Earth Delta

Pathfinder 2 Edition

Lizard

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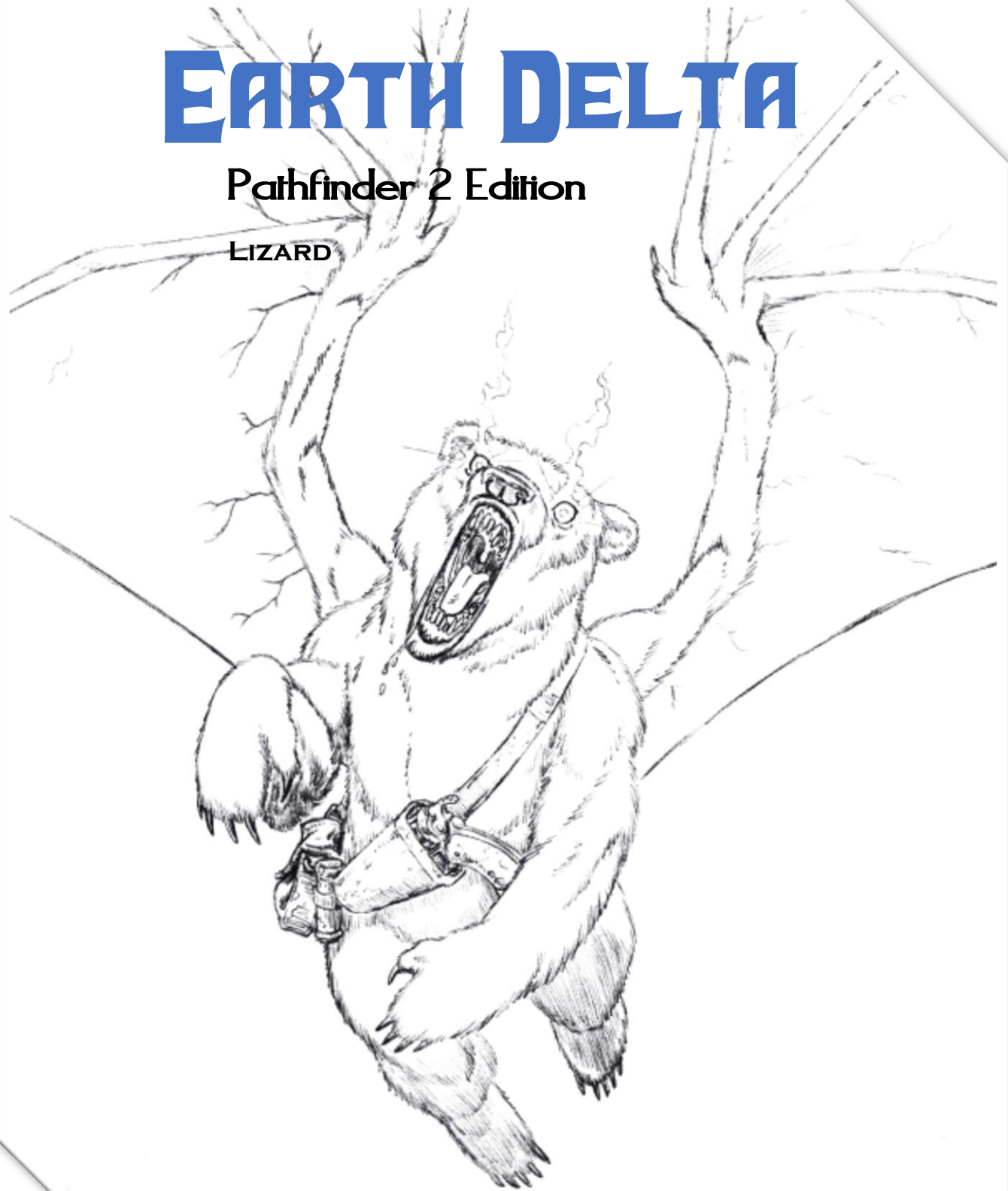
CHAPTER 1   INTRODUCTION

A WORLD TRANSFORMED... AGAIN...

So, after a lot of work on a Pathfinder based Earth Delta, Paizo decides to kick out Pathfinder 2. Doing a lot of work for a system likely to wither seemed like an exercise in pointlessness. Granted, so is everything I do, but still... so this is an effort to see if the PF2 system provides a good basis for development.

ALPHA GOALS

The intent of the first "public" release (which, if you're reading this, this is, but as I'm writing it, I have no idea how far in the future it may be) is to be reasonably complete for level 1-5 play. This doesn't mean nothing past level 5 will be included, just that it will be progressively more sparse the higher level it gets. The Alpha focus will also be on material original (well, as original as I get, which ain't very) to the setting, with notes on using existing content to fill in the gaps. In other words, things like normal PF armor and weapons, which exist by default in the primitive cultures of the Changed Earth, won't necessarily be in the equipment charts. Special modifications, options, and archetypes for classes like rogues and rangers will be sketchy, as developing the unique classes takes precedence. There's an assumption anyone willing to try the alpha is deeply familiar with RPGs in general, and both PF2 and the games that inspired Earth Delta, and doesn't need a lot of hand-holding when it comes to taking an explicitly incomplete set of prototype rules and figuring out how to patch the gaps well enough to play a scenario or two. The idea is to find flaws with the mechanics that exist so far, not to point out the mechanics that are yet to be developed – unless the missing content is essential for using what does exist due to lack of any equivalent PF2 core material to patch in.

Things to look out for include:

- Contradictions – a bonus for the same effect has two different values in two places, or rules for the same concept (such as picking mutations) differ from one spot to the next.

- Missing references, such as a feat or item that is discussed in one place but is never defined, but needs to be for a rule or option to make sense.

- Imbalance. This is a big one. There are likely abilities which are too strong or too weak, and there are also likely "imbalanced redundancies", which is, two abilities that are essentially the same (i.e., both give +1 when using bludgeoning weapons) but one is a level 1 feat and the other is a level 5 focus power, with no other distinctions.

- Redundancies with PF2 core: Feats, actions, etc., that duplicate existing material that's otherwise accessible within Earth Delta. This doesn't apply to stuff *intended* to parallel existing material that's not part of the default setting – it's obvious the Scavenger is a modified clone of the Wizard.

- Redundancies, period. Abilities that are effectively identical within a single silo or context, such as two different level 1 mutations that both give Resist Fire 3 and have no other distinctions.

- 4e-isms. Earth Delta began as a variant of D&D 4e. Due to the extreme differences in system design, there's not a lot of mechanical copy paste, but some flavor text, mixed with with mechanical references, has made it over – especially in the Mutant Manual. Things like "Reflex Defense" instead of "Reflex Save", that kind of thing.

Less important are minor spelling and grammatical errors. This is a rough draft, most of it is unedited extemporanea. While it certainly doesn't hurt to locate such mistakes early, they're also less crucial, at this stage, than making sure the game design works.

CHAPTER 2   CHARACTERS
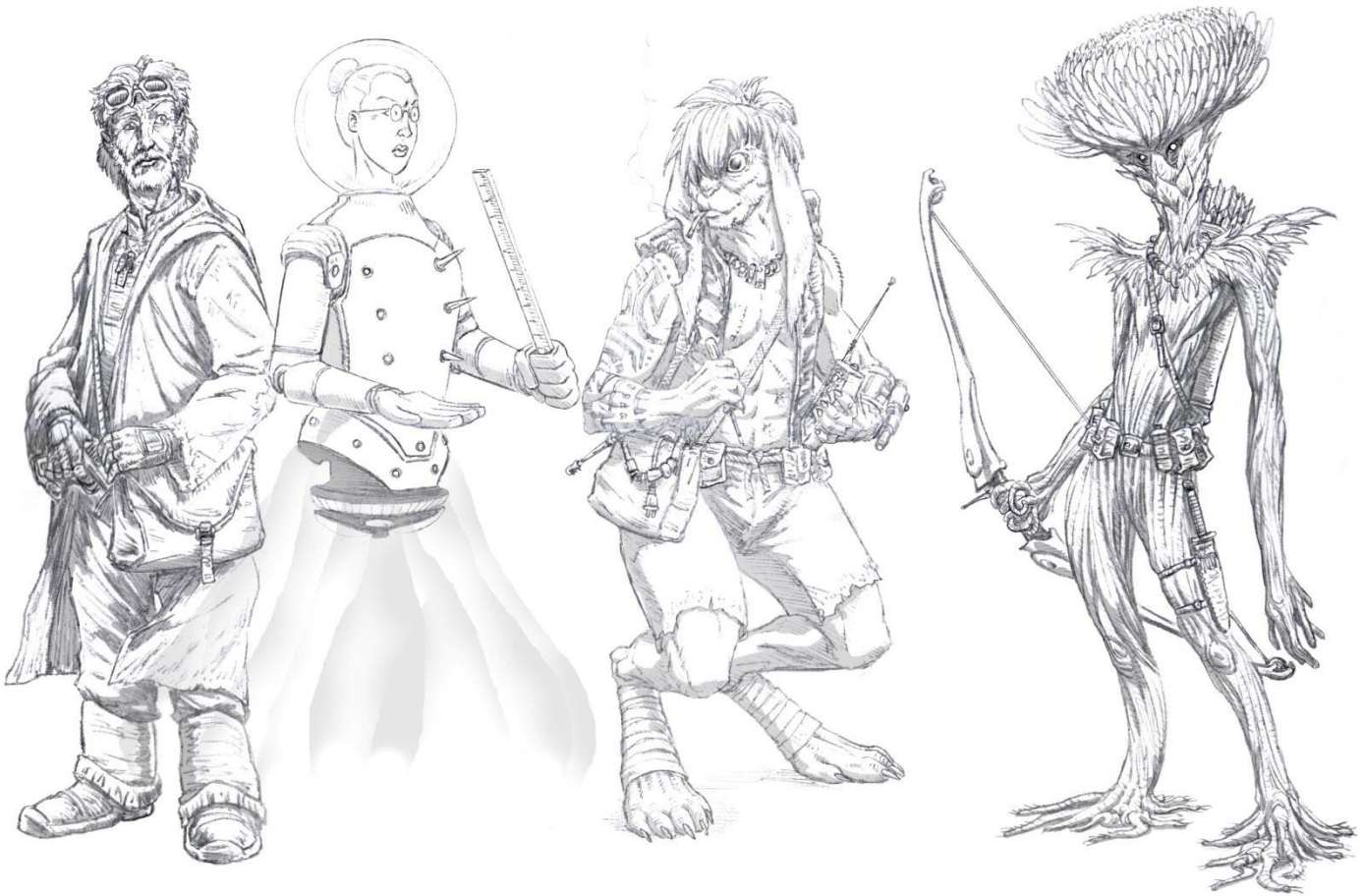
ANCESTRY AND MUTATIONS

One of the biggest changes in PF2 is how much race – that is, ancestry – has changed. Instead of front-loading a lot of little things, instead, there's a stripped-down base "Ancestry" and you pick up a few feats here and there. Does this provide a template for the kind of complex characters (in terms of mechanics, the roleplaying depth of a character is up to you) I want?

MUTANTS

Whenever a mutant is entitled to take a class feat, they may instead take a mutation feat. This allows a mutant character to decide whether to focus on their general class abilities or on their innate mutations.

Mutants include Mutates (human mutants), Uplifts (sapient animals given humanoid form), and Florals (sapient plants).

ANCESTRY FEATS

All mutants have access to the New Mutation ancestry feat; this represents a previously dormant mutation that has blossomed to full utility.

HUMANS

Humans in Earth Delta are not *precisely* the same as 21st century humans, a fact which, if widely known, would distress various human-supremacist fanatics. Between the beginning of the Vanished Years and the time of the Cataclysm, germ-line genetic modification was commonplace. Aside from luddite enclaves, most humans were modified to eliminate inherited conditions, improve overall mental and physical health, increase immune response, and purge toxins. Thus, they are technically a slightly different species. In game terms, they're powered-up to be an appealing choice when placed alongside the possibilities of playing a telepathic tree which has symbiotic beehives or a cyborg wolf with jump-jets and acidic saliva. The design goal with human feats/ancestries is to emphasize overall skill and general toughness, vs. the high degree of customization allowed for the other races, whose 'base' racial traits are just a jumping-off point for individual mutations.

Hit Points

8

Size

Medium

Speed

25 feet.

Ability Boosts

Free

Free

Traits

Human

HUMAN FOCUS POOL

Humans in Earth Delta are much like their kin in Pathfinder, just a bit better. They have to be. You gain a focus pool with the *Luck or Skill* focus power.

When a human takes the Refocus action, they spend their time in a blend of vigorous exercises or reciting ancient human ritual chants, such as "Tu Albif Patees" (The Litany of Feasting).

LUCK OR SKILL ◈   FOCUS 1

HUMAN

Trigger You make a D20 roll.

Frequency Once per round.

By spending a Focus Point, you can add a +1 status bonus before the effect(s) of the roll are applied, but after the GM has told you if it succeeded or failed. (Thus, you can choose to add the bonus after learning you failed a save, but not after the damage for that failure has been rolled.)

In essence, to be a normal person with no mutations in the harsh world of Earth Delta, you must be all-around better at darn near everything.

Indeed,

Except for Cantrip or other magical-type feats, most of the Human Ancestry feats from the core rules are available as well.

HUMAN HERITAGES

The Skilled Heritage and Versatile Heritage options are available.

ANCESTRY FEATS

EXTREME ADAPTABILITY   FEAT 1

HUMAN

Prerequisite Human ancestry.

Prior to the Cataclysm, humans managed to survive virtually everywhere on Earth, in swamps, deserts, tundra, and rainforests. You are Trained in Survival. Further, during exploration mode, damage from temperature extremes is halved, and you become fatigued after 10 minutes rather than 5.

HUMAN DETERMINATION ◈   FEAT 1

HUMAN

Prerequisite Human ancestry, Luck or Skill.

Trigger You used *Luck or Skill* and still failed.

Frequency Once per day.

When something has to be done to survive, humans can be very driven to do it. Reroll the failed check, retaining the +1 status bonus from *Luck or Skill*. (This is a fortune effect).

MASTER OF MACHINES   FEAT 1

HUMAN

Prerequisite Human ancestry

Thinking machines were built to serve humans, and you have a knack for activating deeply buried code modules even in hostile AIs. You gain a +1 status bonus to all Charisma skill checks made when dealing with creatures with the AI trait.

THAT WHICH DOES NOT KILL ME...   FEAT 1

HUMAN

Prerequisite Human ancestry

Humans who were easily felled by disease or poison didn't leave descendants. When you make a saving throw against an affliction, you reduce the stage by 2 (1 for virulent). A critical success reduces the stage by 3 (2 for virulent). In addition, if you critically fail a save, it is treated as a normal failure.

MANY PATHS TO SURVIVAL   FEAT 1

HUMAN

Prerequisite Human ancestry

Adaptability has defined humanity; given new challenges, humans devise new cultural and physical tools. You gain the Adaptive Save focus power. If you do not have a focus pool, you gain one with 1 focus point, if you have one, you gain an additional focus point, up to the maximum of 3.

ADAPTIVE SAVE ◈   FOCUS 1

HUMAN

Trigger You must make a Fortitude, Reflex, or Will save

Frequency Once per round.

By spending a Focus Point, you can change the type of save required. You must declare this before rolling. You must also provide some vague excuse, with the GM's approval. For example, perhaps you dodged most of the scorpionoid's stinger, letting you make a Reflex instead of Fortitude save against poison, or you're just too tough to be taken down by mere shrapnel, letting you replace a Reflex save with a Fortitude save against a grenade, or you will not be kept back, making a Will instead of a Fortitude save against a paralysis ray. (👑 The GM should generally be forgiving, as the player has invested

in this feat, and only disallow this if the situation is truly implausible. In such cases, the focus point is not expended and the player may choose some other action.)

If you critically fail a save after using this power, your resolve is shaken and you may not use it again until your next daily preparation.

...Makes Me Stronger   Feat 5

Human

Prerequisites Human ancestry, That Which Does Not Kill Me

Each time you fail a save or flat check to end persistent, you gain a cumulative +1 status bonus to the next roll you make against it. to a maximum of +3.

Could Have Been Worse ◈   Feat 5

Human

Prerequisites Human ancestry, Luck or Skill

Trigger You critically fail a skill check or saving throw.

You may spend a focus point to turn a critical failure into a normal failure.

Tis Only a Flesh Wound ↻   Feat 5

Human

Prerequisites Luck or Skill

Trigger An enemy critically succeeds in an attack roll against you.

You may spend a focus point to turn the triggering attack into a normal success. You must do this before any effects of the attack, such as damage, are determined.

Skill Beats Luck   Feat 9

Human

Prerequisites Could Have Been Worse

Your ancestors learned from mistakes... or didn't leave descendants. You are usually able to prepare for, and negate, the worst outcomes when using skills you know well. If you are expert or better in a skill, you only critically fail if you miss the DC by 15, not 10 *or* if the critical failure is due to a natural 1. This does not apply to skill uses with the Attack trait, or in cases where you could succeed only by rolling a natural 20.

Mutates

Mutates are humans with one or more mutations, which grant them considerable power. Mutates can be broadly subdivided into *psions*, whose mutations are primarily mental, and *biomorphs*, whose mutations are primarily physical.

The choices of ability boosts tend to make mutates lopsided in their attributes, though other sources of attribute boosts can offset this. This is by design, and helps reinforce the divergent paths humanity may take.)

Focus Pool: Mutates gain a focus pool if they pick mutations that grant focus powers.

Mutation: You gain a level 1 physical or mental mutation, as appropriate. Feats may allow you additional mutations.

Mutate Heritages

Mutates differ radically from each other, even within the same family. While stable subspecies have appeared (listed in the Bestiary), PC Mutates represent individuals whose genetic makeup is still changing. As such, there are two broad heritages available: Psion and Biomorph.

Biomorph

Your body has changed more than your mind. Most or all of your mutations are physical. You are gifted with superior physical abilities but suffer some mental disability. (See Ability Boosts). You gain a level 1 physical mutation.

Psion

Is it not the mind of man that set him apart from the beasts? It is your brain that has adapted to this new world, with most or all of your mutations being mental. You are gifted with superior mental abilities but suffer some physical disability. (See Ability Boosts). You gain a level 1 mental mutation.

> **Optional Ability Boost/Flaw Rule: Mostly Human**
> You may choose to pick normal (non mutant) ability boosts, and a normal (non defect) ability flaw, with the GMs permission. You still must pick from the specified abilities for your chosen heritage.

Mutate Ancestry Feats

The following feats are specific to mutate ancestry and reflect their part-human nature. Mutates may take the More Mutated feat, page 35, to pick any mutation not otherwise denied to them.

Hit Points

8 (Optionally, Psion:7 and Biomorph:9)

Size

Medium

Speed

25 feet.

Ability Boosts

Mutation

Psions may choose the Enhanced Intelligence, Enhanced Wisdom, or Enhanced Charisma mutation.

Biomorphs may choose the Enhanced Strength, Enhanced Dexterity, or Enhanced Constitution mutation.

Non-Mutation

Psions may choose another mental attribute to raise normally.

Biomorphs may choose another physical attribute to raise normally.

Make a note which ability boost is the result of mutation. Mutation-enhanced attributes can be prerequisites for other abilities.

Ability Flaw

Psions Pick a physical mutational defect with the Attribute trait.

Biomorphs Pick a mental mutational defect with the Attribute trait..

Free:

Choose any attribute regardless of mutate type as your free boost.

Traits

Human

Mutate

Psion or Biomorph

Mutate

You have access to the human "Luck or Skill" power, though it can be used only 1/hour. This does allow you access to feats dependent on it.

Brains Over Brawn   Feat 1

Mutate

Prerequisites Psion heritage

Baseline humans dominated the world before the Cataclysm due to their superior intellects, but their brutal, animalistic impulses led them to destroy it all. You are far less prone to such ridiculous instincts. You have a +2 status bonus to saving throws against any effect with the Emotion trait.

Common Ancestor   Feat 1

Mutate

All life on Earth shares a common heritage, and the Cataclysm tossed the tree of life into a wood chipper. Choose any 1st level uplift ancestry feat that does not require a specific uplift heritage or ability granted by the base ancestry. (For example, the scorpion uplift's Fear Factor feat assume the base ancestry's Scary ability. As always, the 🛡GM is the final arbiter.) Whether you actually are a hybrid, or whether convergent mutation gave you similar traits, is an issue for sages to debate in the future. Even if the feat you choose does not require physical changes, you will still bear some visual signs of your kinship – if you take Predator's Gaze (page 25), you may have sharklike eyes and somewhat pointy teeth.

Might Makes Right   Feat 1

Mutate

Prerequisites Biomorph heritage

Being lost in thought and treating intellectual abstractions as if they were more important than real things in the real world is what led to the Cataclysm. It is by actions, not ideas, that the world can be reborn. You have a +2 status bonus to saving throws against effects that inflict the slowed or immobilized conditions.

Read As Human   Feat 1

Mutate

Devices which are designed to respond to humans (non-rogue robots, security systems, automeds) will perceive you as human and act accordingly. If you have any mutations with the obvious trait, this applies only to non-sapient machines. If you lack obvious mutations, it will also apply to sapient machines, regardless of their sensory apparatus, unless you use a mutation openly in front of them.

Somewhat Human   Feat 1

Mutate

Choose a Human ancestry feat you otherwise qualify for. You must take this at first level.

Specialization is Superior   Feat 1

Mutate

You, like all mutates (as far as you're concerned) represent the next step beyond humanity. Where baseline humans evolved to be adaptable, the Cataclysm created a thousand new kinds of humans, each of whom could be better suited for a given role than their generalist ancestors. You become trained in a skill based on your chosen attribute mutation and have a +1 status bonus when using that skill. If your chosen attribute mutation is Constitution, you may choose to gain the Toughness or Die Hard feats. However, you may not take any feats which grant access to human focus powers.

MOSTLY HUMAN FEAT 5

MUTATE

Prerequisites Somewhat Human

Choose a second Human ancestry feat you otherwise qualify for, up to 5th level. You may take this only once.

UPLIFTS

Uplifts are animals which have gained sapience and a semblance of humanoid form – enough to use tools and weapons, and sometimes wear armor. There are hundreds of possible uplift types, from antelopes to zebras, not to mention lions, tigers, and bears, alongside sharks and scorpions. Each uplift will have innate traits derived from their animal heritage, and may also have additional mutations that make them individually unique. You can play a normal humanoid grizzly bear, or you can play a humanoid grizzly bear with wings and laser eyes.

Given the thousands of potential species, only a handful are listed here. Others can be assigned by finding the closest match.

By default, all PC uplifts have a roughly humanoid form and can wear most equipment intended for humans. Small and large uplifts might require adjustments to some items, but these can often be done with a Craft check (using the level of the item to set the DC) during downtime at any reasonably sized community, as long as no functionality is altered. (GMs who prefer more realism may apply a modicum of common sense and consider the exact nature of the item and how it should be used. Adding extra straps to goggles so they fit a large humanoid elephant's head may be easy (-2), but a full-head VR helmet packed with dense quantum optic circuitry would require a lot of effort (Very hard +5).)

