

Lore:

Mad-max, Caves of Qud, Fallout, and many more apocalypse inspired games. 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 skill you can instead upgrade a mutation. Or you may also add a mutation from a random selection of 3.

Upgrading means you upgrade by the mutations 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 are mostly 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).

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

Mutation List:

1. **Healing Factor** - heal 2 additional HP per rest [+2 HP healed]
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 AS].
3. **Superhuman** - add +2 to a random stat. [+2 to that stat]
4. **Multiple Arms** - double your equipment load, and add +1 Brawn [+2 Brawn]
5. **Multiple Legs** - 1.5x movement speed [+2 Swift]
6. **Pyrokinetic** - can set things on fire with your touch and attacks [fire tick damage starts +1 higher]
7. **Keen Sight** - complete night vision, -1 to ranged attack rolls during the day. [+2 to ranged attacks at night]
8. **Slime Skin** - Dodge Score is +2, Charisma is reduced by 2 [+2 DS].
9. **Ladrietis** - Intellect is +2, all other stat scores are -1. [+2 Intellect]
10. **Behemoth** - Add +2 to melee attack rolls, if someone is adjacent to you during combat, you must attack them, even allies. [+2 to melee attacks]
11. **Amphibious** - halve movement speed during combat, triple movement speed when in water. [+10 meters in water OR +5 meters on land]
12. **Spiked Body** - All melee attacks against you get -2 to a die of your choice. You can not wear armor. [+1 AS]
13. **Malmagnesis** - when you take damage, you may teleport to an enemy if one is within 20 meters. [+10 meter range]

14. **Disfigurement** - Charisma is counted as -3 when interacting with non-mutants. +1 when interacting with mutants. [+2 Charisma with mutants]
15. **Splitting Image** - if you roll all 1s on a check of any type, an exact copy of your character spawns into existence and tries to kill the party. Killing the clone will result in you gaining a free stat point. [+1 times you can veto clone spawn per rest]
16. **Carnivorous** - instead of consuming water on rests, you must consume fresh meat in order to heal, but you regain all your HP. [+3 max HP]
17. **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 additional dice]
18. **Titanus** - you are significantly taller; all attack rolls that target you get +2 to a dice. [+3 Brawn]
19. **Psionic** - you have -1 to either Swift or Brawn. You may attack people's minds with Intellect as if it were a weapon. [+1 damage to Psionic attacks]
20. **Wings** - you can fly for up to two turns [+10 meters movement speed].
21. **Toxic Gas** - disperse a cloud of toxic gas in a 15x15 meter cube centered around yourself. Gas deals 2 damage if targets end their turn inside of it [+1 damage].
22. **Spinnerets** - you can shoot silk as an action that prevents a target from moving. It rolls 2d6+1 to try and beat the target's Dodge Score. [+1 number of turns unable to move OR +2 to the silk shot roll].
23. **Premonition** - once per rest, you may reset a turn if you enter the Deathstate/die. [+1 reroll to all checks after premonition]
24. **Lazer Eyes** - shoot a 2d6+2 ranged attack out of your eyes. [+2 to Lazer Eye attack rolls OR +2 damage]
25. **Force Bubble** - 5x5 meter bubble, you can not move or attack while in the bubble but are protected from all attacks. Lasts for 2 turns [+5 meter OR lasts +1 turns].
26. **Phase-** -1 Brawn. As an action, once per rest become invisible and able to pass through walls for 1 turn [+1 turn].

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 +3 HP. Whatever you feel is right for the campaign balance.

Skills:

Technocycling

- Fixit - Action, during rests you can make a check to recover a piece of technology in the inventory of the party. Add two dice to the next Intellect check after a success.
- Modification - Action, add an ability to a weapon that does not have one. Ability must be from a MODULE in play.
- Breakit - Action, break an item in your inventory that weighs 20 or more pounds, and add 2 additional dice to your next check dealing with Intellect.

Mutantology

- Blessed Mutation - Passive, if you used your mutation to attack this turn, next turn you may reroll one attack dice.
 - Omega Level - Action, once per rest, you may treat your mutation as if it were 3 levels higher.
- Mixing the Bag - Action, once per rest, you may ignore your mutation's drawback for the rest of combat.
 - Repress Mutations - Action, once per rest you may disable all of your mutations and instead gain stat bonuses equal to the number of mutations you have +2. This lasts until your next rest.

