

## Lore:

Mad Max, Caves of Qud, Fallout, and many more apocalypse-inspired module. Oil and water are premium currencies and your equipment load actually matters.

## Character Creation:

### Mutation Explanation:

Like Skills that can be upgraded over time. When you would normally upgrade a Stat you can instead upgrade a mutation. Or you may also add a mutation from a random selection of 3.

### Upgrading Mutations:

Upgrading means you upgrade by the mutation modifier (normally in these brackets[]). Example if you had a mutation that was “movement speed +20 meters [+10 meters]”, if you were to upgrade that mutation, the buff to movement speed would total 30 meters.

Mutations range from pretty-good to situational. You may not have more mutations than 1+your current level, else you will become feral and join THE SWARM (over-mutated zombies).

Upgrading mutations increases your mutation score by +1.

You can pick one mutation at character creation or 2 from a random selection of 3.

### Mutation List:

1. **Healing Factor** - heal 3 additional HP immediately after combat [+2 max HP, +1 to the heal]
2. **Exoshell** - you can not wear armor/ Your armor score is now calculated via the formula  $((2 \times \text{Brawn}) - 1)$  instead of the normal formula [+3 HP].
3. **Superhuman** - add +2 to a random stat. [+2 another random stat]
4. **Multiple Arms** - you can wield 2 additional items, and add +1 Brawn [+1 Brawn, +2 items]
5. **Multiple Legs** - 1.5x movement speed [+1 Swift]
6. **Pyrokinetic** - can set things on fire with your touch and attacks [fire tick damage starts +1 higher]
7. **Glass Bones** - target attacks made against you deal 2 additional damage. [-1 damage from target attacks]
8. **Keen Sight** - complete night vision, -1 to a dice on attack rolls during the day. [+2 to a dice on ranged attacks at night]
9. **Slime Skin** - Evasion Score is +2, Charisma is reduced by 2 [+1 ES].
10. **Ladrietis** - Intellect score is +2, all other stat scores are -1. [+2 to a dice on Intellect checks]

11. **Behemoth** - Add +2 to melee attacks, if someone is adjacent to you during combat and you have an action, you must attack them, even allies. [+1 to a dice on melee attacks rolls]
12. **Amphibious** - you have 15 movement speed during combat, 30 movement speed when in water. [+10 meters in water OR +5 meters during combat]
13. **Technophobic** - -2 to Intellect checks dealing with technology [+2 damage when attacking drones or mechs]
14. **Spiked Body** - All melee attacks against you get -2 to a dice. You can not wear armor. [+1 AS]
15. **Malmagnesis** - when you take damage, you may teleport to an enemy within 20 meters. [+10 meter range]
16. **Disfigurement** - On Charisma checks -2 to a dice when interacting with non-mutants. +1 to a dice when interacting with mutants. [+2 to a dice on Charisma checks with mutants]
17. **Amnesiac** - one of your skills is disabled at all times. You can change this on rest. [+2 to your lowest stat score]
18. **Splitting Image** - the first time you roll all 1s, a full health clone of your character spawns into existence nearby and will try to kill the party. Killing the clone will result in you gaining two free stat points of your choice. [+1 times the clone can spawn]
19. **Carnivorous** - instead of consuming water on rests, you must consume fresh meat in order to heal, but you regain all your HP. [+2 max HP]
20. **Ratling** - first time you take damage in combat, you take 2 additional damage. After that you gain +1 dice to all checks until your next rest. [+1 after trigger]
21. **Titanus** - you are significantly taller; all attack rolls that target you get +2 to a dice. [+2 Brawn]
22. **Psyonic** - you have -1 to either Swift or Brawn. You may launch psychic blast attacks that roll Intellect and deal 4 damage. [+1 damage to Psyonic attacks]
23. **Ectothermic** - your movement in extreme cold is halved. [+10 meters movement speed in sunlight]
24. **Wings** - you can fly for up to two turns. Replenishes on rest [+1 turn of flight]
25. **Toxic Gas** - disperse a cloud of toxic gas in a 15x15 meter cube centered around yourself. Gas deals 3 damage if targets end their turn inside of it. You are immune to your own gas. [+1 damage].
26. **Spinnerets** - you can shoot silk as an action that prevents a target from moving. Rolls 2d6+1 and only needs to half-hit. 40 m[+1 number of turns unable to move OR +2 to a dice on the silk shot roll].
27. **Premonition** - once per rest, you are set to 1 HP instead of being put in the Dangerstate. [+1 to all checks the turn after premonition]

28. **Lazer Eyes** - shoot a 2d6+2 ranged attack out of your eyes. 4 damage. [+2 to a dice for Lazer Eye attack rolls OR +2 damage]
29. **Force Bubble** - 15x15 meter bubble centered on you. No one can move or attack while in the bubble, but they are protected from all attacks coming from the outside. Lasts for 2 turns [+5 meters OR lasts +1 turns].
30. **Phase**- -1 Brawn. As an action, once per rest, you are able to pass through walls for 1 turn and become invulnerable but can't attack [+1 turn].
31. **Gorgeous Countenance** - +1 to all Diplomacy roll-offs that use Charisma. [additional +1]
32. **Electrotactile**- when you use a gun or electronic, roll a Swift check of 8. If failed, the device is disabled and must be repaired. Your touch deals 2 damage and forces the same check on guns and electronics carried by others. [+2 damage]

### Non-mutant Characters:

Players may want to play as a non-mutant character in this world. For character creation, it might make sense to give them the option to start with an additional stat point, skill, or +2 HP. Whatever you feel is right for the campaign balance.

### Skills:

#### Technocycling

- **Fixit** - Passive, whenever you repair equipment such as shields or drones on rests, gain +2 to your next Intellect check.
  - **Modification** - Action, add a status effect to a weapon that does not have one. Effect must be from a MODULE in play.
    - **Upgrades, People!** - Action, once per rest make an Intellect check of 10 to add either +1 to a dice for a weapon, +1 damage to a weapon, +1 HP to a Shield, +1 Evasion Score to a piece of armor, or +1 Armor Score to a piece of armor. Items can be upgraded max of 2 times.

#### Mutantology

- **Blessed Mutation** - Passive, if you used your mutation to attack this turn, next turn you may reroll one attack dice.
  - **Powering Up** - Passive, once per turn when you use one of your mutations raise your Evasion Score or Armor Score by 1 until your next turn.
    - **Omega Level** - Action, once per rest, you may treat your mutation as if it were 2 levels higher.

- **Mixing the Bag** - Action, once per rest, you may ignore one of your mutation's drawbacks for the rest of combat.
  - **Actually Perfect** - you have no limit on the amount of mutations you can have. Additionally gain +3 HP.
    - **Repress Mutations** - Action, once per rest you may disable all of your mutations and instead gain temporary stats equal to the number of mutations you have. Divide them however you wish. This lasts until your next rest.

### Wasteland Diplomacy

- **Witty** - Action, once per rest you may reroll a Charisma check if you have no faction points with the target's faction.
  - **Sly** - Passive, when dealing with a faction that is neutral or hostile to the party, get +1 in Diplomacy rolls.
    - **Hear us out** - Action, make a Charisma check of 8. On success, your enemies will stabilize your allies if necessary, and you can begin negotiating your surrender with guarantees they won't kill anyone in your party.

## Factions:

### The Reclaimers

#### Level 1:

**Welcomed** (active) - all members of the Reclaimer faction will take the party in and provide medical attention when needed.

**Stockpile**(active) - Party has access to any common weapons within Reclaimer settlements.

**Modded Pump Shotgun** (weapon) - 3d6+1 shotgun 5 damage that has 2 shots then needs a reload. Second shot deals 1 additional damage. 25 meter range

#### Level 2:

**Escort** (one-time) - for a period of less than a week, the party is escorted by two base-level Reclaimers who would lay down their life to protect the party.

**S76 Rifle** (weapon) - 3d6+2, 5 damage 4 shots before reload. 50 meters

**Rebar Axe** (weapon) - Rare - Brawn+1 4 damage - can break down almost all cover with a single action. 5 pounds

Level 3:

**Legendary Status** (active) - party gains 20 water when entering a Reclaimer settlement, as well as a place to sleep.

**S84 Rifle** (weapon) - Epic - 3d6+2, 6 damage - 4 shots before reload. 59 meters range.

## Geppettides

Level 1:

**Reluctant Samaritan** (one-time) - by launching a flare, a Geppettide drone will save the party from dying of thirst.

**Radar** (item) - a Geppettide drone will let you know if any hostiles are in the area. Can be used once.

**Geppettide Heal Kit** (item) - removes all radiation and heals for 5 HP.

**Pulse Grenade** (item) - make all non-Geppettide electronics disabled for one hour. 15 meter by 15 meter radius.

Level 2:

**It Is Known** (active) - Geppettide hideout locations are known to you. They will leave their hideouts briefly to trade but will not let you in.

**Eyes in the Sky** (one-time) - for 24 hours a Geppettide drone follows you overhead and will protect you.

**Oil Drum** (item) - 20 oil, weighs 20 pounds

**Gep. Camelbot** - can haul 200 pounds and can store water. It uses 2 oil a day or 3 water. Comes with a camera in the eye and a handheld screen displaying what the eye sees.

Level 3:

**Geppettide Drone** (item) - Drone that uses 2 oil a day, can fly, and has a rifle mounted to its back that has 24 ammo and takes 3 shots per turn that deal 4 damage each. You have no idea how to use it or how it works, flies 40 meters a turn. Drone has 6 HP, 5/5 AS/ES.

**Flight School** (one-time) - You learn how to fly any drone, including those made by the Geppettides.

**Gep Handgun** (weapon) - Epic - 3d6+2, 5 damage. does not take ammo. When you make a successful attack, disable any electronics on that person.

## The Technocracy

### Level 1:

**Hail, Well Met** (active) - as long as the Technocracy does not recognize that any party member is a mutant, they will give you food and water if you encounter them.

**Initiate Armor** (armor) - +3 AS, Requires 3 Brawn to wear.

**Initiate Banner** (item) - instead of attacking on your turn, you may give a party member +2 dice to their next attack roll instead.

**Oil for Water** (one time) - The Technocracy will pay 20 water for 1 oil instead of the usual rate.

### Level 2:

**Overlooked** (one-time) - The Technocracy will ignore your mutant party members, instead of being hostile towards them.

**Scysword** (weapon) - Intellect+1 4 damage melee weapon - burn 5 water to ignore a target's armor for this attack. 2 pounds. Glows red.

**Rashield** (item) - if you did not attack this turn, you may ignore one ranged attack.

### Level 3:

**Tecnogrunr Drone** (item) - uses 5 oil a day and attacks twice per turn with 5 attack dice and moves 20 meters per turn. You need an Intellect score of 5, Ingenuity score of 5 to use this, or other drone training.

**Cleanse** (onetime) - the whole party will lose all mutations and radiation, and be recovered to full health. Party will also be treated as members of The Technocracy

**Scyton Blade** (weapon) - Intellect+2 or Swift+2, 5 damage 2 handed sword - burn 4 water to ignore armor and burn 1 oil to gain an additional attack this turn. Glows blue or white.

## Luddites

### Level 1:

**More Mutation** (one-time)- gain a mutation

**Blessed** (active) - your party gains 10 water whenever you encounter Luddites, as long as it is not public information that you have killed a mutant.

**Radiation Rush** (ability) - instead of using Ingenuity, you reroll as many dice as your mutation score instead. You can use this once per rest.

**Prayer Bead** (item) - if you would have taken 4 or more damage in one hit, it counts as 1 instead. This item breaks. This identifies you as a Luddite.

### Level 2:

**Destruction** (active)- destroying a drone gives you 1 Luddite Faction Point, limit 1 per day.

**Painted Dagger** (weapon) - SWIFT+1, 3 damage - for every mutation you have, +1 to a dice on attacks.

**Mutorush** (onetime) - upgrade one of your mutations. You may buy this *once*.

### Level 3:

**Mutation, Mutation** (one-time)- gain 2 additional random mutations.

**Radiation Schmaydiation** (active) - ignore radiation debuffs.

**Sainted** (active) - Luddites will follow you if you request until their lives are in danger.

## Scavs

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### Level 1:

**Feast** (one-time) - you are hosted by the Scavs. They will let you stay them until their next destination and take care of your needs.

**Famine** (one-time) - The Scavs will raid a settlement of your choice. They will not attack and flee if caught.

**Cudgel** (weapon) - Brawn+1, 4 damage weapon. If you full-hit a targeted attack to the leg, stun them.

**Hidden Pocket** (item) - bag that is bigger on the inside. Looks like it could hold 1 pound but actually holds 20. Treated as 1 pound

**Night Travel** (active) - if you travel at night and not during the day, you do not consume water.

### Level 2:

**Musical Array** (ability) - gain +1 Charisma as long as you have the instrument gained from picking this on your person.

**Sandsuits for Everyone** (one-time) - all party members gain a Sandsuit.

**Hidden Person** (active) - your party is hidden by the Scavs to keep you from outside danger.

**Nightstepping** (ability)- if it is night, move an extra 5 meters

### Level 3:

**Marksbow** (weapon) - Swift+2, 5 damage bow - +2 attack dice when it is night.

**Mist Cloak** (item) - once per rest, burn 5 water to increase your Evasion Score by 4 until the end of your next turn.

## The Epoch Guard

### Level 1:

**Ignore** (one-time) - stop the Guard from attacking another faction or the



party.

**Disruption** (one-time) - if the party has been captured by another faction, the Guard will attack them

**Lite Gun** (weapon) - 3d6+2 5 damage - 5 shots before reload- no abilities  
1 pound

Level 2:

**Knowledge** (active) - learn the whereabouts of potential nuclear deposits.

**Guard Power Armor** (armor) - +5 AS. Requires 6 Brawn *OR* 5 oil per day.

**Helicopter Ride** (one-time) - party can fly anywhere on the map.

Level 3:

**Helicopter** (item) - can fly anywhere. Needs two party members to pilot, both with Intellect of 3 or higher.

**Devildog** (item) - drone that uses 4 oil a day and takes 3 shots with 3d6+4 that each deals 4 damage, and comes with 40 ammo.

**Mininuke** (item) - destroys everything in a 50 meter radius, anything nearby gets an immediate 10 mutation score.

The Swarm

Level 1:

**Grrrrr** (one-time) - The Swarm will ignore you for today.

Level 2:

**Grrr?** (one-time) - The Swarm will try to tell you where it is headed and will let you hide amongst it

Level 3:

**Grrrr!** (one-time) - The Swarm will attack in a general direction of your choosing.

Equipment:

Starting Equipment

**Reforged Rifle** (weapon) - 3d6+1, 6 damage - 4 shots before reload. 30 meters range

**Pulse Grenade x3** (item) - make all non-Geppettide electronics disabled for one hour. 15 meter by 15 meter radius.

**Floating Aim Sphere** (item) - Glowing orb that follows you around. +1 to range attacks.

**Flash Bang x3** (item) - Blind all who are within 30 meters not behind blocking cover.

**Stasis Grenade x3** (item) - targets within a 20 meter radius have 1 less action next turn.

**Sniper Rifle** (weapon) - 3d6, 5 damage ranged weapon that gets +2 to aimed attack of 20 meters or more. -2 shots before reload. 50 meters range

**Legbreaker** (weapon) - Brawn+1, 3 damage weapon. Aimed attacks to the legs deal +2 damage. Looks like a baseball bat.

### Premium Equipment

**Polythia Sword** (weapon) - Swift +2, 4 damage weapon. Forces a Swift check of 6 on target. If they fail, they drop any metal items they wield.

**Steel Reforged Drone** - Drone that uses 4 oil a day, moves 20 meters per turn, and has a rifle mounted to its back that takes 2 shots per turn and spends every fourth turn reloading. Drone has 12 HP, 5/3. Can be repaired on rest.

**Creature in the Flask** - Conduit, this item contains a tiny creature that has one of the mutations from the table. Once per rest as a free action, you gain the effects of that mutation until the end of your next turn.

**Hip Iron** (weapon) - 3d6+1, 5 damage - 6 shots before reload. If it is the first round of combat, add +2 to a dice on your first attack roll. 35 meter range

**Chrono Grenade** (item) - targets within a 20 meter radius have no actions next turn (throw range 10x Brawn)

**Magno Hatchet:** 4 damage. Can be used as a melee weapon or thrown 25 meters. On hit, once per turn you can either return the hatchet to your hand or make an additional attack roll on someone 10 meters or less away from the original target. (brawn)

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