Uplifts of a given species are most common where that species thrived pre-cataclysm, but individuals of any species might be found anywhere. Uplifts are sapient tool-users and so can travel and adapt to almost any environment, and their non-intelligent ancestors might have been transplanted from their native habitat for any number of reasons. A village of uplifted polar bears might be found in a Saharan oasis, the descendants of a rich businessman's private zoo. While the GM is free to veto any particular species in their campaign, the setting itself imposes no such limitations.

If it seems that one species should be entitled by their general nature to Heritages or Ancestry Feats listed under another, and the GM agrees, that is fine. The specifics presented are intended to be iconic for the uplifts in question, based on common portrayals in fiction, not an exhaustive list of possibilities. As always, the GM should consider unexpected synergies. If a given combination of ancestry, heritage, mutations, etc., turns out to be unbalancing (or alternatively, underwhelming), the GM should adjust it or let the player retrain.

> **Uplift Taxons**
> The following wholly unscientific and arbitrary system provides a way of categorizing uplifts for game mechanical purposes. Uplifts fall into one of the following groups:
>
> - Mammals (Furkind)
> - Birds (Featherkind)
> - Reptiles/Amphibians (Coldkind)
> - Fish/Molluscs (Waterkind)
> - Arthropods (Bugkind)

NATURAL WEAPONS

Most uplifts have some form of natural weapons. They will be trained in these. This advances to expert at 7th level, and to master at 13th level. If your unarmed attack proficiency is higher, apply that instead.

TYPICAL NATURAL WEAPONS

Antlers: 1d6 piercing damage, free hand, parry.

Beak: 1d4 slashing damage, free hand, deadly 1d4.

Blunt horns: 1d3 crushing damage from headbutt, shove, free hand.

Claws: 1d6 slashing damage, deadly d8.

Fangs: 1d4 piercing damage, deadly d6, free hand.

Hooves: 1d4 crushing damage when kicking, free hand.

Pointy teeth: 1d3 piercing damage, free hand.

Ripping teeth: 1d8 slashing damage, free hand, deadly d8.

Sharp horns: 1d4 piercing damage from headbutt, free hand, fatal d6.

Sharp nails: 1d4 slashing damage, finesse.

Stinger: 1d6 piercing, backstab, free hand.

Talons: 1d8 slashing damage, versatile (piercing).

There are feats, heritages, and ancestries which may increase the default damage or unlock other options. The basic natural weapons reflect a generic background; some individuals may be much deadlier, due to atavistic mutations, deliberate training, or both.

OTHER MUTATIONS

Uplifts may always choose the "More Mutated" ancestry feat (pg. 35) at first level to gain mutations not related to their species. They can also choose a defect and gain a mutation that way, or both (so they will start with several mutations).

UPLIFT ANCESTRY FEATS

These feats may be taken by all uplifts, regardless of species, unless otherwise noted.

ANCESTRAL EMPATHY	FEAT 1

UPLIFT

You are connected to your non-sapient kin. When dealing with non-intelligent creatures of the same taxon as yourself, you get a +1 status bonus to skills dealing with them, such as Command an Animal, Demoralize, or Perception checks to notice them. If they are closely related (a mutant lion, when you have cat ancestry), this increases to +2. The GM will ultimately rule on kinship.

ATAVISTIC ATTACKER	FEAT 1

UPLIFT

You retain more of your bestial ancestry than most uplifts. You rely on your natural weapons, not on tools, in combat. Your proficiency with anything but unarmed attacks will not increase normally for your class. (This does not apply to Scavenger devices or Scholar bombs, however.) Instead, your natural weapons become increasingly deadly.

Any weapon proficiencies granted by your class apply first to unarmed attacks instead of their listed weapon types. If your class gives you expert proficiency in martial melee weapons at 4th level, for example, you gain expert proficiency with your natural weapons instead. If you later gain expert proficiency in some other weapon group, before gaining master in anything, you may apply that to the group which *would* have been improved at 4th level. If there's an increase in proficiency to a list of specific weapons at a given level (such as 'become master with Swords and Bows'), that is still a single 'group' for these purposes and you increase only your unarmed attack proficiency.

You gain the following improvements automatically:

Level	Benefit
2	+1 potency bonus to attacks w/natural weapons. Natural weapon damage die increases by 1 step.
4	Add additional damage die to natural weapons.
10	+2 potency bonus to attacks w/natural weapons.
12	Add additional damage die to natural weapons.

16	+3 potency bonus to attacks w/natural weapons.
19	Add additional damage die to natural weapons.

Thus, a cat uplift with the sabretooth ancestry would gain a +2 potency bonus and do 3d8 damage with their fangs at 12th level.

ATAVISTIC EVOLUTION   FEAT 5

UPLIFT

Prerequisites Atavistic Attacker

You have learned to use your natural weapons in new ways, or they have subtly mutated to be more than they were. Pick a weapon trait from agile, deadly, disarm, fatal*, finesse, forceful, grapple, parry, shove, sweep, trip, or versatile. Your natural weapon gains this trait. Ideally, this is some semi-logical reason how the weapon can have such a trait.

    You may take this feat multiple times, picking a new trait each time.

    *You may choose fatal only if the weapon is already deadly. This trait replaces deadly. You may take this feat twice to upgrade from normal critical to deadly, and then again to fatal.

Bear

Uplifted bears come in many species, such as black, brown, grizzly, polar, daddy, and leather. They are common throughout the Changed Earth, most notably in temperate or sub-arctic regions.

Bear Heritages

Hibernator

Your species slept through the long winters. You don't do that, but you can enter a very deep sleep. If you get a full eight hours rest, you heal as if you had taken a long-term rest, and you get a +2 status bonus to saves against afflictions with intervals of a day or more.

Polar

You are the descendant of northern bears. Your fur is thick and grey-white. You gain a +1 status bonus to hide or sneak in snowy terrain (unless you are wearing full-body armor or otherwise hiding most of your fur), and gain cold resistance equal to half your level (minimum 1)

Woodland

You are the descendant of one of the many species of forest bear. You are a good climber, gaining a +2 status bonus on climbing checks.

Ancestry Feats

Bear Hug	**Feat 1**

Ursine

Prerequisites Ursine ancestry.

If you have both hands free and succeed on a grapple attack, you automatically deal your strength bonus in bashing damage as part of the attack. So long as you maintain the two-handed grapple, you deal this damage automatically at the start of your turn.

If you have more than two arms, you only need to use two for this effect.

Mauler	**Feat 5**

Ursine

Prerequisites Ursine ancestry.

You do +2 damage with your first successful claw Strike in your round. The second claw Strike in the round to hit the same target does +4 damage, and the third does +6.

Hit Points

10

Size

Medium

Speed

25 feet

Ability Boosts

Constitution

Strength

Free

Ability Flaw

Charisma

Traits

Humanoid

Uplift

Mammal

Natural Weapons

Pointy teeth, claws

CANINE

Your ancestors were canines, either wild pack predators or domestic pets. Hyenoids, wolfoids, and poodleoids all draw from this ancestry.

CANINE HERITAGES

GOOD BOI

Whose a good doggy? You are! Yes you are! Your ancestors were beloved household pets, relying on manipulating humans into feeding and protecting them. While that had rather tragic consequences for most in the wake of the Apocalypse, some were able to get surviving humans to share scarce food and precious shelter. Your ability boosts are Strength and Charisma, while your ability flaw becomes Intelligence. Most NPCs will start out as Friendly, rather than Indifferent, towards you (but not necessarily towards your companions). The GM will decide if the circumstances override this.

K-9

You trace your heritage to domestic dogs with a long history of working with humans to mutual benefit, especially with a handler. Breeding and genetic manipulation reinforced those traits most suited to this kind of partnership. This gives an instinctive ability to form bonds with almost anyone and interact smoothly with them. During your daily preparations, designate a specific ally. When you take the Aid action to help them, or they take it to help you, roll twice and pick the result you wish

SCAVENGER

Your ancestors hunted, but also stole kills from others, and could survive on almost anything. You can eat partially rotted food, so that when you make Subsist check, you determine the food you find as if you had a +2 status bonus to the roll. (So you may end up with a Success as regards shelter and Critical Success as regards food, from the same roll.) You also gain a +2 status bonus to Fortitude saves against ingested poisons.

HOWL

You can emit a fearsome howl that may strike terror into foes. Your Demoralize checks take no penalty for the lack of a shared language. If you are expert in Intimidation, you may target two creatures within 30 feet of you. At master, this increases to three, and at legendary, all creatures in a 30 foot emanation.

WINTER WOLF

You have a thick coat of fur. You gain resist cold equal to half your level (round up). You gain a +2 status bonus on Fortitude saves to resist cold environments.

Hit Points

8

Size

Medium

Speed

25 feet

Ability Boosts

Strength

Wisdom

Free

Ability Flaw

Charisma

Traits

Humanoid

Uplift

Mammal

Natural Weapons

Ripping teeth

Senses

Low-light vision, scent (imprecise) 30'

Pack Hunter

If two or more of your allies are adjacent to an enemy, you gain a +1 status bonus to attacks against that creature.

ANCESTRY FEATS

HEEL NIPPER — FEAT 1

CANINE

Prerequisites Canine ancestry

When you critically success with a slashing or piercing attack against an enemy, their speed is reduced by 5' until the start of your next turn, unless the source of their mobility can't be affected by physical damage.

HOWL — FEAT 1

CANINE

Prerequisites Canine ancestry, trained in Intimidation

You can emit a fearsome howl that may strike terror into foes. Your Demoralize checks take no penalty for the lack of a shared language. If you are expert in Intimidation, you may target two creatures within 30 feet of you. At master, this increases to three, and at legendary, all creatures in a 30 foot emanation.

MIXED BREED — FEAT 1

CANINE

Prerequisites Canine ancestry

Your ancestors were highly exogamous, or the product of a deliberate breeding program. You may choose a second Heritage feat. This may only be done at first level. The GM will determine the result of any contradictory effects of having two Heritages.

TRACKER — FEAT 1

CANINE

Prerequisites Canine ancestry

Your sense of smell allows you to follow foes easily. You gain a +2 status bonus to Track checks unless the enemy has no scent. (Robots and androids do have a scent; holograms, generally not.) You also gain a +2 status bonus to penetrate a disguise if the GM feels smell might be a clue. (Someone disguised as a different species, or as an individual you've met before, for example.)

PACK TAKEDOWN — FEAT 5

CANINE

Prerequisites Canine ancestry, Heel Nipper

When you successfully reduce an enemy's speed via the heel nipper feet, an ally within melee reach of that enemy may attempt to Trip that enemy as a reaction, if they meet all other requirements (free hand, capable of making attack actions, yadda yadda). This reaction does not suffer from their multi-attack penalty, if any.

Feline

You are descended from one of the many species of feline predator, such as lions, tigers, panthers, housecats, or leopards.

Feline Heritages

Smol Boi

You are descended from housecats, and while you are much larger than they, you are still smaller than other types of feline uplifts. Your size is Small, your base hit points are 6, and you are, in a word, cute. You gain a +2 status bonus to Make an Impression or Request actions when dealing with most humans and mutates whose attitude is Indifferent or better.

Sabretooth

While your body evolved to become more humanoid, some twist of DNA has given you the fangs of your most distant ancestors. Your fangs do 1d6 damage and are deadly (d8).

Stalker

You retain your ancestors' skill in approaching prey. You gain a +2 circumstance bonus to initiative checks if you were using Avoid Notice, and a +1 status bonus to Sneak checks.

Solitary

Your ancestors preferred to hunt alone. When no ally is within 10 feet of you, gain a +1 status bonus to the first attack roll you make on your turn.

Ancestry Feats

Climber   Feat 1

Feline

Prerequisites Feline ancestry

If both hands are free, you can use your claws to climb most surfaces. Gain a climb speed equal to half your move. This does not apply to surfaces over 90 degrees, or to ceilings. This doesn't apply to smooth surfaces too hard to sink claws into, generally Hardness 6+.

Pouncer   Feat 1

Feline

Prerequisites Feline ancestry

You may jump a gap of up 10 feet as part of a normal stride, without needing a check, providing both sides of the gap are at roughly equal heights. This consumes 15 feet of total movement.

Scaredy-Cat   Feat 1

Feline

Prerequisites Feline ancestry

Hit Points

8

Size

Medium

Speed

25 feet

Ability Boosts

Dexterity

Charisma

Free

Ability Flaw

Wisdom

Traits

Humanoid

Uplift

Mammal

Natural Weapons

Fangs, claws

Senses

Low-light vision

Catfall

If you are not restrained, immobilized, etc., you treat falls as if they were 10' shorter.

You're not scared, you're *prepared*. You tend to leap out of the way of danger. You gain a +1 status bonus to reflex saves.

Sudden Strike   Feat 1

FELINE

Prerequisites Feline ancestry. Stalker heritage

On the first round of combat, you may stride up to your speed and strike an enemy who has not yet acted. You may draw a weapon as a part of this action.

Sabre Specialist   Feat 5

FELINE

Prerequisites Feline ancestry. Sabretooth heritage

When you score a critical success with your fangs, you also inflict 1d4 bleed.

Rabbit

Known for their prolific rate of reproduction, it is unsurprising that rabbits survived the apocalypse and adapted rapidly to the challenges of the reshaped world. This category of uplift includes all lagomorphs.

Rabbit Heritages

Burrower

You retain digging claws and can travel through soil or sand. You gain a Burrow speed of 10 feet. If the soil is relatively solid (GM's option) you will leave a Medium tunnel behind you. This will collapse within 10 minutes. You cannot burrow through material with a Hardness greater than your Strength ability modifier. The GM may reduce speed to 5 feet for some environments (extremely dense roots in forest soil).

Hopper

Your leaping ability is a bit more atavistic than most other leporidian uplifts. If both hands are free or holding small (Bulk L) items, you can drop to all fours and then Stride your normal speed, skipping over every other square, subject to the same limits as your innate Leaper ability. You do not have to leap a square if you don't wish to. You must end your Stride on the ground, unless your next action is to continue the Stride.

Longear

As one of the yummier species on the planet prior to the cataclysm, your ancestors learned to detect and avoid predators, or they didn't leave descendants, such as you. Your hearing is extraordinarily good, granting a +2 status bonus on Perception checks involving sound. In addition, whenever a hidden or undetected creature moves adjacent to you, you may Seek it as a free action. (The GM may roll this check for you, as opposed to suddenly asking you to roll Perception, thereby alerting you *something* is up.)

Ancestry Feats

Rabbit Kick ❖❖   Feat 1

Rabbit | **Attack**

Prerequisites Rabbit ancestry

You drop on your back, draw in your legs, and *kick* with the same power that can propel you over gaps. Make a melee attack roll using your natural weapon or unarmed proficiency. The base damage is 1d8 + your Strength modifier. You normally return to standing as part of this action.

Critical Success In addition to the usual effects of a critical hit, your enemy is shoved 10 feet or knocked prone (your choice).

Hit Points

7

Size

Medium

Speed

25 feet

Ability Boosts

Dexterity

Wisdom

Free

Ability Flaw

Strength

Traits

Humanoid

Uplift

Mammal

Natural Weapons

Sharp nails

Leaper

You have a +2 status bonus on Jump checks. As part of a normal Stride, provided you are not suffering any reductions in speed or mobility, you may automatically leap over a single unoccupied square, assuming the destination is of roughly equal height and there is no obstruction more than about two feet in height. This allows you to cross small gaps, avoid some types of dangerous terrain, etc.

> **Success** Inflict normal melee damage, and your target must make a Reflex save against your attack DC or be shoved 5 feet.

> **Critical Failure** You miss, and do not automatically stand.

Special: Any reactions triggered by such things as "An enemy falls prone..." will occur *before* you make your attack roll. This won't prevent the attack roll unless you are rendered incapable of attacking, your target has moved out of melee range, etc.

TWITCHY ⮎   FEAT 1

RABBIT   MOVE

Prerequisites Rabbit ancestry

Trigger An enemy moves adjacent to you.

You leap away from an approaching foe. Jump up to 10 feet to an unoccupied square that is not adjacent to an enemy. If no such square exists, you cannot use this reaction. This feat is particularly useful if you have Longear ancestry.

WARREN BUILDER ⮎   FEAT 1

RABBIT   EXPLORATION

Prerequisites Rabbit ancestry

Given firm enough soil (GMs discretion), you can hollow out a space roughly 20 feet in diameter, with an entrance only 5 feet wide. This takes 10 minutes, and you will be fatigued afterwards. This remains stable for 12 hours. By disguising the entrance (Nature, Survival, or appropriate Lore will cover this), you can create a safer place to rest. (The total of the roll to disguise the location is the base DC for Perception checks to notice it.)

Rat

Rats are astoundingly adaptable, smart, and fecund, well poised to survive whatever the apocalypse threw at them. While millions died when the cities fell, millions more survived and exploited all that man had left behind. Some took on more of the shape of man, and many consider themselves the rightful heirs of humanity.

Rat Heritages

Giant Rat

You're big. Not quite Large, but close. Your Ability Flaw is Dexterity, and your Ability Boosts are Strength and Constitution. You can carry +2 Bulk before becoming encumbered.

Lab Rat

Your ancestors were used in man's experiments and tests, and somehow, this imprinted on your genes. You have access to one Scavenger Gizmo that you may use at will. This will be heightened to 1/2 your level automatically.

Tunnel Rat

The deep passages beneath the cities are your home. You have a +2 status bonus to Survival checks to navigate underground, and you may treat your size as small for purposes of determining when you need to squeeze.

Ancestry Feats

Chomper   Feat 1

Rat

Prerequisites Rat ancestry, Giant Rat heritage

Your natural weapons are upgraded to fangs and claws.

Rat Pack   Feat 1

Rat

Prerequisites Rat ancestry

Your ancestors could take down more powerful enemies by coordination. When you critically succeed in a melee or ranged strike, up to four of your allies get a +1 circumstance bonus to their first strike against the same enemy, until the start of your next turn.

Wirechewer   Feat 1

Rat

Prerequisites Rat ancestry, Lab Rat or Tunnel Rat heritage

Long ago, your people were "the rats in the walls", and learned to navigate around human power systems. Your exposure to what remains of such systems had toughened you. You gain resistance to electricity equal to half your level (minimum 1).

Hit Points

7

Size

Medium

Speed

25 feet

Ability Boosts

Dexterity

Intelligence

Free

Ability Flaw

Strength

Traits

Humanoid

Uplift

Mammal

Natural Weapons

Sharp nails

Pointy teeth

Senses

Darkvision

Survivor

Your ancestors survived countless attempts at extermination. You have blight resistance equal to half your level (minimum 1), and you have a +2 status bonus on Fortitude saves vs. poison or disease.

Scorpion

A few generations ago, your ancestors scurried across the land, barely a few inches long. Today, you are a sapient humanoid of medium size. Exactly how this works, physiologically, is an exercise best left to the philosophers. I mean, do you have humanoid lungs and an endoskeleton for support? Or what? Anyway, what matters is, you've got a stingy tail and you're scary.

Scorpion Heritages

Armored

Your exoskeleton is exceptionally tough. You gain bludgeoning resistance equal to half your level (minimum 1).

Pincers

One of your hands is replaced by a large pincer! This does 1d8 bludgeoning damage and grants a +2 status bonus to Grapple attempts. When you successfully grapple an opponent, you may deal your strength modifier in crushing damage. You gain the Poor Grip mutation.

Poison

Your stinger contains a reservoir of toxin, which deals 2 points of poison damage per damage die, in addition to the normal piercing damage.

Skulker

You are quite adept at lurking in shadows and striking suddenly. You gain a +2 status bonus to Hide checks, and if you are avoiding notice during exploration mode, you gain a +2 status bonus to initiative checks.

Ancestry Feats

Ancient Blood	Feat 1

Scorpion

Prerequisites Scorpion ancestry

Your ancestors crawled Devonian seas, surviving multiple mass extinction events. The first time each day you must make a Recovery Check, you succeed automatically.

Fear Factor	Feat 1

Scorpion

Prerequisites Scorpion ancestry

You are trained in Intimidate. Your status bonus from Scary increases to +2. If a background would automatically grant Intimidate, you instead become trained in a skill of your choice.

Hit Points

9

Size

Medium

Speed

25 feet

Ability Boosts

Dexterity

Wisdom

Free

Ability Flaw

Intelligence

Traits

Humanoid

Uplift

Arthropod

Natural Weapons

Stinger

Exoskeleton

You automatically gain the Armored Skin mutation, with all benefits and drawbacks. You may choose options to reflect your particular defenses.

Scary

You are very alien-seeming and trigger deeply-buried fears in many other creatures. You gain a +1 status bonus to Coerce or Demoralize checks against most non-arthropods. (Exceptions include any creature without evolved instincts, including AI, blightspawn (even sapient ones lack normal living reactions), and robots. GM's discretion applies.)

NIGHT HUNTER FEAT 1

SCORPION

Prerequisites Scorpion ancestry

You gain darkvision to 60 feet. In dim light or darkness, you have a +1 status bonus on attack rolls against creatures who lack mitigating senses (darkvision, low-light vision, tremorsense, scent, etc.)

POTENT POISON FEAT 5

SCORPION

Prerequisites Scorpion ancestry, poison heritage

Your poison does persistent damage equal to half its normal damage for four rounds or until the target succeeds at a Fortitude save (use your class DC).

SHARK

Descended from the apex predator of the oceans, you have evolved a more humanoid form and can exist indefinitely on land. While most common in areas bordering oceans, there's no reason that you or your ancestors might not have moved inland in search of opportunities.

SHARK HERITAGES

HAMMERHEAD

You have a freakishly (by humanoid standards) shaped head, with your eyes attached to either side of a t-shaped facial structure. This allows you to focus on multiple targets easily. You cannot be flanked. However, range increments are halved for you, as your depth perception is poor.

IRONJAW

All sharks (well, all the *cool* sharks) have powerful jaws, but you go above and beyond. Your ripping teeth gain the grapple trait.

SHARPSKIN

Your skin retains, and enhances, the rough texture of your ancestors' hides. Any creature grappling you takes 1d3 slashing damage unless they critically succeed.

ANCESTRY FEATS

AIR HUNTER   FEAT 1

SHARK

Prerequisites Shark ancestry

You have scent 30' when not submerged. Still doesn't work well with your head in a bucket, though.

FLAYER   FEAT 1

SHARK

Prerequisites Shark ancestry, Sharpskin heritage

When you successfully grapple someone, they take 1d3 slashing damage, and the same when you maintain the grapple or when they fail an escape action.

MAGNETIC SENSE   FEAT 1

SHARK

Prerequisites Shark ancestry

You are sensitive to electromagnetic fields. This gives you a +2 status bonus to Sense Direction checks, and a +1 status bonus to checks made to Disable electrically powered traps or Pick electronic locks.

Hit Points
9

Size
Medium

Speed 25 feet

Ability Boosts
Constitution

Wisdom

Free

Ability Flaw
Charisma

Traits
Humanoid

Uplift

Aquatic

Fish

Natural Weapons
Ripping teeth

Senses
Water Scent: You have Scent (60') when submerged. This applies only to sensing other submerged creatures, just in case some wise-ass player was tempted to stick their head in a bucket and then claim they could smell enemies approaching through the grasslands, or something.

Aquatic
You automatically gain the Aquatic mutation.

Frenzy
When an enemy adjacent to you is suffering bleed damage, you must make a raw DC 5 check at the start of your turn or be compelled to make a bite attack against them. You will not voluntarily move away from them, but may otherwise take your other two actions normally. If they move away, you are not compelled to pursue.

PREDATOR'S GAZE FEAT 1

SHARK

Prerequisites Shark ancestry

Your cold, dark eyes betray little emotion and are notably unnerving to many beings. Sense Motive checks against you have a -2 status penalty, and you have a +1 status bonus to Coerce another creature.

Turtle

You are descended from some species of hard-shelled reptile. You are slow-moving, but hard to hurt. This type of uplift includes tortoises, because who the hell can tell the difference, anyway?

Turtle Heritages

Dryshell

Your ancestors dwelled in surprisingly harsh climes, such as deserts and badlands. You need only half as much food and water to survive, and have a +4 status bonus to resist environmental damage.

Hardclaw

You retain sharp claws and can use them in combat (as per the claws natural weapon), as well as to grant a +2 status bonus to checks to climb.

Ninja

You are surprisingly stealthy for a heavily-armored lumbering reptile. You gain a +1 status bonus to Stealth.

Wetshell

You are descended from sea or river dwelling turtles, but, like them, you are still an air-breather. You have a swim speed equal to your land speed, and a +2 status bonus to Swim checks. You see underwater without penalty.

Ancestry Feats

| **Hit Points** |
| 9 |
| **Size** |
| Medium |
| **Speed** |
| 20 feet |
| **Ability Boosts** |
| Constitution |
| Wisdom |
| Free |
| **Ability Flaw** |
| Dexterity |
| **Traits** |
| Humanoid |
| Uplift |
| Reptile |
| **Natural Weapons** |
| Beak |
| You automatically gain the Armored Skin mutation. |

Slow And Steady   Feat 1

> **Turtle**

Prerequisites Turtle ancestry

Patience and focus are the key to success. When performing an exploration activity using a trained skill, you may double the time to get a +2 circumstance bonus. You also treat a critical failure as a normal failure. At the GM's option, you may also double the time of some actions, such as picking a lock or disabling a device, for the same effect.

Turtle Mode ↺   Feat 1

> **Turtle**

Prerequisites Turtle ancestry

Trigger You must make a reflex save against an area attack.

You respond to an area attack by instinctively withdrawing into your shell. This grants you a +2 circumstance bonus against that attack, and any others until the start of your next turn. Your sight and hearing are restricted (-2 circumstance penalty), your speed is reduced to five feet, and you suffer a -2 circumstance penalty to most actions requiring your limbs, as they're mostly withdrawn. You must take one action to restore yourself at the start of your next turn. You cannot remain in this state voluntarily.

FLORALS

It is not only the animal kingdom that has risen to compete with what's left of humanity. The twisted power of the blight, combined with experiments in neural grafting or self-replicating germline nanocircuitry, had given many species of plant mobility, awareness, and in some cases, sapience.

While there are many thousands of species of plant which might be the root (root? Get it?) of a floral PC, for game purposes, there are three sub-types: Strongbark, Quickvine, and Sporeborn.

As with Uplifts, a default Floral is generally human -sized and -shaped. They can use most scavenged gear without penalty, provided it doesn't relay on human genetics or biology. They will virtually never be seen as human by robots except badly malfunctioning (or reprogrammed) ones. All Florals gain the following traits:

Can't See The Trees For The Forest: A robot without the AI trait will be flat-footed against your first attack, as their programmers didn't want them opening fire on bushes waving in the breeze, or raising the alarm if a branch blew by them in a storm. You are not undetected or hidden unless you make the appropriate check. A robot will still try to "clean up the debris" if you're in an area it's guarding or working in, it simply won't be ready for you to attack. (Note that robo-gardeners or park maintenance 'bots or the like may target you specifically, as you are *clearly* in need of pruning and are probably an invasive species which must be culled. However, they still won't expect you to hit back.)

Strongbarks and Quickvines gain:

Photosynthesis: If you spend at least four hours under natural sunlight (including exploration mode, no need to rest or restrict activity), you do not need to consume food rations. If you have an hour to rest on relatively moist natural soil or in/adjacent to a pool of water, you do not need to drink.

STRONGBARK

Strongbarks are tough, hardy plants with dense body structures and barklike skin. They typically have thick leaf growth on their heads, with lighter or no growth on their torso and limbs. Leaf shape and bark patterns vary wildly, and botanists may make, at best, educated guesses as to their ancestral species. Many consider them dour and serious minded, but their personalities are as varied as their breeds.

STRONGBARK HERITAGES

DEEPROOT

You are descended from powerful and mighty trees which stand fast against the strongest storms. You gain a +2 circumstance bonus to your Fortitude or Reflex DC against attempts to Shove or Trip you. This bonus also applies to saving throws against spells or effects that attempt to knock you prone. If any effect would force you to move 10 feet or more, you are moved only half the distance.

STOUTBRANCH

You are capable of bearing great weights. You gain the Hefty Hauler feat, even if you do not meet the prerequisites. When encumbered, your move is reduced by only five feet.

LIGHTWOOD

You weigh the same as a witch, floating easily. You gain a +2 status bonus on swim checks. If you are carrying less than half your maximum capacity, you will not sink in water unless you wish to dive, or if the GM rules that some force (a natural current, suction from a still-active water treatment plant, or hostile sea-dwellers) pulls you down.

Hit Points
10
Size
Medium
Move
25 Feet
Ability Boosts
Strength
Wisdom
Free
Ability Flaw
Dexterity
Traits
Plant
Humanoid
Bark
You gain Resistance to Bludgeoning and Piercing damage equal to half your level (minimum 1). You gain vulnerability to fire equal to half your level (minimum 1).

ANCESTRY FEATS

Strongbarks can also choose the More Mutated Feat, page 35, to pick any mutation not otherwise denied to them.

BARKSHIELD	FEAT 1

Floral **Strongbark**

Prerequisites Strongbark ancestry.

A portion of your bark is especially strong and broad, allowing you to use it as a buckler (hardness 3, HP 6). You may take the Raise a Shield action if you meet the other qualifications (only a light non-weapon in that hand, etc.) You may also use the Shield Block reaction if you've learned it. If your natural shield is broken, it cannot be repaired through crafting, but will regrow when healing equal to its hit points is applied. (Your hit points do not gain this healing.) This regrowth still requires 10 minutes; it can happen during rest if you choose to apply the hit points regained in such a fashion.

You are trained in the use of this shield. If you gain shield proficiency by other means, use that proficiency if it's better.

Clotting Sap Feat 1

FLORAL STRONGBARK

Prerequisites Strongbark ancestry.

Your sap is thick and congeals rapidly. When you are subject to persistent bleed damage, you gain a +2 status bonus on checks to end it.

Oak fist Feat 1

FLORAL STRONGBARK

Prerequisites Strongbark ancestry.

Your ancestors split mountains and uprooted buildings with their slow, inexorable growth. You're a bit quicker to destroy things. When you attack an object with your unarmed attacks, reduce its hardness by half, up to a maximum of -5.

Quickvine

Quickvines can be slender and stalklike, or squat and shrubbish, or anything in between. They are lighter and leafier than their strongbark cousins. They are often stereotyped as flighty or frivolous, but any individual can have any personality they wish.

Quickvine Heritages

Desert Blossom

You survive well even under arid conditions. You need half as much water to stay fit and healthy. You can store water as well; up to two daily rations can be stored internally. (This will keep you for four more days.)

Briarborn

You have strong piercing thorns on your viny fingers. You do 1d4 slashing damage (versatile: piercing) with unarmed attacks.

Perfumed

Your body produces beautiful flowers, and they emit intoxicating pheromones that cross species boundaries. You gain a +1 on Diplomacy checks towards creatures within 15' of you which can smell and which are affected by Emotion-based powers.

Ancestry Feats

Quickvines can also choose the More Mutated Feat, page 35, to pick any mutation not otherwise denied to them.

Creeping Tendrils	Feat 1

Floral **Quickvine**

Prerequisites Quickvine ancestry.

Your limbs can detangle themselves and extend, granting you 10' reach. These stretched limbs are useless in combat and can hold only one Light item, but they can reach through spaces only a few inches wide, disarm traps from a distance, or pick pockets under the table. The GM may apply penalties if you can't see what your hands are doing.

Baffling Bouquet	Feat 1

Floral **Quickvine**

Prerequisites Quickvine ancestry, perfumed heritage

With a ❖❖ concentrate action, you suffuse a 15 foot burst with a confounding array of odors. While not at all unpleasant to most creatures, it does render scent unusable in that region for 1d6 rounds. Strong winds, rain, or similar effects may shorten or negate this. You can do this 1/minute. During exploration, if you take the "Avoid Notice" action, it is assumed you are using this power intermittently, and trackers with scent gain reduced or no benefit from it (GMs discretion).

Every Rose Has Its Thorn	Feat 1

Floral **Quickvine**

Prerequisites Quickvine ancestry, briarborn heritage.

Hit Points

8

Size

Medium

Move

25 Feet

Ability Boosts

Dexterity

Charisma

Free

Ability Flaw

Strength

Traits

Plant

Humanoid

Vine Body

You gain Resistance to Piercing damage equal to half your level (minimum 1) and take half damage from falling. You gain vulnerability to fire equal to half your level (minimum 1).

Your thorns cover most of your body. Anyone grappling you will take 1d3 piercing damage unless they critically succeed. When you grapple someone, or successfully escape from a grapple, they take 1d3 piercing damage.

One With The Earth   Feat 5

Floral **Quickvine**

Prerequisites Quickvine ancestry

The smallest vibration near you triggers quivers in your roots. You gain tremorsense (10 feet).

Sporeborn

The Sporeborn are generally the least human-seeming florals. Their bodies tend to be smooth, almost claylike, with heads that can be tapering cylinders or broad disks. Their limbs may be long and flexible, or short and stubby. They often have no well-defined face, with small pitlike eyes and a simple gash for a mouth. Coloration tends to greys and greens, but some can be quite bright. This is a generalization; some rare sporeborn look like oddly colored, smooth-skinned humans with well defined "muscles" and "features". "Hair" (in reality, strands of fibrous fungus) is very rare. They are also known to have a distant, alien personality, with oddly muted reactions to events and strange fascinations with the seemingly mundane.

Sporeborn Heritages

Lichenthrope

You are symbiotic with photosynthetic plants. Unlike most sporeborn, your skin is rough, splotchy, and irregular. You gain the photosynthesis ability, as if you were a strongbark or quickvine, and may take racial feats that have it as a prerequisite.

Quicksprout

You heal very quickly after combat. If you have normal food and water, and are not at risk of ongoing damage from the environment (not required to roll against heat, cold, blight, etc.), you gain +1 HP per die of non-combat healing, and you double the amount of healing from rest.

Solidstalk

Your internal structure is very different from that of a typical humanoid. While you have complex internal organs, they are arranged oddly and often distributed internally. You gain Resistance to Precision damage equal to half your level (minimum 1) unless the attacker scored a critical hit.

Hit Points

8

Size

Medium

Move

25 Feet

Ability Boosts

Constitution

Intelligence

Free

Ability Flaw

Charisma

Traits

Plant

Humanoid

Darkvision

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

Fungal Body

Your moist flesh does not burn easily. You have Resist Fire equal to half your level (minimum 1).

Ancestry Feats

Sporeborn can also choose the More Mutated Feat, page 35, to pick any mutation not otherwise denied to them.

Choking Spores ⮂	Feat 1

Floral	Sporeborn	Poison

Prerequisites Sporeborn ancestry

Trigger You take melee damage. **Frequency** 1/minute **Effect** You emit a cloud of spores at the triggering creature. They must make a Fortitude save against your class DC or become Sickened 1. Creatures immune to poison or which do not breathe are unaffected.

Unusual Biochemistry — Feat 1

Floral	Sporeborn

Prerequisites Sporeborn ancestry

Your unusual biological makeup provides you with resistance to poison equal to half your level (minimum 1).

Unearthly Thoughts — Feat 1

Floral	Sporeborn

Prerequisites Sporeborn ancestry

Your mind is truly alien. You have a +2 status bonus to Will saves against Mental or Emotion effects.

Unreadable — Feat 1

Floral	Sporeborn

Prerequisites Sporeborn ancestry

Your minimalist facial features and barely-humanoid anatomy makes it hard for others to guess your motives. Non-sporeborn suffer a -2 status penalty on Sense Motive checks and you gain a +2 status bonus to Feint.

Shared Ancestry Feats

Shared Feats

This section contains feats shared by multiple mutation types: Mutates, Uplifts, and Florals. Most are available to all; a few may be only available to some. Check the traits box.

Enhanced Mutation   Feat 1

Mutate | **Uplift** | **Floral**

You have developed one of your mutations further. Choose an enhancement to an existing mutation of your level or lower.

More Mutated   Feat 1

Mutate | **Uplift** | **Floral**

You have additional mutations that may grant physical or mental powers, ranging from natural weapons to telepathy to wings to laser eyes.

> **Uplifts**: Choose a new level one mutation or two level zero mutations, in any desired mix of physical and mental.

> **Florals**: Choose a new level one mutation or two level zero mutations, in any desired mix of physical and mental.

> **Psion**: Choose a new level one mental mutation, or two level zero mental mutations, or one level zero physical mutation.

> **Biomorph**: Choose a new level one physical mutation, or two level zero physical mutations, or one level zero mental mutation.

Unstable Mutation   Feat 1

Mutate | **Uplift** | **Floral**

Your body's DNA is in a constant state of flux. Pick two level 1 mutations. During your daily preparations, randomly choose which one is active. The active mutation is termed dominant; the inactive one, recessive. If you do not rest/prepare for an extended period, the mutations will still potentially shift after 24 hours of stability. This takes 10 minutes, during which you are incapable of any activity but talking, even if it ends up not changing. Any method of randomization may be used, so long as there's a 50/50 chance of either being dominant.

> All features of the recessive mutation vanish when the other is dominant, and its presence while quiescent can only be determined by advanced medical technology, at the GM's discretion.

> If you pick the Enhanced Mutation feat, you may apply one enhancement to each of your shifting mutations, so they remain roughly equal in power. If one doesn't have enhancements, you may pick a Level 0 mutation that manifests when the unenhanced one does.

> Psions must choose two mental mutations. Biomorphs must chose two physical mutations. Uplifts and florals can "mix and match" as desired.

> Note: While this doesn't increase your overall power, as you have the same number of potential mutations to draw from during a given day's activities, it does increase adaptability.

Adapt Or Die   Feat 5

Mutate | **Uplift** | **Floral**

You have learned how to suppress or avoid the effects of any mutation defect.

> If the defect does not have the Attribute trait, simply remove that defect and make all needed adjustments.

If the defect does have the Attribute trait, you retain the penalty to the attribute, but you overcome any of the additional effects.

The GM may overrule this if it seems to create an unintended exploit. This feat does not apply to generally-beneficial mutations which have negative effects built into them, only to mutations with the 'Defect' trait.

CONTROLLED INSTABILITY   FEAT 5

MUTATE | **UPLIFT** | **FLORAL**

Prerequisites Unstable mutation

You have learned more control over your unstable DNA. When you determine which mutation is active, use your randomization method twice, and choose which result to take.

ROBOTS

Whether or not robots outnumbered humans on pre-Cataclysm Earth was an issue debated even at the time; certainly, there were a *lot* of them, in a seemingly endless

Whether or not robots outnumbered humans on pre-Cataclysm Earth was an issue debated even at the time; certainly, there were a *lot* of them, in a seemingly endless variety of forms and functions. Even the simplest and most primitive were far "smarter" than the best 21st century "AI" systems, smoothly interacting with humans and their environment within the parameters of their programming. Only a very small percentage were truly self-aware, capable of reflecting on their actions and questioning them. You were one such, and when uncountable billions died, you somehow survived.

While these rules cannot cover all of the varieties of robots that existed, they do provide for an array of forms and functions. The sidebar presents a generic "metal man", a humanoid robot with no special strengths or weaknesses. You can pick this and move on to other choices, or you can choose from a menu of modifications.

INORGANIC

Your construction frees you from many of the sins of the flesh.

- You are immune to poison, disease, and sleep unless the effect says otherwise.
- You do not need to sleep, but you do need four hours of "defrag time" to process the day's events and allow your batteries to recharge – literally.
- You ignore fatigue or exhaustion from exploration activities, unless you missed your "defrag", then it applies normally.

Hit Points

8

Size

Medium

Move

25 Feet

Ability Boosts

Strength

Intelligence

Free

Ability Flaw

Charisma

Traits

Humanoid

Robot

Mechanical

Electronic (You have electricity vulnerability equal to your level/2, min. 1)

Metal Hide

You have a +1 status bonus to AC, increasing to +2 at 7th level and +3 at 12th level.

Inorganic

See main text.

Unhealing

You do not regain hit points from normal healing, unless otherwise noted. You must be repaired.

Purpose-Built

You are trained in your choice of Crafting, Lore, or Performance. You have built-in tools, if appropriate, so you do not need to purchase or carry them.

Design Flaw

See main text.
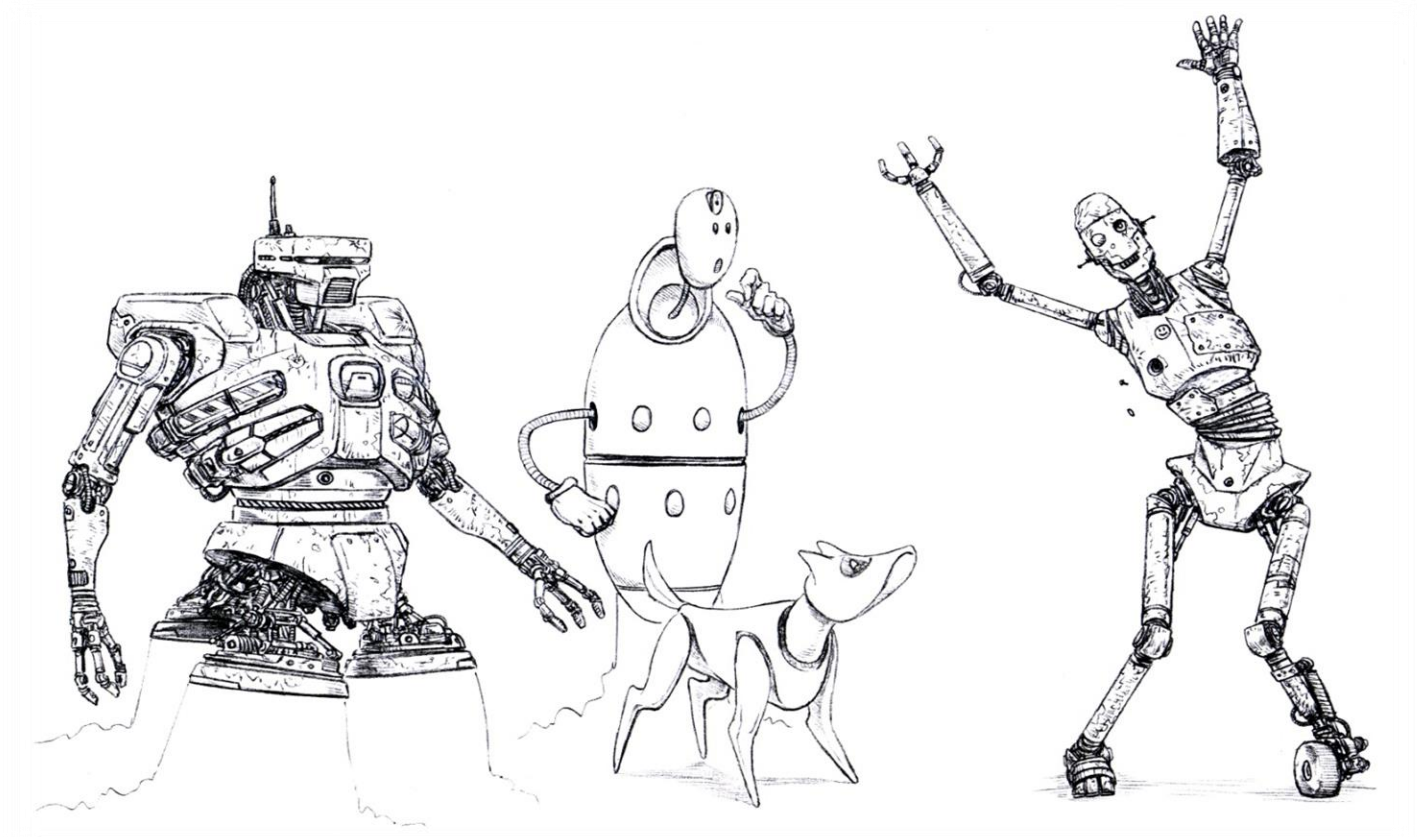
DESIGN FLAW

If your original duty didn't need some particular feature, or you wasn't expected to encounter certain situations in the course of your job, your builders may have saved money by cutting corners in those areas. Alternatively, you may have suffered extensive damage or even sold off parts of yourself to survive over the long years since the Cataclysm. Perhaps some of both. You have an additional flaw. Pick from this list, or create an equivalent weakness with the GMs approval.

The GM must approve a choice of flaw; something that will almost never come into play should be rejected, as should something that will come up so often that it makes the character almost useless. "Anchorbot" is a good example. If the campaign set near the blightlands surround the fabled city of Lost Wages, where aquatic environments are rare, this will come up so infrequently as to be effectively null. Likewise, in a campaign set in an archipelago of half-sunk cruise ships connected by rafts and bridges, you'll be constantly making checks that would be non-issues for others in your party.

The flaw should not conflict with, or be mitigated by, your purpose.

Anchorbot You are not buoyant, and you leak. Regardless of your Athletics proficiency, Swim checks are made untrained. After one round of immersion (75% or more underwater) you take 1d4 electrical damage (not increased by your normal robotic vulnerability to electricity, but also not mitigated by any resistance to it). This increases by 1d4 every other round (2d4 on round 3, 3d4 on round 5, and so on). Full-body watertight armor may prevent this at the GM's discretion.

Exposed Circuits You have some vital component that is extremely easy to hit. Even full armor doesn't protect it; either it can't be covered or its sensitive enough that hitting the armor still impacts it. Any attack that does precision damage adds an extra die. If multiple die sizes are used, the added die is of the largest size.

First Law Dominant You will only use non-lethal attacks, and you will not attack a creature unless you have been targeted by them (this does include area attacks, at least). You will not hesitate to aid allies who are being attacked, you just won't do anything which might inflict lethal damage directly. If you do so accidentally, or you are forced into making such a decision, you will be deeply depressed (treat as Slowed 1) until someone succeeds with a Use Computer check at a Hard DC based on your level to snap you out of it.

Frail Systems You are cheaply built, or perhaps you've had a lot of hard knocks and poor maintenance over the years. You have a -1 status penalty on Fortitude saves.

More Like The First _Suggestion_ You have no compunctions about killing; you have compunctions about _not_ killing. You will always use lethal damage, even when it's highly inappropriate, unless restrained. (A trained Use Computer check by an ally, at a DC based on your level, can stop you from striking a lethal blow. This is a ↻ triggered by your targeting a creature with an attack which seems likely to kill them.)

Second Law Dominant You are inclined to do what you're told, even if you know you probably shouldn't. You have a -2 status penalty to Will saves and to Sense Motive checks.