Classic Studies

- History - If you are near or in a bunker, gain an additional reroll for checks about finding entrances and avoiding traps.
- Chronology - When dealing with a faction that is neutral or hostile to the party, you may make a Charisma check with 2 additional rerolls.
- Nuclear Knowledge - When venturing near an area where radiation is high, you are given a direct warning by the DM.

Factions:

The Reclaimers

1 Cost:

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

Get-out-of-jail (one-time) - Reclaimer settlement will overlook any crime that the party has committed. This can be used only *once* for the *entire* party.

Stockpile(active) - Party has access to any common weapons within a Reclaimer settlement.

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

S76 Rifle (weapon) - 3d6+2- 4 shots before reload.

2 Cost:

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.

Licensed Adventurer (active) - party will receive quests related to Reclaimer goals that will reward the party with future faction points.

Rebar Axe (weapon) - Rare - 3d6+Brawn+1 - can break down cover/walls with a single action. 5 pounds

3 Cost:

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

S84 Rifle (weapon) - Epic - 3d6+4 - 5 shots before reload.

Geppettides

1 Cost:

Greeted (active) - Geppettide drones will no longer be hostile when approached and instead will communicate with you.

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

Radar (one-time) - a Geppettide drone will let you know if any hostiles are in the area.

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.

2 Cost:

They

It Is Known (active) - Geppettide hideout locations are known to you.

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.

3 Cost:

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. You have no idea how to use it or how it works, flies 40 meters a turn. Drone has 6 HP, 5/5 AS/DS.

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

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

The Technocracy

1 Cost:

encounter

Hail, well met (active) - as long as the Technocracy does not recognize that any party member is a mutant, they will give you drink if you
them.

To arms (active) - if the The Technocracy see you fighting any mutant, they will come to your aid.

Initiate Armor (armor) - Rare - +3 AS, +1 DS - 5 pounds

Initiate Banner (conduit) - 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.

2 Cost:

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

Grecco Training (one-time) - gain two base level melee skills.

Scysword (weapon) - Rare - $3d6 + \text{Intellect} + 1$ - burn 3 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.

3 Cost:

Tecnogrunt Drone (item) - uses 5 oil a day and attacks twice per turn with 5 attack dice and moves 20 feet per turn. You need a 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) - Epic $3d6 + \text{Intellect} + 2$ or $3d6 + \text{SWIFT} + 2$ - burn 2 water 2 ignore armor and burn 1 oil to gain an additional attack this turn. Glows blue or white.

Luddites

1 Cost:

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 rerolls, you reroll as many dice as your radiation score instead. You can use this twice per day.

Prayer Bead (item) - if you would have taken 3 or more damage in one hit, it counts as 1 instead. This item breaks. This identifies you as

a Luddite.

2 Cost:

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

Pained Dagger (weapon) - Rare - SWIFT+1 - for every mutation you have, +1.

Mutorush (ability) - whenever your mutant ability is used or triggered with, you gain an additional die to your next check.

3 Cost:

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

Radiation Schmaydiation (active) - ignore radiation debuffs.

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

Scavs

1 Cost:

with

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) - Rare - 3d6+Brawn+1 - if you attack someone's leg successfully, roll a d6 with a 5 or a 6 stunning the target.

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

Nighttravel (active) - if you travel at night and not during the day, you do not need water.

2 Cost:

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

3 Cost:

Marksbow (weapon) - Swift+1 - Epic - +2 attack dice when it is night.

Cloak (item) - burn 5 water to increase your dodge score by 4 this turn.

The Old Tongue (active) - The Scavs will tell you their origin and their old language.

The Epoch Guard

1 Cost:

Discovery (active) - you are aware of the existence of The Epoch Guard.

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

Free Upgrade(one-time)- they will upgrade a weapon's rarity for info you have any.

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

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

2 Cost:

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

Reluctant Help (active) - gain quests from the Guard.

Guard Power Armor (armor) - Rare- +5 AS -2 DS - add 100 to carry weight, add 1 to Brawn, uses 2 oil per day - 40 pounds

Helicopter Ride (one-time) - party can fly anywhere on the map. Powered by solar.

3 Cost:

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

Devildog (item) - uses 4 oil a day and takes 3 shots with 3d6+4 per turn with 40 ammo.

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

The Swarm

1 Cost:

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

2 Cost:

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

3 Cost:

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

Weapons: