your attack. The target must succeed on a Feet roll or take 1d6 damage and grant 1 asset to the roll you make to attack it. If the total of your attack roll is 20 or higher, the target takes 1d6 extra damage.

Once you use Acid Spittle, you must wait at least 6 rounds before you can use it again.

AMPHIBIOUS

You develop gills under your ribs that let you breathe water as easily as you breathe air. You are never at risk of suffocation when underwater.

BRUTAL CHARGE

Your legs grow muscled and powerful, so that when you charge, you slam into your target with incredible force. Your attack made as part of your charge deals 1d6 extra damage.

CARAPACE

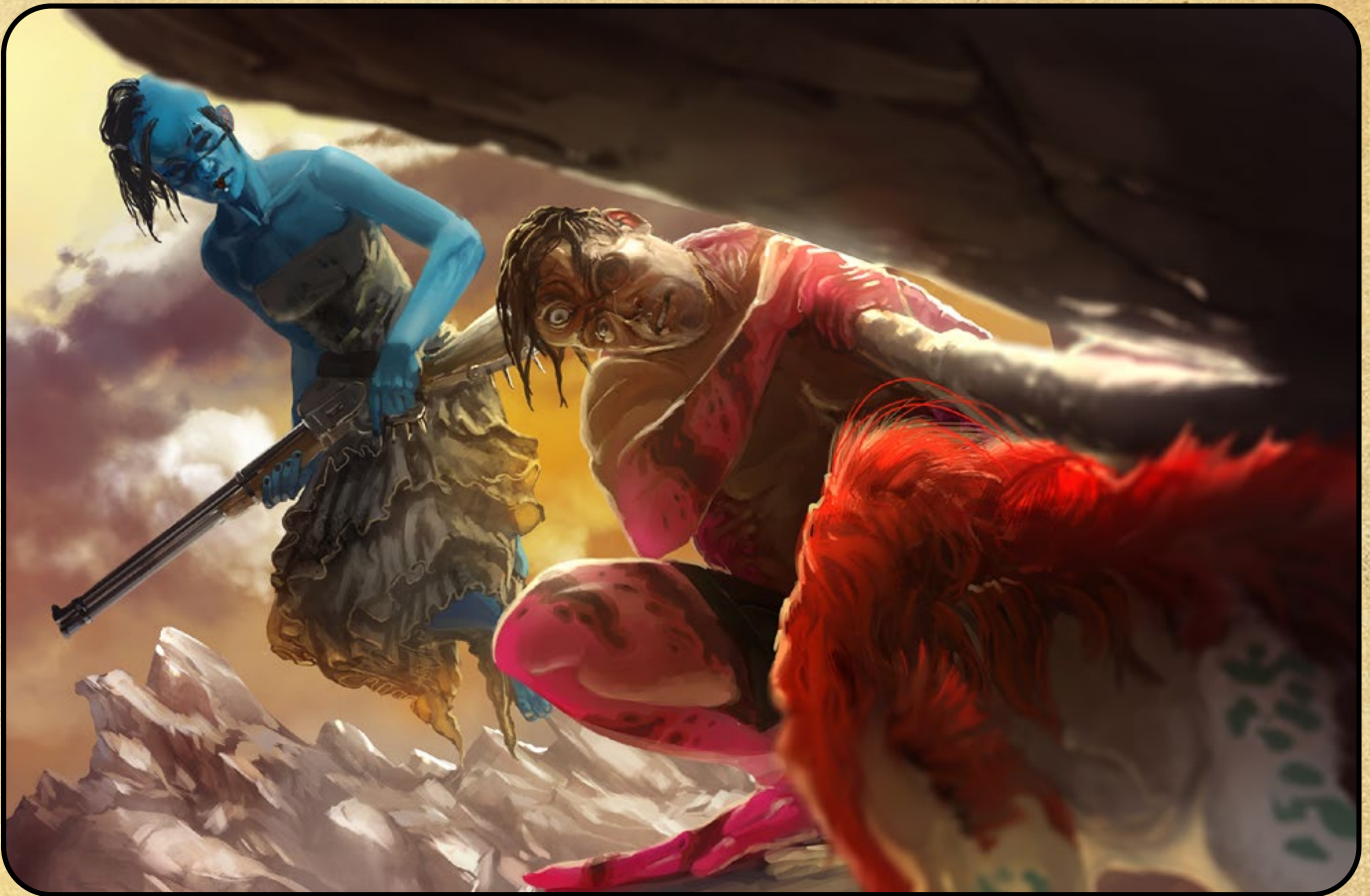
A chitinous shell covers your body, protecting you from harm. Your Defense increases to 14 if it's not higher already.

CENTAURIOID

Your lower body morphs into that of a quadruped. Increase your Size by 1 and your Speed by 2. You make attribute rolls in chases with 1 asset and, when you use an action to rush, the bonus to your speed score equals twice your Speed score.

CHAMELEON

Your body changes coloring to match your surroundings. If you are within 1 yard of a solid surface and you do not move for



at least 1 round, your skin, eyes, and hair change color to match the surface you stand against. Until you move, you are hidden from any creature that is not observing you or not within 1 yard of you.

CLAWS AND TEETH

Your nails lengthen into claws and your teeth lengthen into fangs. Your claws and teeth count as a weapon with the finesse property that deals 1d6 damage.

DARKSIGHT

Your eyes can pierce darkness. Out to the range of your vision, you treat areas obscured by shadows or darkness as if those areas were lit.

DURABLE

You have greater reserves for recovering from your injuries. Increase your Grit by 2.

EXTRA LIMBS

You sprout a few extra limbs. When you attack a target that you can reach with a weapon, your extra limbs grant you 1 asset on the roll.

FERAL

You develop animalistic traits that let you move more quickly.

You make attribute rolls to climb and swim with 1 asset and you increase your speed by 2.

FIRE WITHIN

You feel hot to the touch as if you were running a high fever. You learn how to channel this heat against your foes. You can use an action to release the heat within your body into a 2-yard radius centered on a point in your space. Each creature in the area must succeed on a Meat roll or take 1d6 damage from the intense heat. Once you use fire within, you must wait 6 rounds before you can use it again.

When you choose an expert path, the radius increases by 2. When you choose a master path, the attack deals 1d6 extra damage.

FREAKISH METABOLISM

You can burn through your energy to push beyond your normal limits. On your turn, you can spend 1 Grit to increase the number of actions you can use on your turn and your next turn by one.

FROG LEGS

You have incredibly strong legs that let you make giant leaps. When you move, you can move in any direction and land safely.

GAS

Large, bubbly sacs filled with gas appear all over your body. Whenever you take damage from an attack, one or more sacs rupture, releasing the gas into a cube of space, 2 yards on a side, originating from a point in your space. Each creature in the area must succeed on a Muscles roll or suffer the gas's effects. Roll a d6 each time you use this mutation and find the number rolled on the following table to determine the nature of the gas you released. Once you use your gas, you must wait until you complete a rest before you can use it again.

d6	Gas Effect
1	Nothing more than an offensive odor.
2	The creature falls prone and becomes immobilized for 1 round.
3	The creature becomes blinded for 1 round.
4	The next time before the end of the round that the creature takes damage from an attack, it takes 1d6 extra damage.
5	The creature takes 1d6 damage and becomes sickened for 1d6 rounds.
6	The creature becomes insane from horrific hallucinations for 1d6 rounds.

GROWTH

You grow bigger. Increase your Size by 1 and Speed by 1. In addition, you increase your Muscles by 2 but reduce your Feet by 1.

HEALING EXCRETION

You can force your body to excrete a disgusting substance that speeds healing. You can use an action to touch a creature you can reach. Spend 1 Grit and the target heals 1d6 + 3 damage.

HORNS

Horns or antlers grow out from your head. When you charge, you can attack with your horns. Your horns count as weapons that deal 1d6 + 3 damage.

HUNK

You have a big, hulking body. You make Muscles rolls with 1 asset.

INVINCIBLE (NEARLY)

You have a hardy constitution. You never take damage from disease or poison nor ever gain the sickened affliction. In addition, you take half damage from cold, fire, and radiation.

INVISIBILITY

You can use an action and spend 1 Grit to alter the appearance of your body so that you become invisible to all creatures other than yourself for 1d6 rounds. While you're invisible, other creatures cannot see you using their normal senses. You are

totally obscured and can thus hide anywhere. You make rolls to hit the Defense and Feet of any creature who cannot see you with 1 asset.

You still make noise, leave footprints, and displace liquids. Clouds of dust and smoke can reveal your position. In such situations, you might be considered partially or heavily obscured.

LEVITATION

You can use an action and spend 1 Grit to change the density of your body so that you float in the air for 1d6 rounds. When you use this mutation, you rise 1d6 feet into the air and remain there until the effect ends. You can use an action to raise or lower yourself by 1d6 feet. You can only move yourself horizontally if you have a surface you can reach and crawl along.

LIFE LEECH

You can use an action to drain life energy from other creatures. Roll Muscles or Hands to hit the Feet of one creature you can reach. On a success, you touch the target, causing it to take 1d6 damage and you to heal an equal amount of damage. If the total of your roll was 20 or higher, the target takes and you heal 1d6 extra damage.

Once you use life leech, roll a d6. On a 3 or lower, you must wait until you complete a rest before you can use this mutation again.

MALLEABILITY

Your bones grow soft and flexible so that you flow when you move. You ignore the effects of moving across fucked-up terrain, you can move through the spaces of other creatures regardless of their size, and you can move freely through openings at least 1 foot wide.

In addition, when a creature grabs you, you can use a reaction to escape.

MIMIC

You can alter your physical form to appear as someone you can see. You can use an action to choose one creature of your size that you can see within 5 yards and roll Muscles. On a success, your physical body changes to look exactly like the target and remains so until you use this mutation again.

MONSTROUS

You gain two minor mutations as the mutagen ravages your body, transforming you into something strange and terrible. In social situations, you make attribute rolls to threaten and intimidate with 2 assets. In addition, when you attack a creature that can see you, the creature must succeed on a Guts roll or become frightened for 1 round. A creature that makes this roll then becomes immune to this effect until it completes a rest.

MUSK

You grow musk glands somewhere on your body. When you take damage or become frightened, you can use a reaction to squirt musk from your glands. One creature you choose must succeed on a Feet roll or be covered with your musk. For 1d6 rounds, the creature is impaired. In addition, the reeking creature imposes 1 complication on rolls made by living, breathing creatures within 5 yards of it. Once you use your musk, you must wait at least 6 rounds before you can use it again.

ORGANIC MISSILE

You can launch something from your mouth or some other orifice. You decide what the something is and from which hole it originates. In any event, you can use an action to launch the missile at one creature you choose within 10 yards of you. Roll Hands to hit target's Defense. On a success, the missile hits and deals 1d6 + 3 damage. If the total of your roll is 20 or higher, the target takes 1d6 extra damage. If the total of your roll is 0 or less, however, the missile explodes inside your orifice. This disastrous outcome causes you to take 2d6 damage and prevents you from using this mutation again until you complete a rest.

Each time you attack with this mutation. Roll a d6. On a 1, you exhaust your supply of organic missiles and you must consume 1 food before you can use this mutation again.

PHASING

You can use an action and spend 1 Grit to spread the atoms of your body apart so you can move through solid objects for 1d6 rounds. While phasing, you take half damage from all sources, ignore the effects of moving across fucked-up terrain, and can move through spaces occupied by creatures and objects, though you cannot end your movement in these spaces. If you do, you are pushed back to the last open space you occupied before you ended your movement.

PHOSPHORESCENT

Your body sometimes glows. You can use an action to cause your body or part of your body to shed light in a 10-yard radius for 3d6 minutes.

PHOTOSYNTHESIS

Your skin turns green as your mutations make you more plantlike. Provided you have a ready supply of sunlight, you need only consume half the normal amount of food. As well, whenever you complete a rest outdoors and in sunlight, you heal 1d6 extra damage.

PREHENSILE LIMB

You grow an extra limb that just so happens to be prehensile! You impose 1 complication on rolls made to hit you by creatures you can reach. In addition, when you make a free attack, you make the roll to hit with 1 asset.

PSYCHIC ECHO

Your body becomes curiously attuned to the effects of mental mutations. When a creature within 10 yards of you uses a mental mutation, you can use a reaction to use that mental mutation without having to spend mojo to do so. Once you use psychic echo, you must wait 6 rounds before you can use it again.

RADIOACTIVE

Your body constantly emits harmless levels of radiation. You can use an action and spend 1 Grit to intensify the radiation, dealing 3d6 damage to everything within 5 yards of you. A creature in the area must roll Meat, gaining 1 mutagen on a failure, or taking half damage on a success.

REGENERATION

Your body rapidly repairs itself. So long as you are not dead, you heal 1d6 damage at the end of each hour.

RESILIENT

You're tougher than most folks. Increase your Health by 6 and gain 1 Grit.

RUNNER

You become extraordinarily fast. You gain a +2 bonus to Speed.



SHAPECHANGER

You can use the instability of your form to change your shape. You can use an action and spend 1 Grit to assume the form of a wolf and remain in this form until you use an action to return to your normal form. You decide the cosmetic features of your new form.

When you assume the new form, just your body transforms, so anything you were wearing or carrying falls to the ground.

While in the form, you make the following changes to your capabilities:

- You use the new form's Muscles, Meat, Hands, Feet, and Eyes in place of your own.
- You use the new form's Defense, Health, Size, and Speed in place of your own.
- You carry your damage total with you to your new form.
- You use the new form's traits and talents in place of your own.

If you become incapacitated while in your new form, you revert to your original form and the effect ends.

When you choose an expert path, you can also assume the form of a crocodile. When you choose a master path, you can also assume the form of an ape.

SHARP SENSES

You have almost supernatural senses. You make Eyes rolls with 1 asset.

SHARP TAIL

A long, flexible tail grows out from the base of your spine, ending in a sharp keratin blade. When you make a melee attack, you can choose to also attack with your tail. You make the roll to hit with 1 complication, but your attack deals 1d6 extra damage.

SHOCKER

Like an electric eel, you can discharge a shock of electricity through your skin. When a creature touches you with an appendage or with a metal weapon, you can use a reaction to release a jolt of electricity into the triggering creature. The creature must succeed on a Muscles roll or take 1d6 damage and drop whatever it is holding. Once you use shocker, you must wait 6 rounds before you can use it again.

SHRIEKER

You can use an action to release a deafening shriek that can be heard from up to 20 miles away. Each creature within 5 yards of you must roll Muscles. A creature takes 1d6 damage and becomes deafened for 1 hour on a failure, or just takes half this damage. Once you use this mutation, you must wait 6 rounds before you can use it again.

SHRINK

Your body shrinks down until you become quite small. Your size drops to 1/4 and you take a -2 penalty to Speed. You make attribute rolls to hide and sneak with 1 asset. In addition, you increase your Hands by 2, but decrease your Muscles by 2.

SLIPPERY

Your skin exudes a slippery grease. You make attribute rolls to squeeze into tight places, evade being grabbed, and escape restraints with 1 asset. In addition, when your movement would trigger a free attack, you impose 1 complication on the roll to hit you.

SONAR

You can use your heightened senses to detect the presence of creatures around you. Creatures within 10 yards of you cannot be hidden from you. As well, creatures within this range do not benefit from being obscured from you.

SPINES

Your body bristles with long, sharp spines. Your melee attacks deal 1 extra damage. In addition, when you move, you can use your spines to slash at one creature you can reach during your movement. The creature must succeed on a Feet roll or take 1d6 damage.

SPORES

You exude powdery black spores. You can use an action and spend 1 Grit to eject the spores from your body with great force, heavily obscuring the area inside a 5-yard radius centered on a point in your space for 1d6 rounds or until dispersed by wind or fire. At the end of each round, any living and breathing creature, other than you, in the area that does not have some protection must roll Muscles with 1 complication or take 1d6 damage and become sickened for 1 round.

STICKY

Your skin exudes a thick, gooey substance. When climbing, you climb twice as far as normal and you make attribute rolls to climb with 1 asset. In addition, when you succeed on a roll to hit a creature you can reach, the creature cannot willingly move away from you until the end of the round.

STINGER

You either grow a tail with a sharp stinger on the end or you grow a stinger on the end of a tail you already have. You can attack with your stinger, treating it as a weapon with the finesse property that deals 1 damage. If the total of your roll was 20 or higher, the target takes 1d6 extra damage. Any creature that takes damage from the stinger must also succeed on a Muscles roll or take 1d6 damage from the venom and become sickened for 1d6 rounds. Finally, when you use your stinger to make a free attack, you make the roll to hit with 2 assets.

SURE FEET

You have an extra leg, abnormally wide appendages, or claws at the end of your toes. You gain a +1 bonus to Speed and you always ignore the effects of moving across fucked-up terrain.

SWIFT MOVES

You are fast and nimble. Gain a +1 bonus to Speed and you make all Feet rolls with 1 asset.

SWIMMER

Webbing appears between your fingers and toes, while your eyes adapt to underwater environments. While underwater, you can see, out to the range of your vision, into areas obscured by shadows as if those areas were lit. You treat areas of darkness underwater as if they were in shadows.

In addition, when you swim, you move twice as far as normal and you make attribute rolls to swim with 1 asset.

TELESCOPING EYES

Your eyes push out from your head on stalks. You can see in any direction. In addition, you can use an action to focus your eyes, giving your $\times 10$ magnification for as long as you concentrate.

TENTACLES

You grow a pair of thick tentacles from your torso. You can use them as extra appendages, though they cannot be used for delicate work, like pulling a trigger or a pin from a grenade. If you use your tentacles to make an unarmed strike, you make the roll to hit with 1 asset and can attempt to grab the target as part of the same attack.

THORNS

Thorns and spikes cover your body. You can use an action to eject a few thorns at a creature within 10 yards of you. Roll Meat to hit the target's Defense. If the target is more than 5 yards from you, you make the roll to hit with 1 complication. On a success, the thorns hit and the target takes $1d6 + 1$ damage. If the total of your roll was 20 or higher, the target takes $1d6$ extra damage.

TOUGH SKIN

Your skin thickens, growing tough and durable. You gain a +2 bonus to Defense.

TWIN

A tiny copy of yourself appears somewhere on your body—your belly, side of your head, your neck, or back. You and your twin share the one body, trading off control. Although you have the same statistics, you have distinctly different personalities. You can switch between personalities whenever you choose.

In addition, you increase your Eyes by 1, you are not affected by the confused or stunned afflictions, and you can use two reactions each round.

WEBS

You can eject thick wads of webbing to immobilize your prey. Use an action to roll Hands to hit the Feet of one creature within 5 yards of you. On a success, the sticky strands of webbing cover the target, causing it to become immobilized for

$1d6$ rounds. The target can use an action to roll Muscles and bursts free from the webs on a success, removing the affliction from itself. Another creature that can reach the target can use an action to cut it free.

WINGS

You grow a pair of wings out from your back. You decide what the wings look like. You can move by flying (see **Chapter 2**). Outside of combat, you can fly up to 30 miles per hour.

MENTAL MUTATIONS

Where physical mutations transform the body, mental mutations transform the mind. From this transformation, you gain strange psychic abilities. You might move objects with thought alone, read another person's thoughts, cause people to catch fire, or twist a person's emotions.

MENTAL MUTATIONS

d20	Power	d20	Power
1	Bobblehead	11	Mental Shield
2	Clairsentience	12	Mind Control
3	Ectoplasm	13	Mind over Body
4	Emotion Control	14	Precognition
5	Empty Mind	15	Psychic Assault
6	Energy Absorption	16	Psychic Strength
7	Enhancement	17	Pyrokinesis
8	Force Shaping	18	Telekinesis
9	Hallucinations	19	Telepathy
10	Healing	20	Teleportation

MOJO POOL

Mental mutations require the expenditure of energy called mojo. You track your reserve of mojo as a pool of points. Each time you gain a mental mutation, add 3 points to your pool of mojo. Whenever you spend 1 Grit, you regain $1d6$ mojo, up to your maximum. You otherwise replenish your pool of mojo when you complete a rest.

GAINING MENTAL MUTATIONS

Each time you gain a mental mutation, roll a d20 and consult the **Mental Mutations** table to see what you get. If the roll's result indicates a mental mutation you already possess, you instead gain a new one of your choice.

MENTAL MUTATION DESCRIPTIONS

The following mental mutations are presented in alphabetical order. All mutations bestow a trait for gaining the mutation. Some mutations also include embedded talents, each of which require the expenditure of 1 or more mojo. You must have enough mojo in your pool to use that benefit. If not, you are unable to use it.

BOBBLEHEAD

Your cranium expands to accommodate your massively expanding brain but grows so big you can barely hold it upright. Increase your Brains by 2 and your Guts by 2 but decrease your Hands and Feet each by 1.

CLAIRSENTIENCE

You possess a heightened sense of awareness. Your sensory organs might increase in size, though they don't necessarily have to. Increase your Eyes by 1.

Is There Anybody Out There? (1 mojo) You can use an action to discover the exact location of each creature within 10 yards of you. Hidden creatures within this range are no longer hidden from you.

Object Reading (2 mojo) You can use an action to concentrate on an object you are touching. If you concentrate for 6 rounds, you discover all its properties, as well as the identity of three of the object's previous users, where it came from, and the identity of its creator. The GM might reveal other information about the object as well.

Vision (4 mojo) You can use an action to attune your senses. For 1 hour, you have all the following benefits:

- You see into areas obscured by shadows and darkness as if those areas were lit.
- You see through anything that conceals, disguises, or renders things invisible.
- You see auras around creatures that have mental mutations and around objects, creatures, and areas affected by mental mutations.
- You can use an action to focus your sight to see through solid obstacles for as long as you concentrate, until the effect ends. You can see through 1 yard of wood, 1 foot of stone, or 1 inch of metal.

Astral Projection (8 mojo) You can use an action to enter a meditative state that persists for as long as you concentrate, up to 4 hours. If you concentrate for at least 10 minutes, choose one place you have seen at least once. Your mind travels to a point in that place, where it remains until you stop concentrating. You can perceive from that point as if you were there. Your mind manifests at that spot as a glowing blob that hangs in the air. The blob has a defense equal to your Brains. If it takes any damage, this effect ends. Until the effect ends, you are insensate regarding your own space. When you use an action to concentrate on the effect, you can move your mind up to 5 yards.

ECTOPLASM

Your psychic abilities bring forth a weird, slimy substance called ectoplasm. Whenever you use a mental mutation, the slime covers your body, granting you 1 asset on attribute rolls made to escape bonds, to escape, or to squeeze through tight places. This benefit lasts 1d6 rounds.

Money Shot (1 mojo) Whenever you spend mojo to use a mental mutation effect, you can use a reaction to release a spray of ectoplasm that covers everything within 1 yard of you. Each creature in the area becomes impaired for 1 round and must succeed on a Hands roll or fall prone. The ectoplasm then dries and flakes away.

Ectoplasmic Strands (2 mojo) You can use an action to release sticky strands of ectoplasm into a cube of space, 5 yards on a side, originating from a point you can reach. The strands turn the area into fucked-up terrain for 1d6 rounds before they dry out and flake away. Any creature in the area when you use this effect must succeed on a Hands roll or become caught by the strands, which causes them to become immobilized for 1d6 rounds. At the end of each round, a creature immobilized by this effect can roll Muscles and removes the immobilized affliction from itself on a success.

Ectoplasmic Creation (4 mojo) You can use an action to draw a quantity of ectoplasm from the air and fix it into a solid form that lasts for 1 hour after which time it dissolves into slime. You can create any object worth 50 bullets or less, but the object cannot be a commodity—medicine, fuel, food, or bullets.

Ectoplasmic Deluge (8 mojo) You release a wave of glistening ectoplasm into a 10-yard-radius sphere originating from a point you can reach. The force of the slime forces each creature in the area to roll Muscles with 1 complication and fall prone on a failure. The ectoplasm coats everything in the area, turning every surface within into fucked-up terrain for 1d6 rounds, after which time it dries and flakes away. While covered in the slime, prone creatures in the area that attempt to stand up must succeed on a Hands roll with 1 complication or remain prone, unable to stand up until the end of the round.

As well, each creature covered in the ectoplasm must succeed on a Guts roll or become impaired for 1d6 rounds. While impaired in this way, the creature is also insane. At the end of each round, a creature impaired by this effect can roll Guts to remove the affliction from itself on a success.

EMOTION CONTROL

You can sense the emotions of others. You automatically know the emotional state of any creature within 1 yard of you as well as its disposition toward you and your companions.

Bestow Confidence (1 mojo) You can use an action to flood the mind of a creature you can see within 5 yards with confidence. You grant 1 asset on all attribute rolls the target makes for 1d6 rounds.

Fear and Loathing (2 mojo) You can use an action to fill the minds of up to five creatures within 5 yards of you with fear and loathing. Each target must succeed on a Guts roll with 1 complication or drop whatever it is holding and

become frightened for 1d6 rounds. At the end of each round, a creature frightened by this effect can make a Guts roll with 1 complication, removing the frightened affliction from itself on a success.

Befriend (4 mojo) You can use an action to fill the minds of up to five creatures within 5 yards of you with goodwill toward you and other members of your team. Each target must succeed on a Guts roll with 1 complication or become enamored with you and other members of your team for 1 hour. While enamored in this way, the target cannot attack you or any member of your team. As well, the target is friendly to you and other members of your team until the effect ends. The effect ends for a target if you or a member of your team deals damage to it.

Emotional Overload (8 mojo) You can use an action to amplify the emotions of up to three creatures within 10 yards, causing each target to become insane for 1d6 rounds. An affected creature must also succeed on a Guts roll with 1 complication or become stunned for as long as it remains insane. At the end of each round, an affected target can make a Guts roll with 1 complication and removes the insane affliction from itself on a success.

EMPTY MIND

Your mind operates at a different frequency from other minds. Other creatures cannot use mental mutations to sense your presence.

No Access (1 mojo) When a creature would roll to hit your Brains, Eyes, Mouth, or Guts, you can use a reaction to impose 2 complications on the roll.

Mental Static (2 mojo) You can use an action to release psychic interference from your mind in a 5-yard radius for 1d6 rounds. You impose 2 complications on rolls made to hit the Brains, Eyes, Mouth, and Guts of creatures in the area.

Forget (4 mojo) You reach into a creature's mind to erase its recent memories. Roll Brains to hit the target's Guts. On a success, the target utterly forgets the last 5 minutes it experienced, perceiving that period of time as a blank spot.

Mental Block (8 mojo) Choose up to four creatures you can see within 15 yards of you. You reach into their minds and make it impossible for them to see you. Against each target, roll Brains to hit its Brains. On a success, you become totally obscured from the target for 1 hour. If the total of your roll is 20 or higher, the target also becomes insane for 1d6 rounds. While you are totally obscured from the target, you make rolls to hit the target's Defense, Hands, and Feet with 1 asset.

Although the target cannot see you, you still make noise, leave footprints, and displace liquids. Clouds of dust and smoke can also reveal your presence and in such conditions, you are treated as if you were in a heavily obscured area.

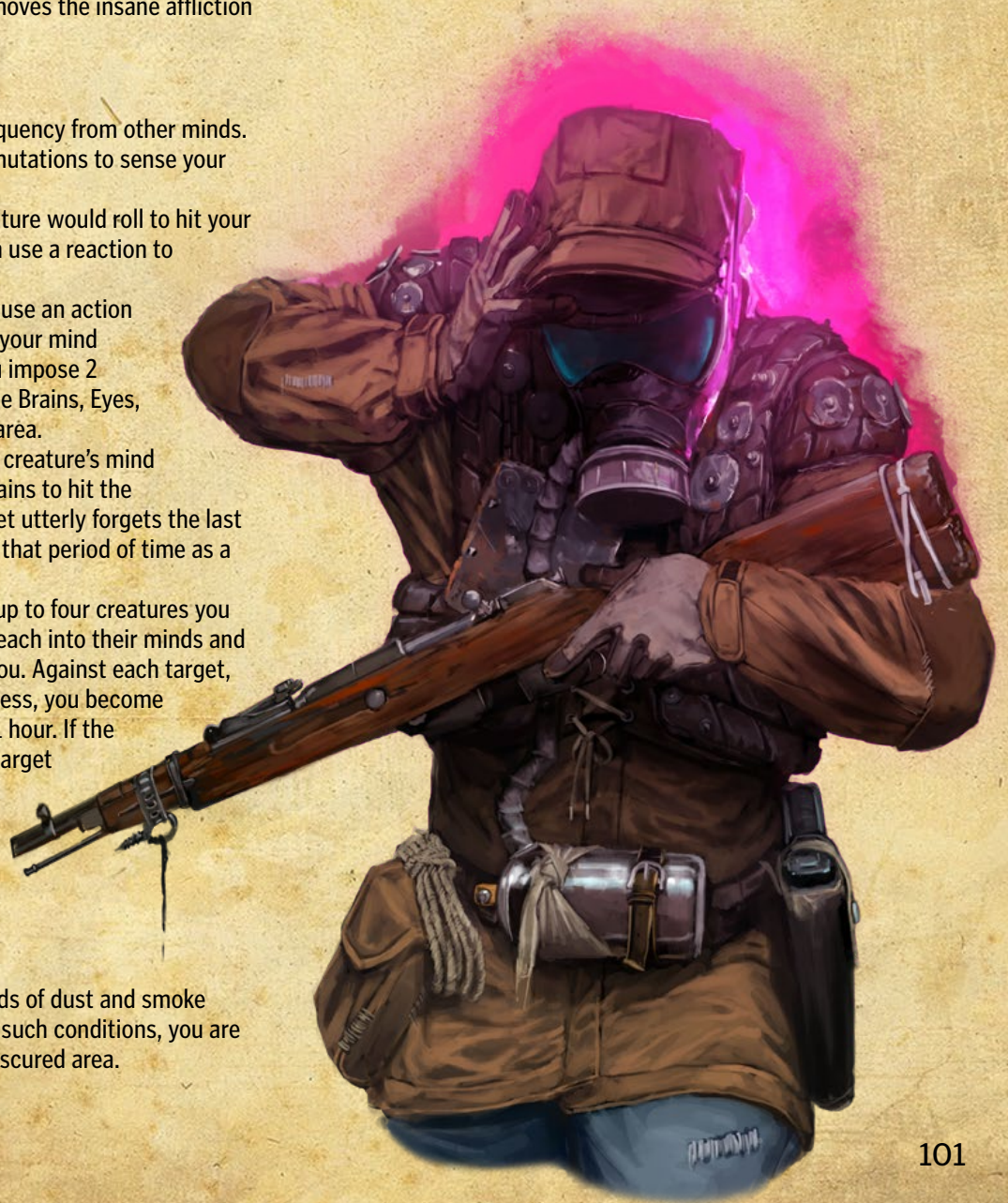
ENERGY ABSORPTION

You can absorb energy into your body. You take half damage from electricity, fire, and radiation.

Shock (1 mojo) You can use an action to harness energy and attempt to touch one creature you can reach. Roll Muscles or Hands to hit the target's Feet. If the target is wearing metal armor or is made from metal, you make the roll with 2 assets. On a success, you touch the target and the electrical discharge deals 2d6 damage to it. If the total of your roll is 20 or higher, the target takes 1d6 extra damage.

Dissipate Energy (2 mojo) When you or a creature within 1 yard of you would take damage from electricity, fire, or radiation, you can use a reaction to reduce the damage to 0.

Arcing Lightning (4 mojo) You can use an action to send an arc of lightning toward one creature within 10 yards. Roll Guts to hit the target's Feet. You make the roll with 2 assets if the target is wearing metal or is made from metal. On a success, the lightning hits and deals 2d6 damage, and then jumps from the target to a second target of your choice within



5 yards of the first target. The second target must succeed on a Feet roll or take 1d6 damage. The second target makes the roll with 1 complication if it is wearing or made from metal.

Lightning Bolt (8 mojo) You can use an action to release a bolt of lightning from your hands. The lightning travels along a 1-yard wide, 25-yard-long path, dealing 5d6 damage to everything it touches. A creature that would take this damage can roll Feet and takes half damage on a success.

ENHANCEMENT

You can bolster the abilities of people around you. When you use an action to help, you grant the target 1 additional asset.

Physical Enhancement (1 mojo) You can use an action to bestow one enhancement token on a creature you can see within 5 yards of you. The token remains until the target uses it. A target can have only one enhancement token at a time. When the target rolls Muscles or Hands to hit another creature, it can expend the enhancement token to make the roll with 2 assets.

Power Strike (2 mojo) When a creature you can see within 10 yards of you uses an enhancement token, you can use a reaction to cause the attack to deal 1d6 extra damage.

Acceleration (4 mojo) You can use an action to quicken one creature you can see within 10 yards. For 1d6 + 1 rounds, the creature can take a fast turn and a slow turn each round and makes Feet rolls with 1 asset. But at the end of each round, the creature must succeed on a Meat roll or become fatigued for 1d6 rounds.



The Juice (8 mojo) You can use an action to enhance up to 5 creatures within 5 yards of you. Each target gains a +10 bonus to Health, a +4 bonus to Speed, makes all rolls with 1 asset, and its weapon attacks deal 2d6 extra damage. The effect lasts for 1d6 + 3 rounds.

FORCE SHAPING

Your thoughts manifest as an invisible force that surrounds and protects you. While you are not unconscious, you have a +1 bonus to Defense.

Reflexive Shield (1 mojo) When a creature you can see rolls to hit your Defense, Hands, or Feet, you can use a reaction to impose 1 complication on the roll.

Deflection (2 mojo) You can use an action to strengthen the field of force that surrounds you. For 1d6 rounds, your bonus to Defense increases to +3 and you impose 2 complications on all rolls to hit your Defense, Hands, and Feet.

Force Bubble (4 mojo) You can use an action to enclose one creature of size 2 or smaller that you can see with an invisible bubble of force. An unwilling target can roll Feet and moves 2 yards on a success to avoid becoming trapped in the bubble. The bubble remains for as long as you concentrate, up to 6 rounds. Nothing can pass through the bubble's surface and it's immune to damage. Each time you use an action to concentrate on the effect, you can move the bubble up to 4 yards.

Psychic Barrier (8 mojo) You can use an action to construct a wall of invisible force originating from a point within 25 yards of you. The wall remains for 1 hour or until you use an action to dismiss it. The wall's shape conforms to the available space, stretching up 10 yards high and 10 yards wide. The wall is half an inch thick. Nothing can pass through it and it's immune to damage.

HALLUCINATIONS

You can make others perceive things that are not there. In social situations, you make rolls to deceive or intimidate with 1 asset.

Figment (1 mojo) You reach into the mind of one creature you can see within 10 yards of you to make it see or hear something that isn't there. Roll Brains to hit the target's Guts. On a success, the target becomes impaired for 1d6 rounds. At the end of each round, the target can roll Guts and removes the impaired affliction from itself on a success.

If the total of your roll was 20 or higher, the target cannot make rolls to remove the affliction at the end of each round.

Phantasm (2 mojo) You reach into the minds of up to three creatures that you can see and are within 10 yards of you to make them experience something that isn't there. Each target must succeed on a Guts roll with 1 complication or become affected by the phantasm for 1d6 + 1 rounds.

Targets affected by the phantasm perceive a creature, object, or force inside a cube of space, 2 yards on each side, originating from a point you can see within 10 yards of you. You make all decisions about what the targets perceive.

If you make the targets perceive a dangerous force such as fire, scalding steam, or boiling water, the targets take 2d6 damage if they enter the area and at the end of each round they remain there.

If you make the targets perceive a creature, the creature moves and behaves in a lifelike manner. It uses your Brains score for its attributes, Defense, and Health. It ignores all afflictions. The phantasmal creature disappears when it becomes incapacitated. Until the effect ends, you can use an action to move the phantasmal creature up to 5 yards and attack one creature affected by the phantasm that is within 1 yard of it. Roll Guts to hit the target's Eyes. On a success, the target believes it was injured, burned, or otherwise harmed by the phantasm and takes 2d6 damage. If the total of the roll was 20 or higher, the target takes 1d6 extra damage.

Traumatic Injury (4 mojo) You attempt to make a creature you can see within 10 yards of you believe it has suffered a traumatic injury. Roll Brains with 1 asset to hit the target's Eyes. On a success, the target takes 4d6 damage. If the total of the roll was 20 or higher, the target takes 2d6 extra damage.

Mirage (8 mojo) You create a mirage in the minds of up to twenty creatures you can see within 25 yards of you. Each target must roll Eyes with 2 complications. A failure indicates the target is affected by the mirage for 1 hour.

A target affected by the mirage perceives the area inside a 20-yard cube originating from a point within 20 yards of you in whatever way you choose. You decide how the area looks, sounds, smells, and feels. Affected targets experience these sensations until it is no longer affected.

HEALING

You can use the power of your mind to promote the healing of your body. Gain 1 Grit.

Invigorate (1 mojo) You touch one creature you can reach. If the target is unwilling, you must succeed on a Muscles or Hands roll to hit the target's Feet. If you touch the target, it gains a +3 bonus to Health that lasts 1d6 rounds.

Heal Wound (2 mojo) You touch one creature you can reach. If the target is unwilling, you must succeed on a Muscles or Hands roll to hit the target's Feet. If you touch the target, it heals 1d6 + 3 damage.

Ease Suffering (4 mojo) You touch one creature you can reach. If the target is unwilling, you must succeed on a Muscles or Hands roll to hit the target's Feet. If you touch the target, you remove the sickened affliction from the target.

Full Recovery (8 mojo) You touch one creature you can reach. If the target is unwilling, you must succeed on a Muscles or Hands roll to hit the target's Feet. If you touch the target, it heals 4d6 damage.

MENTAL SHIELD

You gird your thoughts and mind from outside threats. When a creature rolls to hit your Brains, Eyes, Mouth, or Guts, you impose 2 complications on the roll. If you would roll Brains or Guts to resist a harmful effect, you make the roll with 2 assets.

MIND CONTROL

You can make people do and act as you please. In social situations, you make rolls with 1 asset.

Command (1 mojo) You issue a mental command to one creature within 5 yards of you. Roll Mouth to hit the target's Guts. On a success, you take control of the target for 1 round. Having control of the target lets you determine what the target does when it takes its turn. If the total of your roll was 20 or higher, the target becomes insane for 1 round after the effect ends.

Hypnotic Suggestion (2 mojo) You reach into the mind of one creature within 2 yards of you. Roll Mouth to hit the target's Guts. On a success, the target becomes confused for as long as you concentrate, up to 3 rounds. If you concentrate all three rounds, and the target can hear you, you can give the target a set of instructions it must carry out at a time you specify within the next 8 hours.

Alternatively, you can also command the target to carry out your instructions in reaction to a specific trigger. The instructions cannot be suicidal and you must be able to deliver them in a clear and direct sentence or two. If the instructions would cause the target harm to itself, its loved ones, or its property, it can roll Guts and ignore the instructions on a success.

If the total of your roll is 20 or higher, the target makes its Guts roll to resist harmful instructions with 3 complications.

Compel (4 mojo) You reach into the mind of one creature you can see within 10 yards. Roll Mouth to hit the target's Guts. On a success, you take control of the target for 1d6 + 1 rounds. Having control of the target lets you determine what the target does when it takes its turn. If the total of your roll was 20 or higher, your control lasts for 3 extra rounds.

Master of Puppets (8 mojo) Choose up to four creatures you can see within 25 yards. Each target must succeed on a Guts roll with 2 complications or fall under your control for 1 hour. Having control of the target lets you determine what the target does when it takes its turn. When a target under your control takes damage, it can roll Guts and end your control on a success.

MIND OVER BODY

The strength of your mind is such that you can push beyond your normal limits. If you would roll Muscles, Meat, Hands, or Feet, you can roll Guts instead. Once you use this effect, you must wait at least 6 rounds before you can use it again.

Willful Strike (1 mojo) You focus your mind on striking one creature you can reach. Use an action to attack with a weapon you are wielding. You make the roll with 1 asset and you can use Guts in place of the attribute you would normally use. If the total of your attack roll is 20 or higher, the attack deals 1d6 extra damage.

Endure Deprivation (2 mojo) You can use an action to rid yourself of hunger, thirst, and fatigue from lack of sleep. Until you complete a rest, you do not have to eat, drink, or sleep. You are immune to the fatigued affliction.

Overcome Harm (4 mojo) When you take damage, you can use a reaction to activate this effect. For 1d6 rounds, you take half damage from all sources.

Walk the Air (8 mojo) You can use an action to activate this effect. For 1d6 rounds, you can move by flying and you can do so without having to concentrate.

PRECOGNITION

You receive visions of the future. Whenever you would be surprised, you can use a reaction to not become surprised.

Danger Sense (1 mojo) When a creature would roll to hit you, you can use a reaction to impose 1 complication on the roll.

Possible Futures (2 mojo) When you roll to hit a creature, you can use a reaction to make the roll with 2 assets.

Find the Path (4 mojo) When you fail an attribute roll, you can use a reaction to turn the failure into a success.

Escape Death (8 mojo) When you would take damage, you can use a reaction to reduce the damage to 0.

PSYCHIC ASSAULT

Your thoughts are weapons. You can use an action to attack the mind of one creature you can see within 5 yards. Roll Brains to hit the target's Brains. On a success, the target becomes impaired for 1 round. If the total of your roll is 20 or higher, the target is also insane for as long as it is impaired.

Cranial Assault (1 mojo) You can use an action to assault the mind of one creature you can see within 10 yards of you. Roll Brains to hit the target's Brains. On a success, the target takes 1d6 damage. If the total of your roll is 20 or higher, the target takes 1d6 extra damage.



Synaptic Burst (2 mojo) You can use an action to frazzle the mind of one creature you can see within 10 yards of you. Roll Brains to hit the target's Brains. On a success, the target becomes confused for 1 round. If the total of your roll is 20 or higher, the target is confused for 1d6 extra rounds, though at the end of each round after the first, the target can roll Guts to remove the confused affliction on a success.

Mindshock (4 mojo) You can use an action to send out hostile thoughts to fry the minds of up to 5 creatures within 10 yards of you. Each target must make a Guts roll. A target takes 3d6 damage and becomes stunned for 1 round on a failure, or just takes half damage on a success.

Exploding Heads (8 mojo) You can use an action to detonate the head of one creature you can see within 10 yards of you. Roll Brains with 1 asset to hit the target's Meat. On a success, the target takes 7d6 damage. If the damage would cause the target to become incapacitated, its head explodes, showering everything within a few yards of it with bits of bone, hair, and brain. If the total of your roll is 20 or higher, the target takes 3d6 extra damage.

PSYCHIC STRENGTH

You develop your psychic abilities, allowing you to use your mental mutations to greater effect. When you attack with a mental mutation, you make the roll with 1 asset and you impose 1 complication on rolls made to resist the attack. In addition, your attacks with mental mutations deal 1d6 extra damage. Finally, you make all Guts rolls with 1 asset.

PYROKINESIS

You can create and manipulate fire with the power of your mind. You can use an action to cause one combustible object within 5 yards to explode into fire or extinguish one fire within 5 yards of you. In addition, while you have at least 1 mojo, you take no damage from fire.

Light 'em Up (1 mojo) You can use an action to cause one creature to smolder. The creature must succeed on a Hands roll or take 1d6 damage and catch fire.

Fiery Missile (2 mojo) You can use an action to hurl a missile of fire at one creature within 10 yards of you. Roll Guts to hit the target's Feet. On a success, the missile hits and deals 2d6 damage. If the total of your roll is 20 or higher, the target takes 1d6 extra damage.

Heat Blast (4 mojo) You can use an action to release a blast of heat from your hand to inflict burns on up to 3 creatures within 3 yards of you. Each creature takes 3d6 damage. A creature can roll Feet and takes no damage on a success.

Firestorm (8 mojo) You set the world on fire. Each combustible object within 10 yards of you catches fire. Each creature within 10 yards of you, other than you, must roll Meat. A creature takes 4d6 damage and catches fire on a failure or takes half damage on a success.

TELEKINESIS

Your thoughts can move objects. You can use an action to mentally move one unsecured object you can hold in both hands up to 5 yards in any direction, holding it there for as long as you concentrate.

Forceful Push (1 mojo) You can use an action to push each creature you choose within 1 yard of you. A target must succeed on a Muscles roll or be moved 1d6 yards in a straight line away from you.

Telekinetic Strike (2 mojo) You can use an action to bash one creature you can see within 5 yards of you. Roll Guts to hit the target's Meat. On a success, you bash the target and it takes 2d6 damage. If the total of your roll is 20 or higher, the target also falls prone.

Levitate (4 mojo) You can use an action to levitate one creature or object within 5 yards, rising up to a maximum of 5 yards in the air and remain there for as long as you concentrate, up to 6 rounds. Whenever you concentrate on this effect, you can cause the target to climb or drop by 5 yards. A levitated creature moved in this way can move horizontally by crawling provided it can reach a surface. As well, a levitated creature can use an action to roll Muscles; on a success, the effect ends and the creature falls.

Mind Over Matter (8 mojo) You can use an action to focus your thoughts on objects around you for 6 rounds. You can then use an action to move one object you can hold in both hands up to 10 yards. If the object moves to within 1 yard of a creature as it moves, you can attack with it. The creature must succeed on a Feet roll or be struck, taking damage as if you had attacked it with an improvised weapon.

TELEPATHY

You can communicate, mind to mind, with other creatures. You can use an action to create a link between you and one creature within 5 yards of you that lasts until you use this mutation again. You can communicate regardless of shared languages without having to speak.

Message (1 mojo) You can use an action to send a telepathic message to one creature within 1 mile of you provided you have seen that creature at least once. The message cannot exceed more than 25 words. In addition, the target can answer, subject to the same limitation on words.

Mental Static (2 mojo) You broadcast a stream of confusing thoughts to creatures within 5 yards of you. Each creature you choose within range must roll Guts. On a failure, the creature makes Brains, Eyes, Mouth, and Guts rolls with 2 complications for 1d6 + 1 rounds.

Read Minds (4 mojo) You can use an action to burrow into the mind of one creature you can see within 10 yards of you. Roll Brains to hit the target's Guts. On a success, you break into the target's mind, causing it to become insane for 1d6 + 1 rounds. While insane, you can learn the foremost things on the target's mind and, once on each of your turns, you can ask the GM something and if the target would know the answer, the GM tells you.

Mind Blast (8 mojo) You broadcast a wave of destructive thoughts into a cube of space, 10 yards on each side, originating from a point in your space. Each creature in the area must roll Guts with 1 complication. On a failure, the creature is stunned for 1d6 + 1 rounds. At the end of each round, an affected creature can repeat the roll to remove the affliction from itself on a success.

TELEPORTATION

You can transport small objects from place to place instantly. You can use an action to cause one object within 5 yards of you to disappear and reappear in an open space within 5 yards of you. If the object is something a creature wears or carries, you must succeed on a Brains roll to hit the creature's Hands in order to move it in this way. Once you use this effect, you must wait 6 rounds before you can use it again.

Sidestep (1 mojo) When you would be the target of an attack from a creature you can see, you can use a reaction to transport yourself to an open space within 5 yards.

Glory Hole (2 mojo) You can use an action to create two 1-foot-diameter connected holes in reality. One appears centered on a point you can reach and the other appears centered on a point within 20 yards of you. The portals have no thickness. Anything placed in one emerges from the other. The holes remain open for 1d6 rounds. When the effect ends, the portals close, possibly severing whatever is in them.

Quick Step (4 mojo) You and up to three creatures you can reach instantly transport to open spaces within 20 yards of you. Each creature appears within your reach. If you choose an unwilling creature, you must succeed on a Muscles or Hands roll to hit the creature's Feet in order to move them in this way.

Teleport (8 mojo) You and up to five willing creatures you can reach instantly travel from your current position to another position within 100 miles of you. You and each affected creature must appear in open spaces, and fellow travelers appear in open spaces you can reach.



THIS DYING EARTH

This planet of ours has seen better days. I mean, sure it wasn't all sunshine and roses as we were stomping around, filling our tanks with cheap gas, and our homes and guts with garbage. But it wasn't us who irradiated the world or let loose terrifying plagues to wipe out humanity. Our descendants did that, so don't feel too bad for them. They fucking earned the hell they unleashed on themselves.

By now, you have a pretty good idea about what goes on in this game. The mercs you create and play take on missions, either for the poor bastards trying to keep it together in a world gone mad or, just as likely, for some nasty bastards who have the power and wherewithal to use others to achieve whatever shitty agenda they have.

While we've given you plenty of toys to play with so far, you're probably wondering what this post-apocalyptic Earth looks like. I mean, how are you going to really get into your character's skin without knowing where they come from, or where they are right now? Sure. Sure. We get it. You're looking for that metric fuck-ton of pages going into exhaustive detail about every little thing in this imaginary world.

Well, buddy, you're in luck. This chapter has what you're looking for. More or less. Maybe more "less" than "more." Not a metric fuck-ton, but enough to get you going. How's about 20 pages?

Before you get all hot and bothered, we'll tell you up front that there is neither room in this book nor interest in covering every little thing. You're not going to find out what the world's most popular prostitute likes for breakfast (fine, it's eggs) or what folks use to wipe their asses now that the toilet paper factories have long ceased to exist (literally anything obviously). In fact, there's a whole shitload of things here that aren't explained, explored, or revealed. Don't like that? Tough shit. Haven't you figured out by now that this here book is a roleplaying game, and it depends on you shaking that wobbly appendage on the end of your neck in order to use your own damned imagination?

That's right. This chapter has all kinds of blank spots and that's exactly how we want it. You get to fill in those areas with whatever mischief and mayhem you like. Think of this chapter as a coloring book. We provide the lines. You provide the color so you can make pretty pictures for your mom to stick on your refrigerator and make you feel all special and shit. Or, you can ball them up and shove them up your ass, if that's your thing.

We don't care what the fuck you do with this world. It's yours now, bud.

So let's stop jerking each other off and get down to it.

WHAT THE FUCK HAPPENED?

One day, the hippies and scientists were shouting about global temperatures, rising sea levels, melting ice, and all that shit. The next, everything was smoke, slag, ash, and ruin.

So what the fuck happened? Well, friends, most people have no fucking clue. It's not like there were a lot of people around with an abundance of free time and security to make a written or video record of the apocalypse that began raining down upon their heads. Even if there were, most folks today can't read a book nor have enough surviving technology to watch the YouTube channels that covered the End Times. Maybe the assholes living in the Megalopoli can, but you know what? You're not one of them, wastoid.

Those who do pause long enough from their killing and scavenging pursuits believe the various governments screwed over the world. Others blame God, saying He was super-pissed about something and decided to instantly obliterate 99 percent of the world's population in a fit of pique. Some say it was all a great big mistake, aliens, the shadow of Yuggoth falling on the world, widespread madness, or Mother Nature just giving up the ghost and trying to shake off all the parasites living on her back. Every person you ask will give you a different answer, and mostly likely, they're all wrong.

But that's okay. It's not like history can tell us anything, right?

ONE EXPLANATION

"But you gotta tell us something about how the world got this way! How else will we find our characters' motivations?" Fine. If you ask the right people, those in the know, the graybeards and sourpusses who have somehow managed to survive all the years since the cataclysm and who now hold court before a bunch of grubby, shitty children, waxing about the good old days, you might get something close to the truth. Here's how their stories usually go.

The world took a sharp turn for the worse in the first half of the twenty-first century. (Hard to imagine, huh?) Decades spent ignoring all the obvious warning signs about the environment started to take their toll. The oceans warmed. Ice melted. Innumerable species vanished. Huge storms pounded the coastlines, erasing cities and people by the hundreds of thousands. The thirst for oil saw new methods for extracting black gold that ultimately caused earthquakes to shake places that had never shaken before.

The rapidly changing climate brought deadly cold winters, superheated summers, and devastating storms that made the worst hurricanes in history look like a mere spring shower. In short, the planet had been fucked over one time too many and now it was fighting back.

Environmental disasters were just part of the problem, though. An uneducated population embittered by globalization saw the elevation of authoritarian leaders and the re-introduction of an old favorite—fascism—with a new coat of paint. Riots, uprisings, and horrifying acts of ethnic cleansing broke out in

some of the least expected places. Meanwhile, the poor got poorer, the rich got richer, and the people in the middle were left scrambling to hang on to their bourgeois lifestyles before they went down the toilet with everything else.

As you might imagine, tolerant reader, people around the world started getting pissed off at their leaders and governments and demanded something to be done. I mean, who doesn't want clean water and a safe place to live? The people behind the curtain, those plutocrats who pulled the politicians' strings, weren't about to share their wealth and did everything they could to thwart every effort to turn the car around before it hurtled over the cliff.

So when nothing changed and everything went from pretty fucking bad to super fucking worse, the people did what they always have when they had no other choice: they rose up. By the millions.

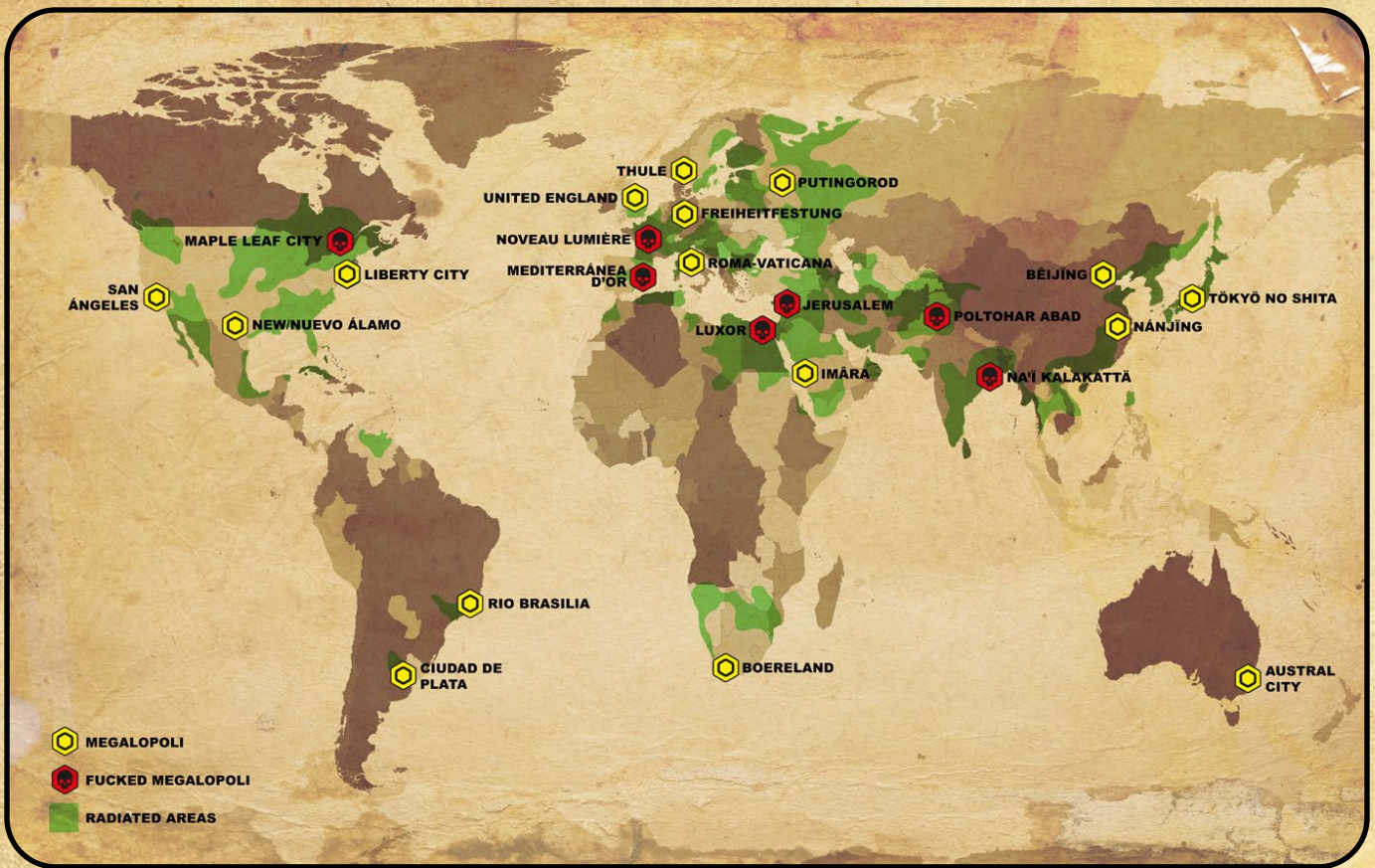
THE BABYLON PROJECT

Anyone who lived through the bad old days can remember the Babylon Project and how it was the hard punctuation on civilization's death sentence. Faced with open rebellion, the worlds' governments came together to form a plan for dealing with the violent rabble, the wrecked environment, and pretty much everything else that had gone wrong over the last few decades. What they came up with was a massive building project on a worldwide scale, one that proposed the creation of gigantic cities that would serve as sanctuaries for all of humanity and its achievements. The governments sold the idea by promising that anyone who worked to build them would have a place inside when they were finished. And they also promised that these great cities, called the Megalopoli, would just be the first of many more to be built, and within them mankind would survive, rebuild, and rise above the chaos to achieve great things once more.

Suckers by the millions bought the con job.

No one knows how long it took to complete them, but among the first were places like Liberty City, which replaced New York and pretty much everything on the northeast coast, while United England grew from London to cover most of the island of Britain. Beijing was built by the Chinese on the site of their capital city, already arguably a Megalopolis, and India built New Kolata on and around the region of Calcutta. Several more Megalopoli scattered all over the world soon reached completion. As each one prepared to house its inhabitants, the dark truth of the elites' conspiracy came out a little more. Rather than offer refuge, a haven, the promised sanctuary, those in control of the Megalopoli sorted the teeming mobs into "desirables" and "undesirables," accepting the former and driving out the latter at gunpoint, or simply killing them by the thousands if they refused to go, tossing their bodies to rot outside the cities' walls. Oh, sure, those exiled fought to get back in, but against the high walls, mounted gun turrets, and missile batteries, they had little chance of success.

To make matters worse, once the Megalopoli were fully up and running, they used their biological and nuclear weapon stockpiles to speed along the extinction of those who lived outside the great domes. Those already struggling to survive



never stood a chance. All over the world, the places beyond the Megalopoli became wastelands, vast regions devastated by the scorched earth policy. Nations collapsed and the rule of law became a fairy tale. Efforts to keep the old world running ran face first into desperate scavengers, brutal warlords, and opportunistic scumbags who saw every hardscrabble settlement, every rural homestead— fuck, pretty much anything and everyone—as something to take, ravage, ruin, and kill.

The world outside of the Megalopoli became a madhouse, but life didn't necessarily get better for the majority of those living within. Each of these fortified cities became a nation-state unto itself, their people confined by impossibly tall walls and high domes, with the government armed to the teeth. Wars broke out between rival cities, often resulting in the loser's annihilation. The Megalopoli made damned sure their plutocrats had everything they needed to live in the manner to which they had been accustomed, but over time, isolation breeds boredom, ennui, and a long slide into immorality. It didn't take very long for the people within to find new, degenerate ways to amuse themselves or simply kill time, even if those pastimes meant they risked losing the humanity they had tried so hard to preserve.

THE RAVAGED WORLD

Efforts to salvage symbols of human achievement for the wealthiest peoples of the world have always had mixed results.

While many of the great Megalopoli still stand, more than a few have fallen, reduced to ruins by war and catastrophe. Much of the land outside of these wrecked cities is either a radioactive wasteland or a Hobbesian jungle where life is even more nasty, brutal, and short than ever. The following entries provide you with a snapshot of the world as it stands in the game.

THE FORMER NATIONS

The nations of United States. Russia. France. Shit, even Burkina Faso. All gone, blown away into dust. In the intervening years after things went tits-up, the idea of nations, or even national identity simply evaporated. Sure, people might still call themselves American or Mexican, in the sense of "I live in the place where a place called America or Mexico used to be," but outside of the Megalopoli, there isn't any form of government to maintain anything or protect anyone, much less collect taxes or deliver the mail.

In its place, people identify themselves by the small scrap of land they inhabit, by their clan, or by whatever tiny fiefdom claims them as serfs. Depending on whom you ask, a stretch of landscape might be called the "Sovereign Empire of Count Dogfart" for all that it matters.

That said, rumors always abound of small, isolated pockets of survivors who are holdovers from before When Shit Went Down—underground bunkers filled with scientists, soldiers, and former politicians who emerge from their warrens every so often and attempt to reinstate law and order in the name of their former homeland. Sometimes they last a few years. More

often, some warlord notices their presence and comes in like a horde to brutalize, pillage, and burn these upstarts to the ground. Yet, who can say how many more remain, hidden away, mustering their power, patiently waiting until the time is ripe to re-emerge and re-establish law and order? Or, at least, law and order as they see it, undoubtedly a nation-state where they sit at the top, ruling over the new world absolutely.

THE LANDSCAPE

The world might have gone to hell, but there is still a bit of variety out there. The landscape can be divided into several broad categories.

WASTES

Easily the largest and most common of landscapes, wastes are simply that—swaths of land stripped of topsoil, trees, grass and people. Formerly lush or fertile areas have long been reduced to dried husks notable for driving winds that whip up dust and desiccating sand. When the rains do come, they sting the eyes and burn the hell out of your nasal passages with their high acidic content. The lack of vegetation holding the soil together means constant flash floods that often break the banks of any rivers that continue to flow, which are few.

Other wastes are defined by pollution or radiation. More than a few places are uninhabitable when, untold years past, chemical plants or oil refineries blew up and showered dozens of miles with noxious mixtures that persist to this day. More than a few seemingly normal-looking areas are extremely radioactive due to fallout from various missile strikes or meltdowns at nuclear reactors that failed when catastrophe struck.

Anything and anyone can be found wandering the wastes: junkers, religious fanatics, mutants, refugees, rampaging gangs, or dangerous loners just as likely to kill you for breathing their air as wish you a good morning.

GREEN ZONES

Green zones are rare instances where, due to topography and weather, the worst of winds, heat, and radioactivity failed to do serious damage. These small pockets typically sit on miraculously untouched aquifers or streams, allowing plants to grow mostly untainted.

Farmers eke out an existence planting hardy crops or tending to fruit trees—sometimes they are even edible. The green zones are one of the few places where someone might find actual livestock roaming about, though usually heavily protected.

Obviously, such places are more precious than anything for the lucky few that find them. Every green zone has a storied history of sieges and lightning raids by marauders, all hoping to claim the land for their own. Most green zones have one (or more, depending on its size) fortified site to secure it.

Although capable of sustaining life, there's no guarantee that a green zone will be any more civilized, using slave labor to raise crops and "rendering sheds" to augment meat stores with the occasional wanderer. Yum! Tasty, tasty longpig... just

don't eat the brains, no matter how savory they might be. Give you the shakes and eventually cause you to lose control of your nervous system. And then shit yourself to death.

Some green zones are simply relatively unspoiled but remote and hazardous wildernesses. The massive forests of the nations once known as Canada and Russia, along with the deepest portions of the Amazon rainforest that didn't burn, fall into this category. More than a few brave souls believed the "lush" greenery of these places would be somewhere one could gain a new start, only to discover the same dangers the original settlers found—bad weather, treacherous terrain, wild beasts, and the occasional madman or mutant compound.

RUINS

Ruins are ubiquitous. The hollowed-out shells of cities and towns dot the landscape, serving as hunting grounds for those scavenging for food, shelter, and salvage, or as lairs for people and creatures best left undisturbed. Over the years, the encroaching dust and sand from the wastes buried the smallest towns and edges of the largest city ruins, making them harder to discover.

The worst of ruins are those cities targeted by nuclear weapons—only the bravest, stupidest, or radiation-resistant seek them out. Scavenging from these places is usually a zero-sum gain, with large amounts of salvage hiding in plain sight countered by horrifying rad-counts and mutants lurking in the twisted metal and shattered concrete.

Other cities fortunate enough not to be targeted by nuclear weapons were still turned to ruins by the combination of blistering sandstorms, flash floods, overall neglect, and general mayhem when riots and anarchy turned them into smoldering pyres that burned for years.

Ruins still attract people looking for food, shelter, and the rare opportunity for barter. Most have already been picked clean by generations of scavengers, though some brave souls believe that caches of food, weapons, and luxury goods from the past still remain, just waiting for the taking. Of course, if a place hasn't been looted before, there's usually a good reason why...

STRUCTURES AND STRUCTURAL MISHAPS

In addition to the ruins of cities dotted across the landscape, sometimes there are unique or interesting structures that stand out—massive infrastructure that serve as landmarks or places of mystery (or even worship, by the insane).

Some of these include hydroelectric dams, former national monuments, massive chemical plants and oil refineries that somehow escaped destruction, or even large bridges. The settlement Scrapbridge described later in this chapter is an example of a unique structure that necessity has turned into something much different from its original purpose.

These structures stand out because they are usually enormous, built to last the ages, or harken to an earlier time, triggering some primal awe in the ignorant wastelanders. Not every structure is occupied and some are actively shunned due to radiation, toxic waste, or superstition.

Thanks to time and entropy, most of these major structures have failed, or are on the verge of doing so, resulting in catastrophic mishaps that are just as breathtaking as *When Shit Went Down*. Even to this day, the occasional forgotten or overlooked chemical plant or gas pipeline might explode, sending shockwaves across the landscape, igniting enormous fires that ravage the land for miles around.

ROADS

Concrete is forever, they say. Although cracked, buckled, and shredded, the highways and country roads from long ago that remain relatively intact are still vital to the survivors today, allowing for much faster, if not safer, travel throughout the wastelands.

Roving gangs and warlords claim large swathes of highways as their territory, setting up “troll bridges” (folks today literally use the word “troll” instead of “toll” unironically, most unaware of the old fairy tales) at vital crossroads or over actual bridges, where payment or outright extortion is exacted from those travelers who seek to pass. Others just use these places as traps to waylay anyone foolish enough to approach unawares.

Around the most heavily populated areas, a cottage industry of convoy guards typically pops up, offering protection to anyone willing to pay their exorbitant rates. However, savvy

gangs sometimes pay higher rates to these guards to guide their charges straight into their traps, capturing loot, food, and slaves without spilling any unnecessary blood.

SETTLEMENTS

Out in the swirling dust, hidden among craggy ravines, or carving out a semi-livable hole in a ruin, settlements still dot the landscape. Outside of the Megalopoli, even the largest settlements would barely qualify as a large town or small city in the pre-Collapse era. While there's more than enough space and non-ravaged buildings out there, food shortages, lack of potable water, or safety from acid rain, radiation clouds, and attacks from marauders or mutated creatures make most places uninhabitable on a large scale.

Settlements in the age of the apocalypse fall into a few typical categories.

HOMESTEADS

Blood before bullets. Most folks out in the wastes stick with their kin and a few trusted individuals, creating small, easily defendable homesteads to raise crops and livestock or to serve as a home base for scavenging nearby ruins.

Homesteads typically have anywhere from four to a dozen people, usually related in some way. These small settlements are ripe for takeover and those that do survive do so through a combination of keeping a low profile and a strict “shoot any outsiders on sight, shoot any survivors again” policy.

OUTPOSTS AND ENCAMPMENTS

Warlords and tin-pot post-apocalyptic dictators commonly have a home base of some kind, along with one or more outposts or armed encampments to guard strategic areas or to keep portions of their territory under heel.

Built primarily for defense or to stage raids, outposts are ringed with makeshift walls, barbed wire, and an assortment of weapons, but are usually reliant on the home base for most supplies and food. Depending on the owner, an outpost might have as few as a handful to fifty or so combat-seasoned individuals.

WALLED TOWNS

The most stable of settlements are those close to sources of relatively clean water and capable of producing at least half of its own food. Though some were built from scratch, most of these new “towns” have been raised on the ruins of the previous civilization, be it an old factory, a partly intact stadium, or even the remnants of a former suburban cul-de-sac.

In almost all cases, the town builds some sort of barrier to keep the worst things out and guards manning towers and patrolling the walls are common sights. Towns that survive are the ones that constantly erect higher and thicker walls, with ever-expanding defenses outside the perimeter, from pits filled with shit-smeared stakes to tripwires with deadfalls and makeshift mines.



Inside the wall, anything goes. A town can be stable and prosperous or chaotic and starving. It could be made up of religious zealots, descendants of the former town, or a melting pot of those who just happened to settle there. Fewer and fewer towns follow any sort of democracy, with the word of the mayor usually being absolute law.

PREPPER ZONES AND BUNKERS

When things started going to shit, more than a few people started preparing for the worst. Known as “preppers,” they built underground shelters and bunkers stocked with as much food, water, medical supplies, guns and a metric fuck-ton of ammunition with the hope of weathering the shitstorm. Old military bases that managed to stay semi-intact can also be considered prepper zones.

Turns out the shitstorm they prepped for never really ended. While most of the original preppers died as months of chaos dragged on into years, some held out and their descendants went on to build up their compounds into self-sustaining settlements.

Prepper zones boast at least one underground bunker and maybe a durable, nearly indestructible concrete structure to serve as the inhabitants’ base of operations and defensive point. Most of these settlements maintain a martial-like discipline and command structure—like homesteads, they will shoot, stab, or blow up without question just about anyone or anything that dares approach their home.

ANARCHY TOWNS

Disturbingly more common than other settlements, anarchy towns are those places where the dregs of the Wasteland happen to collect into something resembling a community. So-called because of their sheer lawlessness, anarchy towns typically form organically to serve as trading posts or to exploit some precious resource, such as a pond with fresh water or even a still-functioning oil well whose crude is refined into usable fuel.

The home bases of the most ruthless gangs can be categorized as anarchy towns. Some warlords maintain control with an iron fist, while others let their crazed followers do what they please with few repercussions. Either way, only the strong survive.

Despite the horrible violence and degradation of these places, a thin veneer of civilization can be found in these hellholes: traders still barter, vendors sell their goods, and craftsmen build or repair items for the rest. Outsiders looking to barter might not get a second glance or they might be stabbed through the throat and thrown on the spit for dinner. Maybe.

Some anarchy towns are mobile, with the entire enterprise picking up stakes when the weather turns foul, resources dry up, or the threat of even bigger and nastier assholes comes around. These kinds of settlements do not have any permanent structures, but instead are a small sea of ramshackle vehicles, carts, sleds, and wagons hauled by people, or, more rarely, actual mules or fuel-powered vehicles.

JUNK TOWNS

Instead of settling in the “wilderness,” some people choose to make a home in the ruins of scrap metal, concrete, and winding roads of former cities. Unlike ruins inhabited by several competing gangs, junk towns are relatively unified as a community, built around a single, defensible point such as a former city hall, police station, or sports arena.

City parks are commonly turned into fields and gardens, with the hope of coaxing growth in the failing soil. The populace spends its days scavenging dwindling resources from the rest of the former city. Such a community might be well-organized and disciplined, or little more than feral rats scurrying through the detritus.

With so much ground to defend and hiding spots for intruders to exploit, many of the entry and exit points to the main settlement are littered with booby-traps, pitfalls, alarms, and other hazards.

SETTLEMENT TRAITS

While all settlements have a few common aspects, things tend to get weird out in the Wasteland. Consult the table below to add some random traits to a settlement to help make it memorable and unique.

SETTLEMENT TRAIT

1d20	Settlement Trait
1	Plague! A particularly nasty plague descended on the settlement. The GM may choose the vector.
2	Nationalistic. The settlement still clings to a long-gone national identity, complete with singing anthems and waving flags.
3	Slave labor. The settlement captures or purchases slaves to do the dirty work.
4	Tons of guns. Everyone is armed to the teeth and has plenty of bullets to spare. They shoot first and rarely ask questions afterward.
5	Irradiated. Obvious or subtle, the background radiation of the settlement reaches dangerous levels.
6	Mutant problem. Mutation here is rife, with inhabitants showing early signs of mutation or lots of full-blown mutants roaming about.
7	Cannibals. They could be calm and sweet at first, or raving lunatics, but the folks here eat human meat. Looks like you're on the menu, friend.
8	Fresh food. The settlement is blessed with decent crops, hydroponics, fruit trees or an enormous cache of pre-Collapse food.
9	Skilled craftsmen. The craftsmen of this town are particularly skilled, creating fine gear or repairs.
10	Xenophobic. The townsfolk hate anyone that isn't part of the same clan, ethnicity, or religion.
11	Starving. The town hasn't had decent food in months and will starve out by the turn of the next season.

1d20	Settlement Trait
12	Rich in junk. Surprising amounts of valuable and useful junk can be found in or around the settlement.
13	Trade crossroads. The settlement sits at a junction between several trade routes. Business is good.
14	Former military encampment. The settlement was former military and has access to some military-grade weapons and gear. They'll shoot anything on sight as well.
15	Unique structure. The town is built on or around something unique—a nuclear plant, a giant shopping mall, or inside a national monument.
16	Psychopathic. Everyone is a bit crazy, but the people of this town are liable to snap, as a group, without warning.
17	Religious. A single, fundamentalist religion dominates all aspects of the settlement.
18	No men/women. Other than children (if that), the settlement has only men or only women.
19	Company town. The town specializes in some good or trade, such as bullets, lemons, or making vehicles.
20	Prosperous. Despite the odds, the settlement is thriving, with plenty of food, weapons, and people. It won't last.

SCRAPBRIDGE AND SURROUNDINGS

The entire world is now a wasteland. From sea to irradiated sea, the landscape has been transformed into a barren ghost of its former self. Some areas do retain their former environment, but the vast majority is terrain composed of dusty plains, copses of dead trees, and husks of cities and settlements long turned to scrap, rust, and shattered concrete.

A complete overview of the Wasteland is far beyond the scope of this book. Fuck you, who needs that? Make up your own shit!

OK, fine, here's something to whet your appetite and get you started. This section details a sample Wasteland community known as Scrapbridge, along with surrounding settlements and other areas of interest. The locations described here are by no means complete—the Wasteland is huge, with countless remains of blasted towns, failed homesteads, and dangerous ruins. The shifting sand and dust hide and reveal places and secrets at random, meaning anything can be lurking out there in the radioactive bleakness. In short, places for you to use your own imagination and creativity, you lazy fuck.

SCRAPBRIDGE

The largest and most important population center of this particular chunk of Wasteland, Scrapbridge is the closest thing resembling a city as anything outside of the Megalopoli. Named for the huge, rusting span upon which it's centered, the settlement of Scrapbridge is built on, under, and around an

ancient suspension bridge straddling the remains of a long-since dried-up river.

As the only sturdy structure for dozens of miles around, Scrapbridge quickly became a landmark for wastelanders and junkers to meet up and trade. Over the years, a massive shantytown grew up, around, and on top of the bridge, covering its length and the ground beneath its shadow. Buildings and shacks rise up along the banks of the riverbed in a haphazard manner, and a series of cranes, lifts, and ladders connect the bridge's span with the populace below.

On either end of the dried riverbed, two immense walls protect the lower portions, while a harrowing kill-zone of metal walls and barbed wire keep the entryway to the bridge itself via the road safe. The walls and wire aren't what keep Scrapbridge truly safe, however: it's considered neutral ground for all the factions of the Wasteland in the area. Go figure—we told you shit got weird out here.

Weapons and (most) violence are forbidden inside the settlement, with swift and merciless punishment brought down on anyone who violates the rules. This isn't to say that weapons don't get smuggled in and gut-churning acts of harm and death don't still happen on a daily basis, but the gangs, junkers, traders, and townsfolk know that, for the most part, the fragile accord they all agree to is the only thing that keeps everyone alive and Scrapbridge thriving.

In theory, anyone is welcome to pass the walls or barbed-wire sentry points, as long as they subject themselves to a search. Weapons and dangerous items are carefully inventoried and stored, with the promise of their return upon leaving. For the most part, this works—commerce and convention will always reign supreme when guaranteed. Visitors must also state whatever their reason is for coming to Scrapbridge and pay some sort of toll to enter—bullets, food, toys, or valuable scrap are all considered currency.

Once you're past the guardhouse, you're immediately assaulted by the sight, sound, and most prominently, smell of Scrapbridge. Several hundred unwashed souls call it home, with dozens of traders, gangers, and even the occasional non-hideous mutant passing through every week. For most people, it's a paradise, with drinking holes, brothels, repair shops, and vendors hawking everything from mildly irradiated flannel sheets and plastic cutlery to slightly dented cooking pans and shrink-wrapped packages of lacy underwear (don't ask).

The settlement boasts several wells that provide surprisingly clean water—it ain't free but is discounted for those lucky enough to have a place of their own to grow food. Greenhouses, raised beds, and tangled bean and flowering vines can be found almost everywhere, providing a breathtaking sight of greenery compared to the rest of the Wasteland nearby. Stealing vegetables from these semi-communal gardens is an instant death sentence.

The highest tops of the bridge's towers and suspension wires are a complicated mess of recovered solar panels and windmills, providing decent, if somewhat spotty, electrical power for anyone willing to pay for it. Some Scrapbridgers have even built other power stations that run on anything from coal, charcoal, wood, and assorted junk, blanketing the air with a thick, choking layer of smoke and smog.



THE QUARTERS

Scrapbridge is roughly divided up into five distinct quarters (yes, math isn't taught well anymore), each with its own representative. Each quarter has its own way of determining who represents them, but it's typically through sheer influence, intimidation, and carefully exercised brute force rather than democracy by majority rule. The five leaders of the Quarters form the City Council. This Council sets the entry toll into Scrapbridge, imposes other taxes, and bullies their followers into providing enough thugs to help protect the walls and gates.

Of course, the City Council is also a seething hotbed of intrigue, backstabbing, and unabashed graft and corruption. But, for the most part, it has kept the settlement stable for years, despite the merry-go-round of its ever-changing members, subject to the various events and political intrigues within their own territories.

THE GROSS WAY

Signs along the remains of I-70 point to a surprisingly well-maintained road that leads to Scrapbridge. A large, imposing fortress sits a few hundred yards away from the bridge flanked by ramshackle walls lined with trenches, barbed wire, watchtowers and the occasional stretch of land mines. As the main entrance into Scrapbridge, the fortress is guarded around the clock—visitors must enter through its darkened

walls, subject themselves to thorough and invasive inspection, relinquish any weapons, and pay the toll before entering.

Once inside, a stretch of road called the Gross Way extends over the bridge. Rows of sturdy buildings, mostly catering to commerce, line the road. Here visitors find trading posts, general stores, repair shops, places to stable and feed pack animals, and more than a few taverns and inns. The businesses of the Gross Way are focused on fast deals, preying on the desperate and thirsty to trade their wares and potables for a quick, but terribly slanted profit.

The quarter teems with roving patrols from all factions, keeping the peace and occasionally shaking down anyone that looks like they might be hiding something. Its spokesperson in the City Council is a sardonic, grizzled old trader named Corey Banks.

THE BEAM

The oldest, wealthiest, and largest of the quarters, the Beam sits beneath the bridge's south pillar. Junkers and traders looking to make a better profit than the scams found on the Gross Way come here. The buildings here are made from concrete and cinderblock, standing apart from the tin roofs and plywood structures that make up most of Scrapbridge. The Beam boasts several open-air auction houses where everything from canned goods and blankets to stacks of porn mags and even "indentured servants" are traded and sold. Wealth

changes hands quickly here and the area is full of bars, a dog track, and betting parlors to pry newly found windfalls from their owners. The quarter is firmly in the grip of the Trini Gang, a well-organized and efficient group identified by their totems of golden spray-painted skulls.

The Beam also hosts several doctors and ad-hoc clinics where you can get a bullet wound patched up or a rotten tooth extracted. It even boasts something unheard of in the Wasteland—education. Called “the Skool” by the townsfolk, the project attempts to teach young Scrapbridgers a wide mix of useful survival skills and random bits of history, the latter being wildly inaccurate, to say the very least. A few of its more promising students even learn how to read. The Skool’s benefactor, a ganger named Dyna Dynamite, also represents the Beam on the City Council.

YELLOW

Located in the middle of the bridge span, Yellow is so named for the ugly habit of its inhabitants urinating over the edge, oblivious to whatever might be below. It’s a tough neighborhood, primarily made up of working-class folks who just want to raise their families and go about their business. The quarter’s representative, Lucius Spyglass, is so named for his unique set of eyewear and propensity for getting the inside dirt on nearly everyone in his neighborhood.

Since space is at a premium, this quarter is more vertical, with haphazard scaffolding holding old shipping containers and welded sheets of tin and aluminum siding rising several frightening stories up the bridge’s support columns and suspensor wires. Many workers earn their wage operating and maintaining the collection of lifts, ladders, and cranes that take people and goods between the span and the neighborhoods below.

TITGRAB

Straddling the north end of the bridge span and immediately adjacent to Facesmack, Titgrab serves as Scrapbridge’s red-light district. It’s the go-to place for all manner of vice and sin with various brothels, saloons, rat-fighting rings, and distilleries. All prostitution is regulated here and every whore falls under the “protection” of one madam or pimp or another—any “independent” bridgewalkers ply their trade along the Gross Way, Yellow, or Armpit.

Despite the flesh trade, or more likely because of it, Titgrab is one of the cleanest and safest places in all Scrapbridge. Each brothel owner employs bands of bouncers and mercenaries who keep the narrow alleyway’s party atmosphere to a dull roar. Get drunk, take a hit of weird chemicals, and ogle the girls and boys as much as you want, but if you touch the merchandise without permission or payment, you’re more than likely to get chunked over the railing.

Because of this, many gang leaders and criminal lords use Titgrab as truly neutral ground to conduct their business. The quarter’s Council spokesperson, the flamboyantly dressed brothel owner of ever-changing gender, Antoine La Magnifique, works hard to maintain an appearance of civility and discretion inside their domain.

FACESMACK

If you want to hire some muscle to break some legs, warm bodies to help you guard a caravan, or simply need the latest in terrifying drugs, look no further than the notorious quarter known as Facesmack, located along the north end of the bridge span, right next to Titgrab.

A clear border exists between the safe, patrolled alleys of Titgrab and the barely contained chaos of Facesmack. Comprised of nearly a dozen gangs, Facesmack is a teeming hotbed of violence. If you live here, you’re part of a gang. Period. If you’re not, you will soon be, or end your all-too-short life twisted on the blade of a ganger who didn’t appreciate your lack of commitment.

The gangs spend their time terrorizing each other, looking for scores in other quarters, or heading out to the wastes looking for loot. Although most “citizens” of this quarter flagrantly violate the no-weapons policy of Scrapbridge as a whole, there are enough gangsters scurrying about to gut each other that the rest of the council turns a blind eye for all but the most egregious crimes. The retired pit-fighter Eva Facebiter represents the interests of the various gangs of Facesmack on the City Council. Her gang, the Skin Eaters, is considered “first among equals” among the rest of the gangs, governing the quarter—such as any governing can be done in rampant violence and chaos—through sheer brutality.

One of the constituent gangs includes the infamous Tunnel Wackos, a band that specializes in plunging into the maze of service tunnels and wastewater treatment spillways that have an entranceway just beneath the span. Legends persist of the near-mythical Tunnel 666 that has been ascribed as a former military facility, an intact civil defense bunker, or even a passageway to underground aliens.

OTHER SCRAPBRIDGE LOCATIONS

In addition to the five main quarters, Scrapbridge has several additional locations without representation. These places are the worst of the worst, where safety is guaranteed by your own wits, speed, and whatever hidden weapons you somehow snuck past the gate guards (no one’s asking how you were able to fit that up there).

THE STADIUM

Intentionally separated from the rest of the settlement, the Stadium is a flat stretch of dirt and sand, surrounded by a rickety stack of wooden and tin bleachers. All manner of “sports” are played here, from regular (if incredibly brutal) soccer matches to a bizarre game called “sand hockey.” During game days, a healthy chunk of the populace comes here to watch the regulated violence, place bets, and generally try to escape the rest of their miserable existence.

COVENANT SQUARE AND THE PROMENADE

Covenant Square serves as the town square. The City Council regularly meets here to work out issues in front of the public

(although most of their real politicking takes place behind closed doors of undisclosed bars). From here, stretching west, the Promenade is another public space where stalls and carts set up on “Meetin’ Days” to hawk their wares to the folks that come down to watch the Council’s public proceedings at the square.

SHELTER

Shelter is a small neighborhood nestled between The Beam and Yellow, named because of its prime location beneath the bridge’s main structure, which keeps the worst of falling debris from smashing down on the people and buildings below it. The people represent the bulk of the families of the average Scrapbridgers who want nothing more than to avoid all the fuckery taking place around them. It’s boring, but safe, as the Council allows them to maintain their own community watch—too small to represent any threat but strong enough to keep out elements that try to stir up any shit.

DRUGGYTOWN

Spreading like a chemical spill, Druggytown is the name given to the sprawl of shanties and lean-tos scattered among a stretch of muddy reeds and rushes between Shithole and the outer lands. The area is sparsely populated with vagrants, drug abusers, and the absolute worst of the down and out. You know it’s bad when the scum that calls Shithole home looks down on your sorry ass. Sitting on top of the oil and nasty chemicals that leech from Scrapbridge’s dump next door, Druggytown has a much higher than average number of mutants—some just end up there, rejected by the normals, while others are born there...

FOOTlicker

Tucked between Shithole and Druggytown, this small area is overlooked or just avoided by most Scrapbridgers. Comprised of a small cluster of buildings, Footlicker got its name for the weird phenomenon of something seemingly licking or sucking on the feet and toes of anyone slogging through the shallow “river” that meanders around its edges. Despite the occasional hunting party probing the filthy storm water with sharpened sticks, no one has uncovered any proof that something is lurking beneath the surface.

Footlicker serves as the home base for Dr. Sarius, founder of the Scrapbridge Methane and Electro-Proteic Guild. He and his minions manage a sprawling pig farm to the west. They harvest the massive mounds of pigshit, turning the methane into usable fuel. While most people avoid this area, it’s a popular spot for disposing of bodies, because the pigs will literally eat anything thrown to them—and Dr. Sarius will always help you out for a reasonable price.

SHITHOLE

Charmingly named, Shithole is Scrapbridge’s unofficial garbage dump. A thin stream of wastewater dumps down from a culvert built on the side of the hill, turning most of the waste into a soggy, toxic mess. Scavengers (no true junker would be caught dead there) wander the mounds of garbage and broken

concrete looking for anything edible or semi-useful. Most make their living hunting for prey among the hordes of rats and other, stranger creatures that thrive here, selling their kills to the meat sellers up on the span.

Shithole is also the dumping ground for people, whether they are alive or dead. The bodies of unwanted babies, used-up prostitutes, and washed-up gangers who lost their last fight can be found strewn all through the filth at the bottom of the hill—sorry, *friendo*, that’s just the way of it. As we said before, it’s called Shithole for a reason.

ARMPIT

This small area sits under the span and borders the territory claimed by Facesmack. Food vendors, drinking holes, and tiny gambling dens dominate Armpit. Most locals that live on the riverbed head here to get a bite to eat and catch up on gossip. The air is thick and greasy from the dozens of kiosks and pushcarts that grill up meat, cook stews, and bake mealy bread. The gangs of Facesmack occasionally try to muscle in and claim Armpit for themselves, but usually find stiff resistance from the rest of Scrapbridge who see it as one of the last places around to get something decent to eat.

NEARBY LOCALES

Once you leave the “safety” of Scrapbridge, there’s still plenty of adventure and danger to be had. Here are some of the notable locales that are relatively close by. Distances have been intentionally left out, leaving it up to the GM to determine if it takes hours, days, or even a week of travel to get there.

SAMANTHIA

Its name derived from its creator, the famed Junker Samantha, this settlement is seen as near holy ground for nomads, scrappers, and mechanics around the waste. Built among the remains of an ancient industrial park, Samanthia is a maze of steam-powered machinery and bizarre kit-bashed contraptions.

Years ago, Samantha fell in love with a fellow tinkerer and together they created a small outpost where junkers could come together in a neutral zone to trade. Word spread quickly and soon mechanics, self-taught engineers, and other talent arrived, setting up shop in the junk-rich ruins. Claiming herself Baroness of the Industrial Barony (a name that never quite stuck), the town has grown considerably, using the inhabitants’ ingenuity to coax more plants from the soil, purify water, and refine oil to make up for the area’s scarcity of resources.

Samantia isn’t nearly as lawless and violent as other nearby settlements, but almost as dangerous in other ways. Explosions and chemical leaks from experiments gone wrong occur on a regular basis. Mechanics test their souped-up jalopies by racing them up and down the twisting alleys. And of course, greedy marauders occasionally lay siege to claim the tech-rich place for themselves. So far none have succeeded, as the fiercely independent-minded townsfolk unfailingly band together in an unusual sense of loyalty and community whenever facing a common threat.



Although nomadic by nature, most junkers consider Samanthia something resembling home, or at least a place where they can unload their hauls and get a bottle of insanely potent hooch from local distilleries. If you're looking to buy or repair some piece of equipment, or get some seriously powerful liquor, Samanthia's the right place to do it.

THE TWINS

Silent and brooding, the Twins rise as two giants amidst the Wasteland. They are the cooling towers of a long-breached nuclear power plant that has spread lethal levels of radiation for miles around. The contamination is deadly for normal humans, but at perfectly acceptable levels for the large number of mutants who call it home.

Unlike most mutants, this band is surprisingly non-aggressive and rarely venture outside of their contaminated domain except to hunt for junk or food. If cornered, they'll fight to the death, but most flee at the first serious threat.

Their leader is a mysterious mutant called Prometheus. Rumors swirl about his ultimate goal. Some claim that he exhorts peace and tolerance with the normals among his people, while others believe that the lack of aggression is a pretext for building a formidable army that will descend on Scrapbridge and the other locales to cleanse it of the normals and claim it as their own.

NOWATER

Nowater sits in the middle of a dry lakebed. It is a dirty, smelly, and almost lawless slum, surrounded by a wall of timber and metal plates. Nowater is a hotspot for the best and most popular pit fights in the entire region. Matches pretty much happen 24/7, and, accordingly, bets go on without a pause and bullets change hands at an astonishing rate. If you're desperate enough and can handle yourself in a fight, you might be able to make a living in the pits and become a legend like The Saw, Eightfingers, Gar the Gutter, or Rottencrotch Rosie—or, more likely as not, a quick and forgettable death, your body tossed into the old limestone quarry pit on the settlement's outskirts.

Nowater is run by the Lords of the Pit, four inbred families who pull the strings of all the betting and gambling operations in town. While they constantly squabble and fight among themselves, their combined mercenary forces are sizable enough to deter any large-scale attack from the outside.

PIGSTY

Pigsty is the name of the ruins of a sizeable old city, so named for the unbearable stench that can be smelled from miles away. No one knows the source of the foul odor, but it's potent enough to keep most sane people away.

Some see the smell as opportunity, positing that because no one goes there, it must be untouched by looters and junkers. The smartest go when the winds are strong, blowing the worst

of the stench away. However, upon exploration, there is little to be found except hulking, mutant monstrosities, inexplicable booby traps, and huge numbers of addlers.

THE LAST WASTE

To the ignorant, there isn't any border between the Wastes and what the locals call the Last Waste. It's all dirt and dust, right? But those that dwell on the fringes sense a distinct line that, when crossed over, is something more barren, sinister, and hopeless. Water and food might be scarce elsewhere, but there is nothing—nothing—in the Last Waste, everyone knows, except a prolonged and pain-filled death.

Highly irradiated and completely bone-dry, the only sound in the Last Waste is the constant, mocking wind that scours the flesh and pits metal. Even mutants, seemingly immune to radiation, fall ill from mysterious, wasting illnesses that assault the lungs and blacken skin. Nukes? Biological weapons? Weird science? All three? No one knows.

Of course, some idiots believe beyond the Last Waste lay Heaven, Nirvana, or a pristine Megalopolis paradise that'll let any poor bastard who makes it there in and give them a hot shower and a clean whore.

Only the insane venture out into the Last Waste to find out and so far, none have come back to tell if the tales are true.

THE SHRINE OF THE WATCH

The Shrine of the Watch is nested upon the ruins of an old abbey, though whatever its old religion was has long been forgotten. In its place, a mysterious cult calling themselves the Flock of the Eye of Fire dwell, conducting their mysterious rites in secret. From the outside, the abbey itself appears too small for the number of people milling around, making it clear that the bulk of the dwelling is built underground.

The taciturn cultists keep to themselves. On rare occasions, traders are allowed into the abbey's courtyard to do business but are quickly ushered out once deals are done. Once a season, the Shrine sends out its own trading parties to Scrapbridge, Samanthia, and Nowater. At Nowater, they have been known to pay top rates to purchase the pit fight losers (the few who somehow survive, that is). The Shriners put 'em in shackles and march 'em straight back to the abbey, never to be seen or heard from again.

Almost nothing is known about their rites, beyond the wearing of red robes, tattoos of an eye made of fire on the forehead and following "the holy word of Yarus." Who or what the fuck is Yarus? No one fucking knows. All anyone knows is that the Shrine is a bad fucking place to end up, in a world filled with bad fucking places. The Shriners have been blamed for any number of folks who just went missing, without any particular proof. Speculation runs wild about the cult's cruel rituals of blood and fire.

But hey, it's the Wasteland—you can't swing a dead cat without hitting one fucking atrocity or another, and you can always, always fucking find a dead cat. Word to the wise, buckaroo.

MAJAUCHSUWI

Shielded by gentle hills that keep the creeping waste mostly at bay, Majauchsuwi (the Lenape word for "union") is a small but thriving community. The settlement, with the land that surrounds it, is the home of a single tribe of folks who called themselves the Natives. When things turned seriously bad during the Big Collapse, the people there, recognized as a Native American tribe by the U.S. government, cut off all ties to the outside world, and retreated to hidden caves and secret alcoves previously used hundreds of years ago to protect themselves from the worst of the European predation during colonization. Ain't it fucking grand how history came back around? Sure, it is.

Anyway, the tribe returned to their ancient ways, revitalizing their nearly extinct language and knowledge about the land to keep their chunk of territory as safe and unpolluted from the shitstorm as possible. A single road leads into the territory. A sign spans over it, adorned with skulls and bearing a warning in four languages that trespassers will be skinned and their families cursed for generations. Only tribal members are allowed to step foot across the clearly defined borders of their lands and their warriors have a reputation for being ferocious and extremely effective if provoked.

Majauchsuwi is far more green, lush, and fertile than the surrounding wasteland. More than a few gangers and warlords have tried to take it for themselves, only to be cut to pieces by brutally efficient booby traps, snipers, and ambushes.

Outsiders insist the land is "haunted" or filled with ghosts and spirits, claiming to see ghostly visions or hear disturbing voices. The people of Majauchsuwi insist this is true, but whether the land is indeed crawling with the vengeful spirits of their ancestors or it's simply a healthy bit of propaganda working to keep the superstitious away is unknown.

FESTUNG GERMANIA

Unfortunately, there isn't a shortage of prepper zones out in the waste who follow fascist ideals and see themselves as the heirs to the Nazi regime of old, its tenets of racial supremacy and martial dominance seen as divine guidance for troubled times. Festung Germania is one such example—a heavily fortified encampment that serves as the headquarters and training grounds for the so-called "Fifth" or "V Reich."

Its leader, Führer Aaron Schwartzman, is surprisingly well-read, educated, and charismatic for a wastelander, using his knowledge of history and propaganda to instill a fervent zealotry in his followers. No small feat given that he is a dwarf (although he prefers "little person") who is not seen by them as a mutant—the V Reichers despise all mutants, considering them the lowest form of life there is, all of whom it is the Reich's mission to completely eradicate. Schwartzman preached that the "Fourth Reich" helped set the events of the Bad Times in motion, then heroically sacrificed itself to allow the V Reich, led by the Führer and his soldats, to continue the real work of cleansing the planet of all of the impure.

Built on an aging but sturdy bunker stocked with insane amounts of weaponry, Festung Germania is mostly self-sustaining. It is clean, well-organized and heavily regimented, although its citizens were forced to spend inordinate (or insane) amounts of time designing and building their compound to resemble pictures Schwartzman has of Berlin during World War II.

Members of this group are easily identified by their distinctive haircuts (resembling Der Fuhrer's), small black moustache tattoos on their upper lip, and actual matching uniforms. When not drilling for combat or marching, the soldiers send out raiding parties to loot and pillage smaller communities, summarily executing anyone who falls outside their definition of "purity," while taking back "suitable" captives to indoctrinate into their twisted mindset.

BITER HILLS

This large stretch of rolling hills and gentle slopes is barren and uninhabited by people. They are, however, home to gigantic "herds" of ferocious beasts known as Biters. Although small and easily dispatched individually, these massively-jawed creatures are nightmares in groups and the hills are littered with the bones of those foolish enough to wander into them. Who knows what else lurks there?

GLEAMING TOWERS

Standing out like shining sentinels, the Gleaming Towers are the remains of a small, now-forgotten city's skyscrapers. On days when the winds die down and the oppressive sun shines down, the glass and steel from the towers glint like bright lighthouses. The towers serve as a prime landmark for people to navigate the wastes.

The winds in this area are fierce, piling increasing dunes of sand, dirt, and debris into the former city—soon only the towers themselves will be visible. It's a favorite place for junkers to comb in search of valuable scrap, despite the large numbers of flying, mutated creatures that use the bones of the towers as their aeries.

MINES OF OBLIVION

The Mines of Oblivion sit on the western edge of the Biter Hills, its hyperbolic name suggesting the fate of anyone that enters them. The entrance to the mines is an imposing and impenetrable steel door that is typically shut, but sometimes inexplicably ajar, tempting the curious to peer inside and explore its depth.

No guards are posted at the entrance. Anyone placing their ear against the door can hear deep, methodical booms and clanking, suggesting some sort of mechanical activity. The owners of the mine are shrouded in superstition. Folklore abounds of weird mole creatures, aliens, robots, or just crazed mutants who abduct stragglers and force them to work the mines as slaves. Lots of people have spun outlandish, contradictory yarns about going into the mines and returning. So far, no one has provided any solid proof.

DUSTBIN

A blasted-out ruin of a city from the Before the Shit Hit, Dustbin looks as uninhabitable as most other ruins. Few intact buildings remain and rubble chokes the streets. Worse, thick, choking dust hangs heavily over the place, making it impossible to breathe without a gas mask or a CBR suit.

To the surprise of pretty much every fucker living in this part of the world, Dustbin isn't as empty as it should be. People pick through the ruins, digging around for salvage and other materials they can find. They don't like outsiders and typically give a warning before they resort to murder to keep their secrets safe. It's thought that Dustbin's folks live underground since the atmosphere is so damned toxic, no one could really live out in the open.

No one knows what they really look like since they cover themselves in heavy clothing and biohazard suits. This leads many to speculate that Dustbin's people are a bunch of freaks, all twisted up by radiation. Although Dustbin sometimes coughs up a lone traveler who makes the journey to Scrapbridge and elsewhere, these individuals say little and keep to themselves.

TEX'CO REFINERY

A compound hidden behind high walls patrolled by grim-faced guards, the Tex'Co Refinery belongs to the Black Blood Children (see page 160), who do their lord's work pumping the mystic substance from the ground and refining it into fuel. The cultists don't welcome outsiders, greeting travelers with sniper bullets and hurled grenades.

THE GREAT RIFT

An enormous cleft stretching hundreds of miles long and deep enough you could spit a big, thick green loogie over the edge and never see it hit bottom, there's no crossing it aside from Permaban Pass (see below). The walls of the cliff are pocked and pitted, and in them puppeteer hornets make their nests, so it doesn't do to loiter around the edges. Those who do tend to become addlernetts.

PERMABAN PASS

The one and only route across the Great Rift, without having to walk a shitload of miles in either direction around it, Permaban Pass looks anything but safe. A mishmash of metal sheets all cobbled together with tape, screws, and old blood, the ridiculous structure stops about halfway across, sections having been raised up to prevent people from crossing over without paying the fee. A band of simple-minded fools run the place and for all their stupidity, they don't let anyone across—raider, junker, whoever—unless they pay the fee. The fee changes all the time, naturally, but if the person can't pay, they can go fuck themselves and turn around. No one tries to rush the bridge or take it by force since the assholes who run it have placed explosives all underneath it and will happily blow it up, and themselves along with it, to ruin the day of any asshole that thinks they're too good to shell out a few bullets.



The evidence of this can be seen below in the wreckage of previous bridges, and bones of previous victims, scattered along the rift's cliffsides.

THE ACID LANDS

The Acid Lands stretch from the Twins to the Tex'co Refinery, but each year, they seem to grow a bit bigger, spreading out like a pool of liquid shit across a killing floor. Home to geysers, toxic vents, sulfurous lakes, rivers of lava, and worse, according to the old codgers, this place was once pretty normal, but something happened and no one really knows what. Now, people avoid crossing these lands since the air is poisonous and the terrain unstable, with frequent quakes and rockslides. Still, evidence suggests that someone might still live here, and people on the fringes claim to have spotted folk they've named the "long-leg riders."

THE LIVING FOREST

In stark contrast to the dry and dusty terrain around Scrapbridge, on the extreme northwestern edge of this territory grows a strange forest that crawls north far beyond anyone's wildest guess. Instead of thirst and want, this is a region filled with trees that have grown so high, you can't see the tops except on the clearest day. The undergrowth is so dense and the canopy so thick, visibility drops to zero after a few feet inside.

The Living Forest offers dangers aplenty. Many of the plants within are quite toxic, while others are ambulant and hungry,

gobbling up whatever they can catch. Rumors abound about this place, from wild people who live in the deepest depths, intelligent plants, and trees that walk. Of all the stories, though, the most pervasive are those of the intelligent monkeys who ride dinosaurs. This all said, most people dismiss these lingering stories as complete bullshit since no one has ever gone deep into the Living Forest and returned to tell about what they found there.

LUCKYLAND

The rotting remains of an ancient amusement park, Luckyland has surprisingly survived the devastation intact. The park has four quadrants built on different themes: Caribbean Corsairs, Samurai Showdown, Western World, and Medieval Mayhem. Together, they surround the inner park, which is more like an altar to all things cool and interesting of the last days of the World Before the Shit Hit. Most of the structures stand as they did when the park was operational, largely thanks to the cutting-edge animatronics (robots) that continue to put on the various shows and, when not performing, maintain the park's grounds. In recent years, though, something has gone awry in their coding: instead of being grateful hosts, they have become vicious killers, regarding visitors as trespassers to be hunted down and slaughtered.

FATWIND

Just out into the ocean stands an old lighthouse that remains in operation and is home to a small community of people who

brave the perilous waters to drag scaly, chitinous things with tentacles up from the depths. The lighthouse stands on a small island, but it's still possible to reach it by way of a makeshift bridge assembled from old shipwrecks, planks, handrails, and ropes. The people of Fatwind are mostly agreeable, confident in the defensibility of their home, and readily trade with visitors who come calling. They come off as a bit strange, wearing armor made from the shells of things they catch and doing up their hair in fancy curls and ringlets, but otherwise they are decent, honest folk.

SEPTIC TANK

A foul odor hangs over the greenish waters surrounding the city of Septic Tank. Divided into two areas, Upper and Lower, the people here make their living by trawling the foul waters for megatroustasses. Fisherfolk and outcasts live in Lower Septic Tank, a cluster of huts connected by floating platforms and crawling with leechcrabs—mean mollusks that feed on blood. Better living can be found in Upper Septic Tank, which has been built atop the ruins of an old bridge. Here, the rulers of Septic Tank avoid the filth and squalor of the lower city, while issuing edicts that make life for the poor who live beneath them wretched and torturous.

WANDERBURY

You can never quite tell where Wanderbury will be for certain as it is the only community around Scrapbridge that moves itself. Years ago, a great, gargantuan beast crawled out of the Great Sea and began to wander around the countryside. Enterprising settlers, witnessing its slow, ponderous, but seemingly harmless nature, decided to build their homes on the back of the beast. Years later, the creature now sprouts several odd buildings surrounded by safety rails to prevent people from falling in the rare times when their host moves. As well, several cranes and winches serve to raise and lower supplies from and to the ground. Visitors wanting to hop a ride can avail themselves of the network of ladders and stairs that have been built around the creature's legs, but only at designated times. The locals have figured out that the creature moves each of its legs, one at a time, every sixteen minutes.

MOUNTAINS OF THE LOST CULT

Beyond Dustbin, far to the northeast, rises a range of old mountains. Somewhere in their peaks stands the remains of an ancient citadel known as the Fortress of Bad Mojo. The stronghold's ruins stretch for several sloping acres across the mountain, littering terraces, cliffs, ledges, and bluffs. The citadel was built to take advantage of the mountain itself, and one can still find alleys and walls winding around the peaks, and numerous tunnels and passages burrowing into the sides of the mountains.

Some forty years ago, a cult formed in Scrapbridge around the idea that some form of "superior beings" born in the stars would come back to Earth and whisk them away. The cult's

message was a good one and soon hundreds swelled their ranks. They formed into a grand caravan and headed north, beyond any place shown on any map. However, once they climbed up the mountains, the entire group vanished, leaving nothing behind to show they were ever there. Since then, people refer to the peaks as the Mountains of the Lost Cult.

All sorts of rumors have sprung up about what happened to these travelers. Some say a giant beast gobbled them up. Others suggest that maybe those star beings came for them after all. Then there are those who believe the people fled into the tunnels and now live there as insane cannibals or spirits bound to the world. Whatever happened, it has spooked the people good, keeping them from looking too hard to find the missing cult.

THE MEGALOPOLI AND THE REST OF THE WORLD

To the elites on the inside, a Megalopolis is Heaven and sanctuary rolled into one. It's a place where food is plentiful, the weather constantly set to a perfect summer day, and every manner of pleasure, vice, and sin is simply a button-push away. For those on the outside, a Megalopolis is the giant middle finger that the privileged elites gave to everyone else in the world.

While most wastelanders want nothing more than to get inside one of these domed, walled cities, adventuring inside them isn't the point of *PunkApocalyptic*—it's about surviving the dust, filth, and death outside of them. Which is not to say that they don't live up to the hype, pal, but that's not where the action is, savvy?

What? Why are you getting pissy? OK, OK, sure, fine, do what it takes to get into one and go nutty, friendo, because it'll be everything you want and more, surrounded by more booze, drugs, fried chicken, and whores than you can enjoy in a lifetime. Adventure time is over, you've arrived in Wonderland, you're done, game's over, OK?

Right. That's what I thought. Let's move on, shall we?

Here's a brief overview of the various Megalopoli and how they impacted the world as a whole.

THE FUCKED MEGALOPOLI

Huge swaths of the planet have been turned to radioactive wastelands. You don't have to look too hard to find a failed Megalopolis or two sitting in the middle of the worst of the destruction. Over the years several Megalopoli have been destroyed or abandoned due to internal fighting, ecosystem failure, or jealous neighbors sabotaging or nuking them with impunity.

These fucked Megalopoli range from eerie, abandoned skeletons ripe for the plundering to massive holes that still

glow at night from all the radiation. We mention them only because some brave fucker (read: idiot looking to generate a new character) is sure to wander into them looking for loot before their organs turn to mush.

Maple Leaf City was built to be an inclusive, ecofriendly utopia that would take in all comers. Instead, the elites of Liberty City saw Maple Leaf City as a threat because of its “hippie ideology,” so one day they up and nuked it, and they then nuked the glow that night, just to be sure.

Mediterranea D’Or was intended to serve as a playground for the other Megalopoli but ran into financial troubles before the nukes started flying. Now it’s just a twisted, rusting blend of a massive half-built city and giant entertainment resort. Local junkers love it, and the hungry critters who live within love eating them.

Nouveau Lumière is a rarity in that it’s mostly intact—its core wiped clean of people by a neutron bomb courtesy of Freiheitfestung, simply out of the spite the self-proclaimed new German Kaiser held for the French. In fact, for years the Germans used the empty city as a summer resort until the wind and weather blew in enough toxins and radioactive dust to make much of it too dangerous.

Jerusalem was one of the first Megalopoli to go when it and Luxor got into a pissing match with nukes (some old fights just never die, right?). The devastation stretches all the way through the Middle East to what used to be Iran.

Luxor technically won in the war against Jerusalem, but the resulting damage and loss of key leaders turned it into a cauldron of internal violence. Small pockets of people still shelter here.

Poltohar Abad was destroyed in a surprise nuclear attack launched by the Indian Megalopolis Na’i Kalakattä. The surface of this Megalopolis set high in the mountains of Pakistan, was wiped clean, although they had enough of a nuke reserve hidden in the mountains that they were able to retaliate and obliterate their enemy. In fact, it’s quite possible that survivors might remain hidden in those portions of the Megalopolis that extended into the labyrinthine caves and tunnels beneath the mountains. No one knows for sure or has the wherewithal to find out.

Because of the Pakistani nuke reserve, new Na’i Kalakattä perished just as quickly as their hated rival. The entire Indian subcontinent is one of the most irradiated places on earth and home to the most twisted of mutants.

NORTH AMERICA

The wealth and power once found in North America has been replaced by miles upon miles of uninhabitable wastes, with great stretches of the country pocked with the craters left by reckless use of nuclear weapons, while biological and chemical disasters throughout compounded the horrific carnage.

Mexico and Canada fared little better than the ruins of the United States. Canada’s sole Megalopolis, Maple City, was wiped out by Liberty City in the U.S. Mexico lacked the resources to build a Megalopolis of their own, though some

of the wealthy drug cartels managed to buy their way into the hastily conceived southern American Megalopolis of New/Nuevo Alamo. The government formed there, though, eventually split, leaving most of the city waiting for a civil war they fear is unavoidable.

LIBERTY CITY

One of the first and largest of the Megalopoli, Liberty City set the example upon which most of the others were built. Carved from the remains of New York, it is a massive series of gleaming domes surrounded by towering walls lined with potent weaponry. Drones and sentry robots prowl the shattered buildings outside the walls, shooting anything that moves, including rats.

The Megalopolis relies heavily on robotics and automation, leaving the populace to live incredibly indulgent, hedonistic lives. The latest drug of choice, Ambrosia, has turned increasing numbers of the rich and powerful into drooling, slack-jawed addicts.

The leaders of Liberty City, drugged to the gills, have become incredibly paranoid, viewing other the Megalopoli with suspicion and even hatred. They nuked Maple Leaf City simply because they thought the Canadians were too nice to the less fortunate, and they’ll undoubtedly nuke somewhere else if the voices in their heads keep urging them to do so.



SAN ANGELES

The rapid expansion of San Francisco, Los Angeles, and Santa Monica saw the three cities merge into one sprawling metropolis known as San Ángeles. As work began on fortifying the city, it became clear that the gang violence would hamper development, so city leaders used overwhelming military force to “wipe the slate clean,” clearing the interior of any undesirable elements. San Ángeles remains one of the most powerful Megalopoli. Its gang problem, however, still exists after a sort, with miles and miles of ruins and slums butted up against the armored walls of the domed Megalopolis, home to the exiles and outcasts of those who were purged and their descendents. Large numbers of violent gangs and mutant mobs ring the city, toughened by both slum life as well as living on the edge of the Wasteland and everything it can throw at them.

NEW/NUEVO ALAMO

New Alamo wasn't originally planned in the southern United States, since it was thought that those on the east and west coasts would be sufficient. However, when work began on Liberty City, the southern elites demanded a Megalopolis of their own, but were denied. Without resources and money coming from the north, the oil barons and southern captains of industry looked south and struck a Faustian bargain with the wealthiest leaders of the drug cartels. Their combined billions of petro- and narco-dollars created a small, hastily designed, yet somewhat opulent Megalopolis for the families of the two factions, their lackeys, and a mass of laborers drawn there to serve both sides.

Although both sides prospered from initial cooperation, old ethnic divides saw the Megalopolis divided into two zones: New Alamo for the oil barons and their progeny, and Nuevo Alamo, controlled by the narco-cartel families and those who work for them. The two factions live and govern separately, with a large middle populace who serves as a labor force for both, stuck living between the two. The two factions cooperate when necessary, but their relations are continually undercut by a layer of suspicion and mistrust. Some speculate the Megalopolis will eventually tear itself apart in civil war, with the laboring populace stuck in the middle living in constant fear of violence to come.

SOUTH AMERICA

Generations of exploitation and manipulation by American leaders, combined with governmental corruption left the people of South America ill-prepared for combating the creation of the two Megalopoli founded on this continent. There's one bright light, however. Without persistent logging or constant burning of the rainforest to clear the land for strip-mining, the Amazon began to grow and flourish again, swallowing towns and outposts in just a few years.

RIO BRASILIA

Compared to the rest of the world, the governing elites of Brazil started early in building a Megalopolis to shield themselves from the extreme poverty and persistent rioting inside their host cities. Once complete and the leaders safely inside the walls, a code was issued. Their secret mercenary army blended in with the rest of the populace and then rose up and eradicated everything and everyone in sight. Buildings for miles around were leveled with conventional explosives and untold numbers of innocents slaughtered. Millions of refugees fled the kill zones, seeking safety in the thick jungles. In the first year alone, untold hundreds of thousands perished from disease, malnutrition, and violence from opportunistic gangs.

The former refugees soon turned into small, decentralized bands of insurgents, bent on toppling Río Brasília. Some saw the resurgence of the rainforests as a sign of Mother Earth's vengeance and practiced a bizarre blend of paramilitary ideology, Santería, and local tribal beliefs to fight on behalf of the ecology.

CIUDAD DE PLATA

Ciudad de Plata was conceived to be a paradise for artists, writers, orators, and historians and to safeguard knowledge in all its forms, much like the Library of Alexandria long ago. Although tiny compared to other Megalopoli, underground bunkers hold millions of precious works of art and massive servers store countless terabytes of scientific data and information about the World Before the Shit Hit. Ciudad de Plata's mercenary army is also small, so the Megalopolis relies heavily on remote sentry points, drones, and tank-like robots to keep the uneducated masses at bay.

EUROPE

Europe is dense with Megalopoli; some intact, others blasted or abandoned. The continent itself is highly radiated and inimical to most life outside the domes.

UNITED ENGLAND

The British were more than happy to wall themselves off from the rest of the world. Using capital siphoned from their hold on financial markets, a Megalopolis was built over the bulk of London, connecting with smaller sub-cities in Liverpool and Manchester and calling itself United England, which it most certainly isn't. Most of Ireland's population was wiped out with judicious applications of biological weapons and nerve gas, and the Emerald Isle has since been used as a dumping ground for the unwanted.

Inside its domes and walls, United England is a curious blend of modern, cutting edge buildings with the old and ancient—a desperate, nostalgic urge to cling to the past.

THULE

Thule is exclusively comprised of citizens from the former countries of Denmark, Sweden, Norway and their ideological allies. Thule is a technological and scientific powerhouse, constantly improving the living standards of its inhabitants.

Despite this, many citizens have returned to their old, pagan religions and practices. Thule's primary goal is to clean up the radiation and damage to the lands immediately surrounding its domes and walls.

FREIHEITFESTUNG

Built upon what was once known as Germany, Freiheitfestung, or "Freedom Fortress," is home to the elite from Central and Eastern Europe, a large, powerful and aggressive Megalopolis with expansionistic aims. Now almost fully recovered from the various wars and damage to its infrastructure, it is quite capable of threatening the other Megalopoli, using its neutron bombing of France's Nouveau Lumière as a message of its might. Of all the European Megalopoli, only Putingorod does not tremble at the thought of invasion or worse.

ROMA VATICANA

Still home to the Catholic Church, Roma Vaticana exists exclusively underground, with the remains of Rome above it still smoldering from various attacks and clouds of radiation. The Megalopolis turned inward, practicing their centuries-old rites among themselves, but now in increasingly debased and debauched ways by a Papal and priestly hierarchy, who rules over a populace that is a bizarre mix of normals and extremely mutated individuals, those "touched by God." Roma Vaticana still floods the airwaves and radio spectrum with sermons and prayers. Hordes of increasingly mutated believers have been called to perform their holy duty by venturing out to unspool wire from the heart of the Megalopolis to the surrounding lands, setting up loudspeakers every dozen miles or so for the faithful to hear the word of God. So far, they have reached the southern tip of Italy and as far as the south of former France and east towards the Balkans.

PUTINGOROD

The Russian Megalopolis rises on the remnants of the old city of Kiev, where Vladimir Putin's mummy rests under a huge statue depicting the shirtless Russian leader riding a bear. Putingorod is a political and military powerhouse in the European sphere of Megalopoli, kept in check only by Freiheitfestung's own ambitions. The Megalopolis is heavily armed, ruled by an authoritarian but efficient regime, surprisingly free of corruption, and boasting a massive industrial capacity. So far it has resisted using any additional weapons of mass destruction to subjugate the lands around it, or strike out at rival Megalopoli, instead focusing on the rebuilding of a large conventional army by offering survivors who arrive outside of its walls food, shelter, and safety in exchange for joining its military.

The Megalopolis is also funneling a huge amount of resources into a shadowy plan known as the Red One Project. Rumors hint that it involves building up to an additional twenty Megalopoli throughout Europe and Asia, using the guts and bones from the existing ones as building material.

AFRICA

Somehow, enormous Africa was spared most of the damage caused by the widespread use of nuclear strikes and chemical weapons, but the massive super disasters spawned by catastrophic climate change, biological weapons, water shortage crises, and their resultant effects have drastically reduced the populace to a tiny fraction of what it had before. Much like South America, the depletion of humans has allowed the continent's various ecosystems to slowly bounce back, although now they are filled with roving gangs and warlords, horribly mutated beasts, and things even more sinister and terrifying.

BOERELAND

The dormant Afrikaner minority in South Africa played its hand brilliantly during the gruesome events that led to the world collapse at the end of the 21st century. They managed to stockpile enough resources and achieve enough political power in the region to create a small but sufficient Megalopolis on the southern reaches of the African continent— for the white populace only, of course.

Unlike other places, nukes and other weapons of mass destruction weren't used by Boereland to cleanse the rest of the populace. A huge population of survivors and refugees camp just outside its walls and domes. They sneak in spies and saboteurs to try to wreck the Megalopolis from the inside. Aiding them is a small rebel cell of Boerelanders, those who grew a conscience, working with the outside agitators to overthrow the white elite.

MIDDLE EAST

Thanks to the Jerusalem/Luxor conflict, most of the Middle East, what was once known as the Fertile Crescent, is now a shimmering desert of irradiated glass. Those tough and resilient few who survived intermingled and now live along its edges. Their settlements are scattered about the ancient lands like oases, their daily existence too focused on clinging to survival to care about or even remember the old conflicts that once plagued the region and vexed the world for centuries, with the possible exception of Imâra.

IMARA

With the decline in oil sales and the rising threat of everything from nuclear war to global ecological collapse, Muslim leaders from around the Middle East overthrew secular control and captured the nations' vast oil wealth to build Imâra. Constructed on and around the holy city of Mecca, Imâra is a technological wonder and, ironically, one of the most advanced in green and renewable energy. The Megalopolis is a pastiche of new and old, with gleaming buildings sitting side by side with ancient mosques protected by thick domes and walls of steel and concrete. Outside the Megalopolis, gangsters, tough Bedouin survivors, and bands of mutants prowl the highly irradiated sands.

ASIA AND THE PACIFIC

The Asian continent took quite a pounding from nuclear, chemical, and biological weapons during the final wars. The entire eastern seaboard of China, the whole of the Korean peninsula, and all of Japan are as thickly covered with radiation as a Cheeto is in cheese dust. However, Asia is a vast place, with huge swathes of land that were spared the worst. It's always been tough to live in these desolate spaces, but conditions in the post-When the Shit Hit world aren't much different than they were in the centuries prior, so the various tribal nations outside of the Megalopoli eke out their daily existence just as they always have throughout human history.

BEIJING

Before the wars, Beijing was already a Megalopolis, only lacking the walls and domes to seal it off from the rest of the world. When things started to turn south, the communist leaders quickly diverted all the country's resources into sealing it off, building the protective structures in record time. In classic manner, once complete, the leaders of Beijing sealed the gates, leaving millions on the outside to starve or fall to one another. Beijing maintains lukewarm ties with the Nanjing Megalopolis, but is openly antagonistic to Sub-Tokyo.

NANJING

Jealous and fearful of the Megalopolis being built in the north, those political factions and peoples quite literally left out in the cold gathered in southern China to design and build a Megalopolis, using the name of its former historical capital, Nanjing. The project relied heavily on engineers, scientists, and robotics experts from Hong Kong, whose citizens were promised an equal partnership and shelter in the Megalopolis once it was built.

Instead, upon the city's completion, the Nanjing regime ejected all their Hong Kong peers, and closed the Megalopolis gates. The Nanjing military then hunted them all down as they herded them back to Hong Kong, slaughtering them by the thousands. To make sure the island city would never become a vengeance-seeking rival in the future, the Nanjing regime ordered Hong Kong and its population of millions completely obliterated by super-powerful conventional firebombs, followed by a massive release of biological weapons once the fires burnt out, to mop up any survivors.

The land surrounding the Megalopolis was pared the worst of the radiation snaking up and down the east coast and remains a fertile land that produces large amounts of agriculture. Of all the Megalopoli, Nanjing is a technological wonder, specializing in high-grade computer electronics and communications gear that rival or exceed those of the World Before, even occasionally launching its own satellites to replace those in orbit that are finally started to go dark and crash to Earth.

TÖKYÖ NO SHITA

Tokyo and its surrounding cities were already well on their way to becoming a Megalopolis before the nukes started to fly. After a short but deadly nuclear exchange with North Korea, which devastated both Koreas and nearly all of Japan, the newly christened Tōkyō No Shita, was forced to turn its back on the rest of the Japanese islands, now little more than a horrific radioactive wasteland. Vast amounts of mutation due to radiation from the war and failed reactors, biological weapons, and possible secret government or private projects involving genetic tampering spread rapidly among the animals and survivors outside the walls.

Sightings of gigantic creatures, known as kaiju, indicate that the radiation floored evolution's gas pedal and then took a horribly wrong turn. While the government of the underground Megalopolis is still figureheaded by a titular Empress whose roots trace back to the Imperial dynasty of the Nippon of old, the city's populace is by turns decadent, jaded, and bored, caring little for the ancient traditions. A new class of warriors, however, the Neo Ronin, has arisen. To prove themselves like the samurai of old, they leave the safety of the Megalopolis to hunt down mutants and slay the largest and deadliest of the kaiju to gain glory for themselves, and reclaim the land of the Rising Sun in the name of the Empress.

AUSTRAL CITY

Austral City was originally established as a sort of safari destination or vacation spot for the elite in the rest of the world's Megalopoli. The richest of the rich behind the walls and domes continued to live their extravagant lifestyles, but helped bankroll the operations of the city by allowing wealthy outsiders to come and hunt in the wide, desolate stretches of the Outback, or, for more dangerous game, inside the ruins of Sydney, Melbourne, and Brisbane. The quarry was literally anything alive and moving: animals, mutants, or humans. Most hunters bagged their quarry from the safety of large, slow airships that hovered from a safe distance.

Recently, however, all communication with Austral City and the rest of the continent went abruptly silent. To this day, no one on the outside knows if it was a deliberate act by the Megalopolis or if something else has occurred, such as mass catastrophe or even a revolution within its walls.



THE GAMEMASTER

Odds are you've seen the word Gamemaster, or "GM" before, so you probably already know what the job entails. Too many of these damned books presume that their book is the first time you've ever stumbled across a tabletop roleplaying game and that you need a bit of hand-holding to put your misgivings at ease when it comes to running the game.

Well, fuck a bunch of that. You're a smart person and tabletop RPGs have permeated pop culture enough that you should have a basic understanding of what the GM's role requires and how it works. I don't have the time, space, or desire to re-pave a road that's already been well paved about a million times. Anyone looking for me to do otherwise can suck it.

Instead of treating you like you're a complete novice, this chapter dives in by covering all the shit you need to know to adjudicate the rules, create missions, hand out rewards, and all the other mundane-ass trivial details necessary for the game to work, so your players'll keep coming back for more. Consider this chapter a companion to all the other chapters in this book. It's the instruction manual for running *PunkApocalyptic: the RPG*, so we're not screwing around with a bunch of feel-good shit you probably already know or would just roll your eyes over as you flip through the pages.

Some of you might say, "But I'm new to all this, help me out!" Yeah? Really? Have you been living under a rock? OK.

Instead of insisting that you suck it, I guess I'll use the space left on this page to give you the basics.

People play roleplaying games because they're fun. As a GM, it's your job to make and keep the game fun. Consider yourself the fucker who built the playground, or better yet, the seriously fucked-up theme park of messed-up shit they're playing in. Sure, the players' job is to bring the awesome and do some dangerous and goofy-ass shit with their characters for everyone's entertainment. But you're the dude or dudette stocking all the goodies in the park for them to enjoy, acting all the parts of the supporting cast of characters and critters, and building all the props behind the scenes the players are going to be acting in.

If you do a shitty job with all of that, then no one's gonna have any fun. In short, you're not actually doing your job. Yeah. Now, sometimes players will get pissy when they don't get to start the game off with a thermonuclear warhead or feel bad when their characters get torn apart by a pack of aggressive mongolongs. Them's the breaks. If, however, they are at all interested in having an entertaining, shared play experience, they'll get over it and stop breaking your balls, figurative or otherwise. If you don't think you can do that—and really, it's not that hard and it's fun to boot—maybe the job of GM should roll over to someone else. For now, though, we're gonna assume you got what it takes, because chances are real good you do, so stop your fuckin' belly-aching.

Aside from making sure folks enjoy the experience, as the GM you will also interpret the rules. This means, it falls to you to make sense of this book and apply the rules when you need to in order to keep the story moving forward. You're fucking God, for all intents and purpose, friendo. This does not mean that you should stick with the rules in every situation. That's fucking madness. Instead, you should use the rules as one more tool in your storyteller's toolbox. Bring 'em out when you need 'em and leave 'em alone when you don't.

Last, you and your friends are getting together to tell fucking awesome stories. If you remember little else, keep that in your brainmeats as what you need to remember most. Your games should be exciting, interesting, and, above all, entertaining. No one wants to sit through a boring-ass movie, so it stands to reason that no one's going to want to sit through a boring-ass game. Thou shalt not run a boring-ass game. I think that's the Eleventh Commandment or something... or at least it should be.

Got it? Good. So, let's go fuck some shit up.

DESCRIBING THE WORLD

You are, to put it simply, the players' eyes and ears. Their characters see and hear only what you describe. The players depend on you for nearly all information, expecting you to tell them the shit they need to know to make informed decisions. Lacking crucial information can get them killed. Now, if you give it to them but they get killed because of their own stupidity by not making smart decisions, that's on them, not you...and kinda funny. Feel free to mock 'em while they roll up their new characters.

That said, don't go overboard. Give them only the info they need to make their decisions, and nothing more than that unless they ask more questions or investigate further. You see, too much description can be overwhelming and, to be honest, boring as fuck. It's all about striking the right balance. You don't want to spoonfeed them, but you also don't want them to starve to death.

So, where do you begin?

DANGER

Survival instincts ensure that the first thing people notice is anything that's obviously a danger to them, so much so that they might not even notice anything else. For example, say the group kicks open a door to a hallway lined with fabulous paintings, but a raging fire burns in the hall. The characters are going to notice that first. The same is true when they walk into a shithole bar and there's a hulking asshole with three fuckin' arms, sitting at a big-ass table in the middle of the joint, holding three big-ass mugs of swill in each of her hands, with a skinny-ass whore in the crook of each arm. She looks at the characters as they walk in like they're shit on her shoes, and they're pretty sure she could twist off three of their heads without breaking a sweat. Odds are, the characters are going to pay more attention to her before they get cozy enough to figure out where they need to go to order their beers.

OBVIOUS DETAILS AND FUNCTION

There's no point in being coy about revealing details about the world around the characters. Even the most dim-witted mercenaries should be able to figure out that they're in a bathroom when there's a urinal bolted to the wall, or a bedroom when a bed takes up most of the floorspace. It's perfectly fine to reveal a location's function when it makes sense to do so.

SOMETHING INTERESTING

If you're going to put something into the story, you should usually try to make it at least a little interesting. Even a minor detail can take a humdrum location and make it come to life. Say, for example, the team enters an old warehouse. There are no obvious dangers and a few rows of shelves extend from one side of the building to the other. You could stop there, or you could say the shelves have the remnants of broken crates that were once filled with cans of Meach's Peaches, the room lit up by the sunlight streaking through the bullet holes that dot one wall, and that the characters hear a constant rattling and banging noise coming from the back. Whether you confirm it to them or not, the bullet holes might suggest a fight happened here, while the rattling and banging noise might draw the characters deeper into the warehouse to investigate the sound, which could be just a swinging door, some idiot banging on a metal shelf with a hammer, or a big ventilation fan set high in the wall, its blades slowly turning in the wind, partially blocked by a cracked human skull. Good times.

DECIDING WHAT HAPPENS

In addition to describing the world in which the players' characters find themselves, you also decide the general course of events in the game. Sounds rad, doesn't it? Yep. If you want it to rain, it rains. If you want a sandstorm to tear across the Wasteland, it does. When a player describes his or her character doing something in the game, you decide if that thing happens or not.

Now, don't get cocky. You need to make your decisions based on logic and with an understanding of the consequences of your decisions. You could decide that rocks float in the sky, water falls upward, and nobody takes a crap anymore, but even in this world, none of that shit makes any real sense. Even though the world has been ravaged by nuclear weapons, diseases, and other stuff, it still basically works as you expect it to. The further you drift from reality, the harder it becomes for your players to make sense of, or feel like a real part of, what's going on.

The same goes for interpreting the characters' activities. This book is chock full of rules to help you decide what happens when a character shoots a gun, swings a hammer, tries to seduce the mayor's son or daughter, tries to scale a Megalopolis wall, and so on. But! These rules apply only when the outcome of the described activity isn't clear. We know what happens when you squeeze the gun's trigger while holding it to the head of a sleeping sentry. We usually know what happens when someone climbs up a ladder.

But sometimes the outcomes aren't clear, even when the activities would be ordinary. Climbing a ladder is easy when you have time, but when fucking inbred cannibals are running you down to make a three-course meal out of you, it gets a bit harder. Likewise, shooting a gun at a moving target who doesn't want to be hit is much harder than at an immobile one unaware that it's being shot at.

THREE [NO, FOUR!] OUTCOMES

Whenever any character would perform an activity, there are basically three outcomes: "yes", "no", and "maybe." (Well, there's also a fourth, "yes, but...", but we'll talk about that later on in this section).

A "yes" outcome means that the activity happens more or less as described. A "no" outcome means that the activity doesn't happen because the activity described might be deemed impossible or something else needs to occur for it to happen.

It's the "maybe" where things get interesting. A "maybe" outcome means that the activity might or might not happen. You resolve "maybe" outcomes by calling for an attribute roll.

ATTRIBUTE ROLLS

Whenever you call for an attribute roll, you need to determine which attribute best applies. Luckily, the attributes are all described well and different enough that the areas they cover should be fucking obvious. But, just in case, use the following general guidelines.

Muscles: Use Muscles whenever the activity involves the application of physical force or athletic ability. Examples include most attacks with melee weapons, climbing, jumping, swimming, resisting a shove, or trying to break free from another creature's grasp.

Meat: Use Meat whenever the activity involves the overall vitality and constitution of a creature. Examples include fighting off sickness or poison, holding one's breath, long-distance running, or any other sustained physical activity.

Hands: Use Hands when the activity would involve aim, dexterity, and poise, such as attacking with most ranged weapons, picking a lock, or performing sleight of hand.

Feet: Use Feet when the activity would involve speed and reflexes. Examples include outrunning a pursuer or dodging flying debris from an explosion.

Brains: Use Brains when the activity would involve intelligence, education, or logic. You might call for a Brains roll

DO THESE THINGS OR, "IT'S OK TO DO HARM TO THE CHARACTERS BUT NOT TO THE GAME Y'ALL PLAY"

Here are a few more things you should stick in your head as "best practices" to keep your game fun and your players happy.

KISS, or "Keep It Simple, Stupid": Don't make it any harder than it needs to be by over-prepping. Running games can be challenging, especially when you're trying to herd a large group of players toward the mission's conclusion. Don't add more detail or complexity than you need to in order to tell a fun story. Now, if it's a particularly epic conflict or conclusion, that's one thing. But, for the most part, don't sweat the small details or overdo your descriptions. Prep small and leave lots of options and openings for yourself and the players to take the game in different directions.

Keep It Cool: Don't let the players run roughshod over you, but also don't be a controlling asshole. If a player describes some reasonable action they want their character to do, but it's not in the rules, go with it. If it's on the edge of reason and you're just a little hesitant, but it might be cool if you let it play out, hit 'em with a "Yes, BUT....," where you tell the player they'll succeed but maybe at some kind of unexpected cost or serious disadvantage in the aftermath, and then let them choose (see **Consequences** following).

Never put yourself in the situation where you are "punishing" players by putting them into no-win situations. And, be consistent for fuck's sake. Don't change up the rules all the time. "House rules" your group comes up with are OK, but you all need to remember to stick to the precedents you set with rules or everyone's just gonna get fucking confused (i.e., write that shit down).

Keep It On The Edge: Improvise. Be prepared to make up shit as you go. In fact, it's often better when you come up with something cool on the fly and make it seem to the players that you planned the thing all along.

CASE, or Copy and Steal Everything: Copy plots! Steal ideas! Now wait, don't steal this book. My horde of cats have to eat, damnit, and when the kibble runs low, they start exchanging knowing looks and eye me like I was an open can of tuna. It's pretty fucking scary.

No, copy and steal ideas from comics, books, shows, movies, or anything else you can. Dig through all kinds of stories for set pieces, just like your players' characters scavenge for something to eat and good salvage. Cool ideas are always cool and you can always bend and twist them, or simply "re-skin" them to fit into your game. There's no competition here for the most original GM, and even if there was, fuck that noise. It's easier to focus on making the fun happen if you don't have to re-invent the wheel.

Except for Zardoz. Don't use anything from that fucking movie. It made no goddamn sense whatsoever, had Sean Connery dressed up in some kind of weird-ass red twisted-up diaper-looking jumpsuit, and had way too much dialogue overly obsessed with penises. Now, I like penises as much as the next guy, but... ummm, wait... I mean... oh, never mind.

Anyway. Zardoz? Nope, nope, nope. Trust me on this one.

when a character would dredge up a bit of trivia, solve a puzzle, or identify a symbol.

Eyes: Use Eyes when the activity would involve the senses, such listening at a door, finding a clue, or spotting a hidden enemy.

Mouth: Use Mouth when the activity would involve social interaction or one's sense of self. Examples include convincing a guard to accept a bribe, persuading Irma Twotooth the barkeep to cough up the name of some asshole you're looking for, or maintaining control when one's mind comes under attack.

Guts: Use Guts when the activity would involve willpower, courage, or determination, such as resisting the effects of certain mental attacks, fear, or trying not to vomit at the sight of seeing someone's head get torn off.

TARGET NUMBERS

Every attribute roll has a target number. This is the number the roll, on a d20, needs to meet or beat in order to succeed. Whenever the activity performed does not affect another creature, the target number is 10. If the activity would affect another creature, the target number becomes the score of the attribute (or defense) used to resist the activity. For example, climbing a wall with plenty of handholds is an attribute roll that require a Muscles roll of 10 or higher to succeed. Punching a ganger in the mouth would require a Muscles roll to hit the ganger's Defense. Pretty goddamn simple and easy to remember, right?

HARDER AND EASIER TASKS

The best way to make a task easier or harder is to grant 1 or more assets or impose 1 or more complications, for which you use a d6 for each asset or complication. When rolling with one or more assets, you add the highest number rolled on the asset die to the total of the attribute roll. When rolling with one or more complications, you subtract the highest number rolled on the complication die from the total of the attribute roll. This means an asset can add up to 6 to the roll, while a complication can subtract up to 6 from the roll—remember that assets and complications cancel each other out, die for die. In general, assets and complications can make tasks a fair bit easier or harder as needed without having to fuck around with the target number in order to account for levels of difficulty.

CONSEQUENCES

Regardless of whether a specific attempted activity happens or not, or whether you called for an attribute roll or not, you must come up with the consequences of what was attempted. Often, common sense will help you figure this out. The climbing character successfully climbs, an intended attack hits and deals damage, the guard takes the bribe, Irma Twotooth coughs up the name, and so on. Sometimes though, the story demands a bit more nuance, or maybe you're feeling particularly creative in what you want to see happen, just to stir shit up and keep it interesting. You can use the following options to limit success and mitigated failure.

LIMITED SUCCESS

Sometimes an activity is so complex or difficult a simple success to complete it just doesn't feel right. Rather than just let the outcome happen on a single roll, the character might instead make some progress toward completing the activity or the activity is completed but also introduces a complication. Here are two examples.

Joanie wants her character Ladybird, a scoundrel, to scramble up a high wall that has few hand and footholds, and she lost her rope and climbing gear in an unexpected shithouse accident (don't ask, she'll just get pissed all over again). As the GM, you think it should be possible for Ladybird to climb the wall, so you call for a Muscles roll with 1 complication. If the roll succeeds, you could let Ladybird scramble up the wall or, for a limited success, you could tell Joanie that Ladybird made slower progress than she had hoped, getting only halfway up, and to reach the top, she needs to roll again.

Andrew's character Meatfucker moves into a cave. Right as he reaches the middle of it, something causes the cave ceiling to fall in—might have been a trap, might have just been Meatfucker's big-ass stompy boots vibrating shit loose.

Either way, Andrew wants Meatfucker to duck out of the way, so you call for a Feet roll. You know that anyone trapped in the cave will take 4d6 damage from the falling debris, fall prone, and become buried under the rubble, requiring creatures to spend a few minutes digging the poor bastard out. Andrew rolls and succeeds, shouts "BOO-YAH!" and gets hand-slaps, fist-bumps, and congratulatory hoots from everyone around the table. Yay!

But then everyone quiets down when they hear you clear your throat and they see that faint grin on your face they've all come to fear. You then quietly remind Andrew that since Meatfucker was in the center of the cave when the collapse occurred, his killer is going to be struck by a few rocks and take half damage—but, hey, good news, he doesn't otherwise fall down or get buried! Andrew rolls his eyes, nods, mumbling something about "fine, fine, you rat bastard" as he marks the damage on his sheet, because half of 4d6 is still a fair amount of fucking damage.

Now, had Meatfucker been near the cave mouth instead, a roll might not have been necessary or a success would have negated the effect entirely. Next time, send Ladybird in—she's faster on her feet, and it's kinda her job anyway to check shit like this out.

MITIGATED FAILURE

It's never a good idea to hinge the story's advancement on a single roll. You don't want the game to come to screeching halt when the characters can't get through a bank vault door, or when they can't find a way up to the sentry ledge overhead, or they can't convince Irma the barkeep to cough up the name of the asshole who knows where the hideout is of the fuckstick gangsters you're looking to get some payback from.

In these and other cases, you'll want to mitigate the results of failure in order to create an opportunity that could lead to success. Maybe no one can climb that ledge, but several attempts to do so might let a character spot a loop of rope hidden on the side

that the sentries use. Maybe Irma Twotooth is keeping her mouth shut—thank God, because she is aptly fucking named—but, later, the characters overhear someone talking about them asking around, and they slip and reveal the name.

In short, don't let attribute roll failures shut down opportunities. Always make sure there's a solution to the character's challenges, even if they have to spend a little time to find it. Now, if they're just being plain stupid, sometimes you just can't cure stupid, but give 'em enough rope to haul themselves out of the hole (or hang themselves, if they start barking up the wrong tree).

DAMAGE AS AN OUTCOME

Successful attacks can deal damage based on the weapon used and other effects indicate the amount of damage they deal. Sometimes, you might introduce consequences for certain activities that ought to deal some damage. The amount of damage depends on the number of missions the characters have completed as well as the severity of the effect. You can use the following table as a guide and you can call for rolls to halve or negate the damage as you decide.

STANDARD EFFECT DAMAGE

Missions	Minor	Major	Catastrophic
0	1d6	1d6 + 2	2d6 + 2
1–2	1d6	2d6	3d6 + 3
3–6	2d6 + 1	4d6 + 2	8d6
7 or more	3d6 + 3	6d6 + 6	10d6 + 10

PLAYER CHARACTERS

Each player controls at least one character they will create, and these are the central characters of the stories being told at the playing table. These are the most important folks in the story and it's important to keep that in mind as you play the game. Their efforts, triumphs, and defeats advance the story and shape the overarching plot. Like we said before, the GM builds the stage, sets the props, and sketches out the plot, but it is the choices and actions of the players' characters who actually "tell" the story.

CHARACTER CREATION

If you're running this game for new players, you should either provide them with pre-generated characters, or guide them through the character creation process. Having a session devoted to character creation lets you answer important questions before the game begins and gives you an opportunity to gather important information about

the characters featured in your game, information you can mine when creating missions their characters undertake.

Whenever you can, you should try to incorporate a couple details about each character into the missions and side stories you develop, such as where the characters come from, friends and rivals, family members, past experiences, and anything else you can use to personalize the missions you run—giving the players "hooks" for them to connect with the setting and story is an excellent way to encourage enthusiasm, engagement, and great roleplaying.

SKIPPING MISSIONS

The game assumes the players start the game not having completed any missions yet. Having the players run through their first—the starting mission—gives them a chance to learn the basic rules before they have to deal with a bunch of exceptions to those rules unlocked by their paths. Usually, this can also happen during the character creation session mentioned previously, since the process of creation is pretty fucking simple and quick.



HARM THE CHARACTERS BUT DO NO HARM TO THE PLAYERS, PART DEUX, OR SIMPLY, DON'T ...

... **take control:** You should be the Guide on the Side, not the Sage on the Stage. Don't ever tell the players how their characters think or feel, and never tell them what they are doing unless you have a damned good reason, such as a game effect that has the characters out of their control, e.g., insanity, under the mental control of a mutant, being pushed or thrown around by something much bigger than them, and so on.

... **minimize the characters:** As noted before, the players' characters are the central characters of the story, be they heroes, villains, protagonists, antagonists, whatever. They are the main characters. They should NEVER, EVER take a back seat to GM-controlled characters in the story. Don't Mary Sue your own shitty super-personality character into the story and make the PCs revolve around them—too many other games and settings still do that, and it fucking sucks for everyone involved, and drags the whole hobby down. 'Nuff said.

... **give too much information:** Yeah, yeah, I know we said most of this before. Suck it up, buttercup, it bears repeating: Keep it simple, stupid. If the players want more information, then they need to ask, or tell you their characters are snooping around (and give details on how they're doing that) or doing something else that might help them gain a bit more info. Being sparing with the info helps keep the players engaged by both making them think, instead of simply looking for an excuse to roll dice to shortcut thinking for themselves, as well as give them plenty of opportunities to ask questions and make decisions. This is classic old-school roleplaying, and we'd argue it's the best kind of roleplaying. And we don't care if you fucking disagree, mmm'kay?

For more experienced players, you can have them create characters who have completed one or more missions, which opens up more of the game right away. It's best to choose a number of completed missions that would let the players make a big decision about their characters, so if not 0, then try 1, 3, or 7.

Similarly, you can compress the campaign, letting some missions count as two or even three missions. This approach lets you speed through the campaign even faster than normal, which you might find you need to do if you're only running for a short period or with a limited scope.

To be honest, though, regardless of the player experience level, we generally recommend starting off from scratch at level 0 and progressing through missions at a normal pace. Sure, some of you fuckers are going to see your characters die in some fairly glorious or ignominious ways, but hey, that's what *PunkApocalyptic* is all about, friendo. No one lives forever, and hell, your character sure as shit is not guaranteed anything remotely approximating a normal lifespan in this fucked-up world. Go out with a bang, bud, dry your tears, and then roll up your next character.

CHARACTER EXITS

Sometimes, players decide to pull their characters out of the campaign. They might come to this decision after it becomes clear their objectives don't line up with those sought by the rest of the team. Another player might decide to yank the character out of the story after his or her character gains a crippling mutation or some dreadful, lasting affliction. Sometimes player decide to "retire" their characters because they want to try something different.

A character exit can be always be made into something good for the game, especially when it advances the story. The character's removal doesn't mean the character has to leave the game; it just means that the removed character goes from being a player-controlled character to a personality (see page 149) under the GM's control. In this role, the former PC could have further interactions with the group, perhaps as an occasional ally, adversary, source of information, or someone to visit when the team returns to the area.

CHARACTER DEATH

Yeah, it happens. And it's likely gonna happen a lot more often than your players would like. Tell 'em upfront not to get attached to Character #1, aka Pigfucker, because he or she might get offed in the starting mission before they get the chance to actually live up to their name.

Ew. Whatever buoys your dinghy, sailor boy.

Anyway, the world chews up people and spits out the bones, so it should come as no surprise that the players' characters might die. Some will die, maybe all. Chances are good that even if the GM does everything right and fair, a "TPK" (Total Party Kill) will happen. That's the nature of the game. If that's not your bag, baby, then you've bought the wrong book. Sorry. It's not like we didn't warn you.

Death follows the characters wherever they go and can reap their souls at any time. A string of bad die rolls, an incautious exploration, or an impulsive action—"hey, y'all, watch this!"—could result in a character's swift and sudden end. Although death finishes one character's story, it also marks the beginning of another.

Look. You should be rooting for the players and working to make sure they have a good time. Death can happen, but it should usually result from the players' choices. And that's perfectly fine in a brutal game like this one. But, and this is a big "but," if death happens *all* the time, the players will probably start to see you as the adversary instead of their advocate. You don't want this. At all.

So, despite what we said above, sometimes it's totally cool to fudge the numbers to prevent a character's death. It's perfectly within your purview to tweak situations to give the players an out of a hopeless predicament. You see, although the numbers are tight, you're bound to find yourself running a scene in which the opposition is much harder than you expected or a scene into which the players dive headlong

without preparation or resources. If you feel moved to spare the team, then do so and don't let the rules stop you.

Then again, if you were quite clear that they were going up against vastly superior forces at incredibly inferior odds, and they chose to stay instead of run off like they should have, that, my friend, is on them and not you. Give 'em the info up front, and if they're smart, they'll high-tail it the fuck outta there.

INTRODUCING NEW CHARACTERS

If a player yanks a character out the campaign or if a character meets a hideous end, it's time to bring in a replacement. Don't fuck around with this. The players show up to play the game and not sit around staring into their black mirrors, waiting for the time you appoint for them to re-enter and have fun again. In other words, don't dawdle: create an opportunity to bring in the replacement character right away. Here are some ways you might do this.

PERSONALITY APOTHEOSIS

Personalities, as you'll find out later in this chapter, are all the people in the world that the GM controls and describes. Making one of these people the replacement characters works really well, especially if the team already knows this person and has a history with him or her. The personality might be some schmuck they've hired, a companion they've picked up, or some poor bastard they've rescued. Just choose a personality that most closely matches the one the player created or check with the player to see if they even care, and go!

SEEKERS

After the team has a few missions under their belts, it's safe to assume they have something of a reputation. People know them or, at least, have heard about them. A replacement character might seek out the team to hitch his or her wagon to their collective star. Why? Well, that's up to the player, isn't it? But some possibilities include the new character bears a message, dire news, or some warning. The new player could be an old friend from the past, a sibling, parent, former lover, or just some goddamned fan who wants to rub elbows with the (in)famous.

CHANCE ENCOUNTER

The lowest-hanging fruit of the three options is the chance encounter. The new character just shows the fuck up. Now, it's probably best for this dude or dudette to simply not have just sprung into existence like some toon in an MMO; rather, you need a reason for the character to be there. Maybe the character just escaped a fucked-up situation. Perhaps the character is on the run from something big and nasty. Hey, maybe this character sought out the team to get their help dealing with the goddamned plot of the mission. That's a good idea. Yeah. Do that.

MISSIONS

Missions are what the players' characters do in the game. Sure, they shit, eat, sleep, fuck, and do other stuff, but the missions are what we care most about, because they are the most important events in their lives and are thus the worthiest of our attention.

You can create your own *PunkApocalyptic* missions, or you can use the missions published for the game. Either way, you need to do a few things before you get started.

REVIEW THE MISSION

This might seem obvious, but you should read the mission before you start it. Missions are short and focused on what the characters are expected to accomplish, so you're only looking at a few pages of reading to get the gist. You don't have to know every goddamned word, but you should have a basic idea about what's supposed to happen, the flow of events, the main challenges, and what characters get by completing it.

ASSEMBLE THE GROUP

Another revelation, to be sure, you need players to run this game. Because writing this entire paragraph offends me, I'm going to be brief: choose people you like, find a place willing to host you all for a few hours, don't make a fucking mess, don't be assholes, and make sure every player has a character. And tell everyone to bring snacks, enough for themselves and one other person. Alcohol is optional, but you won't find me at your table until it's an option.

Got it? Jesus on toast points, who really needs to be told this shit?

HOOK THE PLAYERS

One thing I really, really hate to write about is "hooks." Hooks are the story elements that drag the players' characters into the plot. A hook needs to be good enough to make the players want to take on the mission, which is, in itself, bullshit since the players show up to play and aren't likely to start questioning their characters' motivations for doing what they're doing—unless they're theatre majors who are devotees of the Strasberg method. You know what? Those assholes can go fuck themselves.

I mean, seriously, can you imagine a situation when you gather up your friends and you get ready to play, but when they hear your hook they decide, "nah, we're not going to fucking do that"? Jumping Jesus on a pogo stick! If that ever happens, pack up your shit, go home if you're not there already, and find another group.

But, with that said, players like to get in character and sometimes their attachment to their fucking toons makes them a bit cagey when they do the risk-reward analysis. Why, if the mission sounds hard and they're not going to get shit for it, should they risk their characters?

Fair enough, I guess this is a good question. But, then again, we all do shit that doesn't do us any fucking favors. Seeing my

parents, for example, just makes me unhappy. Going to the doctor so they can suck the fucking blood out of my arm to make sure my liver hasn't just up and quit is another instance where the reward surely ain't worth all the fear and loathing that goes into the visit. The same can be said for almost every convention I have attended.

But I digress.

If you don't want to abandon or outright fire your group, you need to come up with something to draw their characters into the story. If you've been around roleplaying games before, you know what the hell I'm talking about. In fantasy games, the hook could be the shadowy asshole lurking in the corner of a tavern just waiting for a bunch of posers to show up and risk their lives for gold.

Another oldie but goody is the prince/ss in need of rescuing, the hand-wringing mayor willing to give a fortune to whoever can kill the thing afflicting his or her podunk town, the promise of power offered by some artifact, and so on, and on and on, *ad nauseum*.

Hooks are tricky. A bad hook is like leaving your fly down on your first date: it communicates your desire, but in the worst possible way. When putting a hook together, tailor the damned thing to the characters. Think about what they want, why they want it, and what the hell they'll do to get it. If you gave the team an SUV last adventure, but no tires, well, maybe some piece of shit the characters meet can offer the group information about where they can find tires in exchange for hunting down the rabid mutant jabberwock terrorizing the countryside. If one character has a mother suffering from seemingly incurable crabs, perhaps a healer in a filthy settlement has the cure, but the characters need to cross some "triangle of death" to reach that place.

It's all about personalizing the hook, making it important to the players, and getting their buy-in by offering them something they want beyond the opportunity to murder a bunch of deserving assholes and run the risk of being murdered themselves. Don't get me wrong: the murdering is fun, no lie, but it gets old if it's nothing but non-stop murder-encounters with no real story behind to tie them together.

Or not. You do you. Let me know how it works out for you.

PLANT THE SEEDS

Planting the seeds is just a lazy way of saying foreshadowing. If you know the missions you plan to run down the road, you should never pass up the chance to drop in a few hints about what's to come. For example, if you know you plan to have the player characters take on Humungous Jones, a vile warlord who runs a bullet factory on the edge of a radioactive burned-out husk of a city, you might have the characters find a few boxes of ammo, each bullet bearing the warlord's likeness. If you plan to have the characters end up somewhere where they have to fight for their lives in an arena run by a cabal of witches who might have been excellent singers in another universe, you might have them meet a character well in advance who survived a match and can tell them something useful about the place.

This kind of shit might seem random to them at the time, and that's a good thing—that's what some folks call "verisifuckinmilitude." These hints help you in the long run by revealing people, places, and events for you to develop, which will all feature more prominently in the future and thus engage the characters even more deeply in the plots of those missions.

CREATING MISSIONS

While there are some great missions already published for *PunkApocalypse*, with more on the way, you're probably going to want to create your own. Creating missions can be a lot of fun and it's a damn good way to exercise your creative muscles. Use the following info dump as advice you can embrace or ignore as you like.

OBJECTIVE

Every mission has an objective. If it didn't the mission would be pointless, right? The objective describes what the team needs to do in order to complete the mission and get paid. Some missions might have nothing to do with the characters and their personal stories, but the best ones do. When building your mission, write down the objective as a declarative sentence. Some examples follow.

The team will...

- ...protect the train from raiders until it reaches Ashville.
- ...put a stop to the pig thefts terrorizing Marrow Town.
- ...end the Buzzsaws, a murderous gang terrorizing the 24.
- ...find a cure for the Heaving Shits plaguing the village of Rentwood.
- ...track down the source of the poison that killed Urinonious Block, a local politician.
- ...unmask the villain responsible for all the murders in Shittown.
- ...destroy the vicious beast roaming the Screaming Hills.
- ...steal a tanker truck full of breast milk from Terribilus Maximus.
- ...explore the ruins of Maple City until they find the Mark V Death Ray.
- ...wipe out the mutants infesting the old shopping mall.
- ...recover ten pieces of salvage needed to repair the bus that will transport the orphans to safety.
- ...kill the "big game hunters" from Liberty City.
- ...destroy the severed head of the great Fascist.
- ...clear the mine of mutated monsters.
- ...expose and eradicate the cultist/realtors working to destroy Freesboro.
- ...escort the refugees to the fabled city of Big Rapids.

SCENES

Just as books, movies, TV shows, and comics have different scenes, so too do missions. The mission's plot unfolds through the sequence of scenes. The characters move from scene to scene to work their way to the mission's conclusion. Unlike books and other forms of media, the sequence of scenes depends on the players and the decisions they make and, of course, the consequences of those decisions. Players might play through some scenes, skip others, or force you to change prepared scenes as they bull their way to the end. Expect that last one to happen a lot. A lot. *Improvise, bitch!*

SCENE OBJECTIVE

All scenes should relate to the mission's plot. A scene can advance the story, bringing the characters closer to the conclusion, could introduce complications making it harder to reach the end, or, sometimes, lead the players astray by presenting a false lead or distraction from the plot, or even a side-story that just adds more coolness (see previously, re: improvising).

When creating a scene, decide on what you want to happen within it. This is the scene objective and, like the mission objective, you can write it as a simple declarative sentence such as "The team learns the location of the mutant beast's lair" or "The team defeats the mutant band."

SCENE OUTCOMES

Outcomes describe what happens when the scene ends. Each scene should have at least two outcomes that create transitions to following scenes—this is not as linear as it sounds, nor does it need to be. You should, again, plan on the outcomes leading to more than just the next scene on your outline, just in case.

Of these two outcomes, one should describe what happens if the characters successfully complete the scene and the other should describe what happens if they don't. Failing to deal with a scene should never end the mission—unless, of course, everyone dies. Instead, failure should lead to something interesting, a way to overcome or work around that failure.

SCENE TYPE

Each scene can involve combat, exploration, or roleplaying. Choose the type that best matches the scene's objective.

COMBAT SCENES

A combat scene pits the team against one or more enemy combatants and typically requires the characters to defeat the opposition in order to finish the scene. You can use as many combat scenes as you like in a mission, but the more combat scenes you use, the harder the mission becomes. Combat scenes deplete resources—characters take damage, use medicine, often healing more slowly than the pace and intensity of the mission's actions might allow, and so on. The more resources the players spend, the harder later scenes become, which usually results in the team deciding to rest when the players decide they cannot risk further progress.

The **Difficulty per Day** table tells you the maximum amount of Difficulty a typical team can handle before needing to rest. The maximum Difficulty is the sum of the Difficulty of all creatures the characters might face in all combat scenes. So, **5 scumbags**, each Difficulty 1, would count as Difficulty 5 toward the total Difficulty the team could handle in a day. You can treat the daily Difficulty as a budget, spending points from the total as you populate the various combat scenes with enemy combatants.

You should probably not throw all the day's difficulty at the group in one fight. Instead, divide up the difficulty in multiple fights. The **Combat Difficulty per PC** table, which follows, shows the amount of difficulty per player character in a fight. The game expects characters to be able to handle about 10 easy fights, 5 average fights, 2 hard fights, or 1 lethal fight, maybe, in a single day. Characters can push beyond this limit by tapping into Grit, but depending on how long an adventure lasts, the characters might run through their Grit after a day or two.

One caveat: if the players go nosing around something that they either know or quickly learn is out of their league, it's on them to get the fuck outta there. Many players just don't get this—they'll assume you're gonna keep the kiddie bumper rails on the bowling alley so they always get a strike. Fuck that noise. Kill 'em if they get stupid and arrogantly get themselves in over their heads.

Now, you shouldn't necessarily spell out "hey assholes, this is more than you can handle, and you're gonna die if you stay," but there should certainly be enough clues along the way, or at least in the first few rounds of the scene that they are in way over their heads, and should run like the wind. If they don't... well, it's not like you didn't try to warn 'em.

DIFFICULTY PER DAY

—Team Size—				
Tier	Three	Four	Five	Six or more
Starting	8	10	12	15
Novice	30	40	50	60
Expert	60	80	100	120
Master	150	200	250	300

COMBAT DIFFICULTY PER PC

Tier	Easy	Average	Hard	Lethal
Starting	1/4	1/2	3	5
Novice	1	2	5	10
Expert	2	5	10	25
Master	5	10	25	50

Solitary Opponents: If you build a combat scene that features just one enemy combatant, only count half its difficulty (round down, minimum 1) toward the limit.

SCENE SWITCHES

Circumstances can switch a scene of one type into a different type of scene. The characters might find themselves in a roleplaying scene involving the henchman of a murderous warlord. Rather than talk, the players decide to just kill the bad guys, thus turning a roleplaying scene into a combat scene. Similarly, the team might find themselves in a gunfight with some gangers, but after the team takes out the leader, the gangers surrender, which switches a combat scene into a roleplaying scene. Scene switches happen all the time, so you should always be ready to improvise when something happens that you didn't expect.

EXPLORATION SCENES

Exploration scenes have the characters working to uncover the scene's secret, which is usually the scene's objective. A secret can be information, a useful object, or something else that advances the plot in a meaningful way. Exploration scenes generally require the players to engage the scene in some way, typically by making attribute rolls or describing activities that reveal the secret or bring them closer to the revelation. Some examples of exploration scenes include having the characters navigate their way through a landfill, ascend a sheer cliff, drive across a blasted and dangerous landscape, or search a ruin for salvage.

Exploration scenes can be dangerous. Traps, fucked-up terrain, contaminated areas, and other hazards can create additional challenges. If the scene features a hazard that deals damage or bestows mutagen, it counts against the **Difficulty per Day** as shown on the following table.

HAZARD DIFFICULTY

Tier	Difficulty per Hazard
Novice	1
Expert	5
Master	10

ROLEPLAYING SCENE

Similar to exploration scenes, roleplaying scenes advance the plot by having the players' characters interact with secondary characters. Often, these scenes can be handled by simple roleplaying, in which the players play their parts and you play the parts of the characters with whom the players interact. You might resolve these scenes as social conflict too (see page 40). Roleplaying scenes typically give characters access to information that leads to the next scene or grants access to assistance from the secondary character or characters.

SIMPLE OR COMPLEX

A scene is either simple or complex. A simple scene has a straightforward objective and typically takes 5 to 10 minutes of real time to complete. Examples include a fight involving just

one creature, searching a single room for a clue, or bribing a guard.

Complex scenes often have several components to their objectives, each of which have to be achieved before the overall scene objective can be reached. Most complex scenes take 15 to 30 minutes of real time to finish. Examples include a fight against many creatures, exploring a large area with multiple rooms, chasing a thief through a crowded street, a tense negotiation with several secondary characters, and so on.

SETTING

Scenes take place somewhere. They might occur in the ruins of an old gas station, on the street in a small town, or in the middle of a vast desert waste. A setting can play host to several scenes that occur in sequence or at different times during the mission. Exhaustive details about scene settings are rarely necessary. You just need enough information to present the scene to the players and fill in other details as needed.

STRUCTURE

Each scene has three parts: the beginning, the middle, and the end. Pretty hard, huh?

At the beginning of a scene, you reveal information the players should know in order to play through the scene. You typically describe the setting, opponents, and, if it's not clear from the previous scene's outcome, what the hell they're supposed to do.

The middle part of the scene sees the players deal with the scene's challenge—fighting the bad guys, exploring an area, or roleplaying their characters as they interact with secondary characters.

The end of the scene happens whenever the characters succeed or fail to achieve the scene objective. At this point, you reveal the outcomes, which should point to one or more scenes the players might tackle next.

PLOT MAP

Each mission has a plot, which is the story of how the player characters complete the mission objective or how and why they fail. Each plot map consists of several scenes through which the players play to reach the mission's final scene, which is where the characters achieve the mission objective. One scene can follow another in a straight line to the conclusion or the scenes could form a web in which it's possible to move from one scene to two or more scenes, which might lead to other scenes. The arrangement of these scenes and how they connect to each other forms the plot map.

Every plot map has the following components:

- First Scene
- Developmental Scenes
- Final Scene

I find it's best to draw the plot map on a sheet of paper, but you can use whatever materials you like. I won't judge. Promise.

MISSION LENGTH

Before you start building the plot, think about how long you want the mission to last. Most missions in *PunkApocalyptic* can be played in just two to four hours, making it an experience that lasts just a single sitting. You might prefer longer or shorter adventures, it doesn't really matter. When you have the mission length in mind, double it and then carve up the time into simple and complex scenes, recalling that a simple scene lasts no longer than 10 minutes and complex scene lasts no longer than 30. The team won't play through every scene, which is why you double the amount of time. The following table gives you a good mix of simple and complex scenes based on mission length.

SCENE COMPOSITION

	2 hours	3 hours	4 hours	5 hours
Simple	6	6	12	12
Complex	6	10	12	16

FIRST SCENE

This is the first scene, which kicks off the plot. The first scene communicates the mission objective, basic information the players need to know in order to attain that mission, what they can gain from completing the mission, and what they risk if they fail to complete the mission. Generally, your first scene should be simple so you can move straight into the plot and can be any type of scene you like.

FINAL SCENE

Once you know how the mission starts, it's best to figure out how you want it to end. The final scene usually wraps up all the loose ends and reveals the immediate consequences from completing or failing to complete the mission. The final scene also delivers any remaining rewards the team should earn for completing it. The final scene is usually complex and can be of any type you want.

DEVELOPMENTAL SCENES

All the scenes that occur between the first and final scenes are developmental scenes. Developmental scenes should be a mixture of combat, exploration, and roleplaying scenes. Providing an equal number of scenes ensures that all the players have a chance for their characters to shine regardless of the choices they made.

TRANSITIONS

When the team moves from one scene to another, they do so by way of a transition. A transition takes one of the following forms: time, travel, or time and travel (but rarely, if ever, time travel).

A time transition requires the passage of a certain amount of time before the next scene begins and the next scene takes place in either the same area the last scene took place or an

area near it. For example, after the characters interrogate a guard and learn that his boss, a villain the characters are hunting for, is headed to this area in about an hour. The next scene begins if the team waits in this area for the next scene to begin.

A travel transition requires the characters to move from their present position to another. Time is not really a factor. When the characters arrive at the location, the scene begins. The team discovers a roadmap that shows a secret route through a land heavily infested by mutants. The characters must move through this route (or a different one) to reach the next scene.

Finally, a time and travel transition has the team moving from one location to another within a specific time constraint. For example, the team has rescued an important scientist, but she's suffering from radiation poisoning. Medical help can be had in an outpost sixty miles away. If the characters can reach the outpost before the scientist succumbs, they can save her and gain the important piece of information she has that they need.

RESTS

For missions that take place over one or more days, you should also build in opportunities for the characters to rest. During a rest, the characters have a chance to recoup expended resources, heal damage, remove trauma, and build gear from salvage. Rests should come once the characters have hit their maximum Difficulty limit for the day.

MISSIONS BY TIER

Characters become more powerful by completing missions. The more missions they complete, the harder it becomes to challenge them. Furthermore, the kinds of missions the characters attempt should change over time to reveal more of the world and engage them in stories with greater stakes and bigger rewards.



STARTING MISSIONS

The first mission sets the stage for everything to come. The starting mission should explain how the team forms and why it stays together. The characters should find useful gear to help them in their next mission. It should also present opportunities for players to fight, use their skills, and use their psychic powers if they have any. Most importantly, a starting mission should help players learn all the basic rules of the game. They should know how to make attribute rolls, understand how combat works, familiarize themselves with areas, and other fundamental parts of the game.

REACTIVE PLOT

The first mission should have the characters react to a threat against their lives and, maybe, community. During the mission, the characters have opportunities to deal with the threat and find they have a better chance by working together than on their own. By the final scene, the players should have established relationships between their characters and have a reason or two to stay together.

CHARACTER DEVELOPMENT

Be sure to create opportunities for the players to feel out what they want their characters to be good at. When the players finish the mission, they choose their novice paths. It's best if you tie scenes to these four options—combat, tech, mutations, and skill use. The players should sort themselves into their training options based on how those scenes went and whether their characters participated or not.

MISSION IDEAS

Here are some example ideas for starting missions.

- The characters are part of a caravan traveling through a stretch of desert wastes. When marauders attack and carry off some of the characters' friends, it falls to the team to rescue them.
- Mutant rats infest the characters' settlement. Now that people have begun to fall ill to disease spread by these vermin, the characters must root out their nest and destroy them. Of course, the rats have been disturbed by something far nastier.
- Word of a new gang reaches the outpost where the characters live. The gang has a terrible reputation and people fear that it might be headed their way. The characters must go out and gather intelligence about these villains. Along the way, the characters shelter in an abandoned mansion, but discover it isn't as empty as they thought.

NOVICE MISSIONS (MISSIONS 1-2)

Novice training grants characters greater durability and offensive capability, which together make them formidable. Missions for novice characters ought to be longer and more challenging as a result. These early missions strengthen the bonds between the team members and should reveal new ways they can work together to overcome challenges.

REACTIVE OR PROACTIVE PLOTS

Novice missions can be reactive, in which case the team responds to external threats, or proactive, having the team look for something to do. Missions should be relatively simple and straightforward and should probably not last more than a couple of days of game time.

It's a good idea to use these missions to foreshadow at least one or two expert missions. Spread rumors about foreboding places the characters can explore, dangerous monsters that need to be slain, and weird artifacts just waiting to be unearthed. You might also introduce a recurring villain, one who might vex the characters later on in the game.

CHARACTER DEVELOPMENT

Since players gain new capabilities whenever they complete a mission, they use their novice missions to master the talents and benefits they earned so far. In these early missions, the players have just one or two new benefits. The first novice mission should let the players get comfortable in their roles, while the second mission should make it clear how these characters will develop when the players choose their expert paths.

MISSION IDEAS

Here are some example ideas for novice missions.

- A savage storm blows out from the Wasteland and the characters' settlement stands in the path. The characters must scavenge for materials to reinforce the community before the storm hits. Unfortunately, a rival settlement has the same idea.
- A thirsty traveler offers to reveal the location of a cache of ammo in exchange for water. When the characters go to recover the bullets, they find the place overrun by addlers and their mutant masters.
- A group of mad cultists have made off with a nuclear weapon and plan to detonate it during the next new moon. The characters are hired by a desperate scientist to stop them before the cultists destroy the region.

EXPERT MISSIONS (MISSIONS 3-6)

By the time the players choose their expert paths, they should know how the game works and be invested in their characters. In their expert paths, the characters are ready to leave behind the place where they began and seek to undertake missions in the wider world.

As with the novice stories, you should also plant plot hooks for future missions. The successes and failures of their expeditions can have repercussions that aren't realized until much later in the game. When the characters start those missions, the players will feel like their choices matter and have changed the way the story has developed.

PROACTIVE PLOTS

The characters should be undertaking expeditions on their own, based on rumors and seeds you planted in their earlier



missions. The characters mount expeditions to explore ruined cities, hunt down and destroy dangerous bands, find fame, glory, and whatever else they want.

CHARACTER DEVELOPMENT

Expert characters might develop certain tactical styles, favor certain kinds of mutations, or build their stories along particular themes. Encourage and reward such focus, as it will likely guide the players' decisions when they choose their master paths.

MISSION IDEAS

Here are some example ideas for expert missions.

- Rumors of a hidden store of weaponry reach the characters along with the expected location. While the place promises great rewards, it takes the team into deadly danger.
- Two gangs have fought against each other for years. After the chieftain of one tribe is murdered, the fighting escalates and threatens to drag everyone into the mess.
- A traveler tells a tale of a great city somewhere in the Wasteland and provides the group with a map to help them get there.

MASTER MISSIONS [MISSIONS 7+]

When the players choose master paths, they become some of the most powerful people in the region. By this time, they have all sorts of gear, plenty of bullets, and some significant

mutations. Given how powerful they are, they will be called on to square off against serious threats. Master missions should speed the characters to the end of the campaign, when they have achieved what they want to achieve, and the story reaches a natural stopping point.

PROACTIVE PLOTS

Like expert missions, the characters ought to be undertaking missions that relate to the overarching story of the campaign. Such missions should take them into dangerous places, pit them against deadly enemies, and offer considerable rewards.

CHARACTER DEVELOPMENT

Master characters are at the top of their fucking game and are among the most powerful people in the Wasteland. As they play through master missions, they become tougher, even more competent, and wrap up the benefits from their novice and expert paths. Characters at this tier should be working toward completing their stories and build themselves toward whatever plans they have for when they retire from mercenary work.

MISSION IDEAS

Here are some example ideas for master missions.

- Some technological nightmare stirs in the ruins of a destroyed Megalopolis. Machine creatures spill out from the ruins and set about destroying nearby settlements. The team must enter the ruined Megalopolis, find the computer that drives these machines and destroy it.

- An army of mutants gathers in the Wasteland, united by an insane bobblehead who has visions of a promised land. The mutant horde marches, utterly destroying everything in their path. Unfortunately, the mob is moving toward the characters' home base. If they would keep what they have built, they have to find a way to divert the horde.
- An explorer recruits the team to help her find the Megalopolis known as Atlantis. The mission involves taking a submarine into the depths. However, the submarine is infested with something terrifying. The characters must contend with the horror in their vessel, while somehow keeping on task to find the fabled city.

BETWEEN MISSIONS

Some amount of time usually passes between missions. During this time, the characters are assumed to go about their business until the next mission begins. You can work out the details with the players to find out what happens, or you can avail yourself of the **Between Missions** table, which follows.

BETWEEN MISSIONS

3d6	What Happened
3	You Died! Roll on the Cause of Death table to find out how. You can either create a new character or be returned to life by some stroke of luck, freakish experiment, or being resuscitated by someone who knows a bit about medicine (your choice). Reduce the number of Grit you have at the start of your next mission by 1 (minimum 1).
4–5	Roll on the Major Setback table.
6–8	Roll on the Minor Setback table.
9–12	Roll on the Work table.
13–15	Roll on the Minor Windfall table.
16–17	Roll on the Major Windfall table.
18	Roll on the Strange Event table.

CAUSE OF DEATH

3d6	Cause of Death
3	You were murdered.
4–5	You died in a freak accident.
6–8	You died from disease, starvation, or exposure.
9–12	Your time was up and you died from natural causes.
13–15	You were killed in a fight.
16–17	You died at work.
18	You killed yourself.

MAJOR SETBACK

d20	Major Setback
1	You did something profoundly wrong and evil. Roll a d6. On an odd number, other people know what you did. On an even number, you managed to keep the whole thing a secret.
2	You made many bad choices, and the consequences of your actions led to innocents being harmed.
3	The place where you were living burned down. You lost 1d3 items of the GM's choice in the fire.
4	You gained the attention of a powerful warlord who tried to recruit you for a minor but dangerous mission. Roll Guts. You resisted the temptation on a success, or you barely escaped the mission with your life on a failure.
5	You angered a powerful psychic, and you suffer some residual effects from your encounter. Until the end of the next mission, you make all rolls with 1 complication.
6	You contracted a disease. Roll Muscles. On a success, you recovered. On a failure, you are sickened when the next mission starts. Each time thereafter that you complete a rest, you can roll Muscles again. You remove the affliction on a success. If you are immune to the sickened affliction, ignore this result. Instead, you spent your time indulging your vices. Mmm, vices.
7	You were jailed! Roll a d6. On an odd number, you committed the crime. On an even number, you were innocent.
8	You were robbed! You lose all your equipment except for the clothes on your back.
9	You suffered a nasty injury that took from you an eye, an ear, or 1d3 fingers.
10	A romantic relationship or friendship came to an acrimonious end. The other person now regards you as an enemy.
11	Someone close to you died: a spouse, a child, a parent, or a sibling.
12	You were conscripted or press-ganged. You spent your time standing guard or toiling in a field.
13	You angered the people of the community in which you were living. You were driven out, and now you face death if you return.
14	You saw something horrific.
15	You pissed off the wrong person and got a savage beating. You lost one piece of equipment of the GM's choice and have a broken nose, a nasty scar, or broken fingers to show for the experience.
16	The trials of your last mission haunted you to the point that you became unhinged.
17	A local authority accused you of committing some foul act. You were imprisoned, tortured, and forced to confess. Somehow, you escaped the firing squad, but your captors are looking for you still.
18	You caused the death of someone you love: a spouse, a child, a parent, a sibling, or a friend.
19	You indulged your vices to the point that you upset the community in which you live. Most locals are unfriendly to you, and you make attack rolls with 1 complication in social conflict involving locals.
20	You made a dangerous enemy, one who seeks to harm you. Work with the GM to create a suitable nemesis.

MINOR SETBACK

d20	Minor Setback
1	A mutant beast followed you back to town from your last adventure and ate a few people. Locals blame you, but they say nothing to your face since you helped put it down.
2	You sprained an ankle, got sick, or suffered some other minor mishap. Good times.
3	You went on a mission adventure by yourself, but returned broken, bloodied, and defeated. Take your friends next time.
4	You suffered significant financial trouble. Lose 1d6 bullets. If don't have the bullets, you must sell your possessions to make up for the shortfall.
5	A romance or a friendship ended. Roll a d6. On an odd number, it was your fault. On an even number, it was the other person's fault.
6	You got into a fight. Roll a d6. On an odd number, you lost. On an even number, you won. In either case, the other person now considers you an enemy.
7	Something you saw reminded you of a previous brush with the awful.
8	You did something that made you unwelcome to a certain group of people, such as a cultists, junkers guild, or members of the militia. These people are unfriendly to you.
9	An old enemy tried to kill you but failed. You suspect another attempt might be coming.
10	You misplaced something valuable. Lose a piece of junk or 1 bullet.
11	You spent your time drinking or doing drugs. At the start of the next adventure, you are fatigued until you complete two rests.
12	You dropped some money gambling. Lose 1d3 bullets. If you don't have coin to cover this loss, sell off items until you clear your debt.
13	You broke up with a lifelong friend. Roll a d6. It was your fault on an odd number, or the other person's fault on an even number.
14	You learned a dangerous secret. Work with the GM to determine what it is.
15	You suffered a nasty head wound. You have difficulty speaking. For the next adventure, you make rolls in social conflict with 1 complication.
16	Someone you love became injured because of your actions. Asshole.
17	You tried to travel, but a storm or a natural disaster dashed your plans. You lost one item of the GM's choice.
18	A spouse, a child, a sibling, a parent, or a friend vanished.
19	Your living quarters were burgled. You lost one item of the GM's choice.
20	Nothing good happened to you. It was all disappointment and despair. The first time you make a roll to attack during the next mission, you must roll twice and use the lower result.

WORK

3d6	Work
3	You botched your work so badly that you lost 1d6 bullets. If you don't have enough bullets, you must sell off items to make up your shortfall.
4-5	You couldn't find work and were destitute.
6-8	You earned just enough to keep you fed and living in squalor.
9-12	You earned a bit and got by.
13-15	You earned some and lived well. Gain 1d6 bullets.
16-17	You earned a lot and lived really well. Gain 2d6 bullets.
18	You earned a fortune. Gain 3d6 bullets.

MINOR WINDFALL

d20	Minor Windfall
1	You fell in love or got married. If you were already married, you had a torrid affair instead. Work out the details with the GM.
2	You started a business related to your profession. Roll on the Work table to see how you did.
3	You got someone pregnant, or you became pregnant. What will you name the baby?
4	You traveled extensively. Add one language to the list of languages you can speak.
5	You made the acquaintance of someone important. This character becomes a contact defined by the GM.
6	You furthered your education. You make rolls to recall useful information with 1 asset.
7	You won 2d6 bullets gambling.
8	You obtained a horse. You can keep it, sell it, or eat it.
9	You found work in a new field. Gain 1d6 bullets.
10	You gain a random piece of junk.
11	You helped foil a foul plot in your community. During the next mission you undertake, you make attack rolls with 1 asset in social situations involving members of the community in which you spent your downtime.
12	You helped save the community from danger and are now considered a hero. During your next mission, you do not have to pay for food or drink while you are in the community in which you spent your downtime.
13	You found 1d6 medicine.
14	You escaped nearly certain death. Increase your pool of Fortune by 1 for the next mission.
15	You spent time finding your inner child.
16	You found 1d6 pieces of salvage.
17	You made a lifelong friend (as a wretch) who accompanies you on your missions and helps you.

d20	Minor Windfall
18	You organized and led members of your community to accomplish something important. You received the key to the community (worth 1d6 bullets).
19	You fought to protect your community from an outside danger. You received a shiny medal worth 5 bullets for your efforts.
20	You saved someone's life, and that person is now in your debt. This character is friendly to you and will help you. Work with the GM to identify the character and the kind of help this character might provide.

MAJOR WINDFALL

d20	Major Windfall
1	You did a service for a warlord and gained 1d6 power or fuel and 10 bullets for your trouble.
2	You found 3d6 salvage.
3	You made an important connection (see Connections on page 157). Come up with details about this character with the GM.
4	You came into significant money. Gain 2d6 + 3 bullets.
5	You made friends with a medium animal . The creature is friendly to you and accompanies you on your missions.
6	You built and now own a small house in the community or a small ship.
7	You learned something significant. At any point during your next adventure, you can ask the GM one question pertaining to the adventure and the GM must answer you truthfully.
8	You found a map that might lead to a future mission.
9	You found a piece of gear worth 500 bullets or less
10	You acquired a box containing 2d6 doses of medicine.
11	You found 3d6 power.
12	You made a friend of a powerful figure—a scientist, warlord, cult leader, or hero. The GM determines the person's identity and the benefits your friendship provides.
13	You tried an experimental medicine that reduced your mutagen by 1. If your mutagen was 0, you instead find 3d6 bullets.
14	You saved the life of a mercenary . The character accompanies you on your adventures and serves until death. Work out the details with the GM.
15	You found a weapon of your choice.
16	You found 2d6 food and 2d6 water.
17	You found a working bike!
18	You have become famous for your exploits, and you are known all across the lands in which you live. You make attribute rolls with 1 asset in social situations involving people who have heard of you.
19-20	You received a warning about the future from a witch. If you would die, you can invoke this warning. Instead of dying, you are rendered unconscious for 1d3 hours, after which time you heal 1 damage and regain consciousness.

STRANGE EVENT

d20	Event
1	You stumbled across an irradiated patch of land and emerged with 1d6 mutagen.
2	You suffered a mutation. Your skin, hair, or eyes changed to an unusual color or pattern of colors.
3	A star fell and you went to investigate. Your hair turned white from what you found and now you never speak of it.
4	After a plague wiped out a community, you were hired to haul away bodies for burning.
5	You joined a cult to find or strengthen your faith. For the next mission, you make Guts rolls with 1 asset.
6	You were sucked out of this world and wound up in someplace called Urth. You found your way home and brought a cool sword (as medium melee weapon) back with you.
7	You have no idea what happened during your downtime, but you woke up without clothes and with a strange scar on your chest. You lose one set of clothing.
8	You have become convinced that someone you killed during a previous mission now haunts you.
9	You went on a short mission by yourself or with a different group of people. You returned with 3d6 bullets and a piece of gear of the GM's choice.
10	You were struck by lightning and have a nasty scar to show for it.
11	A gang tried to recruit you. Roll Guts. On a failure, you joined the gang, and you got a few scars and bruises from their rough treatment. You quit soon after. Work with the GM to define the gang.
12	You faked your own death, then recently returned, revealing the ruse to your friends.
13	You spent time among a different people. Add the language of those folk to the list of languages you can speak.
14	You had a vision of the future. Once, when you fail a roll, you can turn the failure into a success.
15	You stopped a mutant from dragging off a person. The mutant ran off but is sure to give you trouble. The person you saved is friendly to you and will try to help you. Work with the GM to identify this person and the kind of help the person might offer.
16	You encountered a mysterious stranger who whispered a secret to you before vanishing. The GM tells you this secret.
17	You suffered terrible nightmares involving the events of your previous mission.
18	You have no idea what happened. You woke up in a wheat field, naked and sore. When you inspected your body, you discovered a weird scar on your back.
19	You gained a random mutation, perhaps from something encountered during a previous mission.
20	You joined a traveling band of entertainers. One died from a drug overdose, one was killed by a train, and another disappeared. You left soon after with nothing to show for your time except for the memories of good times.

CAMPAIGNS

Missions make up campaigns in the same way that scenes make up a mission. Each mission contributes to the campaign's plot, with events in one mission determining the circumstances of the next. Creating campaigns enriches the play experiences as the players can see how their successes and failures come to shape the overarching story.

You create a campaign in the same way that you build an individual mission, just at a much larger scale. Beyond the guidelines presented above about plot structure and scene creation, there are a few things to keep in mind.

CAMPAIGN OBJECTIVE

What is the campaign's ultimate objective? What should the characters accomplish by the end? The campaign might end when the characters enter one of the Megalopoli, locate fabled Atlantis, establish an outpost in a green zone, or murder an asshole warlord and put an end to his reign of terror.

THREE ACTS

It's easiest to divide your campaign into three major acts. The first sets the stage. The second raises the stakes through a series of victories and setbacks. The third brings you to the climax and conclusion.

The first act should last no more than three missions. The third act should be the last one to two. And the second act should comprise all the missions between them.

Once you have the structure in place, make notes about the missions that fit into the various acts. What should happen, what are the obstacles, and how do they transition to the next mission. When you have your notes in place, create the framework for the first mission. You might also work a bit ahead, sketching in details for what's to come, but don't define too much. The players might head in unexpected directions, which might very well require you to adjust what you have planned.

EXPLORATION

A big part of what characters do in the game is to explore their surroundings, to travel to different places and see what they find there. Exploration gives you the best chance to bring the Wasteland to life, to fill in the details that make the place seem real. Here, you find some ideas and rules to supplement those covered in chapter 2.

TIME AND PACING

Time moves as fast or as slow as you want it to move. You can slow it down or speed it up as often as you like. You might slow it down when you're in the middle of a tense scene or speed it up to get through a couple of weeks spent on the road so you can leap over all the boring shit and get back to the fun stuff.

Unless somehow important to the overall story, you don't have to worry about precise timekeeping. If a player's character spends a few months working in a shop or drinking to forget, the only reason for giving any significant time to these activities is if some event occurs that would interrupt the activity. And then, it's best to speed up the story once you're past the moment until the players can make decisions about what to do next.

SWITCHING TO ROUNDS

You normally use rounds for combat, but you can also use rounds to cover other tense scenes such as when the characters spring a death trap or when they pursue an enemy through a crowded marketplace. Rounds are also helpful to manage complex situations such as when they are exploring a dangerous ruin or sneaking up on any enemy encampment to take them by surprise. Just play out each round and make sure everyone gets a turn until the scene is over.

TRAVEL DISTANCE

The team is bound to go places, so it falls to you to decide how many travel days it takes to get there. Chapter 2 lays out the basic rules covering travel, including how much time is spent traveling, the amount of distance covered, and the effects of terrain. However, there are some things for you to handle on your end.

DISTANCE PER TRAVEL DAY

Unless the characters are using maps or navigation instruments of some kind, the team might get turned around, suffer some setbacks, or become lost. At the end of each travel day, roll a d20 and consult the following table. Add 1 to the roll for each scout on the team, 3 for each guide, and 5 for each navigator.

DISTANCE PER TRAVEL DAY

Total	Result
1-5	The team became so thoroughly lost, they've lost all sense of direction. The team makes no progress and adds an additional travel day to the distance traveled.
6-10	A series of unfortunate setbacks and misdirections results in the team making no progress this day.
11-15	A few minor setbacks result in the team covering only half the expected distance.
16-25	The team covers the expected distance in the right direction.
26-30	Good circumstances and navigation let the team cover a quarter more distance than expected.
31+	Exceptional circumstances and navigation allow the team to cover half again the normal distance traveled for the time spent traveling.

TERRAIN

As the characters plod across the Wasteland, they can move through all kinds of different terrain types. Building on the broad categories of landscape introduced in **chapter 6**, you can use the following tools to help bring the environment through which the team travels to life.

DROWNED LANDS

The oceans rose and devoured the edges of the continents, spilling inland, causing rivers to swell until they created new bays and seas. The waters drowned these lands, eroding the shores and flooding the cities until waves broke against the tall buildings of abandoned cities. Sewage, chemicals, and toxins contaminate the waters covering the drowned lands, turning them into a reeking, deadly morass. Furthermore, acidification, warming waters, and mass extinction of filter feeders have allowed harmful algae blooms to appear in the oceans causing red tides, destroying sea life, and making the drowned lands even more toxic to explorers.

DEAD ZONES

Dead zones are places directly affected by the cataclysm that brought about the end of the old world. They might be radioactive craters, mass graves filled with diseased corpses,



DROWNED LANDS INTERESTING SIGHTS

d20	Sight
1-2	An oil tanker floating down the street of a major city
3-4	A reeking clot of algae that creeps up the side of a ruined building
5-6	A mutated survivor moving on stilts across a bog
7-8	A murky pool that almost conceals the one hundred bloated bodies of drowned people
9-10	An island of garbage
11-12	A burning oil slick
13-14	A stinking heap of dead fish washed up onto shore
15-16	A collection of small houses raised above the foul waters
17-18	A yacht crawling with addlers
19-20	A flotilla city crowded with survivors

battlefields littered with the wreckage of war machines, or places that bore witness to biological weapons. Dead zones tend to cover ruined cities and extend out from those places for miles, though they can also appear in random places in the wilderness. Wastes can no longer sustain life and creatures exploring these areas must often contend with environmental dangers—radiation, disease, and worse.

DEAD ZONES INTERESTING SIGHTS

d20	Sights
1-2	A radioactive crater, 1,000 yards in diameter
3-4	A mass grave or mound of burned bones
5-6	A stretch of land that's been turned to glass
7-8	A procession of horribly contaminated mutants wandering the broken landscape
9-10	A ruined neighborhood or small town nearly swallowed by green mist
11-12	An old nuclear reactor that melted down
13-14	A battlefield littered with strangely intact corpses
15-16	A section of ground covering 3d6 square miles covered in fissures from which leap flames
17-18	A forest of blackened, dead trees
19-20	A ghost town with everything intact, almost as if everyone just disappeared

RADIATION

The unseen killer, radiation poses the greatest threat to anyone exploring dead zones. While not present in all such places, it is common enough that most survivors avoid them lest they burn from the invisible fire, sicken, and die. Radiation permeates

areas struck by nuclear weapons, malfunctioned and melted-down nuclear reactors, or even certain devices or vehicles—a nuclear submarine might have washed up on shore for example.

Intensity describes the amount of radiation in a specific area. The stronger the intensity, the harder it becomes to resist radiation sickness and the intensity of that sickness when it strikes. There are three levels of intensity: low, moderate, and high. You can choose the level of intensity or roll a d6 to set it randomly. The **Radiation Exposure** table tells you the degree of exposure based on time spent in the area and the intensity of the radiation. If a creature was already exposed to radiation, the degree of exposure increases by one step, such that low exposure becomes moderate and moderate exposure becomes high.

RADIATION EXPOSURE

—Time Spent in Irradiated Area—					
Roll	Intensity	1 round	1 minute	1 hour	1 day
1–3	Low	—	Mild	Mild	Low
4–5	Moderate	Mild	Low	Moderate	High
6	High	Low	Moderate	High	Severe

A living creature exposed to radiation is at risk of exposing other creatures to radiation. An exposed creature counts as being radioactive with low intensity if it suffered moderate exposure, moderate intensity if it suffered high exposure, and high intensity if it suffered severe exposure. The creature's intensity drops by one step each time it completes a rest. In addition, any creature exposed to radiation is at risk of suffering radiation sickness.

RADIATION SICKNESS

Radiation sickness afflicts creatures exposed to radiation. An afflicted creature develops burns on and in its body that blister and breakdown until the creature dies.

Transmission A creature exposed to radiation must roll Meat when it next completes a rest. The creature makes this roll with a number of complications determined by its degree of exposure: mild (0), low (1), moderate (2), high (3), severe (4). On a failure, the creature suffers the stage 1 effects of radiation sickness.

Cure Radiation sickness counts as a disease and is treated as such.

Stage 0 The creature reduces its degree of exposure by one step. If this would reduce the creature's exposure below mild, the creature recovers from radiation sickness and removes the penalty to Health.

Stage 1 The creature takes a cumulative –1d6 penalty to Health and gains 1 mutagen.

Stage 2 The creature takes a cumulative –1d6 penalty to Health and gains 1 mutagen. While at this stage, the creature is also impaired.

Stage 3 The creature takes a cumulative –1d6 penalty to Health and gains 1 mutagen. While at this stage, the creature is impaired and slowed.

Stage 4 The creature dies.

Recovery Each time a creature suffering radiation sickness completes a rest, it must roll Meat with a number of complications based on its current level of exposure as noted above. On a success, reduce the stage by one step. On a failure, increase it by one step.

WASTES

Much of the world has been reduced to wastelands, places that bore the brunt of the environmental disaster that followed the cataclysm. Wastelands can be vast stretches of sandy desert, mud flats, rocky badlands, frozen tundra, and anyplace else that makes life difficult or impossible for living things. Life owes its scarcity to scant supplies of water or food, extreme temperatures, and brutal weather.

WASTES INTERESTING SIGHTS

d20	Sight
1–2	An abandoned car with bloody handprints on the inside of the windows
3–4	An old steamer ship, tipped on its side
5–6	The bones of an enormous beast
7–8	Rocks carved into weird shapes by the wind
9–10	Many, many tumbleweeds
11–12	A line of withered corpses snaking off toward the horizon
13–14	The wreckage of a crashed plane
15–16	An abandoned amusement park
17–18	A vehicle caravan spotted in the distance
19–20	A massive sinkhole with toothy protrusions around the edges.

DUST STORMS

One of the most significant threats travelers face when crossing the wastes are the dust storms. Appearing with little warning, they form up as towering walls of boiling dust racing across the landscape, scouring the flesh and burying bones with screaming gusts of grit and debris. A dust storm typically forms a curving line, $2d6 + 3$ miles wide, 1 mile high, and about half a mile deep and moves 70 to 100 mph. Groups traveling against the storm cannot move faster than a cautious pace and make all Eyes rolls with 3 complications.

The dust storm heavily obscures its area and creatures moving through it treat the ground as fucked-up terrain. The storm might erode certain exposed objects or bury them in dust, as you decide. Exposed creatures in the area must immediately roll Meat and, on a failure, take 1d6 damage and become blinded until the creature leaves the storm or finds shelter. Every $1d6 + 1$ rounds thereafter, exposed creatures must repeat the roll.

GREEN LANDS

Not everything has been destroyed. There are places where nature has held on, pockets of green where life thrives. These verdant areas dot the continents, extremely rare islands of what once was scattered in a vast sea of utter destruction. That they offer respite from the harshness found in the wastes and dead lands means these places tend to be quite dangerous, attracting desperate people, strange monsters, and worse.

Some have been claimed by survivors, people who are not always interested in allowing outsiders into their midst. So, for all the abundance they might offer, they remain every bit as deadly as anywhere in the Wasteland.

Green lands retain the original character of the landscape, so forested areas remain forested, while grassy plains are still grassy. A patch of green land usually covers a 5d6 square mile area, but it can be larger or smaller as you decide.

The **Inhabitants** table gives you an idea of whether or not the place has been claimed. People living in green lands do so in small camps made up of tents, old vehicles, and crude shelters made from scraps. Generally, there's about 1d6 × 1d20 people per square mile of green land.

INHABITANTS

3d6	Inhabitants
3	A group of people established a fortified outpost here
4–5	Many people live here, but are hostile to outsiders
6–8	Some people live here, but are hostile to outsiders
9–12	Dangerous creatures dwell here
13–15	Some people live here, but are suspicious of outsiders
16–17	Some people live here and they're friendly to outsiders
18	No one lives here aside from small and mostly harmless animals



GREEN LANDS INTERESTING SIGHTS

d20	Sights
1–2	A neighborhood untouched by the cataclysm
3–4	An old cemetery
5–6	An abandoned camp littered with bones
7–8	A mine shaft that descends deep into the earth
9–10	A barn with livestock
11–12	Several abandoned cars
13–14	An old farmhouse with a barn
15–16	A tree house
17–18	A footbridge spanning a stream
19–20	A billboard stating “Hell is Real”

RUINS

Much of the world as we know it has been reduced to ruin. The great cities not swallowed up by the Megalopoli now stand as crumbling forests of steel and stone, glass littering the streets, debris everywhere. Even smaller towns have been lost, for the most part, having been ransacked for anything of value in the riots that preceded or followed the chaos that led to the creation of the Wasteland. Without anyone looking after the infrastructure, the great works of civilization have begun to fade, along with the dams, bridges, and highways crisscrossing the world.

Wherever the team travels, they are bound to run across ruins of some sort or other. Some places have been reclaimed by settlers, while others offer shelter to monstrous things, all twisted and tortured by the mutations riddling their bodies. Most ruins, though, have been abandoned and now are little more than curious sites spotted en route to wherever the fuck a traveler might be headed.

You can use the following tables and tips to build ruins as you need them.

STRUCTURES

Structures in ruins can range from utterly demolished to completely intact, with every stage of rot and wreck in between. For each structure, choose or randomly determine its structural integrity.

Intact: The structure functions as it was intended and shows few signs of weathering or damage.

Light Damage: The structure shows signs of wear and neglect. It might have missing shingles, broken windows, absent doors, or a cracked, pitted appearance. When anyone in or on the structure makes an attribute roll and the total of the roll is 0, there's a structure mishap.

Moderate Damage: The structure shows signs of considerable damage. Large holes might appear in its roof or walls, it might be missing wall sections, show fire damage, and the like. The structural damage makes exploring the site risky.

STRUCTURAL INTEGRITY

3d6	Integrity
3	Intact
4–5	Light damage
6–8	Moderate damage
9–12	Demolished
13–15	Moderate damage
16–17	Heavy damage
18	Intact

Roll a d6 whenever one or more characters enter a new area in or on the structure. On a 1, there's a structure mishap.

Heavy Damage: The structure is beyond repair. It might lack a roof, ceilings, floors, show signs of extensive fire damage, and similar wreckage. Roll a d6 whenever one or more characters enter a new area in or on the structure. On a 1 or 2, there's a structure mishap.

Demolished: The structure has been reduced to rubble. It is utterly ruined.

STRUCTURE MISHAPS

Damaged structures are unsafe to explore. Ceilings can fall, floors collapse, and walls topple. In addition to the risk posed by the structure's damage, you can decide a building mishap occurs based on the characters' actions, such as chucking a grenade into a room. If you're not sure, roll a d6, with a 1 or 2 triggering a structure mishap. Example mishaps follow and include the minimum structural damage. Choose one that's appropriate for the triggering situation.

Falling Debris (Light): Part of the ceiling falls. Any creature under it must succeed on a Feet roll or be struck by the debris and take 2d6 damage. If the total of the roll was 0 or less, the creature also falls prone.

Weak Floor (Light): A spot on the floor gives way. A creature standing on the floor must succeed on a Hands roll or take 1d6 damage and become slowed until it heals any damage. If the total of the roll was 0 or less, it also becomes immobilized until it or another creature uses an action to pull it free from the hole.

Collapsing Ceiling (Moderate): The ceiling in the room collapses dealing 3d6 damage to everything under it and covering the floor with fucked-up terrain. A creature under the ceiling must make a Feet roll with 1 complication. A creature takes half damage on a success or falls prone and becomes buried in rubble on a failure. A creature buried in rubble in this way has total cover, and is blinded, immobilized, and cannot stand until it or another creature uses an action to clear away the debris.

Collapsing Floor (Moderate): The floor gives way, dropping everything in the room to the surface below, covering it with fucked-up terrain. Each creature on the collapsing floor must roll Feet. If the creature succeeds and a solid surface is within a number of yards equal to the creature's speed, the

creature moves onto that surface or hangs from the edge. If no such surface is available, the creature falls, taking damage from landing as normal. If a creature fails the roll, it takes 2d6 extra damage from landing after the fall.

Collapsing Wall (Moderate): A wall collapses, dealing 2d6 damage to anything caught beneath it. A creature that would take this damage can roll Feet. The creature takes half damage on a success or falls prone on a failure.

Structural Collapse (Heavy): The entire structure collapses and becomes destroyed, covering the area with fucked-up terrain. Everything in or on the structure takes 5d6 damage. A creature that would take this damage must roll Hands with 2 complications. On a success, the creature takes half damage. On a failure, the creature falls prone and becomes buried in rubble. A creature buried in rubble has total cover, is blinded, immobilized, and cannot stand until other creatures spend a total of 1d6 minutes working to free the buried creature. Each minute a creature remains buried, it must succeed on a Meat roll or lose 1 Grit.

ROADS

Like structures, neglect and worsening environmental conditions have done a number on roads. While most roads remain passable, many have begun to degrade and become clogged with debris, all of which makes traveling roads at high speeds dangerous. Thus, when traveling overland, the fastest average speed vehicles can attain is about 30 mph.

There are several types of roads left behind from the world before. For simplicity, major roads, highways, and interstates measure 4 yards across per lane, while lesser roads measure 3 yards across. Major bridges tend to be 5 yards across, though they can be smaller in rural areas.

ROAD CONDITIONS

A road has a general condition, which covers a 3d6 mile stretch of road. You can decide on the condition or let the dice decide for a random determination.

Clear: The road is clear of debris and generally intact.

Light Damage: The road is in poor condition, with ruts, frequent potholes, overgrowth in places, and washed-out shoulders. The road imposes 1 complication on rolls made to control vehicles.

Moderate Damage: The road is in terrible condition, with large sections overgrown and choked with abandoned cars, wreckage, and fallen logs. The road imposes 1 complication on rolls made to control vehicles and halves the vehicle's maximum speed.

Heavy Damage: Little remains of the original road and it is now almost impassable. Bridges have collapsed, overgrowth covers much of its surface, and what pavement remains is cracked, eroded, and pitted. Furthermore, debris is widespread. The road imposes 2 complications on rolls made to control vehicles and quarters the vehicle's maximum speed unless the vehicle has the off-road trait.

Destroyed: The road is all but erased, so covered is it by growth and debris. Travel along the road counts as off-road.

ROAD CONDITION

3d6	Condition	3d6	Condition
3	Destroyed	11-12	Light damage
4-5	Heavy damage	13-15	Moderate damage
6-8	Moderate damage	16-17	Heavy damage
9-10	Clear	18	Destroyed

SETTLEMENTS

Although the Wasteland is a place where life is brutal and short, some folks manage to come together and combine their resources and talents for mutual benefit, even if it means suffering the cruel excess of a bloodthirsty warlord or offering up some of their numbers in sacrifice to some bizarre, made-up god.

Resources attract settlers, so most settlements appear in areas with at least one plentiful resource. The people trade some of the resources with other neighboring communities for needed supplies. Thus, one might have access to clean water and trade it for food and medicine.

Some communities might grow in the depths of the wilderness, while others might develop in the ruins of a larger city, each community carving out a section of the city. Some might be walled compounds with eerily intact homes and buildings, while others move from place to place.

The following tables give you a way to quickly generate settlements' most basic characteristics. You can roll dice or choose results as you like to create places for the characters to explore, find refuge, or face threats.

SIZE

d20	Population
1-4	Tiny (3d6 people)
5-8	Small (3d6 × 10 people)
9-12	Medium (3d6 × 100 people)
13-16	Large (3d6 × 1,000 people)
17-20	Huge (3d6 × 10,000 people)

NATURE

d6	Nature
1	An anarchic settlement, there are no laws and people do what they like.
2	All people are devoted to one of the new religions. It can be bizarre, deviant, or beneficent.
3	The people live in an ordered society in which everyone agrees to adhere to certain laws.
4	A warlord or some other tyrant rules with absolute authority. Most everyone live as slaves.
5	Militarized, the entire community exists within a strict hierarchy, where everyone has a rank that comes with specific duties.
6	A tribal community made up of one or more extended families, blood bonds provide stability.

DISPOSITION

d6	Disposition
1	The settlement is suspicious of outsiders and slow to trust.
2	The settlement is hostile to outsiders and might use force to drive them away.
3	Madness reigns in the settlement and the people act in an unpredictable fashion.
4	The people are overly trusting.
5	The settlement is unfriendly, encouraging outsiders to move along, but they could be convinced to let down their guard.
6	The community presents as friendly and welcoming, but it's a ruse to conceal other, darker motives.

RESOURCES

d6	Resources	d6	Resources
1	Power	4	Gas
2	Salvage	5	Medicine
3	Food	6	Water

SETTLEMENT QUIRKS

d20	Quirk
1	Homes are made from rusted-out cars.
2	The entire community lives in caves underground.
3	A wall made of shipping crates surrounds intact buildings of a pre-cataclysm neighborhood.
4	The community is made up of functioning RVs.
5	People live in a collection of tree houses connected by rope bridges.
6	The settlement stands inside or around an old monument.
7	The settlement's people live in tents.
8	The people live in an old landfill.
9	Everyone in the community has at least one appalling mutation.
10	Rampant incest in the community has left most people deranged and unpredictable.
11	The people are cannibals.
12	Most locals worship a strange, otherworldly being.
13	The community clings to the side of a mountain, cliff, or ruined building.
14	The community structures are made from old planes.
15	The people live on a flotilla.
16	A sheer metal wall, 40 feet high, surrounds the community.
17	The people live inside an old skyscraper.
18	The settlement is badly polluted.
19	The settlement is inside a large building.
20	The settlement somehow escaped the chaos untouched and life goes on as it did in the world before.

PERILS

You, or the mission you're running, could pit challenges against the team such as roving gangs, mutant bastards, or other threats. Sometimes, though, unplanned threats might materialize. At the start of each travel day, you can roll a d6 to determine how many perils the team will face during that travel day. To determine the nature of each peril, roll a d6 and consult the following table.

RANDOM PERILS

d6	Perils	d6	Perils
1	Shit weather	4	Average encounter
2	Hazardous terrain	5	Hard encounter
3	Easy encounter	6	Deadly encounter

SHIT WEATHER

You decide what the weather is like. It can be sunny or rainy, cloudy or bitterly cold. Shit weather, however, indicates that something odd is going on, something unexpected. To determine the nature of the shit weather, roll on the following table or just choose a result.

SHIT WEATHER

3d6	Weather	3d6	Weather
3	Toxic fog	13–15	Radioactive precipitation
4–5	Strong winds	16–17	Hail storm
6–8	Thunderstorm	18	Acid rain
9–12	Cold snap or heat wave		

Toxic Fog: A billowing cloud of toxic fog rolls over the ground toward the team. The front line of the fog is about a mile away and moves 5 miles per hour, so if the characters don't move away from the fog, it rolls over their position in about 12 minutes. The fog covers a 1-mile square area and rises about 50 feet above the ground. The fog heavily obscures its area. When the fog enters a creature's space, the creature must succeed on a Meat roll or take 2d6 damage from the poisonous fumes. The creature must repeat the roll for each full hour it spends in the fog.

Strong Winds: A line of powerful winds blows toward the team. The winds are strong enough to uproot trees, flip over vehicles, and tear roofs off structures. Any creature in the winds' path must first succeed on a Feet roll with 1 complication or take 1d6 damage from flying debris and become impaired for 1 round. Then, the creature must succeed on a Muscles roll with 1 complication or be moved 2d6 yards in the direction the wind is blowing and then fall prone. If an object would prevent the creature from moving in this way, the creature takes 1 damage for each yard it was prevented from moving.

After the first blast, strong winds gust through the area for 1d6 hours and are often accompanied by rain. The gusts impose 1 complication on all rolls made by creatures buffeted by the winds.

Thunderstorm: A strong storm passes through the area, preceded and followed by bands of normal precipitation. The storm rages for 1d6 × 10 minutes, during which time lightning strikes the ground and thunder fills the air. Heavy rain heavily obscures the area under the storm. In addition, each minute, roll a d20. On a 1, if any characters are out in the storm, lightning strikes a randomly determined character. The character takes 4d6 damage and becomes stunned for 2d6 + 2 rounds. At the end of each round a character is stunned in this way, it can roll Meat and removes the stunned affliction from itself on a success.

Cold Snap or Heat Wave: The temperatures plummet to well below freezing or skyrocket to punishing heat, affecting the terrain in expected ways—water becomes ice or ice becomes water. The temperature change persists for 1d6 days and creatures in it make all Muscles, Meat, Hands, and Feet rolls with 1 complication.

Radioactive Precipitation: There's still quite a bit of radiation in the atmosphere and that radiation sometimes



contaminates precipitation. The precipitation lasts for 2d6 minutes. Randomly determine the intensity of the radiation, using the rules for radiation detailed on page 143.

Hailstorm: Ice falls from the sky to pound on the ground below for 1d6 minutes. Creatures exposed to the hail take 1d6 damage plus 1d6 extra damage for each full minute they remain exposed to the ice. In addition, the fallen hail turns the ground into fucked-up terrain for as long as the storm lasts and for 1d6 minutes after.

Acid Rain: Highly corrosive rain falls in the area for 3d6 minutes. Exposed creatures take 1d6 damage plus 1 extra damage for each minute the creatures spend in the rain. Any creature that takes this damage must succeed on a Meat roll when it next completes a rest or gain 1 mutagen.

HAZARDOUS TERRAIN

No place in the Wasteland is exactly safe, but some areas are safer than others. Hazardous terrain describes any kind of place that poses a serious risk to people moving through it. Hazardous terrain typically covers a 1d6 square mile area, though it can be bigger if you like. You can randomly determine the nature of the hazardous terrain by rolling a die and finding the result on the following table or just choosing one.

HAZARDOUS TERRAIN

d6	Hazard	d6	Hazard
1	Biological contamination	4	Landmines
2	Radioactive waste	5	Toxic atmosphere
3	Burning landscape	6	Mutant plants

Biological Contamination: Someone used biological weapons or mutated disease runs rampant in the area. Characters traveling through this terrain are exposed to disease (see **Sickened** on page 30).

Radioactive Waste: The place might have been struck by a nuclear missile or a dirty bomb, or a nuclear power plant could have melted down in the center of the area. Characters traveling through this terrain are exposed to radiation (see **Radiation** on page 142).

Burning Landscape: The ground burns and it ain't going out anytime soon. Flames rise from the cracks in the ground, fed by burning coal or oil deposits. The smoke from the flames heavily obscures the area and cinders deal 1 damage to exposed creatures at the end of each hour they travel through it. In addition, numerous fires dot the ground.

Landmines: Some asshole buried a bunch of landmines in this area. Every 5 minutes any creatures moving through this area must roll a d6. On an odd number, a randomly determined creature steps on a landmine, causing it to explode in a 1d6-yard radius. Everything in the area takes 3d6 damage. A creature can roll Feet and instead takes half damage on a success. Metal detectors and other means might allow travelers to avoid the mines at your discretion.

Toxic Atmosphere: A chemical spill or weapons used in the

area make the air in the area toxic. Creatures that do not have some sort of protection, such as a gas mask, take 2d6 damage when they breathe in the air and must succeed on a Meat roll or lose 1 Grit. Every 10 minutes an unprotected creature remains in the area, it must repeat the Meat roll.

Mutant Plants: Strange, carnivorous plants infest the area. The plants range from tiny and harmless to large and scary as hell. You can populate the area with any number of plants you like. You can find stats for **mutant plants** in **chapter 8**.

ROLEPLAYING

Probably the hardest thing for most people who aren't actors, voice or otherwise, when it comes to roleplaying games is roleplaying. Lots of folks get uncomfortable when asked to talk in funny voices or bring props or do any of the other things some might consider a little strange. Even experienced players can find it hard to get into character, especially when that character is something so far removed from themselves that they really have no idea where to begin. And that's just the damned character they've chosen to play. That's both the beauty and the challenge of a roleplaying game.

As the Gamemaster, it falls to you to portray every other character in the imaginary world with whom the players' characters might talk, seduce, intimidate, assault, or kill. That's a tall order for anyone, but it's really difficult if you're just starting out running games. The following tips might help you manage the cast of characters that appear in the missions you run.

YOU DO YOU

Players and GMs alike have different comfort levels when it comes to roleplaying. Some GMs love getting into different characters and putting on a show. Other GMs hate that shit and find it all to be a bit silly. Most fall somewhere in the middle. If you're watching all that streaming bullshit online, seeing professional actors act like they were just average players at the time (which they're not), you might think you're doing it wrong when you don't come up with a funny voice or do a character. You're not. It's cool. Do what you feel comfortable doing—doing otherwise will detract from your own fun, and your players will sense your uneasiness.

IMMERSION VS. HAPPY

Staying comfortable in your role as GM is good, but you also need to keep the players engaged with the game. Immersion is a fancy word for player engagement, suggesting that players lose themselves in their characters and story while they play the game. In some ways, chasing after immersion is like trying to find the brown note on a kazoo. You're just not going to find that perfect roleplaying experience. And that's fucking fine!

Look, your main job is to keep the players happy, hold their

attention throughout the game, and make them want to keep playing. If one of them has an out-of-body experience playing the game, that's cool. Good for them!

But most folks are content with just getting to play, getting to make meaningful choices, and just fuck off with friends for a few hours before the crushing weight of adult responsibility settles back on their shoulders when the session is done.

KEEP IT SIMPLE

OK. It's true that the characters you portray are meant to represent "real" people in an imaginary world. This means these people have hopes and dreams, goals and flaws, and all the other bullshit that makes us who we are.

That said, none of these characters matter. Not really. If they were important, one of the players would be playing them. Since they're not all that special, you don't need to fret about coming up with their favorite color or who they want to fuck or really anything else that does not directly affect their presence in the story for as long as they stick around.

Keep your characters simple. Come up with a few details that make them distinct and fuck the rest. The details you need are those elements that make people stand out in your mind. Think about the nameless horde of folks you run into on a daily basis, the people working at the store you visit, who sit behind the counter and take your money for smokes, beer, some sugary drink, or whatever else you've chosen to kill you slowly. These people have a physical characteristic or two that make them stand out in your mind. So, the cast of characters you portray should have a thing or two about them that makes them stand out.

For example, say one of the player characters goes into a shop over in Scrapbridge to trade a few bullets for meds. Rather than just let this happen, you decide the seller needs to impart some clue pertaining to a mission you plan to run. The seller's job is to puke up the story seed you need and then go the fuck away. What can you say about this person? Well, you might say this person has badly scarred hands and a deep voice. That's all you need to know. The player ain't going to remember that this asshole that's a step above scenery has a receding hairline, a picture of a long-dead cat in his pocket, and a penchant for Indian food. Sure, those details add depth to the character, but unless the player character is going to riffle through the dude's pockets, he ain't going to find the photo. The taste for Indian food might come across in his breath, which smells of curry, and his receding hairline could be a thing if the player asks for more information, but, really, none of these things matter. Unless they do.

Players latch onto the craziest shit in the game. One player might get the clue and the meds and move on, while another player might chat up the local for other information, might ask about the scarred hands, or seek to bum a smoke from someone he or she thinks might have a shitty habit. In this case, sure, go ahead, embellish the details. Whenever a player makes the effort to gather more details about the scenes you create, you gotta do the same, adding more details as you portray the character. You don't have to plan ahead, not really.

You just need to be quick on your feet and come up with the relevant details as you go.

CREATING PERSONALITIES

Naturally, not all folks you portray in the game are scenery. Some people are more important to the story. They stick around long, play an important part in the mission, or add significant color and atmosphere to the game. Where you can usually get by with a few minor bits to describe most fuckers, you need to do a little work to make the important characters come to life. We sort out important folks from ordinary human garbage by calling these characters "personalities." What follows are some tips for creating memorable personalities for missions you create.

NAME

I'm willing to bet you don't remember the name of the server at the last restaurant you visited. That doesn't make you an asshole—hell, you might already be an asshole, but for a completely different reason. I digress. What it does mean is you had an encounter with the person and that encounter is now over and done with. If that person waits on your table again, you might make the effort to remember the server's name or, if you're an asshole, you might not. However, you do remember the name of your therapist, your spouse or fuckbuddy, or the person who ran over your pet, who crashed into your car, or who made a genuine effort to fuck up your life. Well, if you don't, you're definitely an asshole.

A personality is important enough to have a name, so give 'em a name. Since this game takes place in a post-apocalyptic future, you can play fast and loose with the naming. Fucking George Miller is a god when it comes to naming characters. Toast the Knowing? Are you fucking kidding me? That's the most awesome name ever. You're not George. Hell, I'm not George. But rub your little gray cells together and come up with something evocative for your personalities.

THE PAST

You might be tempted to come up with an elaborate history for your personality. Fuck that noise. It's an exercise in mental masturbation. No one will ever learn this shit about your made-up character. You just need to come up with enough information to explain why the character does what s/he does and what s/he wants and how s/he fits in the damned story. That's it. Keep it simple.

BROKEN PEOPLE

Everyone living in the Wasteland is broken in some way. The stress of just staying alive, being hungry, and knowing everything is out to kill you has broken down people to the point that nearly everyone, by today's standards, has gone fucking insane. Even people who have their shit more or less together exhibit some signs of trauma, even if it's just as simple



as being perfectly fine with killing other folks. You can use the **Broken Personality** table to come up with a personality trait that reflects the mental instability of personalities you create.

BROKEN PERSONALITY

d20	Personality
1	Mutters all the time
2	Sees shit or hears shit that just ain't there
3	Scratches at self constantly
4	Giggles at inappropriate times
5	Rocks back and forth
6	Hands tremble
7	Blinks all the time
8	Constantly rubs hands
9	Obsessed with being clean
10	Has weird delusions
11	Has multiple personalities
12	Must touch people when speaking to them
13	Never sleeps

d20	Personality
14	Growls and barks
15	Paces incessantly
16	Weeps often
17	Compulsive masturbator
18	Eats weird shit
19	Irrational fears
20	Psychotic

ODDBALLS AND OUTCASTS

Like all characters you create for the game, personalities need physical traits to make them memorable. You need at least one to help the character make an impression. You can add others, but the first one you come up with should be the first thing the player characters notice. Use the following table or make up traits.

PHYSICAL TRAITS

d20	Trait
1	Foul odor
2	Filthy

d20	Trait
3	Wrinkled
4	Oddly shaped facial feature (ear, nose, or mouth)
5	Strange coloration
6	Lots of hair
7	No hair
8	Walks with a limp
9	Big, nasty scar
10	Damned sexy
11	Ugly as sin
12	Clean
13	Never wears shoes
14	Smells nice
15	Obviously sick
16	Appalling breath
17	Wen, beetling brows, or piles
18	Freckles
19	Obvious tattoo
20	Missing body part

STATISTICS

You probably need statistics for personalities, especially if these are characters you plan to have the team face down. You can use the following guidelines to slap together a personality's statistics.

DIFFICULTY

The first thing you need to do is to set your personality's Difficulty, which is a number that describes just how fucking tough the character is. Use the chart below to pick out a Difficulty that makes sense for how you intend to use the personality.

DIFFICULTIES

Difficulty	Uses
1	Characters of any tier can fight these assholes in numbers.
5	Novice characters can handle a few of these guys at a time, while more powerful characters can usually handle them in numbers.
10	Novice characters can handle one or two of these dudes, while expert characters can handle several. Master characters can mow them down.
25	Novice characters shouldn't face more than one or two of these guys. Expert characters can handle a few at a time, and master characters can tackle several.
50	No more than one of these at a time for novices, but experts and masters can handle a few at a time.

Difficulty	Uses
100	This is a really tough opponent for novices. Experts and masters can handle a couple.
250	Not recommended for novices. Experts and masters can handle one or two maybe.
500	This is a really tough opponent for experts and masters should fight one, maybe two.
1,000	Master characters have a tough time against these bastards.

ATTRIBUTES

You can give your personalities any score you like for their eight attributes. The higher the score, the more difficult the character is to defeat. So, it's best to keep the scores between 8 and 14. These aren't hard limits, but you should have a really good reason for pushing a number above 14 or below 8. A character with a 14 Muscles is damned strong, just like a character with an 8 Mouth is about as interesting as a brick wall. Moving the numbers outside the expected ranges should reflect some special quality about the personality. For example, you might give a brawny V Reicher a 15 Muscles if he or she has a mechanical arm. You might give a mutant a 15 Eyes if it has exceptional senses. But outside of a few rare cases, keep your numbers reasonable.

DEFENSE

Calculate defense as normal (see page 15).

HEALTH

Your personality's Health score depends on its Difficulty. See the following table for an expected range. You can go above the recommended Health scores by Difficulty, but if you do, reduce the average damage by one step for each step you go above the recommended range and vice versa.

HEALTH BY DIFFICULTY

Difficulty	Health
1	5 or less
5	6-11
10	12-22
25	23-45
50	46-70
100	71-90
250	91-150
500	151-200
1,000	201 or more

SIZE AND SPEED

A personality's Size should be 1 if it has a typical human-sized build. If smaller, reduce the Size to 1/2 or less. If larger, increase the Size to 2 or even 3, though at Size 3, the personality would take up three times the space of a typical person.

Calculate Speed using the normal rules (see page 16).

TRAITS

You can give your personality whatever traits you like, but you can also skip them completely. Take a look at **chapter 8** for the kinds of traits most creatures have. Traits can also reduce damage from certain sources—fire or bullets—by half or give the personality some kind of always-on benefit. Don't give the personality too many traits or you'll make 'em too fucking tough. If you must pile them on, consider dropping the personality's Health by one step.

WEAPONS AND DAMAGE

A personality can have whatever weapons you want to give him or her. Damage for weapons should start at the values shown in **chapter 4**. You can increase the damage to hit the expected average outputs. The following damage outputs are recommended values for the total damage a personality can put out per round. Once you get to 4d6 or so, divide up the damage dice between multiple attacks.

AVERAGE DAMAGE PER ROUND BY DIFFICULTY

Difficulty	Damage per Round	Difficulty	Damage per Round
1	1d6	100	6d6
5	2d6	250	7d6
10	3d6	500	8d6
25	4d6	1,000	10d6
50	5d6		

SPECIAL ACTIVITIES

Personalities might have one or more special activities as you decide. These activities are things the character can do beyond the basic options described in **chapter 2**. They include such things as multiple attacks, which are important if your personality is dishing out piles of damage each round, mental mutations, special attacks, and similar things. An activity should always require the use of an action or a reaction. If you need ideas, be sure to check out **chapter 8**.

BUILDING PERSONALITIES WITH PATHS

Rather than build a personality from scratch, you can just assemble a personality using the path rules as if you were creating a character from scratch. The number of missions the personality has completed determines its difficulty as shown on the table below.

PATH MISSION DIFFICULTY

Mission	Difficulty	Mission	Difficulty
0	1	5-6	50
1	5	7-8	100
2	10	9-10	250
3-4	25		

COMBAT

Combat can play as big or as small a part of the game as you like, but, as you might have noticed reading through this book, it leaves a pretty damn big footprint. Combat's enduring appeal is that it is the part of the game where the stakes are the highest, where the players get to realize just how badass they are. Furthermore, this game is set in a brutal, violent world, so the characters are bound to have to fight for their lives every now and then.

Chapter 2 lays out all the rules for how combat plays and it's a good idea to familiarize yourself with the details before you run your first game. This section supplements those rules with additional information you ought to know.

MANAGING TIME

When you run a combat, time slows down from the freeform to a semi-precise method that involves the use of rounds. Rounds have rigid structures, with discrete phases that allow the player characters and their opponents to contribute to the battle's outcome. As the GM, you are responsible for moving through each phase, giving everyone who wants to do so the opportunity to do something.

You should stay in rounds for as long as it makes sense to do so. You might think you should use rounds until everyone on one side is fled or dead, but that's not always the case. You can always abbreviate a fight when the outcome becomes obvious. For example, say the characters are trading blows with gangers in hand-to-hand combat. When one or two gangers remain, you can end the combat and just describe what happens or you can play through to the bitter end. You should make this decision based on what you see happening at the table. If the combat starts feeling like a procedure, a series of hoops everyone has to jump through to win, fucking wrap that shit up. But if it's still exciting, keep on going!

CHOOSING WHEN TO ACT

Creatures under your control take their turns whenever you decide. Like player characters, they can take fast turns or slow turns, but they always act after the player characters who take their turns during a particular phase. Most times, it should be obvious when a creature under your control needs to take its turn. If the creature doesn't have to move, it should use an action on a fast turn to jump ahead of any stragglers, but if a creature needs to get into a better position or get the fuck out of a losing situation, the creature should take a slow turn.

DYNAMIC ENVIRONMENTS

Combat can take place anywhere you want. You can have a brawl in an open field, on a highway between occupants of fast-moving cars, or in a functioning factory in between the operations of dangerous machines. Often, these environments act as the stage, offering a bit of atmosphere to the exchange of attacks, gunfire, and other activities. However, the environments in which these combats take place can and

should be more than just set dressing. Sometimes, they should act as an active participant in the battle and contribute to the battle's outcome. In these cases, the environment becomes dynamic and the characters, as well as their opposition, can exploit their surroundings and avoid the dangers that lay in wait.

HAZARDS

Hazards make the world as dangerous as described and can include any environmental danger you can imagine, from clouds of toxic gas to steam blasting from a busted pipe. Hazards can be hidden dangers or obvious ones. They might be avoidable or they can be something combatants must contend with round after round. Sample hazards follow.

BIOLOGICAL AGENT

Biological agents are what remains from using biological weapons. Since they can't be seen or detected without some sort of scientific instrument, these hazards reveal themselves in the sickness they cause. A biological agent covers surfaces and standing liquids in areas of just about any size, though usually not in areas larger than 10 yards square.

When a creature comes into direct contact with a contaminated surface, make note of it. The next time that creature completes a rest, it must succeed on a Meat roll or become sickened. While sickened in this way, the creature has a -10 penalty to health. Each time this sickened creature completes a rest, it must succeed on a Meat roll or the penalty to health worsens by 5. After three successes, the creature removes the sickened affliction and the penalty to health with it.

An area of biological contaminates can be cleansed of the hazard using fire or corrosives.

CORROSIVE SLIME

Pools of chemical waste dot the ground in old factories and laboratories. A typical area in these sites feature one to three pools of corrosive slime, each 1 to 6 yards in diameter. Any creature coming into direct contact with the slime takes 2d6 damage plus 1d6 damage at the end of each round until the stuff is scraped off using an action. The slime eats through organic material only.

The corrosive slime can be diluted with water, alcohol, or neutralized with a lot of milk, drain cleaner, or baking soda. Of course, where the fuck do you think you're gonna find that much milk, and why the hell would you waste it on a chemical spill. Shit, even rotten milk can be fermented into some kind of hooch. Get real.

EXPLODING BARREL OR TANK

DIFFICULTY +5 PER

Exploding barrels and tanks are metal or plastic objects filled with volatile substances. A typical barrel is a size 1/2 object with health 5. If the object is destroyed by damage from fire, lightning, an explosive, or a firearm, it explodes in a 6-yard radius, dealing 2d6 damage to everything in the area. A creature in the area can use a reaction to roll Feet, taking half damage on a success.



FIRE

Flammable objects that catch fire burn for as long as there's air and material to burn. Fire spreads across flammable materials, so it often grows. Fire can be as big as the material that burns. Anything that comes into contact with the fire takes 1d6 damage. A flammable object catches fire, while a creature must succeed on a Feet roll or catch fire. See **chapter 2** for details on catching fire.

ICE

Ice, whether in patches or sheets, makes slippery whatever it covers. Ice covered surfaces count as fucked-up terrain and, when a creature would move across the surface or stand up on an icy surface, the creature must succeed on a Hands roll or fall prone.

MIND MOSS

The mutations caused by residual radiation, chemicals, and biological agents can be found in plants just as they appear in animals. Mind moss represents just one example of the strangeness that has evolved in the Wasteland, and it appears

TURN TOKEN

To help you keep track of a round's phase, you can make use of a coin or some other token. Designate one side as fast and the other as slow. When the combat starts, make sure the token is on the fast side. Once everyone on both sides has taken a fast turn that wants to do so, flip the token over to slow. Once you reach the end of the round, flip the token back over to fast.

It goes without saying that the Fast/Slow tokens designed for *Shadow of the Demon Lord* are perfect for this, available for sale on www.schwalbentertainment.com. Oh, and the Fortune tokens, too, for the Fortune token pool discussed previously under, well, "Fortune."

But I said it anyway. Buy my shit so I can keep my cats fed and my fridge stocked with Amstel Light.

as fuzzy, blue patches that cling to rocky and earthen surfaces. The moss issues a high-frequency sound that causes mental trauma and madness in people exposed to it. Any creature that moves to within 3 yards of a patch of moss must roll Guts. A creature becomes insane for 1d6 + 1 rounds on a failure, or immune to this effect from all mind moss until it completes a rest.

Mind moss grows in patches up to 6-yards in diameter. Fire instantly destroys a patch of mind moss.

OIL

Slippery and flammable, oil always makes any fight extra interesting. Oil-covered surfaces count as fucked-up terrain. In addition, when a creature would move across the surface or attempt to stand up on it, the creature must succeed on a Hands roll or fall prone.

Objects covered in oil are just as slippery. When a creature attacks with an oil-covered object, the oil imposes 2 complications on the roll. If the total of the roll is 0 or less, the object squirts out of the wielder's hand and comes to a stop 1d6 yards away in a random direction.

If a pool of oil is exposed to flame, lightning, or a similar source of damage, the oil catches fire and burns for 3d6 minutes, filling the air within 10 yards of it with thick black smoke that heavily obscures its area. In addition, creatures in the smoke are sickened, unless they succeed on a Meat roll, for as long as they remain in the area.

PREHENSILE VINES

Another weird hazard found in wilderness environments, prehensile vines reach out and grab at creatures moving near or across them. The vines stretch across walls, the ground, and other surfaces. When a creature moves onto a surface containing the vine, the creature must succeed on a Feet roll or become immobilized from the vines twisting around the creature's limbs. A creature can use an action to cut away the vines or roll Muscles, breaking free with a success. The vines have Defense 5 and each square yard of vines has Health 5.

RADIOACTIVE GOO

Glowing pools of slime present a grave risk to creatures that come too close. Radioactive goo is usually some waste material that has leaked out of containers, but can come from just about anywhere. These pools typically spread across a 1-yard diameter surface, but can be larger. The goo turns darkness within 3 yards of it into shadows.

The radioactive goo has a random intensity (see **Radiation** on page 142) and any creature coming into contact with it gains 1 mutagen and is at risk of suffering from radiation sickness.

There's not much one can do with this stuff. The radiation leaks out of just about any container, unless it's made from lead.

STEAM

Whether venting from a fissure in the ground or a wall or out of a broken pipe, blasts of steam scald flesh and reduce visibility. Steam can vent from its source in a constant stream, for a few rounds, or intermittently. The steam shoots out from its source into a 3-yard cube, heavily obscuring the area. The steam deals 1d6 damage to everything in the area. A creature in the area can roll Meat and takes half damage on a success.

TOXIC GAS

Toxic gas comes from any number of sources, from chemical spills to opened cannisters of poison gas. Toxic gas spreads out from its source into a 10-yard radius and hangs around for a few minutes or until dispersed by wind. The gas partially obscures its area. Any creature that moves into the area or that is in the area at the end of the round must succeed on a Meat roll or take 1d6 damage and become sickened. If the creature is already sickened, it instead takes 2d6 damage. Once the creature ends its turn in an area that does not contain toxic gas, it can make a Meat roll at the end of the round. The creature takes 1d6 damage on a failure or removes the sickened affliction on a success.

TRAPS

Traps are mechanical devices created to maim, kill, hold, or warn other creatures. A trap might be a crude device, like something Rambo might have made in *First Blood*, or something more complex and nastier, such as a machine gun that springs out from a hidden panel and hoses everyone down with bullets. What makes traps different from other mechanical objects is that they are usually hidden and designed to take their victims by surprise.

FINDING TRAPS

Any character searching a specific area for a hidden trap finds it if there's one there without having to roll Eyes. But unless an area containing a trap happens to be searched, the characters won't spot a trap unless they have some special means of doing so. Characters that find a trap can usually avoid springing it.

DISARMING A TRAP

Once found, a character can use tools to attempt to disarm a trap. The process of disarming usually takes a few minutes and, at the end of this time, a Brains roll. Simple traps might grant 1 asset to the roll, while complex traps can impose 2 or more complications. A success means the character disarms the trap. A failure means the trap isn't disarmed and the character can't try again unless the character changes the circumstances in some way, such as getting help from another character or simply walking away from it for an hour or so to clear their head and then coming back to it (typically not an option during combat). If the total of the roll is 0 or less, the character accidentally springs the trap.

SPRINGING THE TRAP

Each trap is sprung in a specific way. A character stepping on a pressure plate could spring a bear trap, while interrupting a laser might sound an alarm. A trap's description will tell you how it springs, but if you're making a trap, come up with the trigger on your own.

TRAP EFFECT

Every trap has an effect based on the purpose for which it was built. A trap can have one or more of the following effects.

Damage: The trap works to maim or injure a creature as a deterrent to further exploration. A trap can damage one target or several depending on its design. Use the **Standard Effect Damage** table (on page 129) to determine the trap's damage. Use the major column for single-target traps and the minor column if the trap can target multiple foes.

Obstacle: The trap creates an obstacle toward further exploration. Bypassing the obstacle should require an attribute roll. An obstacle might also bestow an affliction, such as immobilized for a snare or insane for a gas.

Alarm: The trap creates a ton of noise, thus alerting nearby creatures.

EXAMPLE TRAPS

Here are a couple of sample traps.

The Standard Pit Trap: Some kind of covering or camouflage conceals a hole in the floor or ground. The first person to step on the covering falls 10 feet to the bottom. Sometimes there are spikes, shit-smeared stakes, or shallow water filled with something nasty at the bottom of it. Nice.

Alarm System: Electronics protect the doors and windows of a building. A keypad sits on the inside wall next to the front door. When a window or door opens, the alarm sounds after 1d6 rounds. Unless someone punches in the correct code on the keypad, loud noise fills the building and can be heard up to a quarter mile away.

Booby-Trapped Door: The door is trapped so that when it opens, the bomb on the other side explodes. A thin piece of wire hangs across the inside of the door so that pushing the door open pulls the pin on the explosive, which explodes in a 2d6 yard radius and deals 3d6 + 3 damage to everything in the area. A successful Feet roll halves the damage.

HOSTILE OBJECT

Some objects were built to be dangerous. From killer robots to gun turrets that can automatically track moving bodies and fire on them, there's a whole lot of shit out there that can kill folks. Hostile objects behave a lot like creatures and use the same presentation as creatures. A few sample hostile objects follow.

GUN TURRET

This computer-controlled object locates and eliminates people that come within range. Destroying the turret destroys the gun, but characters can harvest 2d6 bullets from the turret.

GUN TURRET			DIFFICULTY 10
Defense 7	Health 40	Size 1	Speed 0
Muscles 12	Hands 10	Brains 5	Mouth —
Meat 15	Feet 0	Eyes 15	Guts 20

Immobile A gun turret cannot be moved.

Sensors A gun turret pinpoints the exact location of any creature within 20 yards to which it has line of sight. Such creatures cannot be hidden from the turret.

WEAPONS

Machine Gun (range 400; bullets 100) Roll Hands (+0) with 3 assets to hit Defense: *Success:* 3d6 damage; burst fire, full auto

KILLER ROBOT

Humanoid-shaped robots built during the creation of the Megalopoli, these machines were designed and deployed to destroy humans and roam the Wasteland in search of people to kill. A destroyed killer robot can be harvested for 1d6 salvage plus 2d6 bullets.

KILLER ROBOT			DIFFICULTY 100
Defense 13	Health 80	Size 1	Speed 6
Muscles 16	Hands 12	Brains 13	Mouth 8
Meat 15	Feet 12	Eyes 14	Guts 16

See in Darkness A killer robot can see into areas of shadows and darkness as if those areas were lit.

Machine A killer robot is an object.

Relentless When a killer robot becomes incapacitated, its body begins to repair itself over the next 1d6 rounds. Unless the robot takes damage again, which destroys it, it heals damage equal to its Meat score at the end of this time.

Power Strike When the killer robot deals damage with its melee weapon, it can choose to deal 2d6 extra damage. Once it uses Power Strike, it must wait 1d6 rounds before it can use it again.

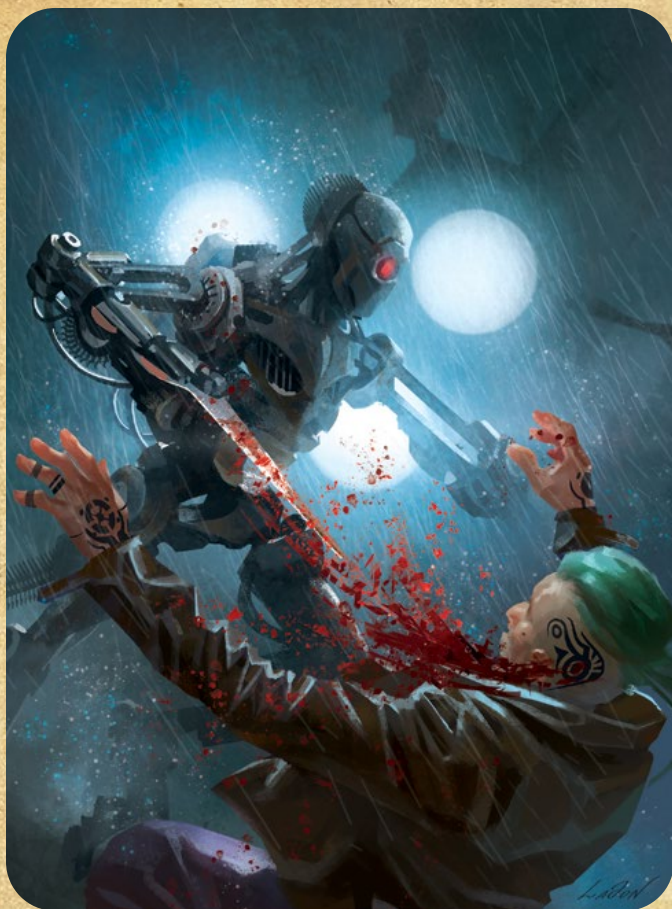
Fast Runner When the robot uses an action to rush, it moves up to three times its speed.

Gear bludgeon, pistol, 10 bullets

WEAPONS

Bludgeon (melee) Roll Muscles (+6) with 1 asset to hit Defense: *Success:* 2d6 + 2 damage

Pistol (range 50) Roll Hands (+2) with 1 asset to hit Defense: *Success:* 1d6 + 3 damage; rapid fire, unreliable



SPECIAL ACTIVITIES

Crushing Grasp The robot attacks one creature it can reach (1 yard), rolling Muscles with 1 asset to hit the target's Feet. On a success, the target takes 1d6 damage and becomes grabbed. If the target is already grabbed, the target takes 1d6 damage. The robot can have one creature grabbed at a time.

Human Shield If the robot has a creature grabbed when it would be the target of an attack, the robot can use a reaction to switch the target from itself to the creature it has grabbed.

OBSTACLES

Adding a few obstacles to the battlefield gives characters something to hide behind when the bullets start flying. Furthermore, they can funnel or restrict movement, thus making the usual exchanges of strikes and counterstrikes more interesting. Obstacles might be doors, columns, dead bodies, boxes, barrels, and pretty much anything else you can think of to add a bit of style to the fight.

REINFORCEMENTS

Not all the foes need to show up at once. You can stagger their arrival so that reinforcements show up later. Doing so makes the combat feel more exciting as new challenges reveal themselves in the form of additional opponents. It also really pisses off or scares the players when they think they've easily won the day only to see another wave of beasties enter the fray. Good times.

USEFUL OBJECTS

Some players might have their characters look around for something useful to help them in the thick of a fight. Unless the fight takes place in a perfectly clean and tidy environment, there should always be something in reach—a brick, an old diaper, a handful of sand or gravel. Sometimes, you might reward such cunning by having the character find a few bullets or something else of value with a successful Eyes roll. Found items should be of limited use, but it's cool to hand out something special every now and then to keep the players on their toes.

REWARDS

The last thing to think about when it comes to running this game are the rewards you hand out. Published missions tell you what the characters get and how much of it, plus any other benefits to be gained from finishing a mission. But when the team goes off in an unexpected direction, forcing you to improvise, or if you're putting together a mission yourself, you can use the following rules to help you figure how much to give and how often.

WEALTH

No one really gives a damn about dollars or pesos, except for use as butt-wipes, for which paper money is excellent. They also don't care much about silver or gold except as to how it can be used as a building material. Traditional ideas about buying and selling went away with the old world. Now, people trade in things that have actual value, instead of the made-up value of coins and scraps of paper.

People depend on the main commodities to get around in the Wasteland. **Chapter 4** tells you everything you need to know about bullets, food, water, medicine, power, fuel, and salvage, except for how much shit to hand out.

Here's the thing: you really don't have to give out anything. In between missions, the characters will generate their own wealth by fucking around in the Wasteland, doing unimportant shit. This way, by the time they start their next mission, they have enough supplies to see them through to the end. This is convenient since it means you don't have to shovel fuck-tons of meds, salvage, and bullets at the characters so they can keep doing what they're supposed to be doing.

That said, players expect their characters to pick up some stuff along the way. It feels good to get a box of meds for saving some schmuck's life or riffling through the clothes on a corpse to turn up a few extra bullets. So how much is enough? Check out the following table. Remember, 3 bullets buy a sammich, a gallon of gas, or a pack of C-batteries for the dildo. So, mix it up for fuck's sake. Don't just hand out bullets. Give the bastards some food, some salvage, or, if you're feeling real charitable, some meds.

EXPECTED BULLETS PER TIER

Tier	Bullets per PC per Mission	Tier	Bullets per PC per Mission
Starting	2d6	Expert	8d6
Novice	4d6	Master	12d6

GEAR

Instead of handing out bullets and commodities, you can also give the characters equipment. Guns, armor, bikes, and other items can provide upgrades to the characters' possessions that can usually be used immediately rather than force them to head over to a place where they can spend their bullets during the mission or after.

MUTAGEN

Substantial areas in the Wasteland have become extremely dangerous for people to explore or simply travel through. Radiation, biological weapons, chemicals, and other contaminants can alter people in minor ways that cause them to gain mutations. Mutagen exists as a way for you to demonstrate just how bad the world has gotten and how dangerous it can be to explore certain places. As characters gain mutation, their bodies change and they might suffer debilitating transformations, but also develop some neat powers too.

Mutagen falls under the reward header since mutagen can make it possible for characters to pick up physical and mental mutations in addition to all the other shit they get for wrapping the mission. However, because mutagen can fuck a character up as much as it can help, it's a net-zero gain. You can hand out as much as you want but you should probably keep it at 1 or 2 per mission.

Just remember, some folks don't like it when the game fucks with their characters. If you're going to give something to players that could blow up in their faces, you gotta make damn sure they're on board. If you have doubts, skip it. Then again, they did sign on to play a game called *PunkApocalyptic*, so you gotta wonder why they'd suddenly start crying like a baby about an extra eye or two, when they shoulda known better than to fuck around in a clearly denoted rad zone.

CONNECTIONS

Making connections might seem like kind of a shitty reward. I mean, knowing some asshole will give you a proverbial handjob next time you're in town ain't exactly going to do you any favors when you find yourself in a shootout with a bunch of V Reich fuckers. In other words, most players would prefer a machine gun with plenty of ammo over a social contact.

But connections can make challenging situations easier. A connection could be a companion who comes with the team on their next mission, a source of information who can help the characters avoid walking into a death trap, a person who can patch up their injuries and supply the group with meds, or someone who can give the team protection, shelter, and a place to hide while the shit is going down. Hell, a connection can even give the characters a pile of grenades, loan them that previously mentioned machine gun, or the gas they desperately need to get down the road.

A better way to look at connections is to see them as pathways to wealth. The connection can be a person, group of folks, or an organization that owes the characters in some way and pays off their debt by doing them favors. When you hand out a connection, secretly assign it a bullet value. When the characters come calling for a favor, they can draw from that connection whatever they need that's within the connection's ability to deliver. Just deduct the cost of the favor from the value. If the connection provides a service that doesn't really have a price tag—a bit of info or a place to stay for the night, just deduct 1d6 bullets from the connection's value. When the value hits zero, the favor is repaid.

Characters might reinvest in their connections by taking on missions for them. Success just adds more bullets to the connection's value. This can go on for the life of the campaign, if you like, giving the characters a patron of sorts for whom they work.

It's up to you to detail the connection. Use some of the guidance for personalities or just make someone up. Since this is a reward, the connection ought to be someone on whom the characters can rely, at least while the connection has value.





ASSHOLES, SHITHEADS, AND OTHER FUCKERS GENERALLY IN NEED OF SOME KILLING

By now, you should understand that the Wasteland lacks all of the amenities we take for granted in our world. Not only will you not find much in the way of food or water, but you're not going to find law, order, justice, or any of that civilized shit either. You got to be careful these days, because there's plenty of people out there who will fuck you over nine ways to Hell if you give them half the chance. If you're not paying attention, you're bound to be robbed, beaten, assaulted, brutalized, and, if you're lucky, murdered shortly thereafter. If you're not, you might become the playthings for all kinds of degenerates, sold into slavery, or find a nice and slow death with your skin sloughing off the bone, cooking in the invisible fire of radiation.

Most folks find it better to shoot first and ask questions later, or just skip the question part and keep shooting. If they hesitate at all, it's usually because they're trying to figure out if you're worth wasting the bullets. Sure, some people might come off as friendly at first, downright helpful even, but most are just

opportunistic assholes looking to score and they'll invariably fuck you the first chance they get. So keep your weapons ready and don't get caught with your pants down. Literally.

As if the people weren't bad enough, the Wastelands are also home to a raft of fucked-up creatures, things twisted all out of shape by the chemicals and radiation bathing the world. If they're not bug-fuck crazy, they're mindlessly hungry and sure as shit aren't going to complain much if you go ahead and put them out of their misery. If you don't, they will be just as happy to eat and shit you out a few hours later. Keep your eyes and ears open 'cause something is pretty much always out there waiting to hunt you down and fuck you up.

This chapter, written for the GM, shows off a selection of people and creatures you're likely to run across. If the chapter title didn't spoil it for you, most of the things described here are genuine fuckers and the best thing for them is a bullet right in the noggins—some might need three. Hell, they're likely to

think the same about you, so odds are pretty goddamned good you're gonna to tussle with bastards like these at least once during a mission. If you're a player, you probably ought to skip over this chapter—why spoil the surprises?

But if you don't, well, shit, it doesn't really matter since they'll still ruin your day whether you can quote their fucking stats verbatim or not.

CREATURES

This chapter details a bunch of creatures, which is a catch-all term for those living things that creep, crawl, waddle, fly, swim, lurch, or lunge to wherever the hell they're going. Some creatures are broadly described, encouraging you to dress them up in any way you like, while others represent specific creatures. For example, the horse can stand in for just about any quadruped animal that can carry a rider on its back. You can describe that horse anyway you like. We really don't care. But, when you see something like a flamekeeper, which just so happens to be a psycho member of the Black Blood Children, well, that's what that is. That said, you can always "re-skin" an entry by altering how you describe them and the damage they do, even if the actual "math" the creature's stats are built upon does not change.

DESCRIPTION

A creature's description tells you something about it, including its place in the world, common motivations, appearance, and anything else of importance to help you bring it to life.

STATISTICS

Every creature has a set of rules that tell you how to use it in combat, chases, or in other situations when the numbers matter. We call these rules the creature's statistics, which encompass its attributes and other scores, plus the weapons it wields, and special activities it can undertake. All creatures use the same presentation for their statistics as described below.

NAME			DIFFICULTY #
Defense #	Health #	Size #	Speed #
Muscles #	Hands #	Brains #	Mouth #
Meat #	Feet #	Eyes #	Guts #

[Trait] description

Gear description

MODIFYING ARMS AND ARMOR

Many creatures have weapons and armor described in the equipment chapter. You can swap these objects for different ones, usually without altering the creature's difficulty. Since characters can pick over the bodies of creatures they kill, you should use caution when piling on extra gear.

WEAPONS

Name (melee) Roll [attribute] (+#) [with #] [asset(s) or complication(s)] to hit [Defense or (attribute)]: *Success* xdy + z damage, plus rider

Name (range #) Roll [attribute] (+#) [with #] [asset(s) or complication(s)] to hit [Defense or (attribute)]: *Success* xdy + z damage, plus rider; special rules

SPECIAL ACTIVITIES

[Activity] Description

[Activity] When @, use reaction to

Name: The common name by which the creature is known, though some people might call the creature other names, such as fucker, asshole, what the hell?!?, or more commonly, aaaaaagghh!

Difficulty: Each creature has a number that expresses its overall threat to the player characters. You use this number to help build encounters.

Defense: The creature's Defense score is listed here. If it wears armor or is wielding a shield, it's listed parenthetically.

Health: The creature's Health score. Creatures typically don't have Grit. The entry also includes the amount of damage the creature sustains in order to become injured.

Size: The creature's Size score.

Speed: The creature's Speed score. If the creature can move in a special way, it's noted here.

Attributes: Creatures have the same eight attributes player characters have. Each attribute has its score listed. If you need its modifier, simply subtract 10 from the score.

Traits: Some creature have special traits. If a creature has a special trait, it's described here. If not, this entry is absent.

Gear: If the creature carries or wears any gear, it's listed here.

Weapons: The creature's weapons are listed, starting with melee weapons, followed by ranged weapons, and then area weapons. Each weapon tells how to resolve attacks it makes with the weapon. If the weapon uses bullets, it's noted up front. Some weapons might have additional effects, in which case they are included in the weapon line.

Special Activities: Some creatures have access to special activities that reflect their unusual nature. Each special activity tells you how to use it.

FACTIONS

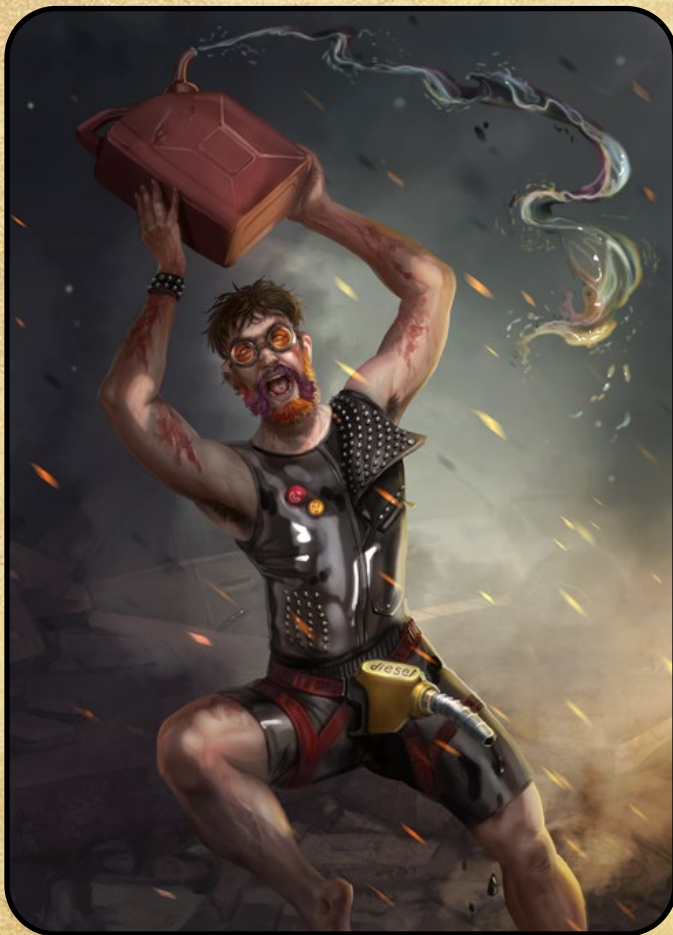
Many people organize into large groups, which, for lack of a better term, are called factions. What follows are some of the factions you might find in and around Scrapbridge.

CULTISTS

Since civilization's collapse, all kinds of new religions have filled the void left by the dead and dismantled old faiths, with more springing up every day like mushrooms on a steaming pile of shit. Some people worship wounded Mother Earth, the great R. Lee Davidson, or any of a number of tentacle-sprouting mutant horrors that come to life in the fevered imaginations of the truly deluded and insane.

BLACK BLOOD CHILDREN

Although Scrapbridge plays host to a variety of strange religious groups, the Black Blood has emerged as the most powerful in the area. The Black Blood owes its great success to its work in repairing and maintaining an old refinery, extracting the earth's murky ichor from the depths behind the walls of their fortified compound. The faithful believe the oil comes from a strange god they have named Tex'co and exult in the gifts he bestows on them, worshiping the oil as if it was divine.



Black Blood Children don't trade the oil they extract as it is fit only for the truly devout. In the past, they tried to spread word of their religion to neighboring settlements, but they never did so by force. It soon became clear that Tex'co's gifts filled rival groups with envy, and the cult would have to protect themselves and their holy places if they would continue to reap the rewards of divine beneficence. This became rather obvious when their compound suffered a violent assault that led to the death of their former leader in an explosion, allowing Cunnilingus Igni to seize the vacant post of cult leader.

A violent, warlike devotee of Tex'co, Cunnilingus Igni has transformed the peaceful cultists into violent zealots. His sermons drive home the fact that everyone outside their faith covets their gifts and will readily kill them all for them. He's not wrong, really, although he's still an asshole who has instilled paranoia and fanaticism in his followers to the point that they make frequent "preemptive" attacks against anyone they consider a threat. Thanks to their oil-powered machines, they have a decided advantage against their enemies.

ASH

Despite being suspicious of outsiders, the Black Blood Children accept converts all the time. Petitioners who come to the cult often do so for promises of food, shelter, and protection. These initiates undergo a brutal indoctrination designed to strip away any other loyalties they might have, breaking down their will and individuality until they become utterly consumed by their devotion to Tex'co.

Called ashes, these cultists perform all the basic duties. They maintain the compound, make repairs, clean, and farm the land. As the most numerous of the cultists, they often find themselves called to fight on behalf of the Black Blood Children and make up the base foot soldiers in their forces.

ASH

DIFFICULTY 1

Defense 10	Health 5	Size 1	Speed 5
Muscles 10	Hands 10	Brains 9	Mouth 9
Meat 11	Feet 10	Eyes 10	Guts 11

Mad Devotion When an ash would make an attribute roll, it can make the roll with 1 asset. If the ash fails the roll, it becomes insane for 1 round.

Gear rags, hammer or wrench

WEAPONS

Hammer or Wrench (melee or range 5) Roll Muscles (+0) to hit
Defense: Success 1d6 + 1 damage

BURNT

Not all follow the path of Ashes. Some cultists choose a harder way, being fervent in their faith and believing the only way to serve their god is through self-sacrifice and martyrdom. Called the Burnt, these cultists gladly fling themselves into danger. They charge their enemies and throw themselves in the way of attacks to save their brothers and sisters. In a cult filled with fucking nuts, they're the nuttiest of all.

BURNT

DIFFICULTY 1

Defense 10	Health 6	Size 1	Speed 5
Muscles 11	Hands 11	Brains 8	Mouth 9
Meat 12	Feet 10	Eyes 10	Guts 12

Dumbass Make Brains rolls for the Burnt with 1 complication.

Spurred by Fire While a Burnt can see a friendly Flamekeeper, the Burnt ignores the effects of moving across difficult terrain.

Gear robes, hammer or wrench

WEAPONS

Hammer or Wrench (melee or range 5) Roll Muscles (+1) with 1 asset to hit Defense: *Success* 1d6 + 1 damage

SPECIAL ACTIVITIES

Self-Sacrifice When a creature within 1 yard of the Burnt would be the target of an attack, use a reaction to switch the target from that creature to the Burnt.

FOR THE BLACK BLOOD!

One in five Burnt carries a big-ass gasoline can filled with 1d6 units of fuel. Such Burnt have the following special activity.

SPECIAL ACTIVITIES

For the Black Blood! The Burnt sets itself on fire and then explodes in a 1-yard radius. The Burnt takes damage equal to its Health and each creature in the area must roll Feet, taking 3d6 damage on a failure, or half this damage on a success.

EMBER

Battle-hardened and combat-tested, Embers make up the elite shock troops of the Black Blood Children. Thoroughly devoted to their faith, they have undergone countless trials to prove their worthiness to join the Embers' ranks.

EMBER

DIFFICULTY 5

Defense 14	Health 12	Size 1	Speed 5
Muscles 12	Hands 11	Brains 11	Mouth 10
Meat 12	Feet 11	Eyes 11	Guts 13

Disciplined Impose 1 complication on rolls to hit the Ember's Guts and make Guts rolls for the Ember with 1 asset.

Gear light armor, shield, bludgeon

WEAPONS

Bludgeon (melee) Roll Muscles (+2) with 1 asset to hit Defense: *Success* 1d6 + 2 damage

Shield (melee) Roll Muscles (+2) to hit Defense: *Success* 1d6 damage

SPECIAL WEAPONS

One in five Embers carries a special weapon. Choose from the following options.

Chainsaw (melee) Roll Muscles (+2) with 1 asset to hit Defense: *Success* 1d6 + 3 damage, and a wooden target takes double damage

Incendiary Grenade (3 uses) The Ember chucks an incendiary grenade to a point within 20 yards, where it explodes in a 1d6 + 3 yard radius. All objects in the area take 1d6 damage and, if flammable, catch fire. Each creature in the area must roll Feet, taking 1d6 damage and catching fire on a failure, or just taking half this damage on a success. Creatures and objects that catch fire take 1d6 damage at the end of each round until a creature uses an action to douse the flames.

Flame Thrower (3 uses) The Ember sprays liquid fire from a point in its space into a 10-yard-long line. Objects in the area take 1d6 damage and, if flammable, catch fire. Creatures in the area must roll Feet, taking 2d6 damage and catching fire on a failure, or just taking half this damage on a success. Creatures and objects that catch fire take 1d6 damage at the end of each round until a creature uses an action to douse the flames.

SPARK

Thanks to their abundant stores of oil, the Black Blood Children have more working vehicles than any other faction in the Wasteland. The cultists know other factions covet their black gold, so they send out Sparks to patrol the lands and keep their eyes peeled for threats. Sparks ride motorcycles to cover territory quickly and know how to put their bikes to good use in a fight.

SPARK

DIFFICULTY 10

Defense 12	Health 18	Size 1	Speed 5
Muscles 12	Hands 13	Brains 10	Mouth 10
Meat 12	Feet 11	Eyes 12	Guts 11

Born to Ride While mounted on a motorcycle, a Spark imposes 1 complication on rolls made to attack it or its bike.

Gear light armor, chain, pistol, 10 bullets

WEAPONS

Chain (melee) Roll Hands (+3) with 1 asset to hit Defense: *Success* 1d6 + 1 damage

Pistol (range 25) Roll Hands (+3) with 1 asset to hit Defense: *Success* 1d6 + 3 damage, rapid fire, unreliable

SPECIAL ACTIVITIES

Pedal to the Metal If riding a running motorcycle, the Spark can move up to 20 yards.

Gross Power If the Spark is riding a motorcycle and moves on its turn, make its rolls to hit with 1 asset until the end of the round.

Kick up the Dust If riding a running motorcycle, the Spark can kick up dust, gravel, and smoke to heavily obscure a 5-yard-radius sphere centered on a point in its space.

FLAMEKEEPER

The high priests and priestesses of Tex'co, Flamekeepers guard the secrets bestowed unto them by the Black Blood. When not leading their forces in battle, they pore over the ancient hieroglyphics to divine the secrets they must learn so they can continue to operate the machinery and refine crude oil into fuel. Flamekeepers test their flocks to ensure their devotion and rule over them through a combination of awe and fear. None dare displease the Flamekeepers: to earn their ire is to meet a fiery end.

FLAMEKEEPER

DIFFICULTY 25

Defense 14	Health 40	Size 1	Speed 5
Muscles 11	Hands 10	Brains 12	Mouth 14
Meat 13	Feet 10	Eyes 13	Guts 15

Under the Burning Eye Creatures friendly to the Flamekeeper that are within 20 yards of the Flamekeeper have a +5 bonus to Health and make rolls to attack with 1 asset.

Burdened Make Feet rolls for the Flamekeeper with 1 complication.

Gear medium armor, staff

WEAPONS

Staff (melee) Roll Muscles (+1) with 1 asset to hit Defense: *Success* 1d6

SPECIAL ACTIVITIES

Sermon of Flame Choose one creature within 20 yards of the Flamekeeper that the Flamekeeper can see. If the target can hear and see the Flamekeeper, you can use a reaction to either move the target up to its Speed or perform one action that would normally require the use of an action.

PERSONALITIES

Two cultists command the Black Blood Children and their word is absolute, unquestionable law.

CUNNILINGUS IGNI

High Flamekeeper Jeremiah sought to spread the good news of Tex'co across the Wasteland in the hopes of creating peace and prosperity for all. But out from the chaos created by the attack and the subsequent explosion came the most radical member of the cult, a foul and violent man named Cunnilingus Igni. Deemed dangerous by the Flamekeepers, he was held under lock and key, but the destruction of the refinery gave his faction a chance to take power. Upon taking control, he has whipped up the cultists, urging them to destroy anyone who does not accept Tex'co as their god and master. He often leads these raids himself, eager to demonstrate his faith and ferocity.

CUNNILINGUS IGNI

DIFFICULTY 100

Defense 16	Health 70	Size 1	Speed 5
Muscles 14	Hands 13	Brains 11	Mouth 14
Meat 15	Feet 11	Eyes 12	Guts 15

Legendary Increases the number of actions you can use on Cunnilingus's turn by one.

Under the Burning Eye Creatures friendly to Cunnilingus and are within 20 yards of him have a +5 bonus to Health and make rolls to attack with 1 asset.

Gear heavy armor, buzzsaw, big-ass pistol, 10 bullets

WEAPONS

Buzzsaw (melee) Roll Muscles (+4) with 1 asset to hit Defense: *Success* 2d6 damage

Big-Ass Pistol (range 25) Roll Hands (+3) with 1 asset to hit Defense: *Success* 1d6 + 3 damage, and the target catches fire, which causes it to take 1d6 damage at the end of each round until it or a creature that can reach it uses an action to douse the flames.

SPECIAL ACTIVITIES

Burn For Me, My Child While Cunnilingus is within 1 yard of a friendly creature and Cunnilingus would be the target of an attack, Cunnilingus can use a reaction to switch the target from himself to the friendly creature.

MOMMA NUTRITORA

The right-hand of Cunnilingus Igni, Momma Nutritora came forward in the chaos following the attack and rallied support for his radical ideas. Her help won her the trust of the new leader and she continues to profess that he is the chosen of Tex'co to lead the Children in the effort to convert nonbelievers by any means necessary.

MOMMA NUTRITORA

DIFFICULTY 50

Defense 12	Health 22	Size 1	Speed 6
Muscles 13	Hands 12	Brains 10	Mouth 12
Meat 14	Feet 13	Eyes 10	Guts 13

Boom! Momma Nutritora hauls a shit-ton of fuel to resupply the cultists on the battlefield. Whenever she takes damage, roll a d6. On a roll of a 1, she explodes in a 2d6-yard radius, fire spreading through to deal 6d6 damage to everything in the area. A creature in the area must roll Hands. A creature takes half damage on a success or catches fire on a failure. A creature on fire takes 1d6 damage at the end of each round until a creature uses an action to douse the flames.

Gear light armor, machete

WEAPONS

Machete (melee) Roll Muscles (+3) with 1 asset to hit Defense: *Success* 2d6 + 2 damage

SPECIAL ACTIVITIES

Nutritora Momma Nutritora uses an action to cause one creature she can reach to heal 1d6 damage or she grants the target another 3 uses of flamethrower, if it has one. Momma can perform this activity five times. When she runs out of uses she loses the Boom! trait until she finishes a rest.

GANGERS

People living in the Wasteland soon learn that it's no place for the weak. Those who don't figure this out quick usually wind up dead, which is why most folks choose to live in settlements. Even if the local warlord is a giant, oppressive piece of shit who withholds water, food, and other necessities on the excuse that giving away too much would make people weak, life in these places is far, far better than trying to make it on one's own. And if circumstances or lack of opportunity prevents a person from finding such a settlement, well, the second-best option is to join up with some likeminded folks for mutual protection and benefit: gangs.

Many gangs prowl the Wastelands and most survive by raiding each other, ambushing caravans, or raiding settlements. A few gangs strive for nobler pursuits, such as dispensing a bit of vigilante justice to assholes who deserve it, and some sell their services as mercenaries, signing on to fight for a local

warlord or patrolling the edges of a colony. Others still live as free spirits, drifting from place to place to see the world, find a promised land, or for some other reason, confident their numbers are enough to encourage would-be predators to leave them the fuck alone.

All gangs maintain some hierarchy to ensure order and keep everyone in their place. Most gangs value Muscles, Meat, and fighting ability over anything else, so the strong hold most, if not all, the power. Gangs establish a pecking order based on the reputations of its members, with the badass veterans sitting above the rookie scumbags. Above them all sits the warlord, sometimes called a chief, boss, captain, or something else. Although gangs have different ways of choosing their bosses, the title usually falls to the baddest motherfucker in the group who keeps the position for as long as he or she can hold onto it. Challengers for the position come up all the time, so it takes Muscles and cunning to keep the gangers in their places.

Gangs take great pride in their identity and usually wear colors and symbols to designate their membership. They wear uniforms, have the same tattoos, paint their bodies up in wild colors, and have distinctive haircuts, ranging from mohawks and pitch-filled dreadlocks set on fire in battle, to shaved heads or completely tattooed scalps and faces.

The one thing uniting all the gangs is that they rarely stay in one place for long. They live on the road and find what they need along the way. Sometimes, a gang might settle in a place for a few weeks or months, but usually as a place to hole up after a tough fight or to train new recruits.

SCUMBAG

Puppies, bitches, fodder, robins, greens, pieces of shit, or some other demeaning name: scumbags are the newcomers, the fresh recruits who have yet to earn their place in the gang, or the respect of their fellows. Most scumbags are young, though a few older folks might fall in with them, having left, willingly or not, their settlements to join the gang. A few gray hairs or lines on their faces do not spare these dudes from rough treatment though. They, along with the other scumbags, squat at the bottom of the food chain, living as cannon fodder until they can claw their way up to a higher position. Scumbags typically have shitty gear and little in the way of personal possessions.

SCUMBAG

DIFFICULTY 1

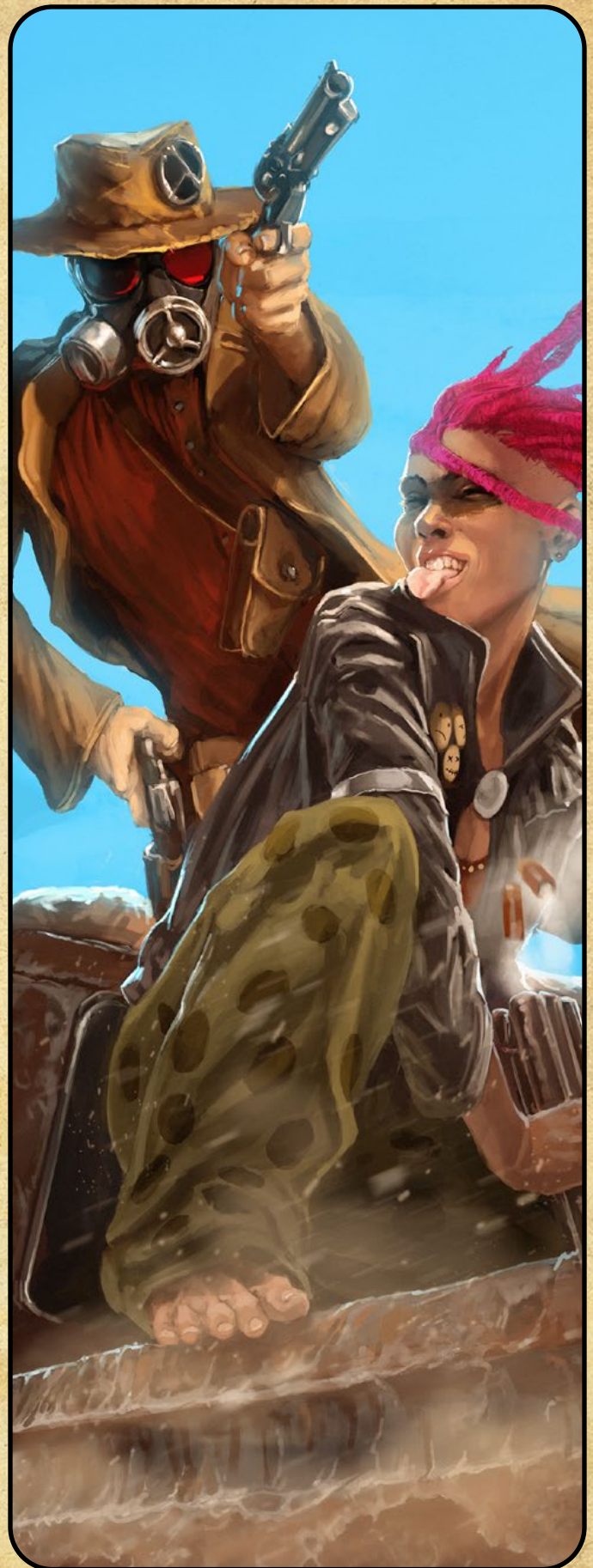
Defense 10	Health 5	Size 1	Speed 5
Muscles 11	Hands 10	Brains 9	Mouth 10
Meat 11	Feet 10	Eyes 10	Guts 9

Gang Up When a scumbag rolls to hit a creature within the reach of a friendly creature that also has this trait, the scumbag makes the roll with 1 asset.

Gear bludgeon

WEAPONS

Bludgeon (melee) Roll Muscles (+1) to hit Defense: *Success* 1d6 + 2 damage



GANGER

The ways gangers earn their place vary from gang to gang. Some must survive for a year, live through a brutal rite of passage, or get voted in. Whatever the method, a scumbag who doesn't fuck up too badly, or die, eventually finds his or her acceptance into the gang.

GANGER				DIFFICULTY 5
Defense 12	Health 11	Size 1	Speed 5	
Muscles 12	Hands 11	Brains 10	Mouth 10	
Meat 13	Feet 11	Eyes 10	Guts 9	

Gang Up When a ganger rolls to hit a creature within the reach of a friendly creature that also has this trait, the ganger makes the roll with 1 asset.

Gear light armor, bludgeon, knife

WEAPONS

Bludgeon (melee) Roll Muscles (+2) with 1 asset to hit Defense: *Success* 1d6 + 3 damage

Knife (melee or range 5) Roll Hands (+1) with 1 asset to hit Defense: *Success* 1d6 + 1 damage

BADASS

Seasoned veterans of many conflicts, badasses earned all kinds of respect from their fellows by managing to live through a slew of fights. Badasses reap the rewards of their status and have better weapons, clothing, and all the food, drink, and gangwhores they can handle.

BADASS				DIFFICULTY 10
Defense 12	Health 29	Size 1	Speed 5	
Muscles 12	Hands 12	Brains 10	Mouth 11	
Meat 14	Feet 11	Eyes 10	Guts 11	

Scary Sumbitch When the badass rolls to hit and succeeds on the roll by 5 or more, the target must succeed on a Guts roll or become frightened for 1 round.

Gear light armor, axe, crossbow

WEAPONS

Axe (melee) Roll Muscles (+2) with 1 asset to hit Defense: *Success* 1d6 + 1 damage

Crossbow (range 30) Roll Hands (+2) with 1 asset to hit Defense: *Success* 1d6 + 2 damage; action to reload

BRUTE

Big and muscular, brutes dish out the pain without thinking. Which works out well for them as they aren't particularly bright. What they lack in Brains, however, they make up for with fearsome Muscles. Brutes tend to be assigned to guard the warlord, since they usually lack the wit or cunning to take over the gang themselves.

BRUTE

DIFFICULTY 25

Defense 12	Health 50	Size 1	Speed 5
Muscles 14	Hands 11	Brains 9	Mouth 10
Meat 15	Feet 10	Eyes 10	Guts 11

Dumbass The brute makes Brains rolls with 1 complication.

Gear light armor, sledgehammer

WEAPONS

Sledgehammer (melee) Roll Muscles (+4) to hit Defense: *Success* 2d6 damage

SPECIAL ACTIVITIES

Power Slam (melee) Roll Muscles (+4) to hit Feet: *Success* 1d6 damage, plus the target falls prone, drops whatever it is carrying, and becomes impaired for 1 round.

Wrath of the Deeply Stupid When the brute takes 5 damage or more from a single attack, it can use a reaction to make an attack with a weapon. The brute makes the roll with 1 complication.

WARLORD

Warlords take control of their gangs by beating and outwitting their predecessors, holding on to their position until someone younger, better, and faster comes along. Until that time, warlords lead their gangs, having earned the respect and fear of their underlings. Warlords might depend on their followers to get shit done, but they know how to survive and can kick the shit out of most people who get in their way.

WARLORD

DIFFICULTY 100

Defense 12	Health 60	Size 1	Speed 6
Muscles 13	Hands 12	Brains 12	Mouth 13
Meat 14	Feet 12	Eyes 11	Guts 11

Gear light armor, sword, automatic rifle with 12 bullets

WEAPONS

Sword (melee) Roll Muscles (+3) with 1 asset to hit Defense: *Success* 2d6 + 2 damage

Automatic Rifle (range 300) Roll Hands (+2) with 1 asset to hit Defense: *Success* 2d6 damage; burst fire, full auto 10, unreliable

SPECIAL ACTIVITIES

Cover Me When the warlord would be the target of an attack and there's at least one creature within 1 yard that's friendly to the warlord, the warlord can use a reaction to impose 2 complications on the triggering attack roll.

Kill that Asshole! When the warlord first becomes injured, it can use a reaction to choose one creature it can see within 10 yards. If the warlord can talk, all creatures friendly to it and that can hear it make rolls to attack the target creature with 1 asset. This effect lasts 1 minute and once the warlord uses it, it cannot use it again until it finishes a rest.

CREATING A GANG

You can use the following to help you quickly create a gang. You can choose results, roll for them, or make them up.

GANG NAMES

d20	Name	d20	Name
1	Buzzsaws	11	Hateful Host
2	Morbid Angels	12	Priests
3	Power Rangers	13	Believers
4	Bleeders	14	Saviors
5	Killers	15	Aliens
6	Vegans	16	Satan's Chosen
7	Weepers	17	Doom Riders
8	Skulls	18	Horsemen of the Apocalypse
9	Reapers	19	Motherfuckers
10	Beastmen	20	New Vikings

GANG COLORS *

d20	Color	d20	Color
1	Red	11	Black
2	Gray	12	Desert camouflage
3	White	13	Green
4	Gold	14	Bronze
5	Forest camouflage	15	Naval camouflage
6	Orange	16	Blue
7	Pink	17	Arctic camouflage
8	Brown	18	Purple
9	Silver	19	Puce
10	Yellow	20	Chrome

*Roll up to three times.

GANG ACTIVITIES

d6	Activities
1	The gang spreads chaos wherever it goes, working to dismantle the last vestiges of civilization.
2	The gang raids settlements and outposts, taking what they want by force.
3	The gang formed for mutual benefit and focuses on survival.
4	The gang wanders from place to place.
5	The gang sells its services to the highest bidder.
6	The gang spreads a religious or political message by force.

GANG MEMBERS

3d6	Scumbag	Ganger	Badass	Brute	Warlord
3	3	1	—	—	—
4–5	1d6	1	1	—	—
6–8	1d6	1d6	1	1	—
9–12	2d6	2d6	1	1	1
13–15	2d6	4d6	1d6	1	1
16–17	3d6	8d6	2d6	1d6	1
18	4d6	12d6	3d6	2d6	1d6

GANG VEHICLES AND MOUNTS

3d6	Vehicles and Mounts
3	None
4–5	1 horse for every 2 gangers
6–8	1 dirt bike or motorcycle for every 2 gangers
9–12	1 vehicle worth 500 bullets or less, plus 1 dirt bike or motorcycle for every 2 gangers
13–15	5,000 bullets worth of vehicles plus 1 dirt bike or motorcycle for every 2 gangers.
16–17	10,000 bullets worth of vehicles plus 1 dirt bike or motorcycle for every 2 gangers
18	20,000 bullets worth of vehicles plus 1 dirt bike or motorcycle for every 2 gangers.

JUNKERS

The junkers travel the Wastelands widely, peddling the treasures they find, which makes them welcome for the most part. Most people tend to want what junkers find and carry, and usually avoid attacking them since doing so would cut off the flow of useful items. Of course, most gangs, mutants, and other scavengers rarely think twice about striking junker bands to make off with their goods. Junkers aren't the best warriors, but they can defend themselves through a combination of wits and the many weird mechanical devices they carry.

PROBE

Small and slender, probes use their flexible bodies to slip through tight places too narrow to permit passage for an ordinary person. They serve as scouts and finders, able to pry the greatest treasures from yesterday's civilization and either bring them back to their bands or find ways for their fellows to reach them. Probes avoid direct confrontations and use stealth to escape notice. When given no other choice, they spring ambushes on their foes to create enough confusion so they can get away.

PROBE		DIFFICULTY 5	
Defense 12	Health 12	Size 1	Speed 6
Muscles 10	Hands 13	Brains 12	Mouth 9
Meat 9	Feet 12	Eyes 13	Guts 8

Sneaky When the probe would hide or sneak, make the attribute roll with 1 asset.

Escape Artist When moving, the probe ignores the effects of fucked-up terrain, can move through spaces occupied by other creatures, and can squeeze through any opening that is at least as wide as the probe's head.

Gear knife, pistol, 5 bullets

WEAPONS

Knife (melee or range 5) Roll Hands (+3) to hit Defense: *Success* 1d6 damage

Pistol (range 50) Roll Hands (+3) to hit Defense: *Success* 1d6 + 3 damage; rapid fire, unreliable

PISTON

When something needs tightening or beaten down, it falls to the pistons to get the job done. Hard labor and a brutish life turn these people into sturdy, bulky combatants, who find it best to blow off steam in bar brawls. Since they concern themselves with simple labor, they don't earn as much as their fellows, but they fill the role of front-line fighters.

PISTON		DIFFICULTY 10	
Defense 12	Health 29	Size 1	Speed 5
Muscles 13	Hands 11	Brains 9	Mouth 10
Meat 14	Feet 10	Eyes 10	Guts 11

Gear light armor, mattock, pistol, 5 bullets

WEAPONS

Mattock (melee) Roll Muscles (+3) to hit Defense: *Success* 2d6 damage

Pistol (range 50; bullets 5) Roll Hands (+1) to hit Defense: *Success* 1d6 + 3 damage; rapid fire, unreliable

SPECIAL WEAPONS

One in five pistons carries a special weapon. Choose from the following options.

Ballistic Punch (melee) Roll Muscles (+3) with 1 asset to hit Defense: *Success* 2d6 damage; on a roll of 20 or higher, the target also falls prone and drops whatever it is carrying; on a roll of 0 or less, the ballistic punch breaks and cannot be used again

Harpoon Gun (range 25; 2 spears) Roll Hands (+1) with 1 asset to hit Defense: *Success* 1d6 + 3 damage, plus the target is ensnared (until the target or some other creature uses an action to pull the harpoon free—which deals 1d6 extra damage to the target—or cuts the cord, the creature cannot move away from the piston until the piston becomes incapacitated or drops the weapon; if the piston moves away from the target, it can drop the gun, which frees the target or drag the target along by rolling Muscles to hit the target's Muscles and getting a success)

Shotgun (range 50; bullets 5) Roll Hands (+1) with 1 asset to hit Defense: *Success* 2d6 damage; unreliable

GEAR

The regular and most numerous members of the junkers, gears dress in strange clothing, adorning their bodies with bizarre contraptions that buzz, hum, and blink, all of which boast of the stuff they've been able to scrounge up and their positions within their curious societies.

GEAR DRUDGE		DIFFICULTY 1	
Defense 12	Health 10	Size 1	Speed 5
Muscles 10	Hands 10	Brains 10	Mouth 9
Meat 10	Feet 10	Eyes 10	Guts 11

Gear light armor, wrench, pistol, 3 bullets

WEAPONS

Wrench (melee or range 5) Roll Muscles (+0) to hit Defense: *Success* 1d6 + 1 damage

Pistol (range 50; bullets 3) Roll Hands (+0) to hit Defense: *Success* 1d6 + 3 damage; rapid fire, unreliable

GEAR MIDD'L'N		DIFFICULTY 5	
Defense 12	Health 15	Size 1	Speed 5
Muscles 12	Hands 11	Brains 11	Mouth 9
Meat 10	Feet 10	Eyes 10	Guts 11

Gear light armor, axe, rifle with scope, 3 bullets

WEAPONS

Axe (melee) Roll Muscles (+2) to hit Defense: *Success* 1d6 + 1 damage

Rifle with Scope (range 300) Roll Hands (+1) with 1 asset to hit Defense: *Success* 2d6 damage; unreliable

GEAR NOB		DIFFICULTY 5	
Defense 12	Health 15	Size 1	Speed 5
Muscles 12	Hands 11	Brains 11	Mouth 9
Meat 10	Feet 10	Eyes 10	Guts 11

Gear light armor, bludgeon, pumper gun, 3 bullets

WEAPONS

Bludgeon (melee) Roll Muscles (+2) with 1 asset to hit Defense: *Success* 1d6 + 2 damage

Pumper Gun (range 300) Roll Hands (+1) to hit Defense: *Success* 2d6 + 2 damage; unreliable

DYNAMO

Junkers enjoy building stuff from salvage, but dynamos can't think of doing anything else. Arguably the most important member of any junker settlement, they are natural-born inventors obsessed with knowing how things work or making them work in ways they were never intended to. Their enthusiasm often leads them into trouble and most dynamos

sport still-healing burns, numerous scars, and missing digits and limbs, and their shacks tend to blow up with no warning. In battle, they are often just as unpredictable, their weapons create as much chaos for their side as they do for their enemies.

DYNAMO BOMBER			DIFFICULTY 10
Defense 12	Health 25	Size 1	Speed 5
Muscles 10	Hands 10	Brains 14	Mouth 9
Meat 11	Feet 10	Eyes 12	Guts 12

Kaboom When the dynamo takes damage while it has any bombs remaining, it must succeed on a Hands roll with 1 complication or explode, along with everything it wears and carries, into a 5-yard radius. Everything in the area takes 2d6 damage. Creatures in the area can roll Hands with 1 complication and take just half this damage on a success. When this trait is triggered, the dynamo loses kaboom and Chuck Bomb.

Gear light armor, knife, pumper gun, 1d6 + 1 bombs, 5 bullets

WEAPONS

Knife (melee or range 5) Roll Muscles (+0) to hit Defense: *Success* 1d6

Pumper Gun (range 300) Roll Hands (+0) to hit Defense: *Success* 2d6 + 2 damage; unreliable

SPECIAL ACTIVITIES

Chuck Bomb The dynamo can use an action to throw a bomb out to a range of 10 yards. When the bomb reaches this point or impacts against a solid surface before then, it explodes in a 1d6-yard radius. The dynamo chooses the bomb's effect from the following each time it uses this activity.

Fire Everything in the area where the bomb explodes takes 2d6 damage. Combustible objects catch fire. Creatures in the area must roll Feet. The creature takes half damage on a success or catches fire on a failure. A creature that catches fire takes 1d6 damage at the end of each round until a creature uses an action to extinguish the flames.

Gas The area fills with toxic fumes that cause it to become partially obscured for 1 minute or until dispersed by wind. Each living and breathing creature in the area or that enters it while it's filled with gas must roll Meat. A creature takes 1d6 damage and becomes sickened for 1 minute on a failure, or just takes half damage on a success.

Smoke The area fills with smoke that totally obscures the area for 10 minutes or until dispersed by wind.

DYNAMO VAPORETA			DIFFICULTY 10
Defense 12	Health 25	Size 1	Speed 5
Muscles 10	Hands 10	Brains 14	Mouth 9
Meat 11	Feet 10	Eyes 12	Guts 12

Unstable Boiler When the dynamo becomes injured or incapacitated while it carries the Vaporeta, roll a d6. On a 1, the boiler explodes, dealing 4d6 to the dynamo, and 2d6 damage to everything within 5 yards of the dynamo. A creature in the area can roll Feet, taking half this damage on a success.

Gear light armor, knife, pumper gun, vaporeta, 5 bullets

WEAPONS

Knife (melee or range 5) Roll Muscles (+0) to hit Defense: *Success* 1d6

Pumper Gun (range 300) Roll Hands (+0) to hit Defense: *Success* 2d6 + 2 damage; unreliable

SPECIAL ACTIVITIES

Vaporeta This dynamo carries a huge boiler with an attached tube and sprayer. The dynamo can use an action to release a blast of steam into a 5-yard-long area. The steam partially obscures the area for 1 round and everything in it takes 3d6 damage. Creatures in the area can roll Meat and take half damage on a success.

ELECTRIC DYNAMO			DIFFICULTY 10
Defense 14	Health 25	Size 1	Speed 5
Muscles 10	Hands 10	Brains 14	Mouth 9
Meat 11	Feet 10	Eyes 12	Guts 12

Electric Suit When a creature touches the dynamo with or without a weapon, the creature must succeed on a Feet roll with 1 complication or take 1d6 damage.

Burdened Make Feet rolls for the dynamo with 1 complication.

Gear medium armor, electric suit, crack'n'snap, pumper gun, 5 bullets

WEAPONS

Crack'n'Snap (melee) Roll Muscles (+0) to hit Feet: *Success* 3d6 damage; on a 20 or higher, the target also becomes confused for 1 round

Pumper Gun (range 300; bullets 5) Roll Hands (+0) to hit Defense: *Success* 2d6 + 2 damage; unreliable

MUTANTS

Mutants began crawling out of the Wasteland not long after everything went to hell. No one knows exactly when they started appearing, but the old stories from before the rise of the Megalopoli tell of people with strange powers. Whatever their origins, now that people have been forced to live in the blasted, irradiated wilderness, the mutant numbers are on the rise.

People dislike, even hate, mutants and call them all kinds of derogatory names, with "mutard" being the most common, a combination of "mutant" and "bastard." The widespread animosity toward mutants forces most to live a solitary life, or in mutant gangs, scavenging and stealing what they need to survive. They have rusted gear, much of which has been cobbled together from scrap and trash. They make up for their wretchedness with an array of bizarre capabilities born from the alteration of their flesh and minds.

Mutations crop up all the time; it's all part of the horror of living in the Wasteland. Many people who develop some change in their bodies hide their disfigurement for as long as they can, knowing that to reveal their true nature means exile or death. Most mutants were born to other mutants, having inherited their unnatural forms from their parents. These mutants establish settlements of their own or form into mobs of raiders. Rumors persist of "pure" colonies populated exclusively by mutants who see themselves as the manifestations of mankind's next evolutionary step.

BOBBLEHEAD

Whenever mutants gather in large numbers, the cause is likely a bobblehead. Mutants with strange mental mutations, they gather mutant minions by force of will and psychic powers, leading them to carry out whatever bizarre goal the bobblehead has in mind. Bobbleheads have considerable Brains, which helps them and their usually dim-witted underlings fight with shocking tactics. Bobbleheads also bring to bear a wide range of psychic powers, which they use to whip their mutant troops and blast their foes.

Most bobbleheads have overlarge craniums perched atop withered, weakened bodies, hence the name. Some grow out of other mutants as some freakish twin, resembling a parasite emerging from ruined flesh.

BOBBLEHEAD

DIFFICULTY 250

Defense 15	Health 60	Size 1	Speed 4
Muscles 8	Hands 9	Brains 15	Mouth 12
Meat 9	Feet 8	Eyes 15	Guts 15

Altered Existence A bobblehead ignores the effects of contaminated terrain and takes half damage from radiation.

Bolstered Minions All friendly mutants within 10 yards of the bobblehead make attribute rolls with 1 asset.



Commander A bobblehead increases the number of actions it can take on its turn by 1.

Psychic Shield While conscious, the bobblehead's Defense is 15 and the bobblehead takes half damage from mental mutations.

WEAPONS

Mind Lash (range 5) Roll Brains (+5) with 1 asset to hit Brains: *Success* 3d6 damage, and the target must succeed on a Guts roll or become confused for 1 round

SPECIAL ACTIVITIES

Mindshock The bobblehead uses an action to transmit hostile thoughts to fry the minds of up to 5 creatures within 10 yards of it. Each target must roll Guts. A target takes 3d6 damage and becomes stunned for 1 round on a failure, or just takes half this damage on a success.

Puppetmaster On the bobblehead's turn, it can use a reaction to target one creature friendly to it and that is within 10 yards. The target makes attribute rolls with 1 asset and gains a +2 bonus to Speed for 1 round.

MUTANT

The rank-and-file members of mutant gangs, they typically appear as human, but with something more, something strange and, usually, unsettling. Most mutations afflicting mutants are of the cosmetic variety, be it strangely colored skin, eyes, hair, the presence of scales, odd bulges, or weirdly placed organs. Some mutants have tentacles instead of arms, flipper feet, or other animalistic body traits. Mutants who have useful mutations tend to have specialized functions in the gang.

MUTANT

DIFFICULTY 1

Defense 10	Health 8	Size 1	Speed 5
Muscles 11	Hands 10	Brains 8	Mouth 9
Meat 12	Feet 10	Eyes 10	Guts 8

Altered Existence A mutant ignores the effects of contaminated terrain and takes half damage from radiation.

Gear bludgeon, spear

WEAPONS

Bludgeon (melee) Roll Muscles (+1) to hit Defense: *Success* 1d6 + 2 damage

Spear (melee or range 10) Roll Muscles (+1) to hit Defense: *Success* 1d6 damage

QUICK AND DIRTY MUTATIONS

Each mutant has at least one mutation and can have up to three. You can determine the number of mutations by rolling a d6, treating a 1 or 2 as if you had rolled a 1, a 3 or 4 as if you had rolled a 2, and a 5 or 6 as if you had rolled a 3. You can opt to make one or more mutations cosmetic, meaning they make the mutant look strange but have no game effects. Or, for each mutation, roll a d20 and find the result on the following table. Apply the effects of the mutation to the mutant's statistics. Increase the mutant's difficulty to 5 if you give it two or three of the following mutations.

QUICK MUTATIONS

d20	Mutation
1	Competent. The mutant is better than the rest. It makes attribute rolls with 1 asset.
2	Corrosive Spittle. This mutant can hawk up and spit a corrosive loogie as a ranged attack, rolling Hands with 1 asset to hit the Feet of one creature within 5 yards of it. On a success, the acidic phlegm hits and deals 1d6 damage and the target takes 1d6 damage at the end of each round until a creature uses an action to wash away the substance. Once the mutant uses Corrosive Spittle, it has to wait 1 round before it can use it again.
3	Brutal Charge. The mutant deals 1d6 extra damage on attacks it makes as part of a charge.
4	Tough Hide. The mutant has exceptionally tough skin, which grants it a +3 bonus to its Defense.
5	Extra Limbs. The mutant has an extra pair of arms. It makes Muscles and Hands rolls with 2 assets.
6	Leaper. The mutant has strong legs that let it make giant leaps. The mutant gains a +2 bonus to Speed and it ignores fucked-up terrain.
7	Hunk. This mutant is fucking strong. It deals 1d6 extra damage with attacks it makes using melee weapons.
8	Chameleon Skin. The mutant can alter its appearance to blend in with its surroundings. The mutant makes attribute rolls to become hidden with 3 assets.
9	Organic Missile. The mutant can fire something sharp and hard from one of its orifices. The mutant rolls Muscles to hit the Defense of one creature within 10 yards. On a success, the projectile hits and deals 2d6 damage. Once the mutant uses Organic Missile, it has to wait 1 round before it can use it again.
10	Poisoned Claws. The mutant has claws that exude a toxic substance. The mutant makes rolls to attack with unarmed strikes with 1 asset and its attack with this weapon deals 1d6 extra damage. A creature that takes this damage must succeed on a Muscles roll or become sickened for 1d6 rounds.

d20	Mutation
11	Prehensile Appendage. The mutant has a weird appendage that can grab and snatch. When the mutant uses an action to make an unarmed attack, the target of its attack must succeed on a Hands roll with 1 complication or become grabbed for 1 round.
12	Psychic Echo. Whenever a creature within 5 yards of this mutant uses a mental mutation, the mutant also uses the same power without having to expend mojo (if any).
13	Resilient. This mutant is fucking tough! Increase its Health by 5.
14	Runner. The mutant moves fast. The mutant gains a +5 bonus to Speed.
15	Sharp Senses. The mutant makes Eyes rolls with 2 assets.
16	Stinger. The mutant has a stinger-tipped tail. Whenever the mutant makes an attack with an unarmed strike, the attack deals 1d6 extra damage and the target of the attack must succeed on a Muscles roll or become sickened for 1d6 rounds.
17	Sonar. The mutant automatically knows the location of all creatures within 20 yards of it. Such creatures cannot be hidden from it and do not benefit from being in obscured areas.
18	Sure Grip. The mutant has a spare leg or climbing claws. The mutant can climb sheer vertical surfaces without having to roll and climbs at the same speed that it walks.
19	Thorns. The mutant's hide is covered in sharp thorns. Any creature touching the mutant or that hits it with a melee weapon takes 1d6 damage. In addition, the mutant can launch the thorns from its body. Each creature within 3 yards of the mutant must succeed on a Feet roll or take 1d6 damage. Once the mutant fires its thorns, it loses this ability until after the thorns grow back following the completion of a rest.
20	Claws. The mutant has nasty claws. The mutant makes rolls to attack with unarmed strikes with 1 asset and its attack with this weapon deals 1d6 extra damage.

PIT BEAST

Huge, muscled abominations, pit beasts stand upwards of nine feet tall and can crush just about anything they can reach. Unfortunately, for all their size, they have none of the brains and tend to be unreliable and stupid in a fight. Outside of mutant bands, these things haunt the fighting pits, prized beasts used by vile warlords who own them. In bands, pit beasts find little better treatment, kept in chains, and prodded forward to lead the charge whenever a battle breaks out.

Pit beasts have at least one cosmetic mutation.

PIT BEAST				DIFFICULTY 50
Defense 11	Health 75	Size 1	Speed 6	
Muscles 14	Hands 10	Brains 6	Mouth 8	
Meat 15	Feet 12	Eyes 10	Guts 13	

Altered Existence A pit beast ignores the effects of contaminated terrain and takes half damage from radiation

Dumbass Make Brains rolls for the pit beast with 1 complication.

Fucking Hostile When the pit beast takes damage, it becomes fucking hostile for 1 round. Until this effect ends, it makes rolls to hit with 1 complication but its melee weapon attacks deal 1d6 extra damage.

Gear sledgehammer

WEAPONS

Sledgehammer (melee) Roll Muscles (+4) with 1 asset to hit Defense: Success 3d6 damage

ADDLER

The widespread contamination, chemical pollution, and radiation ravaged the landscape, warping people and animals into hideous mutants. Those who bore the brunt of these hazards were even more changed, their minds eroded until they

CHAPTER 8: ASSHOLES AND SHITHEADS

became little more than mindless husks shuffling about like zombies, driven to feed on the flesh of the living. These people, called addlers, roam the Wastelands in crowds large and small, but they're often found in the company of mutants. For whatever reason, addlers never attack mutants and they readily respond to the mental directives coming from the bobbleheads, making them useful servants for the mutant leaders.

ADDLER		DIFFICULTY 1	
Defense 8	Health 25	Size 1	Speed 5
Muscles 11	Hands 9	Brains 4	Mouth 4
Meat 12	Feet 10	Eyes 6	Guts 13

Altered Existence An addler ignores the effects of contaminated terrain and takes half damage from radiation.

Bobblehead Direction If the addler is within 20 yards of a friendly bobblehead, the addler loses the sluggish trait.

Gang Up When an addler rolls to hit a creature within the reach of a friendly creature that also has this trait, the addler makes the roll with 1 asset.

Sluggish The addler cannot take fast turns.

WEAPONS

Claws and Teeth (melee) Roll Muscles (+1) to hit Defense: *Success* 1d6 damage

ADDLER HERD		DIFFICULTY 50	
Defense 8	Health 100	Size 3	Speed 5
Muscles 13	Hands 8	Brains 4	Mouth 4
Meat 14	Feet 10	Eyes 6	Guts 14

Altered Existence An addler herd ignores the effects of contaminated terrain and takes half damage from radiation.

Bobblehead Direction If the addler herd is within 20 yards of a friendly bobblehead, the addler herd loses the sluggish trait.

Mass of Creatures The addler herd is a collection of several addlers that acts as a single creature. The mob imposes 1 complication on rolls made to attack it. The mob makes Muscles rolls with 1 asset (included in Claws and Teeth).

Any area the mob occupies counts as fucked-up terrain. The mob can pass through openings large enough to admit a single addler.

Spawn Addlers When the addler herd becomes injured, 1d6 addlers appear in unoccupied spaces within 1 yard of the herd. When the addler herd becomes incapacitated, 1d6 + 3 addlers appear inside the space the herd previously occupied.

Sluggish The addler herd cannot take fast turns.

Vicious Herd If the addler herd is not injured, at the end of the round, each creature inside the herd's space or within 1 yard of it must succeed on a Meat roll or take 1d6 damage.

WEAPONS

Claws and Teeth (melee) Roll Muscles (+3) with 3 assets to hit Defense: *Success* 3d6 damage, or 2d6 damage if the herd is injured

MONGRELMORPH

The mutations afflicting mankind also manifest in ordinary animals, thus creating a menagerie of bizarre and unnerving

beasts that demonstrate just how badly Mother Nature's been fucked. Mutants have no aversion to interacting with mutated creatures and they especially like to keep mutated dogs, wolves, pigs, and other creatures of a similar size as companions, guardians, and fellow warriors. These mongrelmorphs come in a variety of shapes and sizes but are all quadrupeds and quite vicious.

MONGRELMORPH		DIFFICULTY 25	
Defense 12	Health 30	Size 1	Speed 6
Muscles 12	Hands 11	Brains 8	Mouth 8
Meat 11	Feet 13	Eyes 12	Guts 12

Altered Existence A mongrelmorph ignores the effects of contaminated terrain and takes half damage from radiation.

Beast A mongrelmorph cannot speak and cannot understand complex or abstract concepts.

Gang Up When a mongrelmorph rolls to hit a creature within the reach of a friendly creature that also has this trait, the mongrelmorph makes the roll with 1 asset.

Swift-Footed The mongrelmorph makes Feet rolls with 1 asset. When the mongrelmorph uses an action to rush, the bonus to its Speed is twice its Speed instead of just its Speed.

WEAPONS

Claws and Teeth (melee) Roll Muscles (+2) with 1 asset to hit Defense: *Success* 1d6 + 2 damage, or 2d6 + 2 damage against a prone target; a target of the same Size or smaller than the mongrelmorph must succeed on a Hands roll or fall prone

MUTANT BANDS

Mutant bands can be found pretty much anywhere in the Wastelands. Some form for mutual benefit, while other bands result from the efforts of one or more bobbleheads drawing the afflicted together to serve some purpose. You can use the following tables to quickly generate a mutant band. You can choose results, roll for them, or make them up.

COMMON COSMETIC MUTATIONS

d20	Mutation	d20	Mutation
1	Fur	11	Bulging growths
2	Scaly bodies	12	Squirting sphincters
3	Weird eyes	13	Misshapen bodies
4	Extra limbs	14	Knobs and spikes
5	Tails	15	Hairy as hell
6	Horns	16	Bloated
7	Eyestalks	17	Grease!
8	Funny colored skin	18	Tentacles, so many tentacles
9	Animal features	19	Emaciated
10	Boils and lesions	20	Glow in the dark

HAUNTS

d20	Haunt	d20	Haunt
1	Landfill	11	Sewer
2	Caves	12	Farm
3	Old shopping mall	13	Junkyard
4	Hospital	14	Walmart
5	Campground	15	Down by the river
6	Under a bridge	16	Fairground
7	Trailer park	17	Woods
8	McMansion	18	Factory
9	Strip mall	19	Zoo
10	High school	20	Gated community with HOA

GOALS

d6	The band wants to...
1	...be left alone.
2	...establish a mutant empire.
3	...prepare for the coming/awakening of their alien god.
4	...kill everything and everyone.
5	...use blow, screw, and lead decadent lives.
6	...protect themselves against danger, real or imagined.



BAND MEMBERS

3d6	Bobblehead	Mutant	Pit Beast	Addler	Mongrelmorph
3	—	1d6	—	—	—
4–5	—	1d6	—	1d6	1
6–8	1	2d6	1	2d6	1
9–12	1	3d6	1	4d6	1d6
13–15	1d6	4d6	1d6	4d6 + 7	2d6
16–17	1d6 + 1	5d6	1d6 + 1	6d6 + 30	3d6
18	1d6 + 2	6d6	2d6	8d6 + 42	4d6

V REICH

No one really knows exactly who established the militarized faction known as the V Reich. Operating out of what they call Festung Germania, a fortified stronghold not far from the Scrapbridge area, they are a highly organized, militant, and hierarchical organization obsessed with stockpiling arms for their eventual genocidal war against their most hated foe: the mutants.

Despite their formidable appearance and organization now, the V Reich originally arose from a bunch of losers who had

their asses handed to them by just about every faction they encountered around Scrapbridge. The survivors gathered together into a gang that wandered and scavenged in mostly unscouted areas along the invisible edge of the Last Waste. It was there they developed their absolute hatred of mutants, as they were routinely preyed upon, almost to extinction, by mutant gangs.

It was also there, though, that they made two major discoveries that helped lift them far above their ignominious origins.

The first discovery was during a routine salvage mission on a vast, overgrown estate, when one of their junker patrols discovered a trapdoor inside the ruins of the estate's

mansion, which led down to a giant cavern that contained the underground archive of one long-dead Edward Berhart, an avid collector of World War Two books and items, with a particular penchant for Nazi memorabilia. Everything in the cavern was in near-pristine condition, having been hermetically sealed for several decades after Berhart's death.

The gang became enamored with the national-socialist regalia found in pictures of the European fascist regimes of the early twentieth century. Straying far away from the anarch-punk attitude and look of other gangers, the gang's leader, Aaron Schwartzman, modeled the gang after the Nazis. Since he could find no record of whether or not a Fourth Reich ever came about, he dubbed the group the Fifth Reich just in case, claiming that the Fourth had helped bring about the world's current state, and that it was up to the V Reich to finish the job.

The V Reich's second, and perhaps far more significant discovery was that of a highly advanced underground military bunker powered by a geo-thermal power plant, a super-secret project being run by only God knows who now—probably the original U.S. military, some mysterious private corporation, or one of the initial research labs of Megalopoli... or perhaps all of these.

Within the bunker, they discovered several cryogenic chambers that contained genetically enhanced super-soldiers. The few they were able to awaken were primed and ready to

take orders, if not particularly intelligent. It didn't take long for the V Reichers to figure out that they could indoctrinate them into their newly founded martial-supremacist, anti-mutant philosophy and use them as elite shock troops.

The V Reich despises mutants and they consider them animals unworthy of sharing the same land as humans. This organization also has the trappings of a fatalistic doomsday cult, believing the true end of the world to be at hand and that it is their duty to be prepared for it. When you think about it, they're not exactly wrong on that last one.

That said, the V Reich welcomes anyone in their midst regardless of gender, ethnicity, or sexual orientation—in fact, Schwartzman, the V Reich's current leader, or Fuhrer (of course), is a charismatic dwarf (or little person) who goes by the name Aaron Schwartzman. Thankfully for Schwartzman, enough actual dwarfs survived the cataclysm over the decades such that they aren't considered mutants.

We'll just let the irony of all that percolate in your brainmeats. Anyway, in short (no pun intended) the V Reich is an equal opportunity band of neo-fascist assholes: they just fucking despise mutants and want to see all of them exterminated.

Members of the V Reich fight with military-grade weapons such as pistols, rifles, and machine guns, as well as sabers, knives, and so on. They prefer the latter to save ammo, but that doesn't necessarily mean they will avoid shooting at you when at close range. They will never, however, use bows, crossbows, blunderbusses, or weird weapons from other factions.

SOLDAT

The basic troopers of the V Reich, the soldats are seasoned soldiers who perform reconnaissance, recovery, retribution, and strike missions. Well-trained, they hold obedience to be one of their highest virtues and follow any order without question.

SOLDAT			DIFFICULTY 5
Defense 12	Health 11	Size 1	Speed 5
Muscles 12	Hands 12	Brains 9	Mouth 9
Meat 11	Feet 10	Eyes 9	Guts 11

Disciplined A soldat cannot become frightened.

Walkie-Talkie A soldat can receive orders from a marshal.

Gear light armor, bludgeon, knife, pistol, rifle, 10 bullets

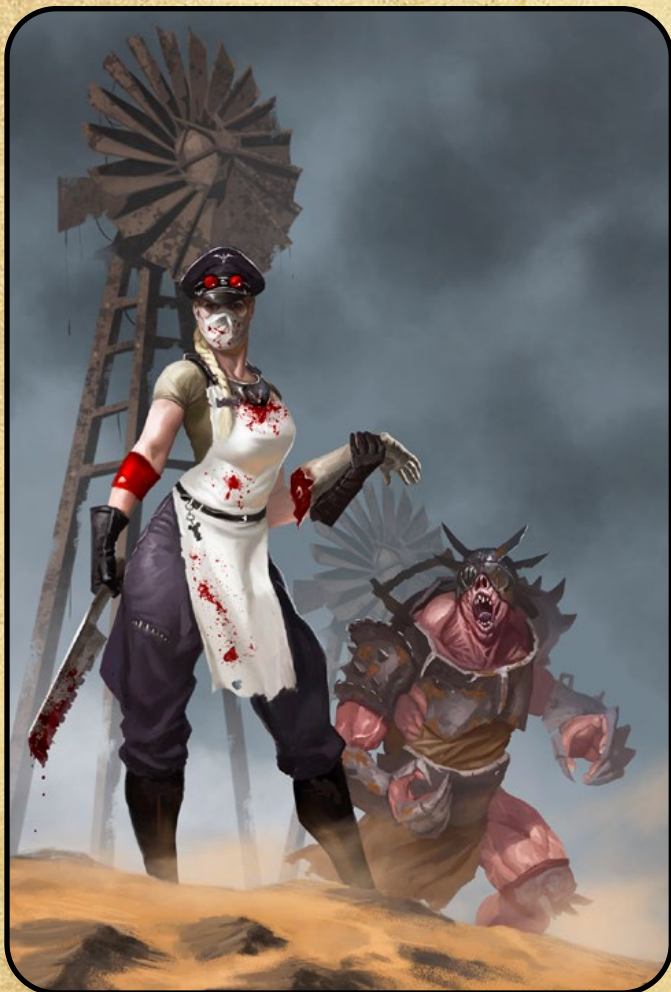
WEAPONS

Bludgeon (melee) Roll Muscles (+2) with 1 asset to hit Defense: Success 1d6 + 2 damage

Knife (melee or range 5) Roll Muscles (+2) with 1 asset to hit Defense: Success 1d6 damage

Pistol (range 25) Roll Hands (+2) with 1 asset to hit Defense: Success 1d6 + 3 damage; rapid fire, unreliable

Rifle (range 300) Roll Hands (+2) with 1 asset to hit Defense: Success 2d6 damage; rapid fire, unreliable





ÜBERSOLDAT

The übersoldats are the genetically altered soldiers discovered in a bunker not far from the ruins of the Pentagon. The Reich doktors were able to revive only a few of these improved humans (not mutants!) as most of the tanks had failed or been corrupted. For this reason, the V Reich uses their übersoldats sparingly and never wastes them in battle. When deployed, these ruthless stormtroopers cut down their enemies with bursts from their automatic rifles or slashes with their sabers and combat knives.

ÜBERSOLDAT				DIFFICULTY 25
Defense 12	Health 40	Size 1	Speed 6	
Muscles 14	Hands 13	Brains 8	Mouth 9	
Meat 15	Feet 12	Eyes 11	Guts 14	

Disciplined An übersoldat cannot become frightened.

Walkie-Talkie An übersoldat can receive orders from a marshal.

Gear light armor, bludgeon, knife, pistol, automatic rifle, 20 bullets

WEAPONS

Sword (melee) Roll Muscles (+4) with 1 asset to hit Defense: *Success* 2d6 + 2 damage

Knife (melee or range 5) Roll Muscles (+4) with 1 asset to hit Defense: *Success* 2d6 damage

Pistol (range 25) Roll Hands (+3) with 1 asset to hit Defense: *Success* 1d6 + 3 damage; rapid fire, unreliable

Automatic Rifle (range 300) Roll Hands (+3) with 1 asset to hit Defense: *Success* 2d6 damage; burst fire, full auto 10, unreliable

DOKTOR

Doktors provide field support for the other members of V Reich. After much research into the old Reich's interest in medical experimentation, the Reich created their own research department with disastrous effects since none of their "doctors" have any medical training. Still, the doktors know enough to keep their people alive.

DOKTOR				DIFFICULTY 5
Defense 12	Health 11	Size 1	Speed 5	
Muscles 10	Hands 11	Brains 12	Mouth 10	
Meat 11	Feet 10	Eyes 11	Guts 11	

Walkie-Talkie A doktor can receive orders from a marshal.

Gear light armor, knife, pistol, 5 bullets, 2 medicine

WEAPONS

Knife (melee or range 5) Roll Hands (+1) with 1 asset to hit Defense: *Success* 1d6 damage

Pistol (range 25) Roll Hands (+1) with 1 asset to hit Defense: *Success* 1d6 + 3 damage; rapid fire, unreliable

SPECIAL ACTIVITIES

Back on Your Feet! The doktor can use an action to treat one living or dead creature that it can reach. A creature can only have been dead for 1 round. The doktor expends a dose of medicine and rolls Brains. On a success, a living creature heals 1d6 damage, while a dead creature becomes living once more and heals 1 damage.

MARSHAL

A feldmarschall, or field marshal (commonly just referred to as “the marshal”) will typically lead the V Reich’s combat units into battle, answering only to the Führer. Such authority grants them the ability to make snap decisions, issue orders, and carry out any tactic they believe will lead their force to victory.

MARSHAL		DIFFICULTY 50	
Defense 14	Health 60	Size 1	Speed 5
Muscles 11	Hands 12	Brains 11	Mouth 13
Meat 12	Feet 10	Eyes 13	Guts 14

Commander A marshal increases the number of actions it can take on its turn by 1.

Burdened The marshal makes Feet rolls with 1 complication.

Issue Command Once on the marshal’s turn, he or she can allow one friendly creature that can hear the marshal or has a walkie-talkie to immediately use an action. The marshal loses this trait if he or she cannot speak.

Gear medium armor, sword, pistol, 10 bullets

WEAPONS

Sword (melee) Roll Muscles (+1) with 1 asset to hit Defense: *Success* 1d6 + 2 damage

Pistol (range 25) Roll Hands (+2) with 1 asset to hit Defense: *Success* 1d6 + 3 damage; rapid fire, unreliable

SUBHUMAN

The discovery of the genetically altered soldiers in the bunker excited the V Reich doctors and inspired them to use their own techniques to replicate the same efforts or, at least, clone them. Of course, they had no idea what they were doing and the result of their work has been horrifying. Rather than swell their ranks with improved humans (they’re not mutants, really!), they created veritable monsters, raging beasts, minds empty of any thought other than to kill. Although locked away underground, marshals sometimes release them as shock troops, armor bolted onto their bodies, their claws and teeth eager to pull apart their victims.

SUBHUMAN		DIFFICULTY 10	
Defense 16	Health 13	Size 1	Speed 6
Muscles 12	Hands 9	Brains 6	Mouth 8
Meat 13	Feet 12	Eyes 11	Guts 8

Frightening When a creature that isn’t a subhuman or member of the V Reich sees a subhuman, the creature must roll Guts. If the creature can see four or more subhumans, the creature makes the roll with 1 complication. On a failure, the creature becomes frightened for 1 round. On a success, the creature becomes immune to the subhumans’ frightening trait until the creature completes a rest.

Made to Kill A subhuman can only use actions to attack or rush.

WEAPONS

Claws and Teeth (melee) Roll Muscles (+2) with 2 assets to hit Defense: *Success* 2d6 + 3 damage

MASTIFF

Members of the V Reich love animals far more than they love mutants, especially when those animals are fierce, powerful, and loyal. The V Reich trains mastiffs to serve as lookouts, to track prey, and to fight at their sides. A mastiff is always assigned to one soldier.

MASTIFF		DIFFICULTY 1	
Defense 12	Health 11	Size 1	Speed 6
Muscles 12	Hands 11	Brains 6	Mouth 9
Meat 11	Feet 12	Eyes 13	Guts 11

Short Leash A mastiff moves with the soldier who carries its leash. A soldier can remove this trait by giving the mastiff the attack order.

WEAPONS

Teeth (melee) Roll Muscles (+2) to hit Defense: *Success* 1d6 damage, or 2d6 damage against a prone target, and the target grants 1 asset on the next roll made to attack it before the end of the round; on an attack roll of 20 or higher, the target also falls prone

CRITTERS

Yep. All kinds of regular critters still live in the world. Well, some of them sport tentacles now or teeth instead of hair, but critters they remain. Critters include most normal kinds of animals. Here, you’ll find some sample creatures. You can also use their stats to model other kinds of creatures. If you don’t know what an animal is, consider looking that shit up online.

APE		DIFFICULTY 50	
Defense 10	Health 60	Size 2	Speed 5
Muscles 14	Hands 12	Brains 9	Mouth 10
Meat 14	Feet 11	Eyes 10	Guts 12

Climber An ape can move at full Speed while climbing.

WEAPONS

Fist (melee) Roll Muscles (+4) with 1 asset to hit Defense: *Success* 1d6 damage

Teeth (melee) Roll Muscles (+4) with 1 asset to hit Defense: *Success* 1d6 damage

SPECIAL ACTIVITIES

Double Attack The ape attacks with its fist and teeth, but each attack must be against a different target.

Rending Assault The ape makes two fist attacks against a target it can reach. If it succeeds on both rolls, the ape rends the target’s body, causing it to take 2d6 extra damage.

BEAR		DIFFICULTY 250	
Defense 11	Health 100	Size 3	Speed 5
Muscles 16	Hands 10	Brains 7	Mouth 10
Meat 16	Feet 11	Eyes 12	Guts 13

WEAPONS

Claw (melee) Roll Muscles (+6) with 1 asset to hit Defense: *Success* 1d6 + 3 damage

Teeth (melee) Roll Muscles (+6) with 1 asset to hit Defense: *Success* 2d6 damage

SPECIAL ACTIVITIES

Maul The bear makes two claw attacks and one teeth attack.

Swat When the bear takes damage from a creature it can reach, it can use a reaction to make a claw attack against that creature.

BEE!

DIFFICULTY 1

Defense 11	Health 5	Size 1/2	Speed 6
Muscles 5	Hands 13	Brains 5	Mouth 5
Meat 5	Feet 12	Eyes 11	Guts 13

Flier The bees can move by flying.

Swarm Bees are a swarm of many smaller insects that fill their space while flying or cover every surface in their space when not flying. The bees can move freely through openings large enough to permit the passage of a single bee and can move through and occupy spaces occupied by other creatures. Likewise, other creatures can move through and occupy spaces occupied by the bees. The bees' space counts as fucked-up terrain and creatures inside the bees' space are impaired for as long as they remain there.

Bees take no damage from attacks made by rolling to hit the bees' Defense or attributes, but make rolls to resist area attacks with 1 complication.

WEAPONS

So Many Stingers! (melee) Roll Hands (+3) with 1 asset to hit Feet: *Success* 2d6 damage

BIG FUCKING SPIDER

DIFFICULTY 25

Defense 13	Health 25	Size 1	Speed 7
Muscles 11	Hands 13	Brains 8	Mouth 6
Meat 10	Feet 14	Eyes 12	Guts 10

Climber The spider moves at full Speed while climbing.

Venom If the target is a creature, it must succeed on a Meat roll with 1 complication or take 1d6 damage from the venom, fall prone, and become sickened. While sickened in this way, the target is immobilized. At the end of each round, the target can make a Meat roll with 1 complication, removing the immobilized affliction on a success.

WEAPONS

Fangs (melee) Roll Hands (+3) to hit Defense: *Success* 1d6 damage, plus Venom

SPECIAL ACTIVITIES

Cocoon The spider uses its webs to cocoon one stunned or unconscious creature it can reach. The creature is immobilized until a creature uses an edged weapon to cut the webbing free.

BOAR

DIFFICULTY 50

Defense 12	Health 60	Size 2	Speed 6
Muscles 13	Hands 11	Brains 6	Mouth 9
Meat 15	Feet 12	Eyes 12	Guts 14

Relentless If the boar takes damage equal to its Health, it becomes incapacitated 1d6 rounds later or after it takes 20 damage or more.

Vicious When the boar takes damage, it makes rolls to attack with 1 asset for 1 round.

WEAPONS

Tusks (melee) Roll Muscles (+3) with 1 asset to hit Defense: *Success* 2d6 damage

SPECIAL ACTIVITIES

Charge! The boar moves up to its Speed and attacks with its tusks.

CROCODILE

DIFFICULTY 25

Defense 10	Health 50	Size 1	Speed 5
Muscles 14	Hands 10	Brains 6	Mouth 6
Meat 15	Feet 11	Eyes 11	Guts 12

Hold Breath A crocodile can hold its breath for up to 30 minutes.

Natural Camouflage A crocodile imposes 1 complication on Eyes rolls made to spot it while it is floating in the water.

Swimmer The crocodile moves at full Speed while swimming.

WEAPONS

Teeth (melee) Roll Muscles (+4) with 1 asset to hit Defense: *Success* 1d6 + 3 damage

Tail (melee) Roll Muscles (+4) with 1 asset to hit Defense: *Success* 1d6 + 1 damage

SPECIAL ACTIVITIES

Double Attack The crocodile makes a teeth and tail attack, but each attack must be against a different target.

EAGLE

DIFFICULTY 10

Defense 13	Health 11	Size 1/2	Speed 7
Muscles 11	Hands 12	Brains 5	Mouth 6
Meat 11	Feet 14	Eyes 13	Guts 12

Overland Flight Outside of combat, the eagle can fly up to 80 miles per hour.

Flier The eagle can move by flying.

Blind If the total of the roll to attack with the eagle's beak and talons is 20 or higher, the target must succeed on an Hands roll or become blinded for 1d6 rounds.

WEAPONS

Beak and Talons (melee) Roll Hands (+2) with 1 asset to hit Defense: *Success* 1d6 damage, plus Blind

SPECIAL ACTIVITIES

Swooping Strike If the eagle is flying, it can use an action to descend toward one creature on the ground and make a beak and talons attack with 1 asset. On a success, the attack deals 1d6 extra damage. The eagle then moves half its Speed without triggering free attacks from the target of its attack

GUARD DOG				DIFFICULTY 5
Defense 12	Health 12	Size 1/2	Speed 6	
Muscles 12	Hands 10	Brains 6	Mouth 10	
Meat 12	Feet 12	Eyes 12	Guts 12	

Lockdown When a creature moves into the dog's reach, the dog can use a reaction to attack the triggering creature with its teeth.

WEAPONS

Teeth (melee) Roll Muscles (+2) with 1 asset to hit Defense: *Success* 1d6 damage, or 2d6 against a prone target, plus, if the target is a creature, it must succeed on an Hands roll or fall prone.

HAWK				DIFFICULTY 5
Defense 12	Health 8	Size 1/4	Speed 6	
Muscles 9	Hands 12	Brains 7	Mouth 7	
Meat 8	Feet 13	Eyes 13	Guts 10	

Flier The hawk can move by flying.

Overland Flight Outside of combat, the hawk can fly up to 40 miles per hour.

WEAPONS

Beak and Talons (melee) Roll Hands (+2) to hit Defense: *Success* 1d6 damage

SPECIAL ACTIVITIES

Swooping Strike If the hawk is flying, it can use an action to descend toward one creature on the ground and make a beak and talons attack with 1 asset. On a success, the attack deals 1d6 extra damage. The hawk then moves half its Speed without triggering free attacks from the target of its attack.

HORSE				DIFFICULTY 10
Defense 11	Health 30	Size 2	Speed 6	
Muscles 15	Hands 11	Brains 7	Mouth 8	
Meat 14	Feet 12	Eyes 11	Guts 10	

Fleet-Footed Outside of combat, the steed can move up to 30 miles per hour, but for no more than 1 hour before becoming subject to the effects of exhaustion.

WEAPONS

Hooves (melee) Roll Muscles (+5) to hit Defense: *Success* 1d6 damage

SPECIAL ACTIVITIES

Gallop The steed can use an action to move up to three times its Speed.

HUNTING DOG				DIFFICULTY 1
Defense 12	Health 5	Size 1/2	Speed 6	
Muscles 11	Hands 11	Brains 7	Mouth 10	
Meat 11	Feet 12	Eyes 13	Guts 11	

Gang Up When a hunting dog rolls to hit a creature within the reach of a friendly creature that also has this trait, the dog makes the roll with 1 asset.

Tracker The dog makes attribute rolls to find tracks and follow them with 1 asset.

WEAPONS

Teeth (melee) Roll Muscles (+1) with 1 asset to hit Defense: *Success* 1d6 damage, or 2d6 against a prone target, plus, if the target is a creature, it must succeed on an Hands roll or fall prone.

MUTANT PLANT				DIFFICULTY 25
Defense 9	Health 60	Size 3	Speed 0	
Muscles 15	Hands 8	Brains 4	Mouth 8	
Meat 16	Feet 6	Eyes 12	Guts 13	

Flammable A plant takes double damage from fire and makes rolls to avoid catching on fire with 1 complication.

Plant A plant cannot be blinded, fatigued, frightened, stunned, or unconscious.

Rooted The plant is rooted to the ground. If moved against its will, it takes 1d6 damage at the end of each round until a creature plants it in soil once again.

Writhing Roots When the plant uses an action, each creature on the ground within 5 yards of it must succeed on an Hands roll or become immobilized for 1 round. A creature can use an action to remove the affliction by making a successful Muscles roll.

WEAPONS

Vines (melee 3) Roll Muscles (+5) to hit Defense: *Success* 2d6 damage, plus, if the target is a creature, it becomes grabbed. If the target is already grabbed, the plant drags the target 1d6 yards toward itself and can use a reaction to attack the target with its teeth if the target is moved to within 1 yard of the plant

Teeth (melee) Roll Muscles (+5) with 3 assets if the target is grabbed to hit Defense: *Success* 4d6

PONY				DIFFICULTY 1
Defense 10	Health 20	Size 2	Speed 5	
Muscles 13	Hands 11	Brains 7	Mouth 8	
Meat 12	Feet 10	Eyes 11	Guts 9	

Fleet-Footed Outside of combat, the pony can move up to 15 miles per hour, but for no more than 1 hour before becoming subject to the effects of exhaustion.

WEAPONS

Teeth (melee) Roll Muscles (+3) with 1 complication to hit Defense: *Success* 1d6 damage

RODENT OF UNLIKELY SIZE

DIFFICULTY 1

Defense 11	Health 10	Size 1/2	Speed 6
Muscles 11	Hands 10	Brains 8	Mouth 8
Meat 10	Feet 12	Eyes 11	Guts 9

Climber and Swimmer The rodent moves at full Speed while climbing and swimming.

Plague If the total of the rodent's attack roll is 20 or higher and the target is a creature, the target must succeed on a Meat roll or become sickened. Each time the target completes a rest, the target must roll Meat. On a failure, the target loses 1 Grit. After three successes, the target removes the sickened affliction.

WEAPONS

Teeth (melee) Roll Muscles (+1) to hit Defense: *Success* 1d6 damage, plus Plague

SHARK

DIFFICULTY 10

Defense 11	Health 30	Size 2	Speed 6
Muscles 14	Hands 10	Brains 5	Mouth 5
Meat 15	Feet 12	Eyes 11	Guts 10

Swimmer The shark moves at full Speed while swimming.

Aquatic When not submerged in water, the shark suffers the effects of suffocation and its Speed drops to 0.

WEAPONS

Teeth (melee) Roll Muscles (+4) with 1 asset, or 2 assets against an injured target, to hit Defense: *Success* 2d6 damage

SNAKE

DIFFICULTY 5

Defense 11	Health 9	Size 1/2	Speed 6
Muscles 9	Hands 12	Brains 5	Mouth 6
Meat 9	Feet 12	Eyes 11	Guts 11

Venom A creature that takes damage from the snake's fangs must succeed on a Meat roll or take 1d6 damage and become sickened. If the creature is already sickened in this way, it loses 1 Grit. A sickened creature can roll Meat at the end of each hour, removing the sickened affliction from itself on a success, or losing 1 Grit on a failure.

WEAPONS

Venomous Fangs (melee) Roll Hands (+2) with 1 asset to hit Defense: *Success* 1d6 damage, plus Venom

SWARM OF RATS

DIFFICULTY 5

Defense 10	Health 10	Size 2	Speed 5
Muscles 9	Hands 11	Brains 6	Mouth 6
Meat 10	Feet 11	Eyes 11	Guts 12

Climber and Swimmer The swarm moves at full Speed while climbing and swimming.

Mass of Squirming Rats The rats form a mass of creatures that cover every surface in their space. When moving, the rats can move freely

through any opening large enough to permit the passage of at least one rat and the rats can move through spaces occupied by other creatures. Likewise, other creatures can move through and occupy spaces occupied by the rats, but their space counts as fucked-up terrain and creatures are impaired for as long as they remain in the rats' space.

The rats take no damage from attacks made by rolling to hit the rats' Defense or attributes, but make rolls to resist area attacks with 1 complication.