Short Battery Life Your internal storage units drain faster than your generators can keep up. If you engage in strenuous activity (combat) for four or more rounds, you become fatigued. If it goes on for six rounds or more, you are exhausted. You must rest for 10 minutes to allow your capacitors to refill.

Slow Response Your programming assumed a routine, controlled environment. As such, the cost of top-line response processors and superconducting motion circuits was considered an unnecessary expense. You have a -1 status penalty to initiative checks and Reflex saves. Any time you have an opportunity to take a Reaction, you must make a DC 5 flat check to do so. If this roll fails, you do not lose the Reaction for that turn, and if a second Reaction is triggered, you can attempt that one instead.

Third Law Dominant You will preserve yourself. When you take a critical hit in combat, you become Frightened 1 as long as you are within 30 feet of the triggering creature or its allies. Even when this does not apply, you will prefer to attack from range, seek cover, or otherwise act to minimize risk to yourself, though you will not simply abandon your comrades (being alone in the hostile world of Earth Delta is even _more_ dangerous!)

ROBOT HERITAGES

Robots were built in a dizzying array of shapes and sizes. Reflecting this are heritages with the Construction trait. You may pick multiple such heritages at first level, provided you pick only one per sub-trait, such as legs, arms, or head. This permits a lot of customization. As construction heritages are intended to have advantages and drawbacks, you may also pick one non-construction heritage.

Arm Heritages

Default

| Robot | Construction | Arms |

By default, robots have two arms similar in design and functionality to human arms, granting no benefit or penalty.

Tentacles

| Robot | Construction | Arms |

Your arms are extensible tentacles, highly flexible, though not overly strong. You can reach and grab things up to 10 feet away, and you have 10 foot reach for purposes of Grapple and Trip attacks only -- you do not have the strength to effectively wield weapons or make unarmed attacks when your arms are extended. You also suffer a -2 status penalty to all Strength-based checks which lack the Attack trait; however, you get a +1 status bonus to maintain a grapple, due to your arms wrapping around your target. Your arms are no thicker than a human arm and fully flexible, able to reach around corners or into a curved pipe. ⚔ At the DMs judgment, this may let you perform some Thievery actions, such as steal or disable device, at range. You can reach much further into a container than a normal human could, and so on. A +1 to +3 circumstance bonus where such extra reach would be useful is often appropriate, however, if you can't see your hand, a -1 to -3 penalty should be imposed.

Fractal

| Robot | Construction | Arms |

Your arms terminate in "hands" made of thousands of interlocking segments which can split and split and split again, creating hundreds of tiny "fingers" that allow amazing manual dexterity and fine control, giving you a +2 status bonus to Thievery and Medicine checks, and to Craft checks involving repairing items or manipulating small components. However, such delicate mechanisms are easily damaged; when you critically fail a basic Reflex save against a damaging effect, you become Clumsy 2 (except for AC and Reflex saves, which are unaffected) and lose the above bonuses until you are fully repaired.

Pincers

| Robot | Construction | Arms |

You were built to manipulate big, heavy, objects, and your designers didn't think you needed a lot of fine control to do that. Your "hands" are crude pincers, with limited manual dexterity. You suffer a -2 status penalty to Climb and Swim actions, Medicine, and Thievery, and many Crafting checks (GM's discretion). On the upside, you gain a natural weapon that does d8 bludgeoning damage and which grants you a +1 status bonus to Grapple, Disarm, and Trip actions. This bonus increases to +2 if you are expert with any type of melee weapon, and +3 if

> ## Default Robot
>
> If you choose not to pick any construction heritages, you look basically humanoid, though obviously mechanical. This still offers tremendous range for your appearance, although there will be no meaningful game effects. You can be slick, shiny, and chromed, or dull metal. You can be sculpted with pseudo-muscular rounded shapes, or purely functional. Perhaps you have a corporate logo emblazoned on your head. You may be formed of mismatched parts, the result of years of makeshift repairs. Your original purpose may play into this – a personal aide could be stylish and sophisticated, while a maintenance droid would eschew any expensive cosmetic enhancements, as few humans would see it. Do you wear clothing for aesthetic affect, or just what's needed?

you are master. You also gain a +2 status bonus to resist any action that would make you drop or release a held item, or forced movement when you have a grip on something solid (a girder, a metal ladder affixed to a wall).

Head and Sensors

Default

Robot	Construction	Head

The default robot "head" resembles a human head, made of metal, with any sort of features you might want -- a detailed, mobile, "face" made of soft memory metals and moved by plastic muscles, or a blank, featureless, orb, or a video screen that displays whatever you might imagine it displaying.

Enhanced Sensors

Robot	Construction	Head

This head is designed to gather as much data from the environment as possible, and is festooned with small antennae, lenses, rotating "radar dishes", and similar gewgaws. You have darkvision (60 feet). You gain a +2 status bonus to Perception (increasing to +3 if you are expert and +4 if you are legendary). You gain the Lock On action:

Lock On ❖

Target One observed creature with concealment within ten feet. **Effect** Every time you make the DC 5 flat check to target the concealed creature, you may roll twice and take the higher result. This ends if you and the target are ever more than ten feet apart, or you lock on to a different target.

You have a -2 to AC and saves against attacks which deal sonic damage, or against effects which can impose blindness or deafness via sensory overload. The GM may also increase penalties for environmental effects severe enough to impact most normal creatures.

Shielded

Robot	Construction	Head

Your head is equipped with multiple layers of shielding to protect itself from various threats. This grants you a +1 status bonus to Will saves and a +2 status bonus to AC and saves against attacks with the sonic or light keywords, but limits your ability to turn to look at things. If you are flanked, any other adjacent enemy is also considered to be flanking you.

Headless

Robot	Construction	Head

You have no distinct "head"; all of your sensors and circuits are incorporated into the rest of your body. This causes you to have a smaller profile overall, giving you a +1 to AC and Reflex saves against ranged attacks (excluding area attacks). Without a head, though, non-robots used to dealing with humanoids have a lot of trouble relating to you or dealing with you, imposing a -2 to all Diplomacy checks. You also cannot wear helmets, headbands, and so on without significant modifications.

Leg Heritages

Default

Robot	Construction	Legs

You have two legs which are functionally equivalent to human legs, offering no benefit. You can wear boots and pants designed for typical humans, and they'll work fine.

HOVER

ROBOT	CONSTRUCTION	LEGS

You have no legs, and you must scream. Well, maybe not scream. You glide over the surface of the world supported by powerful hoverjets, an anti-grav field, or the like. You ignore any difficult terrain based on ground contact, as you hover about three feet up. The GM may rule this doesn't apply in some cases, such as thick vines growing higher than a typical human. You can use short bursts of increased power to "jump" normally. You can cross gaps of five feet or less without any check. You are also immune to most types of uneven ground, though the GM may rule some types can still affect you.

If subjected to forced movement, you have a -2 status penalty on any saves to resist, and the distance you are moved may increase by 5 feet at the discretion of the effect's source. You must take a moment to stop spinning after such a move; you are flat-footed until the end of your next turn.

You cannot wear equipment intended for the leg or foot slots without extensive modifications (a very hard craft DC based on the level of the equipment).

Being "knocked prone", for you, means you are disoriented, spun, tipped, or otherwise suffer the same mechanical effects. Depending on the source of the effect, you may actually be on the ground and need to use your limbs to get you hover units correctly positioned.

TREADS

ROBOT	CONSTRUCTION	LEGS

Your lower limbs are tanklike treads, not legs. You ignore most difficult terrain, and treat very difficult terrain as merely difficult. (The GM may rule otherwise for some cases.) However, you suffer a -2 status penalty on Climb, Swim, and Jump checks, your base speed is reduced by five feet, and you have a -1 status penalty on Reflex saves against area attacks.

You cannot wear equipment intended for the leg or foot slots without extensive modifications (a very hard craft DC based on the level of the equipment).

MULTIWHEELED

ROBOT	CONSTRUCTION	LEGS

You roll around on two or more wheels. This provides excellent speed on smooth ground, but wheels can become fouled on rugged or otherwise uneven, slick, or broken terrain. Your speed becomes 30 feet. It costs you 10 feet of extra movement to enter difficult terrain (15 feet total), and 15 feet to enter greater difficult terrain (20 feet total). (The GM may rule this does not apply for some types of difficult terrain.)

MONOWHEELED

ROBOT	CONSTRUCTION	LEGS

Thanks to advance gyroscopics, you zip around on a single wheel, which provides you considerable mobility – you may step as a free action on your turn, once per 1d4 rounds. When you are subject to forced movement, you must make a flat DC 5 check to avoid falling prone at the end. Standing is a ❖❖ activity for you.

OTHER HERITAGES

ARMORED

ROBOT

Whether it was because you worked in a dangerous environment or expected to see combat, your outer shell is toughened and reinforced. Increase the status bonus provided by your metal hide by 1.

GUARDBOT

ROBOT

Your function was to defend or patrol a region and to deal with intruders. You have a +1 status bonus to detect hidden creatures.

MAINTENANCE DROID

ROBOT

You kept the world working, until it broke beyond your capacity to repair. Your Purpose-Built skill is Craft, and you have a built-in Repair Kit. You also gain the Specialty Crafting feat, and you get a +1 item bonus from your built-in tools when working in that specialty.

MEDIBOT

ROBOT

You were built to repair fragile, fleshy meatbags. You are trained in Medicine and have built-in Healer's Tools (which cannot be shared with others). Your Purpose-Built skill is Medical Lore.

MULTIFUNCTION

ROBOT

You were built with, or acquired, a range of components. Choose any robot ancestry feat you are otherwise qualified for.

ANCESTRY FEATS

DATA BANKS   FEAT 1

ROBOT

Prerequisite Robot ancestry

You have extensive files on various topics, supplementing what you "know" in your main memory. You learn two additional Lore skills. During daily preparations, you can "bring them online" and temporarily replace an existing Lore skill. (If you know multiple lore skills from various sources, you can replace both of them.) You can swap them again with 1 minute of concentration.

HOLORECORDER   FEAT 1

ROBOT AUDITORY VISUAL

Prerequisite Robot ancestry

You can record up to 10 minutes of 3-D content based on anything you see or hear, and replay it for an audience. As your audience can see and hear exactly what you did, this is useful for any tasks involving planning an attack, looking for possible hidden areas, spotting potential traps, or blackmailing recalcitrant officials. Other uses include showing signage or control panels to people who understand them but who can't get there in person. The GM should offer appropriate small status bonuses to initiative, Stealth, or Perception when an encounter begins if everyone has had some time to study the images. Of course, this requires the robot to enter the area and return without alerting the locals.

INTERNAL STORAGE   FEAT 1

ROBOT

Prerequisite Robot ancestry

You have hollow spaces which are designed to store items for rapid retrieval by yourself or an ally. You can store up to 2 bulk (this does count against encumbrance). You can open this, retrieve or place an item, and close it as a ❖. Allies can do so via keying a code (❖ manipulate), a command word (❖ auditory), or a biosignature (❖ manipulate). This storage unit is fairly obvious and most communities will know to check for contraband. However, you may choose to have a 1 bulk storage unit with a separate, secret compartment elsewhere that can store 5L. The Perception DC to locate this compartment is a hard DC of your level. It can only be opened or closed by you.

PREDICTIVE ALGORITHM	FEAT 1

`ROBOT`

Prerequisite Robot ancestry

Your defensive algorithms can predict when someone will shoot and take corrective action. You impose a -1 circumstance penalty to enemies using ranged, non-area attacks against you, if you can see the attacker and you are not hindered in your motions (slowed, restrained, etc.).

CHAPTER 3   BACKGROUNDS

BACKGROUNDS IN EARTH DELTA

The lifestyles of those who dwell on the ruined Earth vary as much as their bodies do. Some folk dwell in the handful of relatively secure spots and never venture beyond the tiny region that consider safe. Others are nomadic, refusing to stay in one place long enough for trouble to find them. Places where settled civilization has begun its slow, painful resurgence are home to people with specialized trades and skills. The nature of the world is chaotic; a person whose life and upbringing began one way may find themselves thrust into a completely different set of circumstances, and must find ways to use what skills they may have learned in a new context – or perish.

Some backgrounds are only suitable for some ancestries. These are noted.

BANDIT   BACKGROUND

It's a harsh world, and it is only natural the strong take from the weak. At some point in your life, you preyed upon travelers or communities that seemed vulnerable. Possibly you acted alone, but most likely you were with a band of like-minded souls. Perhaps you were betrayed and left for dead, or had an attack of conscience, or simply decided to lay low when risk exceeded reward. Whether you seek to make amends or are just looking for an opportunity to take up your former trade is up to you.

Choose two ability boosts. One must be to Strength or Constitution, the other is a free ability boost.

You are trained in Intimidation and Outlaw Lore. You gain the Intimidating Glare skill feat.

BLIGHTLANDER   BACKGROUND

Requirements: Mutate, Uplift, Floral

You were raised, or spent many years in, an area infused with the blight. None lived there long without some mutation and those who could not endure it died rapidly. This experience toughened you in many ways, but the scars of survival are more than skin deep.

You gain blight resistance equal to half your level (minimum 1) and each saving throw against an ongoing blight affliction reduces the value by 2. You also gain a level 0 mutation.

Choose two ability boosts. One must be to Strength or Constitution, the other is a free ability boost.

You are trained in Blightlore.

COSMOPOLITAN   BACKGROUND

You grew up in a community with a mix of humans, mutates, uplifts, and more. As a consequence, you're able to relate to and understand a variety of beings, though whether you use this knowledge to bring greater understanding or to manipulate and undermine is up to you.

Choose two ability boosts. One must be to Wisdom or Charisma, the other is a free ability boost.

You are trained in Diplomacy and your choice of Human Lore, Mutate Lore, Uplift Lore, or Floral Lore. You gain the Hobnobber skill feat.

ELDER   BACKGROUND

RARE

Requirements: Human, Mutate

You're old. Really old, though you look to be in your 20s or 30s. You were alive before the Cataclysm. You're still alive because you were given powerful anti-aging treatments, indicating you were probably someone very powerful at the time. But you're not sure. Your brain's storage space is finite, and you've forgotten much.

If you are a mutate, your mutation happened during or just after the Cataclysm.

Choose two ability boosts. One must be to Intelligence or Wisdom, the other is a free ability boost.

You are trained in Prehistory.

Pick any Lore skills associated with another background you qualify for. This reflects your most recent job/identity. You are trained in that Lore.

You've also picked up a lot of other Lore, but forgotten most of it. Choose two Lore skills. You're trained in them, but when you attempt to Recall Knowledge, roll twice, and take the lower roll. You can negate this by taking a full-round activity. This does not apply to Lore skills gained from feats, class features, etc.

You've probably dabbled in everything, even if your ability to recall it is limited and sporadic. Once per day, you may add half your level to an untrained skill, as if you had the Untrained Improvisation feat. If you acquire that feat, once per day, you may instead treat a skill as trained.

There is a drawback to your advanced age. When you roll a natural 1 on an initiative check, a flood of memories of similar high-stress situations overwhelms you. You cannot act in the first round.

The GM may provide clues, hints, or sudden flashes of memory when it's convenient, or arrange for unexpected events (such as a robot 'recognizing' you and granting you special access... though its security programming may trigger if you show ignorance of protocols or data you 'should' know).

OUTCAST   BACKGROUND

Requirements: Mutate

You were born in a human community, but manifested an obvious mutation and were exiled at a young age. This naturally left you somewhat embittered, which may have made you determined to never inflict such pain and to protect the weak, or you may be filled with rage and a desire to treat the world as poorly as it has treated you.

You gain a level 0 mutation with the Obvious trait.

Choose two ability boosts. One must be to Constitution or Wisdom, the other is a free ability boost.

You are trained in Survival and Wasteland Lore. You gain the Forager skill feat.

RUIN RAIDER   BACKGROUND

You spent many years exploring the remains of pre-Cataclysm civilization, looking for artifacts of value, or possibly just a safe place to sleep. You became familiar with the many hazards left behind, from collapsing floors to lurking beasts.

Choose two ability boosts. One must be to Dexterity or Intelligence, the other is a free ability boost.

You are trained in Acrobatics and Ruin Lore. You gain the Steady Balance skill feat.

SHELTER DWELLER   BACKGROUND

Requirements: Human, Android, Robot

You were raised in an isolated shelter, cut off from the outside world for generations. Failing systems and dwindling resources eventually forced you out. You are more familiar with some technology than most, though the knowledge you possess is more ritual than understanding.

Choose two ability boosts. One must be to Dexterity or Intelligence, the other is a free ability boost.

You are trained in Gadgetry and Prehistory. You gain the Quick Identification skill feat.

TRIBAL VILLAGER   BACKGROUND

Requirements: Any but Robot or Android

You spent most of your life in a primitive settlement, one which relied primarily on natural resources and hand-made items, rarely using scavenged materials or items. You learned that society can rebuild from the ground up, that it does not need to subsist on what was left behind.

Choose two ability boosts. One must be to Constitution or Wisdom, the other is a free ability boost.

You are trained in Nature and Crafting. You gain the Specialty Crafting skill feat.

WANDERING TRADER   BACKGROUND

You were part of a small group or caravan that travelled the wastelands between settlements, scavenging, trading, avoiding conflict if possible, but defending your own. Your small group was the only permanent part of your life; everything else changed with each passing day. You are likely to be fiercely loyal to, and protective of, your friends.

Choose two ability boosts. One must be to Wisdom or Constitution, the other is a free ability boost.

You are trained in either Diplomacy or Survival. If you pick Diplomacy, you gain the Bargain Hunter skill feat. If you pick Survival, you gain the Assurance (Survival) feat. You are also trained in Wilderness Lore for the terrain you usually traveled through (Desert Lore, Forest Lore, etc.).

CHAPTER 4   MUTATIONS

INTRODUCTION

Mutations define the setting of Earth Delta. Many PCs will be mutated humans, plants, or animals, and most of the monsters and NPCs encountered will be transformed from what's known to 21st century humanity.

PICKING MUTATIONS

Mutates, Uplifts, and Florals all gain mutations of their choice at character creation. Some are basically fixed, and cannot be upgraded or enhanced. Others will scale automatically with character level. Still others can be improved by taking feats. A character will often need to choose between their learned abilities (class and general feats) and their innate powers (mutation feats).

ALLOWED MUTATIONS

Psion mutates gain one first level or two zero level mutations. If they gain extra mutations from defects, they may pick a physical level 0 mutation instead of picking one of the other benefits of choosing a defect.

Biomorph mutates gain one level 1 or two level 0 mutation. If they gain extra mutations from defects, they may pick a mental level 0 mutation instead of picking one of the other benefits of choosing a defect.

Uplifts and Florals have two level 0 mutations (in any combination of mental and physical), or they can pick a defect and instead choose a single level 1 mutation.

MUTATION POWER LEVELS

Most mutations are level 0 or 1.

Mutations become more powerful by taking enhancements. Some of these can grant new powers or abilities, others simply raise the level. This is described in the text.

Because mutations do not replace class features as the primary source of a character's abilities, it is not "built in" that a mutant is forced to constantly upgrade their mutations. Mutation upgrades add options or reinforce a character's theme, if desired. If the character chooses to focus primarily on class/skill feats, they will not be unduly penalized by the game mechanics.

Many mutations will automatically be heightened based on their level. See below.

OPTIONS AND ENHANCEMENTS

Many mutations can be "fine-tuned".

Options are tradeoffs, weakening one part of the mutation and strengthening another. There is no cost to picking an option. Generally, options are "built in" to the mutation and so should be chosen when the option is selected.

⚔ With the GM's permission, you can take more than one option on the same mutation, though the GM must be careful about options where the drawbacks cancel each other out or the advantages synergize.

Enhancements are beneficial, and can be taken by choosing a defect, or applying the Enhanced Mutation feat. Enhancements normally have a level, indicating the minimum class level they can be chosen at.

HEIGHTENING

Mutations which can be heightened normally do so automatically to half the mutant's level. Often, this increases the effectiveness of a power by adding dice or increasing bonuses. It may also grant new powers or unlock additional actions.

Heightened (Level): This unlocks when the mutation is heightened to that level, so "Heightened (4th)" comes into play when the mutation is heightened to that level (usually when you are 8th level).

Heightened (+ X): This applies for each 'X' levels the mutation is over first, and is typically +1. Thus, "Heightened (+1): +1d6 damage" will add 1d6 at 3rd, 2d6 at 5th, 3d6 at 7th, and so on. A power with this trait which did 2d6 damage at first level, therefore, will do 3d6 at 3rd level, 4d6 at 5th level, etc.

DEFECTS

Not all mutations are beneficial. Defects can be physical or mental, and, when taken at character creation, allow the following:

- Mutates who take a defect can purchase a zero level mutation not of their usual sort. (Psions can pick physical, biomorphs mental.)

- Uplifts and Florals who pick a defect can pick a first level mutation instead of two zero-level ones.

- Mutates, Florals, and Uplifts who pick a defect can select an enhancement for one of their mutations.

If the GM permits it, mutates and uplifts can have two defects. A mutate with two defects may choose to gain a first level mutation of the opposite sort, instead of the other benefits.

No more than one Defect with the Attribute trait can be chosen at character creation.

🐉 The sheer number of mutations, options, enhancement, and defects means there are inevitably loopholes and exploits. The GM must smack down anyone trying to "cancel out" a defect by means of their mutations or otherwise choose something that violates the spirit of the rules even if it sticks to the letter. If a defect will not hinder the character in play fairly regularly (for example, someone with a fear of robots in a campaign where robots do not exist), the GM should disallow it.

DESCRIPTION

Often, the exact form of a mutation is variable; the text may give a few options, but players are free to pick other ways to describe what the mutation looks like, with the following important rules:

- No mechanics change due to the description, nor are extra powers added, nor are limits overcome, etc. Perhaps your water breathing is due to gills on your neck, or on your chest. There's no game impact, except as regards roleplaying.

- That said, *very minor* changes might be permitted. Gills on the chest won't be obvious to casual observers when fully dressed... but you'll have a hard time "breathing" underwater in anything more than a thin shirt (fatigued after one minute, perhaps).

- A mutation with the "obvious" trait should be so no matter how it is described. If a character has gills on their chest, someone watching for mutants would hear their raspy gurgling, even in air, unless the character has made an appropriate disguise check.

POWERS

Mutations often grant focus powers, either by default, or from an enhancement. Each such power increases the size of the focus pool, up to the usual maximum of 3. As always, all focus powers use the same pool, regardless of source.

TRAITS

Several traits are important for mutations.

Mental: A mental mutation is centered in the mind. If it has some effect on the world, such as telekinesis or psionic bolts, or it relies on other minds, such as telepathy, it can be blocked (if it is known) by a small amount of lead or other dense metal – a headband will do. This is relatively common knowledge, though often mixed with lore and superstition. Fear of "mind walkers", "witches", "brain melters", and so on is prevalent in most societies. Even the most tolerant of cultures still will have strict taboos about using mental powers on others without consent or as specified by law. (This is the assumed default; your GM may change this as they see fit.)

Obvious: The mutation is clearly a mutation. This is primarily of importance if the default setting assumptions (human mutates can suffer a social stigma; robots and AIs will not recognize a mutant as a human they should obey) are significant in the given campaign. If the campaign ignores these assumptions, obviousness may be less of an issue and the GM may need to adjust the relative value of mutations or feats based on this. (In particular, options which give slight benefits in return for making a mutation obvious should be given some other drawback.)

See Skills for how this can affect Deception/Impersonate checks.

Physical: A physical mutation manifests via some change to your body. Often, it is centered in some organ or extremity, such as eyes, hands, or antennae. If you lose that body part for some reason, the mutation does not spontaneously reappear somewhere else. If the body part is constrained or limited, your ability to use the mutation may be nullified or made difficult (-1 to -4 circumstance penalty), based on the GMs ruling. (For example, you shoot lightning bolts from your hands. If they're tied in front of you, this would be a -2 circumstance penalty to attack rolls. If they're tied behind you, it would be -4. If they're locked in insulated gauntlets, you cannot use the power and might even harm yourself with it. The GM is the final arbiter. There are simply too many possible combinations to provide absolute rules for all of them.)

Some physical mutations, such as armor, or resistance to poison, are obviously not subject to this treatment. You cannot tie up a mutant kidney. Probably. In this world, almost anything is possible.

TELEPATHY

Several mutations have the Telepathy trait. Telepathy refers to direct mind-to-mind contact and has some specific rules.

- Telepathic powers have the Mental trait, and thus cannot affect mindless beings.

- Telepathic powers cannot affect AI.

- Telepathic powers that affect individuals rather than areas can target hidden creatures, but not undetected or unnoticed creatures. Telepathy also ignores concealment.

- Telepathy is blocked by an inch of lead or any substance of similar density, if there's enough of it to provide greater cover (including someone using the Take Cover action with standard cover – this

models them making sure their head (or wherever their brains are kept) is behind the shielding), or it's part of a helmet/circlet/crown/other head covering.

PROFICIENCY AND DC

Mutants are trained in the use of their powers, for the purpose of attack rolls or other checks (such as unusual or creative applications of powers). This is called their Mutation Proficiency.

Increases

Mutation Proficiency increases to expert at fifth level, and to master at twelfth level.

Save DCs

Save DCs for mutations are based on the stat noted in the mutation (if none is noted, use Int for Mental and Con for Physical), plus your mutation proficiency bonus.

Melee Physical Mutation Attacks

A mutant with a melee attack can use either their Mutation or Natural Weapons proficiency as desired. The base attack roll is:

Strength Bonus + Proficiency Bonus + (any other applicable bonuses)

Some attacks may use Dexterity Bonus instead of Strength.

Ranged Physical Mutation Attacks

Ranged mutation attacks use: Dexterity Bonus + Proficiency Bonus + (any other applicable bonuses)

Mental Mutation Attacks

Mental mutation attacks use the mutant's highest mental attribute's bonus, + their proficiency bonus, unless otherwise noted in the mutation description.

MUTATIONS

ACCELERATED   MUTATION 1

| MUTATION | PHYSICAL |

Description You move quickly.

Effect This mutation increases your base speed by 5' due to faster muscle reactions and enhanced nerve conductivity.

Option: Long Legs: This mutation gains the Obvious trait, but you also gain 5' of vertical reach – useful for attacking low-flying creatures or getting things down from high shelves. You can step across gaps of 5' or less across without penalty, as long as you know they're there.

Heightened (5th): Your Base speed increases by 10'.

Enhancement 3: Very Accelerated: You gain a +1 status bonus to Initiative checks and Reflex saves. If you are subject to the Slowed condition, you may make a flat DC 10 check at the start of each round to ignore it for that round.

ACID SPIT   MUTATION 1

| MUTATION | PHYSICAL |

Description You possess unique organs which generate and expel a powerful corrosive acid. Typically, this is shot out from your mouth, but it could come from your palms, shoulder-mounted sprayers, the tip of a tail, and so on.

Effect You gain the Acid Spit focus power. If you do not have a focus pool, gain one, otherwise, increase the pool size by 1, to a maximum of 3.

ACID SPIT ◈◈   FOCUS 1

| MUTATION | PHYSICAL | ACID | ATTACK |

Targets 1 creature

Range 90'

Effect Make a ranged mutation attack. On a hit, you do 3d6 acid damage + 1d4 persistent acid damage. On a critical hit, double the base damage but not the persistent damage.

Heightened (+2): Increase base damage by 2d6 and persistent damage by 1d4.

Enhancement 2: Multi-target You may select two targets who are within 15' of each other.

Enhancement 3: Intense Acid Base damage dice become d8 and persistent damage dice become d6.

AQUATIC   MUTATION 0

| MUTATION | PHYSICAL | OBVIOUS |

Description You survive easily within water.

Effect Mutants with this trait have gills, webbed feet and hands, and other adaptations that make it easier to survive in both water and air. You gain a swim speed (which grants +4 status bonus on Athletics (Swim) checks if you need to make them) equal to your base land speed, as well as the Aquatic and Amphibious traits.

Option: Swimmer: Your swim speed increases by 5' and your land speed decreases by 5'.

Defect: Waterbound: You can survive out of water for 1 hour, +1 per point of Con bonus. For each hour out of water, you must spend an hour in water to "reset the clock". After this time, you take 1d10 damage every 10 minutes. This defect allows you to purchase other mutations, unless the campaign takes place in an environment where access to water is easy and regular and you will rarely be away for long.

ARMORED SKIN — MUTATION 1

MUTATION	PHYSICAL	OBVIOUS

Description You have armored skin that provides some protection.

Effect You are covered with bony plates, heavy park, dense scales, or organic metals that provide a +4 item bonus to AC. You also lose 5' of movement and suffer a -1 item Penalty to all Str, Dex, and Con based skill checks without the "Attack" trait.

This uses your mutation proficiency bonus as your armor proficiency bonus.

Heightened (3rd): Increase the item bonus to +5 and gain a +1 item bonus to Fortitude and Reflex saves.

Heightened (5th): Increase the item bonus to +6.

Heightened (7th): Increase the item bonus to +7 and gain a +2 item bonus to Fortitude and Reflex saves.

Enhancement 8: Your proficiency bonus with this mutation increases to legendary.

Option: Crackable: Increase the item bonus by 1, but your armor can be damaged in battle. If you suffer a critical hit from an attack targeting your AC, you lose all benefits (but not penalties) from this mutation until someone trained in Medicine makes a check which takes 10 minutes and has a DC equal to the medium DC for your level, or, you take a long rest. A critical failure on the Medicine check means the damage won't be restored until two rests have passed.

Option: Uneven: Your armor is not equally distributed. Only part of your body is covered. Reduce the base item bonus by 1, but you may take an action each round to increase it by 3 (for a net +2 when you take this action).

Option: Manifestable: You must be a mutate to take this option. Your armor loses the Obvious trait when it's not being used. However, to get any benefit from it, you must take a 2-action Activity with the Concentrate trait. This activates it for one minute, then it fades. It cannot be reactivated until after a 10 minute rest.

Option: Light Armor: Reduce the item bonus by 2, and you no longer suffer any penalties to skill checks or movement. The armor will appear as light scales, smaller bony protrusions, or thin bark.

BIOLUMINESCENCE — MUTATION 0

MUTATION	PHYSICAL	OBVIOUS

Description You glow with an inner light, that is also an outer light.

Effect Your skin is filled with light-generating cells, which they can vary from candle to torch levels of intensity. You can also vary the color at will. Increasing the glow to useful levels take 1 action, as does dimming it out. When the power is activated, you are considered to be as brightly lit as if you were openly holding a torch or lantern, as regards stealth, etc.

Defect: Undimmable: You cannot completely stop glowing. Even if you "turn off" the power, a residual glow grants a +2 circumstance bonus to anyone trying to locate you using sight if you're in a dim or dark environment. This defect allows you to pick an additional level 0 mutation.

CHAMELEON — MUTATION 1

MUTATION	PHYSICAL	CONCENTRATE

Description You can change your skin color.

Effect You gain the Blend focus power. If you do not have a focus pool, gain one, otherwise, increase the pool size by 1, to a maximum of 3.

BLEND ◆◆ FOCUS 1

| MUTATION | PHYSICAL | CONCENTRATE |

Target Self

Duration 1 Minute

Frequency 1/hour

Effect Your skin, and your clothing/armor/carried items, change color to somewhat match the environment. You gain a +4 circumstance bonus to Hide (and you can hide without cover if no one is directly watching you), and you can Sneak without cover and without being exposed as long as you don't take any action but Sneaking, and as long as you don't move to an environment notably different from the one you've blended into. (Moving from a lush jungle to a rocky grey cliff face, for example.)

Enhancement 1: **Rapid Blend**: You may blend as a free action at the start of your turn.

CLINGING MUTATION 1

| MUTATION | PHYSICAL |

Description You can easily traverse most walls and other surfaces. You may extrude adhesive from your hands, or have tiny climbing claws that dig into the material.

Effect You gain a climb speed equal to half your base speed. You must make an Athletics check with a +4 circumstance bonus for vertical surfaces or surfaces with low friction (coated with slick materials, grease-encrusted, etc.)

Heightened (3rd): Climb speed increases to your base speed.

CRYOKINESIS MUTATION 1

| MUTATION | MENTAL | COLD |

Description You can mentally slow down molecular vibrations, causing intense cold.

Benefit: You gain the cryokinetic attack focus power. If you do not have a focus pool, gain one, otherwise, increase the pool size by 1, to a maximum of 3.

CRYOKINETIC ATTACK ◆◆ FOCUS 1

| MUTATION | MENTAL | COLD | ATTACK |

Range 60'

Target 1 creature or unattended object.

Duration Sustained

Effect The target must make a basic Fortitude save against your mutation DC for 1d6 cold damage. Additionally, on a failure, they suffer a -5 foot status penalty to their move until the start of your next turn. On a critical failure, they are immobilized until the start of your next turn.

Special: When you sustain the power, the target gets a new saving throw. On a normal success, all effects of the power end at the start of the target's next turn. On a critical success, the effect ends immediately and no damage is taken from the sustained effect.

Heightened +1: Increase damage by 1d6.

Enhancement 2: Multi-Target: You may target any two creatures in range. Each saves separately. You may not re-target after the initial activation.

Enhancement 3: Focused Cold: You may choose to spend ❖❖❖ to sustain. If you do this, damage dice increase to d8. You make this decision at the start of your turn, and can switch freely from round to round.

Dazzling Burst ❖❖   Mutation 1

Mutation	Physical	Light

Description You can emit a sudden burst of blinding light.

Benefit: You gain the Dazzling Burst focus power. If you do not have a focus pool, gain one, otherwise, increase the pool size by 1, to a maximum of 3.

Dazzling Burst ❖❖   Focus 1

Mutation	Physical	Visual	Attack

Area: 15' Burst

Effect All creatures in the area must succeed at a Fortitude save against your mutation DC. The effect depends on the save results.

      Success: No effect and the target is temporarily immune to this power for 10 minutes.

      Failure: The target is dazzled for 1 round.

      Critical Failure: The target is dazzled for 1+1d4 rounds.

Heightened +2: Increase the burst size by 5'.

Heightened (4th): Targets are blinded on a failure or critical failure, and dazzled 1d4 rounds on a success.

Energy Resistance   Mutation 1

Mutation	Physical

Description Your skin or physiology resists some types of energy damage.

Effect Pick one of acid, blight, cold, electricity, fire, or sonic. You gain resistance 2 +1/2 your level to that form of energy.

Enhanced Charisma   Mutation 1

Ability	Mutation	Mental

Description You are unusually charming or persuasive. This can be due to a low-level psionic field, subtle pheromones, vocal harmonics, or any other cause. The explanation has no mechanical effect.

Effect You gain +2 to Charisma, or +1 if it's over 18. If you are untrained in any Charisma-based skills, you may add 1/2 your level to your proficiency bonus with them, but do not gain access to trained benefits.

Enhanced Constitution   Mutation 1

Ability	Mutation	Physical

Description You are particularly healthy and fit, quick healing, and resilient.

Effect You gain +2 to Constitution, or +1 if it's over 18. Any critical failure against poison is considered a normal failure.

ENHANCED DEXTERITY   MUTATION 1

ABILITY	MUTATION	PHYSICAL

Description Your nerves are faster or more conductive, and your sense of balance and position is increased..

Effect You gain +2 to Dexterity, or +1 if it's over 18. If you are untrained in any Dexterity-based skills, you may add 1/2 your level to your proficiency bonus with them, but do not gain access to trained benefits.

ENHANCED INTELLIGENCE   MUTATION I

ABILITY	MUTATION	MENTAL

Description Your brain processes data quickly and retains it well. You may have an enlarged cranium, or better-connected neurons, or faster neurotransmitters.

Effect You gain +2 to Intelligence, or +1 if it's over 18. You may Recall Knowledge as a Free Action for any skill you are Trained in, once per round.

ENHANCED STRENGTH   MUTATION I

ABILITY	MUTATION	PHYSICAL

Description Your muscles are enhanced in some way. You may have increased muscle mass or more efficient biochemistry.

Effect You gain +2 to Strength, or +1 if it's over 18. You are considered one size category larger when determining if a creature can be targeted by an action with the Attack trait. (Thus, if you are Medium, you can Trip or Shove a Huge creature.)

Enhancement 1 Hauler: You can carry +4 bulk without being encumbered.

ENHANCED WISDOM   MUTATION 1

ABILITY	MUTATION	MENTAL

Description Your senses are subtly sharper overall, and your subconscious is quick to pick up insights or spot anomalies.

Effect You gain +2 to Wisdom, or +1 if it's over 18.

ENTANGLING GOOP   MUTATION 1

MUTATION	PHYSICAL	ATTACK

Description You can spew a sticky goop that tangles opponents. This may be sap, an organic glue, streams of webbing, etc.

Effect Gain the Entangling Goop focus power. If you do not have a focus pool, gain one, otherwise, increase the pool size by 1, to a maximum of 3.

Entangling Goop ❖   Focus 1

MUTATION	PHYSICAL

Targets 1 creature

Range 30'

Effect Make a ranged mutation attack.

> **Critical Success**: The target gains the immobilized condition and takes a −10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your mutation DC to remove the penalty and the immobilized condition.
>
> **Success** The target takes a −10-foot circumstance penalty to its speeds for 1 round. It can attempt to Escape against your mutation DC to remove the penalty.
>
> **Failure** The target is unaffected.

Heightened (2nd) The effect lasts for two rounds.
Heightened (4th) The effect lasts for one minute.

Enhancement 3 Targets increase to 2 creatures. Make a separate attack roll against each.

FORCE SHIELD   MUTATION 1

| MUTATION | MENTAL | ATTACK |

Description You project a translucent field of energy around your body, which protects you from some damage.
Effect Gain the Force Shield power.

Force Shield ◆   Focus 1

| MUTATION | MENTAL |

Effect You create a shimmering energy field around yourself. You gain a +1 status bonus to AC until the start of your next turn. You may Sustain this power for ◆. You gain the Focus Field reaction.

Focus Field ↺ Trigger You take damage. **Effect** You reflexively concentrate the force shield at the point of impact. It will stop up to 5 points of damage. If this amount is exceeded, the field is shattered and cannot be recreated for 10 minutes.
Heightened (+2) Increase the damage the shield can stop by 5, and the AC bonus by 1.

Enhancement 1 You may project the shield around a willing adjacent ally. They do not gain the reaction, and must remain within 60 feet of you. You may swap the shield to yourself or a different ally when you Sustain a ◆◆ activity.

FUR   MUTATION 0

| MUTATION | PHYSICAL | OBVIOUS |

Description You are covered with a luxurious pelt.
Effect You treat all environmental cold as one category less – severe cold becomes mild, extreme becomes severe, etc.

LASER EYES ◆ OR ◆◆   MUTATION 1

| MUTATION | PHYSICAL | FIRE | ATTACK |

Description You can shoot beams of deadly power out of your eyes. Or your finger. Or a crystalline organ at the tip of your tail. Whatever.

Effect Gain the Laser Eyes power.

Targets 1 creature

Range 30'

Make a ranged mutation attack using ❖ or ❖❖ actions.

> ❖❖:
>
>> **Critical Success**: The target takes 2d4 fire damage, plus your Constitution modifier, and 1d4 persistent fire damage.
>>
>> **Success** The target takes 1d4 fire damage plus your Constitution modifier.
>>
>> **Failure** The target is unaffected.
>
> ❖: As per ❖❖, but do not add your Constitution modifier and a critical success does not do persistent damage.

This power can also ignite unattended flammable materials as a small torch. This takes 1 interact action if you are holding the object (in which case, the 'unattended' limit is obviously removed), or two actions if you are at range.

Heightened (+1): Increase the base damage and persistent damage by 1d4.

LIFE LEECH   MUTATION 1

MUTATION	MENTAL	TELEPATHIC

Description You can draw the "life energy" from another creature psionically.

Effect You gain the Life Leech focus power. If you do not have a focus pool, gain one, otherwise, increase the pool size by 1, to a maximum of 3.

LIFE LEECH ❖❖   FOCUS 1

MUTATION	MENTAL	TELEPATHIC	CONCENTRATE

Targets 1 creature

Range 30'

Effect The target must make a basic Will save against your mutation DC or suffer 2d6 points of mental damage. Half the damage done is transferred to you as temporary hit points, which fade after 1 minute. No creature may be targeted by this power more than once/day.

Heightened +1 Increase damage by 1d6.

Enhancement 3 You may choose to heal yourself rather than gain temporary hit points.

Option: Draining Touch: This power's range becomes Touch, but damage dice increase to d8.

LIFE TRANSFER   MUTATION 1

MUTATION	MENTAL	HEALING

Description You can pour some of your own life energy into an ally, healing them.

Effect You gain the life transfer focus power. If you do not have a focus pool, gain one, otherwise, increase the pool size by 1, to a maximum of 3.

LIFE TRANSFER ❖, ❖❖, OR ❖❖❖   FOCUS 1

MUTATION	MENTAL	CONCENTRATE	HEALING

Targets 1 creature

Range Touch

Effect You touch a target creature. If, for some reason, they resist, you must make a melee mutation attack roll using Dexterity rather than Strength. The effect is based on how many actions you choose to expend.

❖ Your maximum hit points are reduced by 1d4 until you have rested for 8 hours, and the target heals 1d6 points or the amount of hit point reduction, whichever is greater.

❖❖ Your maximum hit points are reduced by 1d4 until you have rested for 8 hours, and the target heals 1d8 points plus your mental mutation bonus, or the amount of hit point reduction, whichever is greater.

❖❖❖ Your maximum hit points are reduced by 1d4 until you have rested for 8 hours, and the target heals 1d10 points plus your mental mutation bonus, or the amount of hit point reduction, whichever is greater.

No resistance or immunity can reduce the hit point reduction sustained.

Heightened +1 : Add 1 die to both healing and damage done.

Enhancement 1 Resistant Healer Reduce hit point reduction die to d3.

Enhancement 1 Powerful Healer Add 1 to each healing die.

Enhancement 3 Split Healer You may touch as many beings as you have appropriate limbs (any physical mutation which allows you a "free hand" to hold or manipulate items should count, GM's discretion applies). You apply all effects (reduction of your maximum hit points and healing) independently for each creature.

MAGNETIC CONTROL   MUTATION 1

MUTATION	MENTAL	ELECTRICAL

Description Your have some means of sensing, and manipulating, magnetic force. Robots will notice this if they are within 10 feet of you, even if you are not actively using the power. Typically, this power has no visible manifestation, but you may have antennae that shoot visible beams of "magnetic rays" or a strange glow may surround you when you use your powers.

Effect You can sense and manipulate magnetic waves in various ways.

- You gain the Magnetic Levitation ❖ action, which has the Concentrate trait. While you Sustain this action, you can move small, unattended metallic items (up to L bulk), up to 10 feet in a 30' emanation.

- When you take the Seek action, you gain a +1 status bonus to locate beings with the Mechanical trait adjacent to you.

You gain the Magnetic Disruption ❖❖ power.

Targets One creature with the Mechanical or Electronic traits.

Range 30'

Saving Throw: Basic Reflex

You magnetically distort a nearby robot, cyborg, or other artificial life form. The target must make a basic Reflex save or take 1d4 electrical damage. On a critical failure, they are also confused for one round.

Heightened +1 Increase base damage by one die.

Enhancement 1 Increase base damage to 1d6.

NATURAL WEAPON   MUTATION 1

`OBVIOUS` `MUTATION` `PHYSICAL`

Description You have some form of innate physical attack.

Effect You have sharp teeth, claws, a horn, a clubbed tail, or some other attack form.

By default, your weapon is the biological equivalent of a common martial weapon.

You should describe the weapon logically. A weapon similar to a whip may be a tentacle or a lashing tail, for example. Weapons which do bludgeoning damage are likely heavy antlers or a fist coated with bony plates or bark.

If your natural weapon would be 2-handed, it has some properties that keep you from being able to use both hands while attacking with it – it may be unbalancing, such as an oversized claw/pincer, or it may be your mutation requires you to interlock your hands to form an effective weapon.

Natural weapons cannot be disarmed, other than by literally dis-arming the wielder.

Special If your ancestry grants you a natural weapon, you may take this as a 0-level mutation to grant a second natural weapon. This doesn't grant you extra attacks or bonuses, but gives you flexibility, particularly if the damage type differs.

Enhancement 1 Your weapon is equivalent to an uncommon martial weapon.

NICTATING MEMBRANE   MUTATION 0

`MUTATION` `TRAIT`

Description Your eyes have a thin membrane that protects them from harm.

Effect You gain a +2 status bonus to saves against visual effects that can inflict the blinded or dazzled conditions, and a critical failure on such saves is treated as a normal failure.

NIGHT EYES   MUTATION 0

`MUTATION` `PHYSICAL`

Description You can see in the dark.

Effect You gain darkvision 60'.

PREHENSILE TAIL   MUTATION 1

`MUTATION` `PHYSICAL` `OBVIOUS`

Description You have a tail, tentacle, segmented arm, or some other sort of additional limb with minimal strength.

Effect You gain an extra limb, usually a tail, which is flexible and can grip light objects, but which can't perform complex manipulations. (It could hold a bottle, but not unscrew the lid; it could hold a radio but not manipulate the controls, except perhaps a simple on-off button.) It can carry a light object, leaving other limbs free. This can save an action retrieving an item, if you specify the item is held in this limb, and it can swap out an item held in another hand as a free action once/turn. (The item can be in one of your hands or held by an adjacent ally.) It can also retrieve an unattended item from an adjacent square or the ground as a single manipulate action, even if you have no free hand.

It does not count as a free hand for purposes of grappling or any other combat action requiring a free hand. It could hold a light shield but not perform the raise a shield action or any reaction with it, though it could let you swap out something in your hand for the shield as a free action on your turn, but not swap back until your next turn.

It also grants a +1 status bonus when you take the Balance action, but only if it is empty.

Armor may need to be modified to allow the tail to be used. The GM will need to decide the complexity. (Anyone can cut a small hole in leather pants, but modifying a suit of power armor without cutting delicate circuits is much more difficult.)

At the GM's discretion, you may attempt creative uses of Stealth or Thievery with this limb, but at a -2 circumstance bonus at best, and some things may be impossible.

Enhancement 2: Strong Tail: Your tail is strong enough to count as a free hand for combat actions which require one, but it still lacks manipulatory ability. The GM🛡 will judge edge cases.

PSIONIC BLAST ◈◈ MUTATION 1

| MUTATION | MENTAL | TELEPATHIC | CONCENTRATE |

Description You can attack people with your mind.

Effect You gain the Psionic Blast ◈◈ ability.

Range 30' feet; **Targets** One creature.

Saving Throw: Will

Effect A bolt of mental force speeds to any target you can detect within range. If the target fails a basic will save, they take 1d4 mental damage. On a critical failure, they also gain the stunned 1 condition.

Heightened (+1) Increase damage by 1d4.

Enhancement 2 Target up to 3 creatures in range.

PSYCHIC INVISIBILITY MUTATION 1

| MUTATION | MENTAL | MIND–AFFECTING |

Description You can make yourself "invisible" to creatures by affecting their perceptions. Anyone not targeted by this power perceives you normally.

Effect You gain the psychic invisibility focus power. . If you do not have a focus pool, gain one, otherwise, increase the pool size by 1, to a maximum of 3.

PSYCHIC INVISIBILITY ◈◈ FOCUS 1

| MUTATION | MENTAL | MIND–AFFECTING | CONCENTRATE | TELEPATHIC |

Range 90'

Target: 1 creature

Duration: Sustained

Effect The target creature must make a Will save.

> **Success**: No effect and the target is temporarily immune to this power for 10 minutes.

> **Failure**: You have become concealed to the target.

> **Critical Failure**: You have become hidden from the target.

Because this affects the target's mind, not their senses, it doesn't matter if the target has tremorsense, scent, or others means of detecting you. You are a mental blind spot to them. They may consciously know you're there, but they just can't focus on you directly; their eyes (or whatever they use) seem to slide off you. Allies who point out your location grant the target no benefit. Their mind simply refuses to accept what their senses tell them.

If you take any hostile action, this effect ends after that action is resolved.

If you were not previously observed by them, then, you are unnoticed unless/until you do something to make them aware someone must be there, such as making significant noise, opening a door, and so on. You then become concealed/hidden as per their save.

Enhancement 3 You become invisible on a critical failure, and hidden on a normal failure.

Heightened (4th) Affect up to 5 targets. Each saves separately.

RAPID HEALING   MUTATION 1

MUTATION	PHYSICAL	HEALING

Description Your body repairs itself quickly. You may have some sort of rapid metabolism, a reservoir of undifferentiated cells that quickly replace damaged tissue, or symbiotic creatures that knit together wounds.

Effect You heal half your level (minimum 1) hit points for every 10 minutes of rest or hour of exploration activity.

Enhancement 3 You gain Regeneration with a value equal to your level/4, minimum 1. This is deactivated by Blight and one other damage type of your choice chosen from Acid, Cold, Fire, or Electricity.

RAPID COAGULATION   MUTATION 0

MUTATION	PHYSICAL	HEALING

Description Your blood (or sap, or something as yet unknown) coagulates quickly, or your open wounds spontaneously close.

Effect When you roll to stop persistent Bleed damage, roll twice, and take the higher value.

SAVANT   MUTATION 1

MUTATION	MENTAL

Description You have an innate gift with a Lore or Craft skill. It's entirely subconscious; you don't know how you know, and you can't teach or explain your knowledge.

Effect

Choose one of:

- You are trained in a new Lore skill of your choice.
- You gain the Specialty Crafting feat, and are considered trained in Craft for purposes of the chosen specialty only.

Your proficiency increases to expert at third level, master at seventh level, and legendary at fifteenth level. Further, you gain a +2 status bonus on Recall Knowledge checks for Lore, or to Earn an Income checks with your Craft specialty. However, you cannot take the Aid action with this skill, or benefit from others aiding you.

Special If you have the Diminished Intelligence defect, the action penalty for intelligence-based skills does not apply to the Lore or Craft skill.

SUCKERS   MUTATION 0

MUTATION	PHYSICAL	OBVIOUS

Description Your fingers (or whatever you have) (and probably toes) are lined with octopus-like suckers, or some equivalent.

Effect So long as you are not wearing gloves or gauntlets, you gain a +1 status bonus to Athletics/Climb checks, and a +1 status bonus to your Reflex save against Disarm attempts. If you are grappling, attempts to escape from your grip suffer a -1 circumstance penalty.

Heightened (3rd) The bonus or penalty increases to +2.

Heightened (6th) The bonus or penalty increases to +3.

TELEKINETIC FLIGHT   MUTATION 1

MUTATION | **MENTAL**

Description With mental effort, you can propel yourself through the air. Somewhat. This may have no manifestation other than the fact you're flying without support, or you may glow brightly, or produce phantom energy "wings", or leave a faint trail of psychic energy.

Effect You can use your psionic powers to negate your weight and provide limited motion, which grows over time. You gain the following:

- You may use the Activate Telekinetic Flight ❖ action. This action has the Concentrate trait. It allows access to any other benefits until the start of your next turn. You may not use this if you are encumbered.

- When this power is active, you add 15' to any horizontal leap and 10' to any vertical leap that is otherwise successful.

- You gain a +2 circumstance bonus to Acrobatics checks.

- If falling, you may take the Arrest a Fall action even if you're not adjacent to anything.

- If subject to forced movement, you may move 5' to any adjacent empty square at the end, as a free action that does not provoke reactions.

Heightened (2nd) If you fall due to enemy actions when it is not your turn, you may Arrest a Fall as a reaction even if you have not activated your power.

Heightened (4th) You gain a flight speed equal to your base movement speed, but it is tiring. After a round of flying, make a Will save at DC 10, +1 for each round you've flown in the past hour. Upon failing the save, you are fatigued for 10 minutes and cannot reactivate this power until you've rested for 8 hours. You do not need to keep activating the power to remain in the air, but your flight has the Concentrate trait.

Heightened (6th) You can fly for 10 minutes a day, continuously or in shorter bursts, before risking fatigue.

Enhancement 6 You can carry up to 4 small or medium sized allies, none of whom may be encumbered, with you when you fly.

Design Note: As compared to wings, telekinetic flight requires an action to activate early on, and develops into full flight much more slowly. However, it requires no extra space, and makes you less vulnerable to entanglement, as well as being easier to conceal and imposing no extra costs on armor.

TELEKINETIC MANEUVER   MUTATION 1

MUTATION | **MENTAL** | **ATTACK**

Description You can manifest psychokinetic force, allowing you to perform certain types of attack at range.

Effect You may use the trip, grapple, or shove options as if you had 10' reach, and without a free hand. When making these attack rolls, use your Intelligence, rather than your strength. Your normal multi-attack penalty applies. Feats which grant benefits to these actions apply equally to both physical and telekinetic forms, unless they have Strength as a prerequisite. Items which grants bonuses to these attacks do not aid when using telekinetic maneuvers.

If a critical failure causes you to fall prone, you still do, as this indicates a psychokinetic backlash as your mental energies "ricochet" back to you.

When performing the Shove action, you may opt to *pull* the target rather than push. All the normal forced movement rules apply.

Enhancement 3 Increase to 15' reach.

Special At the GMs option, targets who have some form of telekinetic ability may use their Will DC, rather than their Fortitude DC, to defend.

TELEPATHIC COMMUNICATION   MUTATION 1

MUTATION	MENTAL	TELEPATHY

Description You can send and receive thoughts.

Effect You gain the Telepathic Communication focus power. If you do not have a focus pool, gain one, otherwise, increase the pool size by 1, to a maximum of 3.

TELEPATHIC COMMUNICATION ◆   Focus 1

MUTATION	MENTAL	CONCENTRATE	TELEPATHY

Targets Self and up to four other creatures subject to telepathy.

Area: 100' +10'/mutation level emanation.

Duration: 1 minute

Effect All those targeted and in range may send and receive thoughts. There must be a conscious effort to transmit a thought; only those you wish to share are sent. Anyone moving outside the range loses this ability, but it re-activates as soon as they are within the area of effect. The thoughts transmit through any physical blockage less dense than 1" of lead. No line of sight is needed. Sending thoughts up to a brief sentence is a free action with the Concentrate trait. No translation is provided, thoughts are sent in the language preferred by the sender.

- All people in the target group hear all transmissions.
- You can drop anyone from the group as a free action on your turn, but you cannot add them back without re-activating the power (taking an action, spending focus).
- There is no save against being included, but anyone can remove themselves as a free action at any time.
- Anyone subject to this power knows who is "speaking" and may take a Seek action with a flat DC of 10 to locate them. If they are not in line of sight, their general distance and position will be determined, i.e., "Behind that wall".

Special: Anyone subject to this effect can end their participation at will, and is always aware of who is "speaking" and their approximate direction, as if they were actually hearing a voice. This power will not break concentration or have any other notable effect if used against an unwilling target (who can shut out the intrusion at will).

It can be used to give commands to animals used to verbal orders; the animal hears the order in the "voice" of whoever sent the command. This still takes the usual number of actions, but it does prevent enemies from hearing what you just told Fluffy the Wonder Buffaleap to do.

Heightened (2nd) Duration extends to 10 minutes.

Heightened (3rd) Targets increased to yourself and eight others.

Heightened (4th) Duration extends to one hour.

Enhancement 3 You can receive non-verbal impressions from beings without a common language, sharing basic information via pictures and emotions. Concepts more complex than "Enemy over there" or "We seek food" may require a Diplomacy check of the mutant's level, difficulty based on complexity.

TELEPATHIC PROBE ◆◆◆   MUTATION 1

MUTATION	MENTAL	TELEPATHY

Description You can scan another's mind for information.

Benefit: You gain the Telepathic Probe ability.

Targets One creature you or an ally have targeted with Make An Impression, Request, or Coerce, spending at least 1 minute interacting with them.

Range 30'. You must be able to hear the target and your allies interacting.

Saving Throw: Will

Effect You can pluck a piece of information from the target's surface thoughts. This must be relevant to the ongoing interaction, such as the name of their employer, the location of a hidden cache of treasure, or the passphrase to an electronic lock. While the target does not need to have been questioned precisely on the desired knowledge, the conversation must be close to the topic. For instance, complaining about how much you hate your boss would cause the target to think about their boss, but complaining about the weather wouldn't. The target may make a Will save against your mutation DC.

- **Critical Failure** You get the facts you want, and perhaps some related data.
- **Failure** You get the information you desired.
- **Success** You do not get what you want, and the target has an uncomfortable feeling something is up. Their attitude shifts 1 step towards hostile.
- **Critical Success** They know who tried to probe their mind and act accordingly. At a minimum, their attitude will shift as above.

Regardless of the save, they become temporarily immune to further use of this power for 10 minutes.

Option This power only works if you are the person interacting with the target, but the target has a -1 circumstance bonus to their save.

Heightened (2nd) You can use this power twice on the same target in a 10 minute period, with at least a minute of interaction between uses, so long as the target does not succeed on a save.

Heightened (3rd) You can use this power three times in a 10 minute period, with at least a minute of interaction between uses, so long as the target does not succeed on a save.

Heightened (5th) You can use this power as a single action, provided you share a language with the target and they can hear you. They will be temporarily immune to your use of this power for 24 hours, and regardless of their save, will know you have used it against them and react accordingly.

VENOMOUS SPIT ◆◆   MUTATION 1

MUTATION	POISON	PHYSICAL

Description You can spray venom as an attack. This may come from your throat, from special poison-spewing organs, from a tail with a muscular pump, etc.

Effect You gain the Venomous Spit power.

Targets 1 creature

Range 10'

Effect Make a ranged mutation attack. If it hits, the target must make a Fortitude save against your Mutation DC.

- **Critical Failure**: Double base and persistent poison damage.

- **Failure**: Target takes 1d6 poison damage and 1 point of persistent poison damage.
- **Success**: Target takes half base damage and no persistent damage.

Heightened (+1) Increase base poison damage by 1d6 and persistent damage by 1.

Enhancement 1: You can coat an adjacent ally's weapon or ammunition with your venom as an Interact action. The item must do slashing or piercing damage. The venom lasts until the start of your next turn, then it evaporates. You cannot use this and use the Venomous Spit power to attack in the same round.

VIBRATORY SENSE   MUTATION 1

MUTATION	PHYSICAL

Description You can sense minute vibrations in the air and ground, allowing you to locate enemies.

Benefit: You gain tremorsense 5'.

Heightened +1: Increase radius by 5'

Enhancement 4: You can sense faint motions in the air or water, as well as the ground. You can sense anything within radius distance from you, provided it's not incorporeal. This does not work in vacuum.

WINGS   MUTATION 1

MUTATION	OBVIOUS	PHYSICAL

Description You have wings, which are you still mastering. These can be feathered, scaled, diaphanous, or something else, and may spring from your back or stretch between your arms and torso. Armor you buy or scavenge may need to be modified at the GMs discretion.

Effect You cannot quite fly, but you can glide a bit. You have a Flight Speed of 0'. So long as you are not encumbered, you can:

- Add 15' to any horizontal leap and 10' to any vertical leap that is otherwise successful.
- If falling, you may take the Arrest A Fall action.

Heightened (2nd) Your flight speed increases to be equal to your base movement speed, but it is tiring. After a round of flying, make a Fortitude save at DC 10, +1 for each round you've flown in the past hour. Upon failing the save, you are fatigued for 10 minutes. You cannot use this power again until you have rested for 8 hours.

Heightened (5th) You can fly for 10 minutes a day, continuously or in shorter bursts, before risking fatigue.

Special You need a little clearance to be able to fly, generally a total of 10'. The GM may rule for unusual conditions. Being entangled or immobilized while in flight will cause you to plummet.

DEFECTS

BLEEDER   MUTATION 1

MUTATION	PHYSICAL	DEFECT

Description Your blood (or sap) does not coagulate well, or your veins and arteries are weak and tear easily, or both.

Effect Whenever you suffer bleed damage, increase the amount by +1 per die, and increase the DC to end it (including via the Stop Bleeding action) by 2. If the bleed amount is fixed, increase it by 1/4 (minimum +1).

CORROSIVE AURA   MUTATION 1

MUTATION	DEFECT	PHYSICAL

Description Your skin exudes a slow-acting but insidious acidic vapor, or symbiotic mutant mites chomp on things close to your body, or you constantly emit tiny vibrations that weaken physical materials.

Effect Anything you wear, carry, or wield slowly breaks down. When you are critically hit, make a DC 5 flat check or your armor gains the broken condition. When you critically fail any roll (including attack rolls) involving an item carried on your person for more than an hour (such as weapons, climbing rope, lockpicks...) you must also make a DC 5 flat check or it gains the broken condition.

Special: Ropes, handcuffs, and other restraints placed on you will lose 1 hardness/hour, which is an upside to this condition.

CYCLOPS   MUTATION 1

MUTATION	DEFECT	PHYSICAL

Description You have only one functional eye. You may have two physical eyes with one being useless, or a single eye in the center of your forehead (or off center, or on your chin, or....)

Effect You have poor depth perception. Targets which are not adjacent to you are treated as if they were twice as far away for purposes of range penalties or perception checks. This does not affect the effective range of weapons or powers, just the difficulty of hitting targets.

Special Eyewear, such as goggles, may need to be modified to work for you.

DIMINISHED STRENGTH   MUTATION 1

MUTATION	DEFECT	ATTRIBUTE

Description Your muscles are less powerful. This may be due to a change in the fibers (so they appear normal, even healthy, but produce less force), or you simply have fewer/smaller muscles, or any exertion you make causes crippling pain, so you never push yourself. No matter the explanation, the mechanics are the same.

Effect You have a -2 innate penalty to Strength. Further, any time you critically fail a Strength-based check (including uses of Athletics w/the Attack trait, and attacks with strength based melee weapons, etc.), you become fatigued for one round.

DIMINISHED DEXTERITY   MUTATION 1

MUTATION	DEFECT	ATTRIBUTE

Description You are slow, clumsy, or inaccurate. Your nerves may conduct poorly, you may have twitches and shakes, you may have partially fused joints. The mechanics do not change, whatever the explanation.

Effect You have a -2 innate penalty to Dexterity. Further, any time you critically fail a Dexterity based check, you drop what you are holding. If you are not holding anything, you fall prone. Yes, this means if you critically fail a Reflex save, you suffer the effects of that critical failure, and you drop things or fall down. It kind of sucks to be you. Hopefully, you have some beneficial mutations to counter this.

DIMINISHED CONSTITUTION   MUTATION 1

MUTATION	DEFECT	ATTRIBUTE

Description You are easily hurt. You may have heightened pain sensitivity, you might lack any immunities or tolerances, your liver and kidneys may be shrunken or malfunctioning. The mechanics do not change, whatever the explanation.

Effect You have a -2 innate penalty to Constitution. Critical successes against afflictions are treated as normal successes.

DIMINISHED INTELLIGENCE MUTATION 1

| MUTATION | DEFECT | ATTRIBUTE |

Description You do not brain well, as you has a dumb. It may be a literally smaller brain, you may underproduce neurotransmitters, or hypersensitivity makes it impossible for you to hold a thought together. The mechanics do not change, whatever the explanation.

Effect You have a -2 innate penalty to Intelligence. Recall Knowledge checks take two actions, rather than one; free action checks relying on Intelligence take one action. Using a lore skill to earn money produces 1/2 the expected amount.

DIMINISHED WISDOM MUTATION 1

| MUTATION | DEFECT | ATTRIBUTE |

Description Your perception, self-control, and willpower are impaired. This has more to do with sensory processing than sensory input; your eyes are fine, you just don't pay attention.

Effect You have a -2 innate penalty to Wisdom. A critical success on a Will save vs. an effect with the Mind-Affecting or Emotion traits is treated as normal success.

DIMINISHED CHARISMA MUTATION 1

| MUTATION | DEFECT | ATTRIBUTE |

Description You are innately unappealing. This may be physical repugnance, a constant discharge of foul pus from suppurating blisters, or a low-level psychic field that makes people hate you.

Effect You have a -2 innate penalty to Charisma. NPC attitudes are always one lower than their default towards you.

DESTRUCTIVE BIOCHEMISTRY MUTATION 1

| MUTATION | DEFECT | PHYSICAL |

Description Your body's chemistry is altered, and not in a good way.

Effect Roll or pick from the following table. You may also suggest an original mutation to the GM which they are free to approve or deny.

1. Brittle Bones: Your skeleton is weak. You take +1 damage per 5 feet of falling. Critical hits which deal bludgeoning damage add a d6.

2. Soluble Skin: Ordinary water dissolves your skin as if it were acid. While you can still drink normally (if you're careful), broader exposure is painful or lethal. A hurled glass of water will do 1 point of acid damage; rain from 1d4 to 1d10 a minute, depending on intensity and how much skin is exposed. Immersion in a body of water will do 1d6 per round unless you're wearing a fully sealed suit of waterproof high tech armor.

3. Fiery Flesh: Your skin and muscle is highly flammable, which is the same as inflammable. Go figure. You have vulnerability 3 fire, and a -1 status penalty to any check to end persistent fire damage.

4. Frozen Flesh: You have ice water in your veins, and not in a good way! Your blood and other fluids freeze at a much higher temperature. This gives you vulnerability 5 cold, and treat environmental cold as one category worse.

5. Tiredness Toxins: When you're fatigued, you're *really* fatigued. Your muscles ache and simple actions are difficult. After your third consecutive round of combat, roll a flat DC 5 check at the start of each successive round. On a failure, become fatigued. On the second failure, also become enfeebled 1. Spending a round taking no move or attack actions will reduce this by one step. Whenever you are fatigued from exploration activities, you are also enfeebled 1. These remain if you begin combat and are not removed by a round of rest.

6. Neural Hyperconductivity: Your nerves tend to over-process electrical signals, resulting in feedback and spasms. Whenever you take electrical damage, you become Clumsy 2 until you succeed at a Fortitude save (DC based on the level of the triggering effect if it did not have a saving throw of its own). This save is made at the end of your turn.

DISEASE SUSCEPTIBILITY   MUTATION 1

| MUTATION | DEFECT | PHYSICAL |

Description Your immune system is very poor.

Effect You suffer a -2 status modifier to all saves to resist or recover from a disease. A critical success on a saving throw is treated as a normal success. The save penalty also applies to damage with the disease trait, even if there is no affliction.

HALLUCINATORY ENEMY   MUTATION 1

| MUTATION | DEFECT | MENTAL |

Description While there's no shortage of actual foes, you manage to still see imaginary ones.

Effect At the start of your turn, make a flat DC 5 check. If this fails, you will see a new enemy enter the battlefield, one which seems wholly appropriate and whose appearance, to you, "makes sense". Any attack actions you make must include this foe, who will normally appear in range of your normal attacks (if that's not possible, you must move towards them). As soon as an attack hits – their defenses/saves will be 2 lower than normal for whatever kind of creature it is – it vanishes utterly.

You are then immune to this effect for 1d4 rounds. This is a secret roll.

Any type of attack – ranged, area, combat maneuver – is permitted, as long as the imaginary enemy is included as a target.

The enemy will appear to act normally, but will always "miss" with its attacks. Your allies can't perceive it and it will seem to dodge/avoid any attacks they make which include it.

HEIGHTENED PAIN   MUTATION 1

| MUTATION | DEFECT | PHYSICAL |

Description Ouch, that smarts! Your nerves are hyper-sensitive, causing you to take additional damage from shock and pain.

Effect Whenever you suffer a critical hit that inflicts damage, you are Slowed 1. This remains until you succeed at a DC 10 flat check, rolled at the end of your turn. If you are critically hit while still under this effect, you are stunned for your next round and then recover. If you're critically hit while stunned, it lasts another round, and so on. Try not to get critically hit so much.

HEAVY   MUTATION 1

| MUTATION | DEFECT |

Description You weigh much more than you should. This may be due to heightened bone density, thick leathery skin (which provides no defensive bonus, unless you take the Armor mutation as well), nodules of crystalized metal throughout your body, or something else. You are not generally larger than is normal for your species.

Effect You count as a large creature, or two creatures (whichever is worse) for purposes of determining limitations based on "creatures affected", when the effect in question involves bodies, not minds. This includes, for example, the 6th level enhancement of telekinetic flight. It also includes passengers allowed in vehicles; even if you don't take up a lot of space, you place an extra strain on the engine. Worn ropes, rusty ladders, and aging bridges may not support you; the GM may require you to move at half speed or to make a flat check at an appropriate DC to avoid disaster. (A bridge or the like that regularly handles pack animals can support you without trouble, but anything old or poorly maintained may not.) You have a -1 circumstance penalty to Sneak checks if, in the GMs opinion, you're moving on a surface sensitive to heavy footfalls. In water, you have a -2 status penalty to swim checks, and you sink 20' on a failed swim check.

LIGHT SENSITIVE   MUTATION 1

| MUTATION | DEFECT | PHYSICAL |

Description You are sensitive to bright lights.

Effect You have a -2 penalty to saving throws against effects that impose the Dazzled condition. For every hour of exposure to sunlight, unless completely covered, you take your level in fire damage. When you critically fail to save against the Dazzled condition, you are Blinded instead.

MENTAL BLOCK   MUTATION 1

| MUTATION | MENTAL | DEFECT |

Description Your mind refuses to acknowledge the existence of some general category of creatures. Even when their existence is obvious (such as when they're attacking you), you still struggle to focus on them, fighting an instinct to look away or simply pretend you're not seeing what you're seeing. (Note: This applies to all your senses, including special senses or technological aids. It's a *mental* condition, not a physical one.)

Effect All beings of the given category have concealment from you. You may negate this temporarily by taking a Seek action if the target creature is within 30' and is observed. On a success, the target is not concealed from you due to this mutation (this does not negate concealment from other sources) until the start of your next turn. On a critical success, the target is not concealed from you for ten minutes.

Roll (or choose) Result

1   One of cyborgs, androids, or robots. (Pick or roll 1d3)*

2   Uplifted mammals (any humanish-shaped mammal other than humans or mutates)

3   Uplifted non-mammals (any humanish-shaped fish, birds, reptiles)

4   Giant arthropods (any insect or spider of Tiny size or larger, or a swarm occupying similar space)

5   Sapient plants

6   Non-sapient but still mobile plants.

7   Huge or larger creatures (of any type)

8   In any encounter, the first enemy to take an action.

*In the alpha 1.0 rules, only robots really have any presence.

MISPLACED SENSE   MUTATION 1

`MUTATION` `DEFECT` `PHYSICAL` `OBVIOUS`

Description Your sensory organs all exist as normal for your species, and function as expected, but they're not located where they should be. You may have eyes on the sides of your neck, or ears on your kneecaps.

Effect You have a -1 status penalty to Perception generally, and this may increase if wearing equipment that blocks or hinders your relocated sensory organs.

PARASITIC TWIN   MUTATION 1

`MUTATION` `DEFECT` `PHYSICAL` `OBVIOUS`

Description A shriveled, child-sized being similar to a horribly distorted version of you is growing from somewhere on your body, usually the back, shoulders, or chest.

Effect Your twin is often sarcastic, derisive, and bitter, interjecting unwanted opinions at any opportunity. Even if muffled so allies can't hear, it's a constant mental noise in your brain. You're mostly used to it so it doesn't affect you too much. Mostly.

Three times per day, when you roll to perform some action under your control (such as an attack or skill use, but not a saving throw), the GM may roll as well, and apply the lower result. This is a misfortune effect, and represents your twin trying to interfere with your decisions. It may manifest as the twin making a particularly rude comment during Diplomacy, disagreeing about which target to strike in combat (thus throwing off your aim), or scrambling furiously to grab a hold when climbing and instead causing you to fall.

Any attempt to surgically remove the twin will result in a coma lasting 1d4 days, during which time it will grow back with full memories of what you did.

POOR BALANCE   MUTATION 1

`MUTATION` `DEFECT` `PHYSICAL`

Description You have extremely poor balance. This may be due to mutations of the inner ear, or neuromuscular issues, or being weirdly asymmetrical.

Effect You have a -2 status penalty to Balance checks, and you are flat-footed (-2 to your Reflex DC) against Trip attacks.

POOR GRIP   MUTATION 1

`MUTATION` `DEFECT` `PHYSICAL` `OBVIOUS`

Description Your hands – or whatever you use to manipulate things – are notably worse than the human norm. You may have fingers fused together, be missing joints, suffer perpetual tremors, or have pincers instead of hands.

Effect You have a -1 status penalty to any skill check requiring fine manipulation, such as most Thievery checks. Some types of Perform – such as playing a piano or doing card tricks – may also be penalized. At the GMs discretion, using items such as guns may be difficult since you can't grab the trigger properly unless the weapon is modified. (A character who uses Devices they construct themselves does not suffer a penalty when using them, as they will have been designed by and for that individual.)

RESTRICTED DIET   MUTATION 1

MUTATION | **DEFECT** | **PHYSICAL**

Description Your body cannot process common foods or you are somehow restricted in what you can ingest.

Effect Your mouth, teeth, or digestive tract are mutated to limit the kind of food you can derive nourishment from, above and beyond any limits normal to your species. Roll or choose. If the GM thinks a particular item is not limiting relative to your species' normal diet, or may be impossible to meet in the campaign context, roll/choose again.

1. Bark/Husk: You eat only the types of plants most agricultural communities discard. You must take twice as long to eat, and may have trouble buying food. ("No, we don't have Bark Tacos, weirdo!")

2. Decayed/Rotten: You must subsist on "well-aged" food that has begun to spoil. Any food you carry with you is notably odiferous, making you easy to find and making companions uncomfortable. Anyone trying to eat within 30' of you when you are eating must make a flat DC 10 check or become sickened.

3. Fresh, Bloody, Meat: You can only eat fresh kills – very fresh. Meat more than an hour dead, or cooked in any way, is repulsive to you.

4. Prodigious Appetite: You can eat the full normal range of food, which is good, because you need a *lot* of it. During downtime, you consume twice as much food as normal. During adventuring, on any day with strenuous activity (including any combat) you need even more. After any fight, you must consume at least a day's rations or become fatigued until you do. This doesn't count against the normal 2 days worth of food you need.

5. Specialist: You eat a common food for your species and culture... and that's it. It may be roast tree eels, or mashed neotubers, or fried frog nuggets, but you can't eat anything else. Stock up before you head out, or starve.

6. Braaaainnnnns: You can only survive on grey matter. Fortunately, it doesn't have to be from sapient creatures (though one such brain is a full day's nutrition, regardless of size). It's not too hard to find animal brains in the wild or in communities with herding/butchering, but they represent a very small percentage of the edible mass of a food animal, and you will pay 2-4 times as much for a meal (and attract attention for your distinctive eating habits). In the wilderness, you count as two people for purposes of Survival checks to find food. (If your companions don't mind, you can probably eat the brains of sapient enemies you kill, but it's gross and disturbing to most other beings.)

SUNLIGHT SENSITIVE   MUTATION 1

MUTATION | **DEFECT** | **PHYSICAL**

Description Your skin is particularly sensitive to sunlight, literally cracking and blistering when exposed.

Effect Unless you are wearing clothing/armor that covers up all but your eyes, you will take 1d6 points of fire damage in the first round in which you are exposed to the sun, and an additional 1d6 per hour after that. This may reduce to 1d3 if the day is particularly cloudy/overcast. This damage ignores any fire resistance or immunity, and it can be healed only by natural rest when not in the sun. Even a small exposure, such as a single shaft of light through a broken roof, will trigger the initial damage.

UNEVEN LEGS   MUTATION 1

MUTATION | **DEFECT** | **PHYSICAL**

Description One of your legs is too short (or too long), or lacks joints, or has too many joints and you can't control them well.

Effect Reduce base land speed by 5'. The first square of difficult terrain you enter each time you Stride is treated as greater difficult terrain. (At the GM's discretion, this may not apply in cases where the 'difficulty' is not based on ground cover.)

Note If you rely primarily on some non-leg-based movement, such as wings or self-telekinesis, this defect affects that – your wings may be lopsided, your psychokinetic field is unevenly distributed. Whatever.

CHAPTER 5 CLASSES

INTRODUCTION

Earth Delta is a world of high adventure, and many of the standard classes work as-is, with minor adaptions or new abilities/specializations/builds. It's important to note that even if "any sufficiently advanced technology is indistinguishable from magic", Earth Delta by default doesn't have magic, and psionics are limited to specific mutations. Some "magical" abilities are easily reflavored, others are not.

A core design goal is that no class requires mutant or robotic abilities; any character can excel in any class. This means removing features from classes that are primarily magical, unless they can be recast to work via mundane means, sometimes with appropriate mechanical changes.

In the Alpha 1.0 release, two new classes are designed to be playable, with some decent depth, for levels 1-5. Conversions of other classes are done to varying extents. Primary spellcasters such as clerics, druids, wizards, et al, simply don't exist unless the goal is to blend magic and mutants, in which case, go for it.

NEW CLASSES

SCAVENGER

No sense trying to disguise the obvious; the Scavenger is a heavily reflavored Wizard, and as of now, all Devices are renamed/modified core rules spells. But there are differences! Most devices have variable activation (casting) times, allowing for more tactical flexibility. As of now, there's no equivalent of familiars, though some kind of robot/drone seems likely to be written up in the near future. Over time, I expect the class to gain more uniqueness, but it works for now.

SCHOLAR

Mechanically, something like an Alchemist, but with a unique new mechanic added on: Lectures. Something a little like bardic song, these Focus powers provide a variety of useful buffs. It is possible I'll just go with Alchemist more-or-less as-is, remove those abilities from the Scholar, and give them Devices like the Scavenger or a wider range of Lectures and other non-spell-like abilities.

BARBARIAN

Those driven by primitive fury fit the savage world of Earth Delta perfectly. However, this is not a realm with totems, spirits, or primal forces. Thus, some adjustments to flavor text, and sometimes mechanics, must be made.

EXISTING INSTINCTS

ANIMAL

This can be chosen by mutates and uplifts. In both cases, the manifestation of such things as natural weapons (other than those you might have already from your ancestry or mutations) is simply one more bit of genetic instability, transient transformations. For uplifts, choosing a different animal type than your ancestral beast may indicate some odd genetic hybridization, or simply mutations that create body parts similar to those of other species.

FURY

The Fury instinct is available for everyone, without modification.

GIANT

The Giant instinct is available for mutates, uplifts, and florals. Feats such as Giant's Stature assume specialized mutations, physical or mental, that work in tandem with your rage and grant powers only under narrow conditions, and do not "count" as mutations for purposes of abilities that target them, detect them, etc.

NEW INSTINCTS

WAR MACHINE

Requirements Robot, may not have the *First Law Dominant* flaw.

"It can't be reasoned with, it can't be bargained with. It doesn't feel pity of remorse or fear and it absolutely will not stop. Ever. Until you are dead."

You were, literally, built (or rebuilt) for war. When combat begins, battle algorithms activate, safety systems and surge suppressors are disengaged, and restricted or illegal technology activates to transform you into a merciless metal engine of mayhem.

ANATHEMA

You have at least two programmed purposes. One must be "Protect your allies and slay their enemies." To refuse to join a battle when your teammates are under attack is anathema. The other should be determined by you and the GM, and may not even be known to you until the conditions activate. Examples might be to locate a rare piece of Ancestor technology, hunt down the bandits who destroyed the shelter where you "lived", or eliminate a Cataclysm Cult. Actions directly contrary to this goal, or ignoring a reasonable chance to further it, at anathema. (You are not required to charge solo at an Annihilation Army Carnage Caravan, but if there's an opportunity to destroy a scouting mob and you'd rather go fishing, that's bad.)

SAFETY OVERRIDES [INSTINCT ABILITY]

You just don't quit, even when your wires are dragging along behind you and smoke is belching from every joint and seam. When you need to save vs. a Fear effect, you may roll twice and take the higher value. You gain the Inexorable reaction.

Inexorable ↻ Trigger You are reduced to 0 HP. **Effect** You avoid being knocked out and remain at 1 HP, but your wounded value increases by 1. When you are wounded 3, you can no longer use this ability.

SPECIALIZATION ABILITY

While raging, increase bonus damage from 2 to 4. You can channel your internal power into your weapons, changing the damage type to electricity. If you have greater weapon specialization, increase the bonus damage from 4-8.

RAGING RESISTANCE

You are resistant to bludgeoning damage. You lose your vulnerability to electricity and instead gain resistance to it. However, if you take total electricity damage in a single attack equal to twice your raging resistance, you gain your choice of Clumsy 1 or Enfeebled 1, which will remain until one minute after your rage ends. Each additional time this happens, pick the other condition or increase the value by 1 to a maximum of 3.

BARBARIAN FEATS

4TH LEVEL

PAIN IS STRENGTH   Feat 4

Barbarian	Rage

Being hurt only makes you mad. When you take persistent damage, your bonus damage from rage increases by 1 until the end of your next turn (which is when you check to see if the persistent damage affects you again). This bonus increases to 2 if you have Greater Weapon Specialization.

ROAD WARRIOR   Feat 4

Barbarian	Rage

When raging, you can fight while astride a moving vehicle, as long as you are not driving/piloting it, at no penalty. This feat will be much more useful when I get around to writing the vehicle rules.

6TH LEVEL

DRAIN RESERVES ◈   Feat 6

Barbarian	Instinct	Rage

Prerequisites war machine instinct

You get knocked down, you get back up again, never gonna keep you down.

Trigger You use your Inexorable reaction. **Effect** You gain temporary hit points equal to your level.

RAGE AGAINST THE MACHINES   Feat 6

Barbarian	Rage

You are notably adept at turning mechanical men into scrap. When raging, you halve any DR a robot, cyborg, or android possesses against physical damage vs. your melee attacks, if it is of your level or lower. If it is more than 4 levels lower than you, ignore its DR. When targeting objects, treat hardness the same way.

Special There is no restriction on robots taking this feat. Indeed, many warbots were designed to fight others of their kind!

FIGHTER

This class needs the least change.

- Guns are normally considered martial or advanced weapons, so you are trained in them. (You must still identify any item of advanced technology, see Identify Technology (Trained),page 122) .

- At 6ᵗʰ level, you become trained in Power Armor. This increases to expert at 12ᵗʰ level, and to master at 17ᵗʰ level. You must still identify it, as noted above.

FIGHTER FEATS

4ᵀᴴ LEVEL

PISTOL WHIP   FEAT 4

FIGHTER

Prerequisites You have the Attack of Opportunity reaction.

If you are wielding a pistol or rifle, you may attack the target of your Attack of Opportunity reaction with it as a melee weapon using your martial weapon proficiency. Pistols do 1d6 bludgeoning and rifles do 1d8 (unless wielded in one hand, in which case, they do 1d6). Add an extra damage die if your proficiency is expert, two if master, or three if legendary. On a critical success, target is stunned 1 if struck by a pistol, or shoved five feet if struck by a rifle.

While this feat is intended for situations where you are not wielding a melee weapon, that is not a requirement; if you'd rather hit someone with your handgun than your vibroknife, that's your call.

6ᵀᴴ LEVEL

STEADY BEAM ❖❖   FEAT 6

FIGHTER **PRESS**

Requirements You are using a ranged energy weapon

You keep the beam of your weapon tightly focused on the target you hit. You do an additional die of damage. This adds to the initial damage for purposes of overcoming resistance.

SLICING BEAM ❖❖   FEAT 6

FIGHTER **FLOURISH**

Requirements You are using a ranged energy weapon

You move your weapon rapidly across two targets, keeping the beam on. Make a ranged Strike and compare the attack roll result to the AC of up to two foes, each of whom must be within 30 feet and within 10 feet of each other. Roll damage only once and apply it to each creature you hit. Slicing Beam counts as two attacks for your multiple attack penalty.

8ᵀᴴ LEVEL

DANCE, PARD'NER ❖❖   FEAT 8

FIGHTER **FLOURISH**

Requirements You are using a ranged energy or ballistic weapon; your target must be within 30 feet.

You aim your shots at the target's legs, tentacles, fronds, or whatever they use, forcing them to step away from your barrage. Make a Strike. On a hit, reduce your damage by 1 die, and move your target 5 feet, or 10 feet on a critical success. This is forced movement. The target may be moved further from you, or kept equidistant, in a more tactically convenient spot, but not moved closer.

Special You may expend up to 2 additional shots if you can do so without any other actions to reload. For each such additional shot, you gain a +1 circumstance modifier to the attack roll and +1 to damage.

MONK

In a world filled with murderous mutants, rampaging robots, and cryptic cults, what good is an unarmed and unarmored warrior? Quite a lot, actually. Less dependent on tools and technology, monks can travel the world with less fear of being rendered helpless by a dead power cell, device-devouring nanobot swarms, or local lordlings who believe only they and their flunkies should wield arms. The legends of the post-Cataclysm world are growing full of tales of seemingly-harmless wanderers who show astounding and deadly skill when confronting tyrants, bandits, and despoilers. Of course, some of the worst of that lot are themselves masters of the martial arts, reveling in the defeat of self-proclaimed "heroes" whose power is external to themselves.

You may consider reliance on technology – particularly ballistic and energy weapons – to be sign of weakness or cowardice, and use your superior mobility to close with your enemies and show them the power of fist or fang. Or, you may embrace such weapons and wield them with deadly artistry.

Most of the Monk's feats and powers work as described. However, things like teleportation or shooting bursts of fire transcend what's possible without magic and without assuming mutations or technology. The following feats or ki spells are either not available (except with the GM's permission) or modified. As with the barbarian, it may also be that characters with ancestries other than human can access these abilities, assuming subconscious mutations (or odd built-in gadgets, in the case of robots) freely.

MONK MODIFICATIONS

NATURAL WEAPONS

Many characters in Earth Delta will have natural weapons far superior to the human fist, and are trained in them. This can lead to some interesting questions. The following rule is a starting point, and may be altered slightly or dramatically in the future.

Balance Triumphs In keeping with the PF2 spirit of removing things like size modifiers to attack and weapon damage (at least for PC races) from the system, whatever natural weapons a monk has are treated like fists (1d6 damage due to powerful fist) when using any monk abilities, with the exception of damage type. This allows monks to attack with hands, antlers, tail, or hooves as desired. The properties of the natural weapons, such as parry or fatal, are ignored. After all, the Ancestors' instructional films were dominated by humans, and provided little in the way of instruction as to how to break bricks with one's antlers.

When using a stance, apply the given modifiers to damage and lethality to whichever natural weapon you are using.

Some natural weapons may count as a 'free hand' for some purposes. Antlers, horns, or a stinging tail may all be able to deflect an arrow, while fangs or hooves cannot.

However, see the "Atavistic Monk" feat!

NATURAL ARMOR

Some mutations and ancestries provide significant natural armor. Arguably, a turtle uplift trained in the arts of the ninja is "unarmored" if they are wearing only their natural shell, but that creates a rather obvious exploit in that an "unarmored" mutant monk may have a higher AC than those garbed in the best scavenged plasteel barter points can buy… er.. barter for. It is strongly encouraged that if you wish to be a monk, you simply do not select mutations that grant armor. If you gain this from your ancestry, you must take the option "Light Armor". Your proficiency is based on your unarmored proficiency from your monk class, and you do not gain the bonuses to saves from the mutation.

Recommended Restrictions and Changes

It is recommended the following feats not be permitted in Earth Delta's default setting. This still allows monks to perform astounding feats of physical prowess! At the 👑GMs option, if you have mutations that provide similar or related abilities, you may be able to use these – for example, if you have telekinetic flight, wings, or something similar, you may well be able to use the wind jump feat. If you have laser eyes, perhaps you can learn elemental fist, but are limited to fire damage. However, the GM is 100% within their authority to say that, nope, famous testudines aside, mutations and martial arts are not fungible.

Ki Strike Alignment in Earth Delta is more about personality and values than allegiance to cosmic forces. The extra damage done by ki strike is considered to be of the same type as the weapon you're using.

The follow feats are not allowed, except as optionally noted above.

- Abundant Step
- Elemental Fist
- Empty Body
- Ki Blast
- Mountain Quake
- Tongue of Sun and Moon
- Water Step
- Wild Winds Initiate
- Wind Jump

The following are changed:

- **Deflect Arrow** You may attempt this against ballistic attacks! However, if the attack missed due to the circumstance bonus (that is, it missed by 4 or less), you still take 1 point of damage per die of the triggering attack. You take no other ancillary effects that might occur "if the target is damaged by this attack".
- **Arrow Snatching** This does not work with bullets. Sorry.
- **Diamond Soul** You gain a +1 status bonus to saving throws against either technological or mutant powers, chosen when you select the feat.
- **Disrupt Ki** This will affect androids and cyborgs, but not robots, holograms, or blightspawn.
- **Timeless Body**: You do not stop aging, but do gain the other effects.

Monk Feats

1ST LEVEL

Atavistic Monk   Feat 1

Monk

Prerequisites Natural weapons other than those possessed by baseline humans.

You have learned how to use your natural weapons more effectively in combat. You may use your natural weapons fully, applying their traits and damage dice normally. However, if a stance provides a specific type of Strike, such as Crane Stance, you must use the statistics for that Strike. If a stance would permit you to use a monk weapon, you may use one of your natural weapons instead.

6TH LEVEL

STRIKE AT THE GAPS   FEAT 6

MONK

Those who have found the armor of the Ancestors sometimes think themselves invulnerable, despite the ample evidence the Ancestors most assuredly were not. You have learned to spot and exploit gaps and weak points in armor. You gain a +1 status bonus to your unarmed attacks against anyone wearing medium or heavy armor. Against robots, you reduce their DR against your unarmed attacks by 2 (increasing to 4 if you are expert and 6 if you are master).

RANGER

Rangers are well-suited to the world of Earth Delta, needing minimal mechanical changes. Their role is similar to that which they have in other worlds: They are hunters, scouts, and guardians. As the first glimmers of new civilization appear, rangers patrol the wilderlands just beyond the gates, alert for encroaching threats. With little social organization that can reach beyond the outskirts of a small town, they take on the job of tracking down those who would escape justice simply by fleeing a few miles. And in a world filled with ever-changing monsters and ancient threats newly awakened, their fearlessness and skill in battling such beasts is ever-welcome.

RANGER FEATS

1ST LEVEL

ANIMAL COMPANION   FEAT 1

RANGER

Naturally, little remains of wolves and bears as the Ancestors might have known them. A sampling of other animal companions is provided. (If desired, any existing companion can be used, either as-is, or with minor flavor changes.)

2ND LEVEL

FAVORED TERRAIN   FEAT 2

RANGER

You may choose "Ruins" as a favored terrain.

If you have the Wild Stride class feature and have ruins as a favored terrain, you can traverse gaps or height differences up to five feet with no skill checks or extra movement costs while in .such terrain.

4TH LEVEL

BLIGHT SURVIVOR   FEAT 4

RANGER

Prerequisites Con 15

You have spent much time exposed to blight and are still alive. You gain blight resistance 5, increasing to 10 at 10th level and to 15 at 15th level.

6TH LEVEL

RIFLEMAN   FEAT 6

RANGER

You have learned how to best use some of the weapons left behind by the ancestors. You are trained in advanced ballistic or energy weapons. This increases to expert at 12th level and to master at 16th level.

STOCK SLAM ⮎   FEAT 6

RANGER

Requirements You must be wielding a 2-handed ballistic, energy, or antimatter weapon.

Trigger An enemy moves so as to flank you.

Effect You ram the heavy stock of your weapon into them, using your martial weapon proficiency bonus. This does 1d8 bludgeoning damage (2d8 if expert, 3d8 if master). On a critical hit, you may choose to forego the additional damage and instead push the target back into the square they had just existed, ending their move. On a critical failure, you are severely unbalanced and are flat-footed to all enemies, not just to the flankers.

ANIMAL COMPANIONS

A smattering of potential companions. While not all of these are technically "animals", they count as such for game purposes in this context. They count as their actual type for other mechanics.

You are also free to choose a standard companion and describe it so as to fit the world of Earth Delta. A "bear" might be a giant groundhog with a powerful bite and deadly "hug". A "bird" could be a small flying shark with spiked fins acting as "talons". You may have found your companion in a sealed vault with an artificial ecosystem preserving the life of the distant past "as-is". (Or "as-was".)

CATAROO (KANGACAT)

Your companion is a mutated big cat, with oversized and very powerful hind legs, giving it tremendous leaping ability.

Size Small

Melee ❖ jaws (finesse), Damage 1d6 piercing

Melee ❖ kick (shove), Damage 1d4 bludgeoning

Str +3, **Dex** +2, **Con** +1, **Int** −4, **Wis** +2, **Cha** +0

Hit Points 6

Skill Athletics

Senses low-light vision

Speed 30 feet

Special May make a long or high jump as a ❖, as if they had made a Stride of their full speed. They may do this once/turn.