Gnashing Teeth At the end of the round, any creature inside a space occupied by the rats takes 1d6 damage.

WEAPONS

Teeth (melee) Roll Hands (+1) with 1 asset to hit Defense: *Success* 1d6 damage

WOLF

DIFFICULTY 10

Defense 13	Health 12	Size 1	Speed 6
Muscles 13	Hands 12	Brains 7	Mouth 9
Meat 12	Feet 13	Eyes 14	Guts 11

Gang Up When a wolf rolls to hit a creature within the reach of a friendly creature that also has this trait, the wolf makes the roll with 1 asset.

Tracker The wolf makes attribute rolls to find tracks and follow them with 1 asset.

WEAPONS

Teeth (melee) Roll Muscles (+3) to hit Defense: *Success* 1d6 + 1 damage, plus, if the target is a creature, it must succeed on a Hands roll or fall prone.

SPECIAL ACTIVITIES

Dart Away When the wolf attacks, its movement after the attack does not trigger free attacks.

Go for the Throat! The wolf attacks one prone target with its teeth. The wolf makes the roll with 1 asset and the attack deals 2d6 extra damage.

BEASTS OF THE WASTELAND

As everyone knows, the Wasteland is full of dangerous critters, the kind that can tear your balls off if you don't know what you are doing. Usually folks go fucking around like true jackasses, without any second thought to what kind of beasts they might come across, which often means there comes a time when they bleed and regret being such a dumbass.

Now, there are lots of regular animals, as you've seen above, many of which might be a bit different when it comes to looks, but they more or less behave as one might expect. But there are also a number of new critters that have made their way into the world in recent years.



BITER

Not too big, but big enough to take a bite out of your crotch, these furry little bastards run around on four legs with giant, gaping maws, large noses, and four to six little eyes marking their fronts. You don't have to be a genius to figure out that these beasts live in the Biter Hills, and those hills must be real special to them since they've been living there for as long as anyone can remember and they ain't going anywhere anytime soon.

Biters are assholes, plain and simple. They attack anything they think they can eat and they sure as fuck think they can eat anything, including each other. Alone, they're not too bad, but get them in a sizeable pack and you're fucked.

Here's the thing: they have some sort of weird special sense that lets them pinpoint prey. Once they get a ping on their prey radar, they rush forward, eager to sink their tiny fangs into a good piece of meat. A bunch of them working together is the land equivalent of being attacked by a giant school of piranhas, except for the being on land part. Bite after bite takes away chunks of meat you kind of liked having stay on you until there's nothing left but a few gnawed bones and a pile of shitty regret.

No one eats these things because they taste like shit, and

you can't make fuck-all with their remains. Some assholes stitch up their orifices and inflate them with methane to make a ball, but that's just plain cruel. Also, these guys are unreliable pets. Don't get attached.

BITER

DIFFICULTY 1

Defense 11	Health 6	Size 1/4	Speed 6
Muscles 11	Hands 12	Brains 7	Mouth 8
Meat 12	Feet 13	Eyes 11	Guts 11

WEAPONS

Teeth (melee) Roll Hands (+2) with 1 asset to hit Defense: *Success* 1d6 damage

BITER MOB

DIFFICULTY 25

Defense 11	Health 24	Size 3	Speed 6
Muscles 13	Hands 11	Brains 7	Mouth 8
Meat 14	Feet 13	Eyes 12	Guts 13

Furry Mob The biter mob takes half damage from attacks that target individual creatures and double damage from attacks that affect areas.

Although comprised of many creatures, the biter mob behaves as a single creature. Other creatures can move through the biter mob's space, but it counts as fucked-up terrain. The biter mob can move through the spaces of other creatures and can squeeze through openings large enough to permit the passage of a single biter.

Spawn Biters When the biter mob becomes incapacitated, it dissipates and 1d6 biters appear in open spaces within the space the biter mob formerly occupied. These biters can take the next available turn.

Swarming Mob If the biter mob is not injured at the end of the round, each creature in its space and within 1 yard of it must succeed on a Hands roll or take 2d6 damage.

WEAPONS

Gnashing Teeth (melee) Roll Muscles (+3) with 2 assets to hit Defense: *Success* 3d6 damage, or 2d6 damage if the biter mob is injured.

CHURRO

Ugly little creatures, always underground eating through dirt, churros have become an important, maybe even vital, part of survival in the new world. Looking every bit the part of sluggish worms, one end of their bodies has a sucking mouth ringed with sharp teeth and a shithole on the other, which they use to dump out whatever they've been eating. Churros have greasy, thick skin that ranges from dirty yellow to diarrhea brown, and they reek like old oil fryers.

Churros breed out of control under the rocky and sandy plains of the Wasteland. They burrow through the earth, eating and mating, moving on when the size of their colonies reaches a certain point. Churros ignore most other creatures and pose no particular threat.

But there's a breed of small furry animal that totally loses its

shit when it sniffs out the churros. Known as the churreater—not a lot of time for naming originality in the post-apocalyptic world, it seems—the little beast plunges its long snout into the ground and sniffs around their tunnels. When it finds one, it sucks the churro down with its large, elastic tongue. Attracted by their stink, churreaters prowl the Wastelands for these critters and might become bold if some dumbass starts digging them out of the ground.

The reason why churros matter at all is because they spend all their time digging around in the earth, sucking up all the oil, gas, and chemicals that have drained into the ground. The churros suck that shit down, but it never passes from their system—they just absorb it. Some enterprising asshole figured out that if you get a good grip on a churro and wring it out like a wet towel, all that grease comes sliding out of the churro, useful for cooking, fuel (1/4 of a unit), and just about anything else.

CHURRO		DIFFICULTY 1	
Defense 10	Health 6	Size 1/2	Speed 5
Muscles 8	Hands 10	Brains 4	Mouth 6
Meat 6	Feet 11	Eyes 11	Guts 9

Burrow The churro can move through solid earth and sand at half its normal Speed. When the burrow moves in this way, it leaves behind a tunnel, 1d6 inches wide.

Slippery as Fuck Churros impose 3 complications on rolls made to grab them.

Vulnerable to Sugar If sprinkled with sugar, the churro takes damage equal to its Health and dies messily.

SPECIAL ACTIVITIES

Thrashing Body The churro thrashes its muscular body, whipping its ends about. One creature within 1 yard of the churro must succeed on a Feet roll or be struck, taking 1d6 damage.

FORGOPHANT

Some folks say that just spotting a forgophant brings good luck, but this probably has something to do with their shit. See, forgophants eat dust, which gets stirred around in their guts, and comes out the other end with all the consistency of cotton candy. If a person digs through the stinking mess, there's bound to be a pearl or two inside. Now, to some folks, these pearls are pretty damned valuable and can go for a hundred bullets or more to an interested buyer. Who the fuck knows why? But a hundred bullets is a hundred bullets, so...

Weird-ass pearls aside, forgophants are odd, floating creatures, big and ungainly, with big heads flanked by two flappy ears, and five long trunks they use to suck up dust. The lower part of their bodies ends in a tangle of sharp, bone blades. Forgophants have thick, sturdy hides, usually gray or brown.

The weirdest part about these creatures is that they float like big, fat balloons, and they always move in straight lines. No matter hard the wind blows or whatever force is used against them, they don't budge and keep moving in the directions they're headed. If they happen upon an obstacle, they just rise

LIZARDCOCKS

One of the rare creatures of the Wasteland that qualify as harmless, lizardcocks pretty much hang around, not doing much of anything aside from pecking and scratching at the ground. They look like bipedal lizards with tiny, useless arms, a beaked head with a flabby crest on their heads. They have big bulging eyes that kind of look around without seeing, which just contributes to their dumb asshole look. Since they're docile, most folks keep them around for their eggs and meat. Say hello to the new chicken, folks!

up and float over it, dropping down to its normal height once it gets to the other side.

Forgophants reproduce asexually, laying their eggs once every 47,779 miles they travel. If a forgophant runs into another of its kind, they stop moving, grunting and sighing to one another. They stop eating and ignore everything but their fellow until they eventually starve to death and die. Some folks claim the forgophants are trading information, having a whole lot to say after so much travel.

FORGOPHANT		DIFFICULTY 500	
Defense 9	Health 200	Size 3	Speed 4
Muscles 18	Hands 8	Brains 9	Mouth 10
Meat 19	Feet 9	Eyes 10	Guts 15

Flier A forgophant can move by flying.

Hover A forgophant always hovers at least a few feet above the ground and cannot fall or be knocked prone.

Implacable A forgophant cannot be moved against its will.

Straight Line Movement A forgophant can move only forward in a straight line in the direction it is heading.

WEAPONS

Bone (melee) Roll Muscles (+8) to hit Defense: Success 2d6 damage

SPECIAL ACTIVITIES

Flurry of Blades The forgophant makes five bone attacks.





HIGHJACKER

You gotta travel a long way before you're ever in danger of running across the highjackers since they're only found in the ruined city known as Gleamingtowers. These creatures roost in high places and frequently take to the air to scan the ground for prey. When they spot something, they drop from above and snatch up their victim, dragging it screaming to their nest for a nice meal.

Highjackers look kind of like apes, if apes had wings, with mottled red and blue flesh, and all the skin on their faces pulled back from the many rows of teeth filling their mouths. The wings are large and leathery, all creased and warty, but are strong enough for them to fly while holding onto food as large as they are. Their muscular legs end in curling talons they use to snatch their prey, and they have a writhing nest of tentacles protruding from their bellies, which they use as feelers.

They really are one of the most fucked-up things you could ever expect to never see in the Wasteland.

HIGHJACKER				DIFFICULTY 50
Defense 12	Health 50	Size 1	Speed 6	
Muscles 15	Hands 12	Brains 8	Mouth 9	
Meat 14	Feet 13	Eyes 12	Guts 12	

Flier A highjacker can move by flying.

WEAPONS

Teeth (melee) Roll Muscles (+5) with 1 asset to hit Defense: *Success* 2d6 damage

Talons (melee) Roll Muscles (+5) with 1 asset to hit Defense: *Success* 1d6 damage

SPECIAL ACTIVITIES

Dive and Snatch While flying, the highjacker can use an action to drop from the sky toward a creature below it that it can see and attack the target with its talons. On a success, the target also becomes grabbed and the highjacker, along with the grabbed creature, move up to the highjacker's Speed without triggering free attacks.

LANDSHARK

You never know what's going to kill you, but few things are as shocking as a landshark bursting out of the ground and snapping you up in one chomp. A weird cross between a mole and shark, its huge, ugly maw boasts three rows of sharp teeth, perfect for tearing the flesh, with a fourth row for chewing. Landsharks can grow up to ten feet long and, when not burrowing rapidly through sand or loose soil, they walk on three pairs of clawed legs. They can't see for shit, but they can feel the vibrations in the ground and so are pretty damned accurate when on the hunt.

Landsharks lay their eggs in plain sight, leaving them somewhere another animal might notice. When the foolish creature comes close to feast on the eggs, the

landshark pops up and takes a chomp at 'em. So, it's a good idea to just leave their eggs wherever you find them and move away as slowly and quietly as possible.

Sadly, hunger in the Wasteland usually trumps common sense. Landshark eggs (as Size 1/2 objects) are quite tasty and make a fine meal. A landshark's tough, leathery skin is also perfect for making armor, though these beasts don't part with their hides easily. More than one dumbass has found an abrupt end to his story tangling with these monsters trying to get hisself a cool landshark armor breastplate.

LANDSHARK				DIFFICULTY 250
Defense 13	Health 100	Size 2	Speed 6	
Muscles 16	Hands 11	Brains 9	Mouth 6	
Meat 15	Feet 12	Eyes 15	Guts 13	

Blind A landshark can't see, but its other senses are quite keen.

A landshark, on a solid surface, knows the exact position of all creatures within 20 yards of it and that are standing on a solid surface. Such creatures cannot be hidden from the landshark. Beyond this distance, the landshark is blinded.

Tunneler A landshark can dig through sand and loose soil, moving at half Speed.

WEAPONS

Teeth (melee) Roll Muscles (+6) with 2 assets to hit Defense: *Success* 3d6 damage

Claws (melee) Roll Muscles (+6) with 2 assets to hit Defense: *Success* 1d6 + 3 damage

SPECIAL ACTIVITIES

Triple Threat The landshark makes three attacks: one with its teeth and two with its claws.

MARTABBIT

A perfect example of just how fucked-up everything can be in the Wasteland, martabbits look all tiny, cute, and cuddly, with their soft fur and their silly little hops. Whenever they are

startled, however, they balloon up in an instant, quadrupling in size before hopping away in terror. The greater the shock, the bigger they get, and if they get too big too fast, they literally explode, showering everything with blood, bone shards, fur, and scraps of meat. Seriously.

I told you that was some fucked-up shit.

Anyway, since they tend to be their own worst enemy, martabbits breed like crazy and can be found just about anywhere, though they prefer flat, clear plains and hills. They typically dig burrows in which to have their young and some tunnel around underground, so you're not likely to find them in places with a lot of rocky soil. Their meat is somewhat of a delicacy, but their tendency to explode makes them hard as hell to catch.

Of course, you could just run right through a pack of 'em and chase 'em around, and then scrape off whatever's stuck to you and throw it all in a pot.

Ew. Just fucking ew. Don't do that. Pulling martabbit bone shards out of your flesh, and maybe even your eyes, ears, and throat just ain't worth it. Not to mention how nasty day-old dried martabbit blood smells.

MARTABBIT				DIFFICULTY 5
Defense 13	Health 8	Size 1/4	Speed 7	
Muscles 6	Hands 11	Brains 6	Mouth 6	
Meat 8	Feet 14	Eyes 12	Guts 8	

Evospllosion When a creature attacks the martabbit or moves to within 5 yards of the martabbit and the creature is not another martabbit, the martabbit's Size increases to 1 and the martabbit gains a +10 bonus to Health. If the martabbit's Size is already 1, it increases by 1 and the bonus to Health increases by 10. If the increase would cause the martabbit's Size to grow to 3, the martabbit explodes in a 5-yard radius centered on a point in its space, showering everything in the area with blood, bones, and fur. Creatures in the area must succeed on Feet rolls or take 1d6 damage from the flying debris.

For the martabbit's Size to increase, it must be in a space large enough to accommodate its increased Size. Any creature within 1 yard of the martabbit when its Size increases is moved 1 yard away from the martabbit and must succeed on a Hands roll or fall prone and drop whatever it is holding.

A martabbit's Size reduces by 1 at the end of each hour until it reaches Size 1, at which point its Size is halved and then halved again until it returns to its normal Size.

WEAPONS

Head (melee) Roll Hands (+1) to hit Defense: *Success* 0 damage or 1d6 damage if Size 1 or 2d6 damage if Size 2 or larger

MONGOLONGO

Ape-like creatures about as tall as an average human, they move in a hunched-forward manner, using their arms to move faster when running. Long, thick fur of white, gray, light brown, or orange covers all of their bodies except for their hands, feet, faces, and hindquarters, which are always a shade darker than their fur. Males have menacing, pendulous donges that swing between their legs in an almost hypnotic fashion.

Mongolongs, as they are known, have primate faces, with prominent foreheads and sharp cheekbones. Their flinty black eyes are always searching for food and for potential mates.

Mongolongs live in remote, rocky areas, along the edges of faraway ridges and cliffs rarely traveled. Most make their homes in caves and range out from them to forage, preferring long grass and other vegetation. Although loners by nature, they sometimes gather in small bands of three to four, for short periods of time. The need to reproduce drives mongolongs to the point of distraction, and when the drive seizes them, they are eager to do so whenever the opportunity presents itself, whether their mate is another mongolongo or some dumbass stupid enough to stumble into their territory, until the beast figures out it's not a female mongolongo, whereupon they quickly lose interest.

MONGOLONGO				DIFFICULTY 50
Defense 11	Health 50	Size 1	Speed 5	
Muscles 15	Hands 11	Brains 8	Mouth 9	
Meat 13	Feet 11	Eyes 13	Guts 12	

Aggressive The mongolongo makes all rolls to hit with 1 asset.

Climber The mongolongo moves at full Speed while climbing.

Sharp Ears A mongolongo makes Eyes rolls that involve hearing with 1 asset.

WEAPONS

Claws (melee) Roll Muscles (+5) with 1 asset to hit Defense: *Success* 1d6 + 3 damage, plus the target must succeed on a Feet roll or become grabbed

SPECIAL ACTIVITIES

Ravage The mongolongo ravages one creature it has grabbed. The grabbed target takes 1d6 damage and must succeed on a Guts roll or become sickened for 1 round. After performing this activity, the mongolongo loses its Aggressive trait for 1d6 rounds.

MOSCORPION

The Wasteland has many terrible things to make life in it so nasty. Hunger, shootings, crazed cults, disease, radiation, and worse can all make life a bit short. But it might all be tolerable if it wasn't for the goddamned moscorpions.

Combining all the worst traits of insects and arachnids, moscorpions fly about on a pair of thick, oval-shaped wings, each as thick as a car's grill. They have eight dangling legs and a long, thick stinger curling down from their backs. Their bodies are somewhat triangular, and they have rather small heads dominated by a pair of bulging multi-faceted eyes, flanked by hairy pincers on each side to help shove food into their little mouths. They range in size from rather small to terrifyingly large.

Moscorpions nest anywhere they can, but they always do so near a ready food supply. They feed on blood and they suck it from the bodies of living creatures—buffamels (as a **horse** that looks like a buffalo-camel crossbreed, used as both a pack and food animal -- but they spit like nasty fuckers), lizardcocks, dogs, children, grandmothers—hell, anything they can catch. They lay their eggs on the edges of pools and lakes, no matter how filthy, and protect their young until they hatch.



Larger moscorpions gather in small numbers, while smaller varieties swarm. Regardless, they make a ton of noise when they fly, which is a good thing since they can drain a body of its essential fluids in no time at all.

BIG MOSCORPION

DIFFICULTY 10

Defense 11	Health 11	Size 1/4	Speed 6
Muscles 8	Hands 12	Brains 5	Mouth 5
Meat 11	Feet 12	Eyes 11	Guts 12

Flier A moscorpion can move by flying.

Scent Blood Living creatures with blood in their bodies cannot be hidden from moscorpions within 20 yards of them.

Blood Drain A creature that takes damage from the moscorpion's pincer teeth must succeed on a Meat roll or lose 1 Grit.

Venom A creature that takes damage from the moscorpion's stinger must succeed on a Meat roll or become sickened for 1 round.

WEAPONS

Pincer Teeth (melee) Roll Hands (+2) with 1 asset to hit Defense: *Success* 1d6 damage, plus Blood Drain

Stinger (melee) Roll Hands (+2) with 1 asset to hit Defense: *Success* 1d6 damage plus Venom

SPECIAL ACTIVITIES

Double Attack The moscorpion makes two attacks: one with its pincer teeth and one with its stinger.

MOSCORPION SWARM

DIFFICULTY 5

Defense 11	Health 10	Size 1	Speed 6
Muscles 6	Hands 13	Brains 5	Mouth 5
Meat 10	Feet 12	Eyes 11	Guts 12

Flier A moscorpion swarm can move by flying.

Scent Blood Living creatures with blood in their bodies cannot be hidden from moscorpions within 20 yards of them.

Mass of Fluttering Moscorpions The moscorpions form a cloud of creatures that fills its space. When moving, the moscorpions can move freely through any opening large enough to permit the passage of at least one moscorpion and can move through spaces occupied by other creatures. Likewise, other creatures can move through and occupy spaces occupied by the moscorpions, but their space counts as fucked-up terrain and creatures are impaired for as long as they remain in the moscorpions' space.

The moscorpions take half damage from attacks resolved by rolling against their Defense or attributes but make rolls to resist area attacks with 1 complication.

Blood-Sucking Swarm At the end of the round, any creature inside a space occupied by the swarm takes 1d6 damage and must succeed on a Meat roll or lose 1 Grit.

WEAPONS

Pincers and Stingers (melee) Roll Hands (+3) with 1 asset to hit Defense: *Success* 1d6 damage

PUPPETEER HORNETS

Puppeteer hornets resemble ordinary hornets, except they grow a bit bigger and are even nastier than their smaller counterparts. What makes these bugs such assholes is that they lay their eggs inside a living creature. When these eggs hatch, the larvae secrete chemicals that allow them to immediately take control of the host creature, turning the poor bastard into an addlernet: pretty much a mindless zombie who shuffles around for a few days at most, lashing out at any creature who comes near it in order to protect the larvae until they can mature. When the addlernet finally expires, the young adults burst out and fly off to go lay eggs of their own.

The circle of life, ain't it grand?

PUPPETEER HORNET SWARM			DIFFICULTY 5
Defense 12	Health 8	Size 1	Speed 6
Muscles 5	Hands 13	Brains 5	Mouth 5
Meat 8	Feet 13	Eyes 12	Guts 12

Flier A puppeteer hornet swarm can move by flying.

Mass of Angry Hornets The hornets form a cloud of creatures that fills its space. When moving, the hornets can move freely through any opening large enough to permit the passage of at least one hornet and can move through spaces occupied by other creatures. Likewise, other creatures can move through and occupy spaces occupied by the hornets, but their space counts as fucked-up terrain and creatures are impaired for as long as they remain in the hornets' space.

The hornets take half damage from attacks resolved by rolling against their Defense or attributes but make rolls to resist area attacks with 1 complication.

Stinging Swarm At the end of the round, any creature inside a space occupied by the swarm takes 1d6 damage and must succeed on a Meat roll or lose 1 Grit.

Lay Eggs If the total of the roll to hit from the swarm's stinger attack is 20 or higher, the puppeteer hornets lay their eggs inside the target's body, where they remain for 1d6 days, after which time they hatch, unless they are surgically removed by the host or a creature that can reach the host—a process that takes 1 hour, deals 1d6 damage to the target creature, and, at the end of this time, requires a successful Hands roll by the one performing surgery with 1 complication.

If the eggs hatch inside of a target's body, the target immediately becomes an addlernet controlled by the larvae. A controlled target replaces its Brains, Eyes, Mouth, and Guts scores with those of the swarm, loses all talents, and is under the larvae's control, taking its turn and performing activities whenever the larvae decide. The larvae will control the target in ways that tend to protect them from harm until they become full grown. A target controlled by the larvae dies after 1d6 + 1 days, after which a new swarm bursts forth from the corpse.

WEAPONS

Stingers (melee) Roll Hands (+3) with 1 asset to hit Defense: *Success* 1d6 damage plus Lay Eggs

TWISTLING

Few creatures are as awful or nasty as the twistlings. They may be ugly as fuck and stinky as hell, but everyone knows that owning a hot female twistling for these disgusting little creatures to mate with will make them one of the richest (and most paranoid) people around.

Here's the thing about these fucked-up critters: everything about them is backwards. Their asses are where their heads should be and their heads have wound up where you'd expect to find their asses. Their tiny arms are their hind legs and their "arms" are their forelegs, on which they walk, and quite fast two. When they move, though, they have to raise up their anus, with dangling bollocks, while their faces come close to the ground, search for any leftover bit of food they might eat. Oddly, their faces are almost human in appearance, though ugly as sin.

Twistlings can live almost anywhere, but they tend to haunt fragrant, swampy areas, where the atmosphere can cover their stench. Twistlings are quite rare these days, and most lead lonely lives, searching for and never quite finding, suitable mates. What makes these critters useful is that they produce a ton of methane and this is why some settlers have taken to raising them for their gas, though harvesting the gas can be a bit tricky, especially when there's a female twistling nearby. Excited male twistlings vent gas from their anuses to attract the female's attention. The problem, however, is that females are quite rare, and people will kill to get one.

TWISTLING			DIFFICULTY 10
Defense 11	Health 40	Size 1	Speed 6
Muscles 14	Hands 9	Brains 6	Mouth 8
Meat 12	Feet 12	Eyes 10	Guts 11

WEAPONS

Foot (melee) Roll Muscles (+4) to hit Defense: *Success* 2d6 damage

SPECIAL ACTIVITIES

Expel Gas On the twistling's turn, it can use a reaction to release a blast of methane (if somehow captured, the twistling generates 2 units of fuel) from its anus into a 5-yard cone originating from a point in its space. Each creature in the area must succeed on a Meat roll or become sickened for 1 round. The cloud remains for 1 round or until dispersed by wind. If an open flame enters the area, it clears away the gas and deals 1d6 damage to everything in the area. A creature in the area can roll Feet and takes no damage on a success. Once a twistling performs this activity, it must wait 1d6 rounds before it can do so again. If, however, the twistling starts its turn within 5 yards of a female twistling, it immediately regains the use of this activity.

FOLKS

You got farmers, scroungers, thieves, and other people just trying to get by, all living in the Wasteland.

BANDIT

Bandits are piece of shit scumbags who roam the Wasteland, preying on travelers and sacking settlements to get what they need to survive. Usually, they're the bottom-of-the-barrel rejects or castouts that even gangs don't want, so they don't even have that organizing ethos going for them.

Every one of these assholes has some sob story about why they do what they do, but here's the thing: no one in the Wasteland has it easy and most folks don't go around robbing and killing other people. Fuck bandits.

BANDIT				DIFFICULTY 1
Defense 12	Health 5	Size 1	Speed 6	
Muscles 11	Hands 11	Brains 9	Mouth 9	
Meat 10	Feet 12	Eyes 11	Guts 8	

Ambushers During the first round of combat, bandits make rolls to hit with 1 asset and their attacks deal 1d6 extra damage.

Gear light armor, bludgeon, bow

WEAPONS

Bludgeon (melee) Roll Muscles (+1) to hit
Defense: *Success*
1d6 + 2 damage

Bow (range 30) Roll Hands (+1) to hit
Defense: *Success*
1d6 damage

CRIMINAL

While the rule of law is an old memory most people have forgotten about a generation or two ago, communities do abide by certain rules, usually ones handed down to them by whichever bastard managed to convince the rest that they deserved to call the shots. But there's always someone who just can't abide by

those rules, who has to do things their way. These assholes live at the expense of other people, taking from others what they need to get by. Criminals tend to be loners, preying on others as petty thieves, burglars, con artists, and similar pricks.

CRIMINAL				DIFFICULTY 1
Defense 10	Health 5	Size 1	Speed 5	
Muscles 10	Hands 11	Brains 12	Mouth 12	
Meat 10	Feet 11	Eyes 11	Guts 9	

Tricky Bastard Once per round, the criminal can make an attribute roll with 1 asset.

Gear Knife

WEAPONS

Knife (melee or range 5) Roll Hands (+1) to hit Defense: *Success* 1d6 damage

SPECIAL ACTIVITIES

Steal The criminal uses an action to take something worn or carried by a creature the criminal can reach provided the criminal has a hand free. The object must be something that criminal can hold in one hand and cannot be secured in any way. The criminal makes a Hands roll to hit the target's Eyes. On a success, the criminal takes the object.

GREEN MERC

People go into the mercenary business for all kinds of reasons, but most do it because they really can't do anything else. Sure, the work's tough and often dangerous, but the pay sure is good. Green mercs are those folks just starting out.

GREEN MERC				DIFFICULTY 5
Defense 14	Health 12	Size 1	Speed 5	
Muscles 12	Hands 11	Brains 10	Mouth 10	
Meat 12	Feet 11	Eyes 11	Guts 10	

Beginner's Luck When the green merc would fail a roll, roll a d6 and add the number to the roll. Once the green merc uses this trait, the merc must complete a rest before it can use it again.

Gear light armor, shield, bludgeon, bow

WEAPONS

Bludgeon (melee) Roll Muscles (+2) with 1 asset to hit
Defense: *Success* 1d6 + 2 damage

Shield (melee) Roll Muscles (+2) with 1 asset to hit Defense: *Success* 1d6 damage

Bow (range 30) Roll Hands (+1) with 1 asset to hit Defense: *Success* 1d6 damage



GUARD

Guards protect important people and places. They get their jobs not for their smarts, but for their ability to take a bit of punishment.

GUARD				DIFFICULTY 5
Defense 14	Health 12	Size 1	Speed 5	
Muscles 12	Hands 10	Brains 9	Mouth 10	
Meat 12	Feet 10	Eyes 11	Guts 11	

Gear light armor, bludgeon, shield, crossbow

WEAPONS

Bludgeon (melee) Roll Muscles (+2) with 1 asset to hit Defense:

Success 1d6 + 2 damage

Shield (melee) Roll Muscles (+2) with 1 asset to hit Defense: Success 1d6 damage

Crossbow (range 50) Roll Hands (+0) with 1 asset to hit Defense: Success 1d6 + 2 damage; reload

HEALER

Healers know enough to patch up wounds and properly use meds to keep folks moving.

HEALER				DIFFICULTY 1
Defense 10	Health 5	Size 1	Speed 5	
Muscles 10	Hands 11	Brains 12	Mouth 11	
Meat 10	Feet 10	Eyes 11	Guts 11	

Gear Knife, 3 meds

WEAPONS

Knife (melee or range 5) Roll Hands (+1) to hit Defense: Success 1d6 damage

SPECIAL ACTIVITIES

Patch Up The healer uses an action and expends a dose of medicine to cause one creature the healer can reach to heal 1d6 damage.

LEADER

In most communities, settlements, and other places where folks live, someone holds the top dog position. These people gain their positions because of their good looks, smarts, personality, or the like. And they'll hang on to their position until someone else comes along and takes it from them.

LEADER				DIFFICULTY 1
Defense 10	Health 10	Size 1	Speed 5	
Muscles 10	Hands 10	Brains 13	Mouth 14	
Meat 10	Feet 10	Eyes 11	Guts 11	

Leadership A leader makes all Mouth rolls with 1 asset.

Gear Sword

WEAPONS

Sword (melee) Roll Muscles (+0) to hit Defense: Success 1d6 + 2 damage

MECHANIC

Mechanics fix broken stuff. They have at least a rudimentary understanding of how things work and so, with a bit of effort, they can usually get stuff working again.

MECHANIC				DIFFICULTY 1
Defense 10	Health 5	Size 1	Speed 5	
Muscles 11	Hands 11	Brains 11	Mouth 9	
Meat 10	Feet 10	Eyes 11	Guts 10	

Fix It A mechanic makes rolls to repair objects with 1 asset.

Junk A mechanic has 1d6 – 1 pieces of salvage.

Gear Wrench

WEAPONS

Wrench (melee or range 5) Roll Muscles (+1) to hit Defense: Success 1d6 damage

MURDERER

Most folks in the Wasteland—hell, all over the world—have lots of baggage and plenty of damage upstairs. Some folks have so much broken shit in their brains they're not fit to be around other people because they'll kill them if they are. Murderers are psychopaths, living simply for the sheer fucking joy of killing other people every chance they get. Fun folks, once you get the chance to know them, which you won't.

MURDERER				DIFFICULTY 25
Defense 12	Health 30	Size 1	Speed 5	
Muscles 14	Hands 11	Brains 9	Mouth 10	
Meat 15	Feet 11	Eyes 10	Guts 12	

Spill the Blood! When a murderer deals damage to a creature, the murderer makes all attribute rolls with 1 asset until the end of the next round.

Gear light armor, chainsaw, axe, revolver, 6 bullets

WEAPONS

Chainsaw (melee) Roll Muscles (+4) with 1 asset to hit Defense:

Success 2d6 + 3 damage; double damage to wooden targets

Axe (melee) Roll Muscles (+4) with 1 asset to hit Defense: Success 1d6 + 1 damage

Revolver (range 25) Roll Hands (+1) with 1 asset to hit Defense:

Success 1d6 + 3 damage; reload, unreliable

SPECIAL ACTIVITIES

Choose your Victim On the murderer's turn, it can use a reaction and choose one creature the murderer can see within 5 yards. Until the murderer performs this activity again, the murder makes all rolls against the target with 1 asset and its attacks against its victim deal 1d6 extra damage. In addition, whenever the target moves away from the murder, the murderer can move 1 yard toward the target provided the murderer's Speed is at least 1.

SCAVENGER

There's not much left of worth in the Wasteland, but that doesn't stop desperate people from looking. Scavengers prowl the radioactive cities, the ruined towns, and the rusted-out hulks of cars for anything of value. Most scavengers go it alone or in small groups. These folks aren't junkers: those guys are a lot smarter and much better organized.

SCAVENGER			DIFFICULTY 1
Defense 11	Health 4	Size 1	Speed 5
Muscles 10	Hands 12	Brains 10	Mouth 9
Meat 9	Feet 10	Eyes 12	Guts 8

Sneaky A scavenger makes rolls to hide and sneak with 1 asset.

Gear Knife, 1d6 salvage

WEAPONS

Knife (melee or range 5) Roll Hands (+2) to hit Defense: *Success* 1d6 damage

WRETCH

Most folks lead a wretched existence. They scratch at the ground, water it with their own piss, hoping beyond hope that something grows. Others huddle in the shadows of their wall, subjecting themselves to humiliating torments by the warlords who rule them. Wretches are usually a bunch of spineless shitheads who will do whatever they must to stay alive. Can't blame 'em, but you should sure as shit not get yourself in a situation where you gotta depend upon 'em. They'll fuck you over in a heartbeat if they think it's worth it to do so.

WRETCH			DIFFICULTY 1
Defense 10	Health 5	Size 1	Speed 5
Muscles 10	Hands 10	Brains 10	Mouth 10
Meat 10	Feet 10	Eyes 10	Guts 10

WEAPONS

Knife (melee or range 5) Roll Muscles (+0) to hit Defense: *Success* 1d6 damage



TWO DEAD IN SHIT TOWN

If you're going to run a game of *PunkApocalyptic*, you're probably rooting around for a mission to help you get started. In my other book, *Shadow of the Demon Lord*, I didn't do this and people complained. I hate it when that happens, so here you go, you whiny bastards.

This chapter gives you a starting mission, enough to keep you playing until you get more missions from me, or you make them up on your own as detailed in **Chapter 7**.

Here are some things you ought to do before you run this or any other published mission.

Read the Fucking Rulebook: Now, you don't have to read the whole damned thing, but it's a good idea to familiarize yourself with where to find the shit you need to know. You should also have a good idea about how rolling dice works, combat, and some other bits. Don't sweat it too much, though. You're going to fuck up. That's half the fun!

Read the Mission: I know. You're busy. I get it. Read a couple of pages of mission details and you're done. Knowing what's supposed to happen ahead of time makes you look smart.

Find Some Players: Go find some people who want to play. Some folks are going to be ticked off about the tone of the writing. Don't play this game with those people. Let's make the filthiness our little secret. The players can be familiar with RPGs or not. If they are, your job's going to be a lot easier. If they

aren't, well, you gotta teach them how this shit works. I don't care how you do it. Just make it happen.

Make Some Characters: The players need characters. We're probably going to put some pregen characters on the website for the supremely lazy fuckers out there, and you can use them. Or you can make them yourself. Or you can guide the players through the process. I recommend this last approach. People tend to give a shit about their own creations.

Get Some Dice and Paper: You need some dice to play this game. You need a d20 and a couple of d6s. Get some extras for that slacker who left his dice bag at home. Hopefully he remembered to at least bring snacks. If not, why do you even hang out with that asshole?

THE SKINNY

Shit Town occupies a ruined neighborhood in a suburb of a burned down and utterly wrecked city. (Choose any city you hate and destroy it. I can think of three and I'm not even trying.) Some assholes have been squatting in a few old houses, with vinyl siding hanging off the sides to show rotting particle board underneath, the roofs pocked with holes, windows broken out, and garbage strewn everywhere. It's anything but a town, but it is every bit as terrible as its name suggests.

The “good” people of Shit Town woke up to discover that two of their “citizens” are dead, having been stabbed to death. A third citizen, Pinkus Dinkus, has vanished along with several cans of baked beans, one of Shit Town’s few luxuries. The Shit-Towners have looked everywhere for him but can’t seem to find him. This is where the players’ characters come in. In exchange for tracking down Pinkus Dinkus, the Shit-Towners offer to hand over a bag of bullets (2 bullets per character on the team). Assuming the players accept the mission, you can get started. They finish when they track the bastard down and bring him back for a bit of Wasteland justice!

WHAT’S UP WITH PINKUS?

Pinkus killed the victims, for certain, but he had good reason. Crawfish and Bennie were jealous of him and his easy relationship with Mallie. He was a newcomer, after all. Well, Pinkus overheard the two dudes and the bean-thief Fred (see below) talking about how they were going to kill him. Hearing that, Pinkus tried to take off, but Bennie and Crawfish spotted him. A scuffle ensued, which left both Bennie and Crawfish on the ground dead, and Fred hiding out until the killer fled.

SHIT TOWN REVEALED

Shit Town consists of four somewhat intact houses. You’d call them ranch-style if you come from my generation. If you’re fond of bullshit names, then maybe “mid-century modern” will tickle your fancy. They’re all pretty crummy on the outside and the insides aren’t much better, what with all the trash, mold, and lack of working plumbing. Most occupants sleep on old stained mattresses and have few belongings worth anything. In an incredible act of self-reliance, they have a small garden, but the dumb asses have only been able to grow hot peppers.

All ten of the bastards (**wretches**) who live here display all the qualities one might expect from life in the Wasteland. They’re all thin with bruised eyes and dressed in mismatched shabby clothing they have scrounged up from the neighborhood. They can tell the characters the following info:

- The two dead guys were Crawfish and Benny. No one liked them much, but they were the ones in charge. Without them, they don’t know what they’re going to do.
- Pinkus Dinkus is a real nice fellow. He settled in Shit Town a few weeks back. He brought some meat, a 55-gallon drum of murky but drinkable water, some salvage, and stories of the world beyond. He offered up some of his stuff in exchange for a place to sleep. He and Mallie fooled around a bit and now she’s all messed up with her new beau accused of murdering the leaders and then taking off.
- Pinkus claimed to be a junker.
- The Shit Towners don’t have much of value, other than a few bullets. They’ll part with some as an advance, but no more.

CLUES AND SHIT

If the characters look around for clues, they can find out the following depending on where they look.

- The canned beans were taken from the kitchen. That room is a fucking nightmare, covered in garbage and crawling with flies. Sifting through the mess turns up 10 food of dubious quality. It’s hard to tell how the Shit Towners noticed the cans were missing.
- No one saw nothing, according to the Shit Towners. Mallie claims Pinkus is innocent. The rest aren’t so sure. One fellow, a shifty-eyed asshole named Fred, breaks wind a lot. Fred dislikes the characters, and he doesn’t offer up much information. He is, however, the one who’s been stealing the beans. He’s hidden the empty cans out back behind the house, near the cooling ashes of a trash fire. Any character looking there finds a few labels from bean cans that somehow escaped the flames.
- The Shit Towners haven’t done anything with the bodies yet, leaving them on the shredded air mattress where they were found. Crawfish was stabbed six times and Benny was stabbed ten. There’s a lot of blood and a bloody handprint left on the doorframe to their room. Droplets lead out of the room, down the hall, and out the front door.
- Tracks litter the ground everywhere, but if the characters get a bit away from the house, they can find more blood on the ground, droplets leading down the street to the woods.
- Pinkus left all of his possessions behind. They include an empty 55-gallon drum, a few candy bar wrappers, and a torn picture of an old lady.

THE TRACKS

Pinkus hurt himself stabbing the two wretches to death and the blood leaking out of his hand has splattered the ground. He took off for the woods to escape retribution for the murder. He spent part of the night in an old car until a pair of cannibals showed up and dragged him off.

Characters following the tracks discover that they lead deep into the woods. After a while, the blood droplets become harder to follow, but the characters can still follow them. After a quarter-mile, the tracks lead into a clearing from the south. In this area, the team finds the rotting remains of an old VW Beetle that has been picked over years ago.

If the characters look around the clearing, they find fresh bloodstains in the car and a handprint on the door. In the small back seat is a sack containing 3 salvage. The door wasn’t closed and the car’s interior stinks, the source of which is pooled in the driver’s seat.

Looking around the clearing’s edges turns up three obvious breaks in the underbrush. One heads off to the southwest, another to the northeast, and the last to the east. All three look like either something large or numerous created them.

THE SOUTHWEST PATH

A hungry **wolf** created this path when it picked up Pinkus's scent. It came into the clearing and followed to the northeast. Characters following this path for a few minutes should make Eyes rolls and, on a success, notice a few wolf prints and a bit of fur caught on some brambles. The trail ends about a mile away, at a spot where the characters can spot an old duct passing under a road. Currently, **3 rodents of unusual size** lair in the tunnel and attack anyone who snoops around.

If the characters defeat or drive off the rodents and investigate the place, they find a few picked-over bones litter the floor along with puddles of standing water. Amidst some rubbish nearby, the characters find 1 salvage.

THE NORTHEAST PATH

Three cannibals came from the northeast during their nocturnal patrols. Normally, they lurk around the edges of Shit Town to spy on the people there in the hopes of dragging one of them off. To their surprise and delight, they found Pinkus sleeping in the car. The cannibals caught him unawares and dragged him off back the way they came.

Characters following this path periodically see wolf prints in the mud. After about a quarter-mile in, they see fresh blood and plenty of scuff marks in the mud, left when Pinkus tried to run. If the characters follow the tracks for a half-mile total, they come to the cannibals' farmhouse, detailed below.

THE EAST PATH

This is the oldest of the three paths leading out from the clearing. About a week ago, a band of **adblers** shuffled into the clearing from different directions. When they heard screams coming from one of the cannibals' fleeing victims, they set off in that direction. The adblers caught and killed the fleeing victim and have since been milling about in the woods here. After about 100 yards, the characters find the mostly devoured corpse of a young blond woman. Bite marks cover her body, and a quick investigation reveals she bled out through the wounds.

Any character looking at her bloody fingernails finds bits of bloody skin. The same can be found caught in her teeth. The corpse also has a puncture wound in her right shoulder such as what might have been made by a hook.

While inspecting the body, 2 adblers come out of the woods and attack. At the end of every two rounds thereafter, another joins the fight until all 5 have made an appearance. One of the adblers is particularly radioactive. Make a note of the first creature that takes damage from it and the creature who kills it. When the mission ends, have the player of each character roll Meat. On a failure, the character gains 1 mutagen.

Inspecting the area near where the corpse turns up what seems to be a game trail leading north. If the characters follow that path, they eventually reach the Shack in the Woods.

SHACK IN THE WOODS

A family of cannibals live in an old, rundown shack in the woods. Thick trees surround the sagging building and the insane locals have nailed up bones ranging from fingers to pelvises on the trunks. The undergrowth for about 30 yards around the building has been trampled flat, and old tires, scraps of cloth, old batteries, and car parts litter the ground.

Traps: The cannibals protect their territory with a couple of bear traps. The first character who moves toward the trap must succeed on an Eyes roll or fail to spot the trap before stepping on the pressure plate, causing the toothed bars to snap together over the character's leg. The character takes 1d6 damage and becomes slowed for 1d6 days. Furthermore, the character who takes this damage must succeed on a Guts roll with 1 complication or scream out in pain.

EXPLORING THE SHACK

The shack has a rusting tin roof, pipe chimney, and walls assembled from logs, corrugated metal plates, scrap wood, and car parts. A porch wraps around the place and all sorts of dead things hang from string or sit in tubs full of salt.

The shack consists of one room, which the 5 cannibals (**wretches**) share. The wretches sleep in one big pile and the stains from their rutting, eating, and excretions paint the walls, floor, and even ceiling of the room.

In the far corner, a trap door leads down to the cellar, which is where the cannibals keep their victims and chop them up for food. The cellar is a ghastly room, with a workbench, numerous tools, and metal tubs filled with foul fluids drained from the butchered corpses. Six metal cages have been affixed to the far wall and Pinkus (**probe**) sits inside one. The cannibals have a dismembered body on the table, guts strewn about everywhere. The first character to see this room must succeed on a Guts roll or become frightened for 1d6 rounds.

Searching the main floor turns up 2 food, 4 water, 6 bullets, 1 power, and 2 salvage. A thorough exploration of the cellar reveals a full set of tools, 3 more salvage, and 2 more water.

THE CANNIBALS

The three men and two women (**wretches**) living in the shack only recently turned to cannibalism after they ran out of food. They show a shocking display of unusual physical characteristics from exposure to contaminated water and generations of dangerous inbreeding. Now, they prowl the woods in search of suitable prey on which they can feed.

When the characters reach the shack, three are out somewhere in the woods. One is in the shack passing time in a thoroughly despicable way, while the other is in the cellar sharpening knives for the evening's feast. If the characters alert the cannibals, such as by screaming after triggering one of the bear traps, the one in the cellar comes up and the pair head outside together, hollering for Cletus, Junior, and Clay to

come on home. At the end of each round, roll a d6. On a 5 or 6, one of the aforementioned brothers returns, spoiling for a fight. Repeat this roll until all five of the cannibals show up.

Otherwise, the cannibals at the shack start screaming and shouting if they come under attack, drawing their family members into the conflict as described above. If, however, the characters use stealth and guile, they might avoid alerting the other cannibals and make off with Pinkus before the rest return.

The cannibals fight to the death. If any are taken prisoner, they readily reveal their despicable activities, delighting in their monstrosity.

CONCLUSION

The mission can end in several different ways. If the characters give up the search and head on back to Shit Town, they find the folks there disappointed but resigned to the lack of resolution. The characters should, though, find the cannibals. Provided the team dispatches these disgusting assholes, they can fetch Pinkus from the cellar.

Pinkus will attempt to explain what happens if given the chance. He tells the characters what he overheard and that he had no other choice but to defend himself. He's not sure of the third conspirator's identity, but he knows someone in the camp had it out for him.

Pinkus just wants to get the hell outta Shit Town, preferably with his girl. He happens to know where the group can find some good salvage and he promises to show them where it is if they help him sneak back to Shit Town and rescue his girlfriend. This can unfold anyway you like, though fighting through nine people is going to be tough without some sort of a plan.

If the characters bring Pinkus back to Shit Town, one of the townsfolk goes all Judge Judy on his ass and passes a death sentence. Mallie, of course, breaks down and has a good cry, but unless the characters intervene, Pinkus's story comes to an end here. If the characters do help Pinkus out, Fred starts to make his way quietly to the edge of the settlement in order to make good his escape.

In any event, the characters have completed their first mission. Before you run the next, the players should choose their novice paths. Note, one or two might have gained mutagen from the addler encounter, so such characters have a good reason to become freaks. Any character who found salvage might become a junker like Pinkus. The rest could become killers or scoundrels based on what they did during the story.

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