Support Benefit If the cataroo is adjacent to an enemy, they leap to a different adjacent square without needing to make an Athletics check. This does not provoke attacks of opportunity. The enemy is flat-footed against it or you until the start of your next turn.

Advanced Maneuver Pounce-Kick

POUNCE-KICK ❖

> **FLOURISH**

The cataroo leaps up to half its speed, makes a kick attack against a target enemy, and leaps up to half its speed to a desired square. If the kick critically hits, the target must make a Fortitude save against your class DC or be knocked prone.

DRONE

Your companion is a small flying drone, which may be shaped like a bird, a quadcopter, a sleek delta-wing, or something else entirely. It has the Robot, Electronic, and Mechanical traits.

Size Small

Melee ❖ wing blades (agile, finesse), Damage 1d6 slashing

Str +1, **Dex** +4, **Con** +1, **Int** −4, **Wis** +2, **Cha** +0

Hit Points 4

Skill Stealth

Senses darkvision

Speed 10 feet, fly 60 feet

Special +1 AC, electricity vulnerability 5, immune to poison, disease, emotion, mental

Support Benefit Until the start of your next turn, the drone buzzes around an enemy, ducking, weaving, dodging, and generally being a nuisance. The enemy suffers a -2 circumstance penalty to ranged attacks.

Advanced Maneuver Flyby Attack

FLYBY ATTACK ❖❖

The drone flies and makes a wing blade attack at any point along the way.

RIDING ANT

Loyal to you, terrifying to others, this ant would be described as "horse sized", if horses hadn't radiated into all possible sizes. So it's often called "greathound sized", instead.

Size Large

Melee ❖ mandibles (agile), Damage 1d6 slashing

Str +4, **Dex** +2, **Con** +2, **Int** −4, **Wis** +1, **Cha** +1

Hit Points 8

Skill Intimidation

Senses tremorsense (imprecise) 30 feet

Speed 40 feet, climb 20 feet

Special mount

Support Benefit The riding ant has low-level telepathy that enables it to share its senses with you. You gain access to its tremorsense until the start of your next turn.

Advanced Maneuver Grab and Toss

GRAB AND TOSS ❖❖

> **ATTACK**

The riding ant makes a mandibles strike against a target at least 1 size category smaller than itself. If it hits, the target is grappled. If desired, as part of this action, the target can be thrown up to 10 feet, where it must make a Reflex save against your class DC or fall prone.

ROGUE

Rogues have a variety of skills helpful to survival in the world of Earth Delta. Mechanically, they are much the same. Socially and culturally, there are minor differences. Towns with enough of an economy to support guilds of thieves are rare, as are those large and diverse enough to have multiple gangs controlling different turf. (As always, any given GM may run things differently, and have a world where civilization resembles that of most fantasy setting in terms of the size of settlements and the degree of trade between them.)

More commonly, bandits and raiders may have found a secure, hidden location in the ruins, such as a sub-surface transit junction or a wilderness "safe house" which long ago failed its unfortunate owner, and launch regular raids on small communities and trade convoys, confident that those who try to follow them will fall prey to the dangers the bandits know how to avoid.

In Earth Delta, rogues tend to have at least some knowledge of gadgetry, as the treasures of the past are often concealed behind magnetic locks, AI sensors, and explosive ordnance. Slick-talking con artists must be very slick, indeed, as the usual strategy of dashing to the next city when the con falls apart is more difficult when the next beacon of civilization large enough to have marks a-plenty is a hundred or more miles away through trackless wilderness.

MODIFICATIONS

There is no magic in the default Earth Delta setting, so, any feats, abilities, or options related to magic are not available. (In a "Mutants and Magic" setting, this does not apply.)

You are trained in the Sporting Crossbow, and your proficiency with it increases whenever your shortbow proficiency does.

RACKET: SCROUNGER

You honed your skills in the ruined cities rather than in the back alleys or rooftops of what's passing for 'civilization'. Exploring partially collapsed buildings in search of things hidden well enough that a century of previous seekers did not locate them, gaining an instinctive sense of which flooring is too rotted to bear your weight or which precariously balanced pile of rubble is about to collapse, and learning to judge which rewards are worth which risks have made you a valuable ally to anyone else venturing forth into similar locales.

You are adept at using the environment to your advantage. You gain the feather step feat, even if you don't meet the prerequisites. When you apply the critical specialization of any melee weapon, if the target is on difficult terrain, you may choose to knock them prone rather than apply the normal effect.

You are trained in Athletics or Acrobatics. If you are already trained in both skills, gain the Assurance feat for one of them.

ROGUE FEATS

2ND LEVEL

CLING TO LIFE ◆◆   FEAT 2

ROGUE

Prerequisites scrounger racket

When you Grab an Edge, you gain a +2 circumstance bonus, and a critical failure becomes a normal failure. If you are master or better in either Athletics or Acrobatics, a normal success becomes a critical success.

Tinkerer Feat 2

Rogue

Requirements Trained in Gadgetry

You have managed to piece together a few useful tools from the bits and bobs you've found. You gain two common gimmicks.

4ᵀᴴ LEVEL

Backdoor Access Feat 4

Rogue

Prerequisites scrounger or scoundrel racket, trained in Cybernetics

You've encountered a lot of automated defense systems and robot guardians, and have learned certain tricks to deal with them. When you attempt to Lie, Request, or Make an Impression to/from a robot, you gain a +2 status bonus, increasing to +3 if you are expert in Cybernetics or +4 if you are a master.

SCAVENGER

Half engineer, half madman, scavengineers piece together fragments of surviving technology in unexpected, and sometimes inexplicable, ways. Self-modifying metals, nanobot swarms, adaptive mechanisms, and other technologies from the days before the Cataclysm allow for the creation of nearly infinite devices from a handful of reusable components. Such devices are fragile in the extreme and must be constantly reconfigured and maintained, but their brief moments of functionality produce a mind-boggling array of effects.

DEVICES AND GIMMICKS

Scavengers create *devices*, or improvised technological items, to work their wonders. These mechanisms allow for marvelous flexibility, but are limited in many ways. They are highly personalized and idiosyncratic, normally working only for their creator. They must be maintained or rebuilt daily. Most have just enough power or stability to use once before breaking down into their original components. Using them requires the Activate Device activity, page **Error! Bookmark not defined.**

Devices which produce ongoing effects require a Sustain action.

GIMMICKS

Gimmicks are a special kind of device. They tend to be weaker and less flexible, but they are also well-tested and stable. A gimmick can be used as often as desired unless otherwise noted.

OVERCLOCK

A scavenger can *overclock* devices – the origin of the term is lost in history – to increase or alter their function. Normally, this done via using a feat with the overclock trait. If this leaves less than three actions for the Activate Device activity, and you still want to use that mode, there is an option. You may use an overclocked device in its three-action configuration in only two actions, but this has the following effects:

- If there is a Backfire chance, increase the Backfire value by 5.

- If there is no Backfire chance, it gains:

> **Backfire 5** Device explodes, doing 1d8/device level damage to you, with a basic Reflex save against your class DC. If the device normally deals damage, the damage is of that type; if the device is normally non-damaging, it does slashing damage.

If you use the overcharge feat, and then choose to use a three-action mode in two actions, roll both backfires and apply the results. Yes, this can get painfully messy, but what fun is life without risk?

SCAVENGER ADVANCEMENT

KEY ABILITY

Intelligence

HIT POINTS

6 + Con modifier

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in Gadgetry

Trained in Cybernetics

Trained in a number of additional skills equal to 2 plus your Intelligence modifier.

ATTACKS

Trained in the club, crossbow, dagger, heavy crossbow, wrench, and staff

Trained in unarmed attacks

Trained in device attacks

DEFENSES

Untrained in all armor

Trained in unarmored defense

Table 5-1 The Scavenger

Level	Class Features
1	Ancestry and background, initial proficiencies, notebook , omni-weapon, spare parts, specialty
2	Skill feat, scavenger feat
3	2nd level devices, general feat, skill increase
4	Gunner, skill feat, scavenger feat
5	3rd-level device, ability boosts, ancestry feat, duck!, skill increase
6	Skill feat, scavenger feat
7	4th level devices, device expert, general feat, skill increase
8	Skill feat, scavenger feat
9	5th level devices, ancestry feat, scar tissue, skill increase
10	Ability boosts, skill feat, scavenger feat
11	6th level devices, alertness, fallback weapons, general feat, skill increase
12	Skill feat, scavenger feat
13	7th level devices, ancestry feat, defensive devices, skill increase, sharpshooter
14	Skill feat, scavenger feat
15	8th level devices, ability boosts, general feat, master gadgeteer, skill increase
16	Skill feat, scavenger feat
17	9th level devices, ancestry feat, resolve, skill increase
18	Skill feat, scavenger feat
19	Master of mechanisms, scientist supreme, general feat, skill increase
20	Ability boosts, skill feat, wizard feat

CLASS FEATURES

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

NOTEBOOK 1ST

You maintain a notebook – sketches, blueprints, holocards, voice-memos – of all your inventions. This is highly personal and idiosyncratic, relying on your own terminology and shorthand. When you add devices to your repertoire, they become part of this notebook. Without it, you cannot recreate your mechanisms during preparation.

When you find another scavenger's notes, you must re-interpret them into your own personal style to make use of the devices they describe.

Table 5-2 Scavenger Devices Per Day

Level	Gimmicks	1	2	3
1	4	2	-	-
2	4	3	-	-
3	4	3	2	-
4	4	3	3	-
5	4	3	3	2

OMNI-WEAPON 1ST

The dangers of the post-Cataclysm world are many, and flexibility is the key to dealing with them. You always carry a set of key components which can be assembled into a personal weapon as part of their daily preparations. This weapon can take several forms, depending on what they expect to encounter. Once assembled, it cannot be redesigned until the next day's prep.

OmniWeapon — Gimmick 0

Attack | **Manipulate**

Activate: ❖❖

Range 30 feet; **Targets** 1 creature.

You have a simple, but semi-reliable weapon that will withstand many uses during the day. You decide the form of this weapon when you do your preparations. The traits of the attack are noted. You must have a free hand to use the weapon.

Laser Pistol (Fire, Light): Make a ranged device attack against the target's AC. On a successful hit, you do 1d4 fire damage plus your Intelligence modifier. On a critical success, do double damage and the target takes 1d4 persistent fire damage.

Shock Gauntlet (Electricity): Make a melee device attack for 1d4 + your Intelligence modifier electricity damage. The bolt then arcs to a second target you designate within 15' of the primary target, who must make a basic Reflex save against the same damage.

Cryospray (Cold): Make a ranged device attack against the target's AC, dealing 1d4 + your Intelligence modifier cold damage. On a critical success, the target takes double damage and -10 foot status penalty to its speeds.

Gauss Pistol: Magnetic coils accelerate metal ammunition to lethal velocities. Each time you activate the device, it can be loaded with round pellets that do bludgeoning damage or sharp needles that do piercing damage. Make a ranged device attack against the target for 1d6 + your Intelligence modifier damage of the chosen type. On a critical success, damage is doubled.

Heightened (+1): The damage increases by 1 die.

SPARE PARTS 1ST

You maintain a small cache of extra components that can be repurposed quickly. You gain the Reboot free action.

REBOOT ◈

TECHNOLOGICAL	SCAVENGER

Frequency 1/day

Requirement You haven't acted yet on your turn.

During your turn, you quickly restore a device you already used today. You may use it again during this turn without expending an additional device slot. You must still activate the device and take any other actions.

SPECIALTY 1ST

You are adept with all forms of technology, but one field of study is a particular favorite of yours.

Defensive

You want to keep yourselves, and your allies, safe. You may prepare one additional defensive device. The item bonus of any armor you wear is increased by one while you wear it. You gain the patch armor focus power.

PATCH ARMOR FOCUS 1

TECHNOLOGICAL	DEFENSIVE

Activation: ◈◈, manipulate

Range Touch; **Targets** Self and up to 4 willing creatures

Duration 1 minute or special

You hastily patch holes, weld loose joints, or remove corrosion on your allies' armor. Each target gains a +1 circumstance bonus to AC. This ends after one minute or when an enemy critically succeeds in an attack roll against the target.

Special: The target must be wearing some kind of artificial armor (granting at least a +1 item bonus). You can't upgrade the hide of your war-buffaleap, but you could enhance its barding.

Heightened 3rd Bonus increases to +2.

Heightened 6th Bonus increases to +3.

Gravitics

You have studied gravity-controlling devices, and have learned or rediscovered many long-forgotten laws of physics, such as "Gravity, you are a heartless bitch", first postulated by Dr. Sheldon Cooper. You may prepare one additional gravitic device. A combination of knowledge and the many tiny, half-functioning gravity polarizers you carry in your pockets reduces falling damage by 5. You gain the Immovable Object focus power.

Immovable Object — Focus 1

| Technological | Gravitic |

Activation: ⟳; **Trigger**: You are subject to forced movement or knocked prone.

Assorted mechanisms capable of counteracting gravity clamp down. You are not moved or knocked prone. Any other effects of the triggering attack occur normally, unless they were dependent on the movement (e.g., an attack which moved you and let the attacker occupy your square would not let the attacker occupy your square. Honestly, this shouldn't need to be spelled out, but I know better).

Energetics

Lasers! Pew pew pew! You are familiar with all sorts of energy, including things the Ancients would not have considered "energy", such as acid and cold. You gain resistance equal to half your level (minimum 1) to the energy type you've experimented with the most. This can be changed when you gain a level, reflecting a slight shift in your focus. You may prepare one additional energetic device. You gain the Adjust Frequency focus power.

Adjust Frequency — Focus 1

| Technological | Energetic |

Activation: ◆; Manipulate

A depressing number of the foes that inhabit the wastelands are strangely resistant to many things that ought to kill them. Fortunately, you can mutate your mechanisms, too. By deft adjustment of various parts, you can find ways to overcome an enemy's defenses. Use this power as part of activating a device that inflicts energy damage. The target's resistance to the damage done by that device is reduced by five. If the device inflicts multiple types of damage, pick one; if the target has resistance to multiple types of energy, pick one. If the attack is a critical success, the target's resistance remains reduced for one minute to any attacker, not just to the device's attack.

Special: If the target creature is immune to damage of the given type, it becomes merely Resistant, with the resistance value equal to the creature's level (minimum 1).

Holographics

You are master of light and shadow, and also of sound and sensation. The creation of the quasi-real to amuse or confuse is your passion. You become trained in Deception (if you are already trained, you gain Assurance in it; if you have Assurance, become trained in a skill of your choice.) and have a +2 status bonus on Perception checks to identify something as an illusion (whether holographic or not). You may prepare an additional holographic device.

Gunner — 4th

While you are more comfortable with your own custom creations, you can use the Ancient's weapons well enough. You become trained in the use of pistols and rifles.

Duck! — 5th

You have developed a keen sense of when things are going to go 'boom', and this has taught you how to avoid a lot of damage. Your proficiency in Reflex saves increases to Expert. You also provide a +1 circumstance bonus to adjacent allies who must save against the same effect at the same time.

DEVICE EXPERT 7TH

Your constant practice and tinkering has heightened your proficiency with device attacks and save DCs to expert.

SCAR TISSUE 9TH

After a certain number of "lab accidents", you toughen up. Your proficiency in Fortitude saves increases to expert.

ALERTNESS 11TH

You've learned to devote at least a little attention to things happening around you, raising your Perception proficiency to expert.

FALLBACK WEAPON 11TH

Sometimes, your devices aren't enough, or you don't want to waste them on minor threats. Your proficiency with club, crossbow, dagger, heavy crossbow, wrench, and staff increases to expert.

DEFENSIVE DEVICES 13TH

You have myriad bits of polycarbon weave and transient force fields scattered about your person, and you're notably better at getting out of the way. Increase your unarmored defense rank to expert. If you have the Tinker's Armor feat, its base item bonus increases by 1.

SHARPSHOOTER 13TH

Your skill with pistols and rifles increases to expert.

WEAPON SPECIALIZATION 13TH

You've learned how to inflict greater injuries with the weapons you know best. You deal an additional 2 damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

DEVICE MASTER 15TH

You can do things with your devices that bend the laws of physics. Your proficiency ranks for device attack rolls and device DCs increases to master.

RESOLVE 17TH

The person who commands technology must first command themselves! Your proficiency rank for Will saves increases to Master. When you roll a success at a Will save, you get a critical success instead.

MASTER OF MECHANISMS 19TH

You can prepare a single 10th level device, a machine capable of feats even the Ancestors would find hard to explain. You do not gain additional 10th level slots as you level up.

SCIENTIST SUPREME 19TH

All time and space is yours to manipulate. The perfection of your mechanisms astounds your allies and terrifies your foes. Your proficiency ranks for device attack rolls and device DCs increases to legendary.

SCAVENGER FEATS

1ST LEVEL

DISRUPT TECHNOLOGY FEAT 1

SCAVENGER

If you perceive an effect from a technological source (a trap, a weapon of advanced technology, a device, a robot) you can sacrifice a prepared device of level 1 or higher to attempt to counteract it. This usually involves reversing polarity while setting the flux capacitor to overload and disengaging the safety protocols. The DC will be based on the DC of the effect if it has one, or the level of the source (if it's a creature, robot, or trap), etc. Use the normal counteract rules to determine success. The level will generally be half the source's level, round up, for purposes of determining the effectiveness of the counteract.

EXTEND DEVICE ❖ FEAT 1

SCAVENGER	OVERCLOCK	MANIPULATE

You can extend the range of your devices. If the next action you use is to Activate a Device that has a range, increase that device's range by 30 feet. If the device normally has a range of touch, you extend its range to 30 feet.

WIDEN DEVICE ❖ FEAT 1

SCAVENGER	OVERCLOCK	MANIPULATE

You manipulate the output aperture of your device, causing it to affect a wider area. If the next action you use is to Activate a Device that has an area of a burst, cone, or line and does not have a duration, increase the area of that device. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

WRENCHING BLOW FEAT 1

SCAVENGER

You almost always have a wrench in hand to fix devices, and you've come to use it as a weapon, too. In your hands, a wrench's damage die increases one step (usually to d6) and it gains the Disarm trait.

2ND LEVEL

VARIABLE OMNI WEAPON FEAT 2

SCAVENGER

You may prepare one less daily gimmick and instead configure your omni weapon to dual-function mode. Choose two options for your omni weapon when you make your daily preparation. You may switch between them as a free action with the manipulate trait during your turn.

TINKER'S ARMOR FEAT 2

SCAVENGER

Prerequisite: Defense Specialty

You arrange your tools, spare parts, ceramic inserts, and carbon-fiber weaves into something resembling armor. This grants a +2 item bonus to AC, has a Bulk of 1, a Dex Cap of +3, and is flexible and noisy. You are trained in this armor. Your proficiency increases to expert at 12th level and master at 18th level.

4TH LEVEL

Jury-Rig   Feat 4

Scavenger **Manipulate**

Time 10 minutes

Frequency 1/day

Pick a device you have previously activated. You may attempt to restore it to partial functionality. You may use it again today, but only at the single-action level. This ability cannot be applied to devices with no ❖ option.

Overcharge ❖   Feat 4

Scavenger **Manipulate** **Overclock** **Concentrate**

You can increase the power of a device momentarily. If your next action is to Use a Device, the device's level is heightened by one level higher than it was prepared at. If this would make it higher level than your maximum device level, it gains:

> **Backfire 10** Device explodes, doing 1d8/device level damage with a basic Reflex save against your class DC. If the device normally deals damage, the damage is of that type; if the device is normally non-damaging, it does force damage.

Take That, You Wrench   Feat 4

Scavenger

Prerequisites Wrenching Blow

You become expert with wrenches. When you gain the Fallback Weapon class ability, you become a master with wrenches. If your wrench has less than 2 damage dice, it increases to 2. When you critically hit an enemy with a wrench, they must make a Fortitude save against your Scavenger class DC or be Stunned 1.

Voice Command ❖   Feat 4

Scavenger **Auditory** **Overclock** **Concentrate**

Rather than adjusting settings or slotting in a booster, you issue a pre-determined command word that activates all the right options. The next device you activate loses the Manipulate trait on its activation and gains the Verbal trait instead.

6ᵀᴴ LEVEL

Bells and Whistles   Feat 6

Scavenger

Prerequisites Tinker's Armor

You may attach a common or uncommon armor plugin, of your level or less, to your tinker's armor, assembled from your usual assortments of bits and bobs, during daily preparation. If it requires investment, it counts against your investment total. The meaning of this feat's name is obscure; some scavengers feel it describes a ritual in which bells were rung and whistles blown to appease the gods of lightning and silicon. You may choose to enact your version of this ritual during your daily prep. It will have no impact on the feat, but your teammates will surely appreciate the effort.

You cannot place this plugin on other armor or give it to an ally; it is integral to your scavenger gear and compatible only with your uniquely customized armor.

Emergency Shutdown ⟳   Feat 6

SCAVENGER | MANIPULATE

Trigger You fail a backfire check

You recognize impending calamity and desperately seek to avert it. You may reroll the triggering backfire check.

Security Upgrades   Feat 6

SCAVENGER

Prerequisites Tinker's Armor

Your tinker's armor becomes *+1 improved tinker's armor*, and you continue to enhance it over the course of your career:

> **8th level**   *+1 improved reinforced tinker's armor*
>
> **11th level** *+2 exceptional reinforced tinker's armor*
>
> **14th level** *+2 exceptional survival tinker's armor*
>
> **18th level** *+3 premium survival tinker's armor*
>
> **20th level** *+3 premium sealed thinker's armor*

If you also have the bells and whistles feat, you may have two plugins at 11th level or three at 18th level.

SCHOLAR

"There is some lore I know to deal with this wound. Let me share some other wisdom with you, which comes from those who came before: 'Don't kick an angry bearoid in the danglies if you want to live, moron!' Truly wise were the Ancestors, don't you agree?"

Wise One, Shaman, Healer, Medic, Chirugeon…(sometimes, Greenadier or Bombtanist)… these are all terms applied to those dedicated to keeping the survivors surviving. However, such names tell but half the tale, for one way to keep people alive is to ensure those who would harm them are less capable of doing so. Clutching a flask filled with healing salve in one hand and one filled with deadly acids in the other, the Scholar is equally capable of "healing it and dealing it" (damage, that is).

Where the Scavenger primarily repairs and repurposes ancient technology, the Scholar tends towards understanding and exploiting the world as it is now. Exceptions exist, but they're more likely to mix up poultices from mutant plants than to seek out a cache of Regen-X ampules, or use a sprayer filled with self-igniting thermite saliva instead of patching up a salvaged flamethrower.

KEY ABILITY

Wisdom

HIT POINTS

8 + Con modifier

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude

Expert in Reflex

Expert in Will

SKILLS

Trained in Nature

Trained in Medicine

Trained in a number of additional skills equal to 2 plus your Intelligence modifier.

ATTACKS

Trained in simple weapons

Trained in unarmed attacks

Trained in bomb attacks

DEFENSES

Trained in light armor

Trained in unarmored defense

SCHOLAR ADVANCEMENT

Table 5-3 The Scholar

Level	Class Features
1	Ancestry and Background, initial proficiencies, formulary, raw materials, concoctions, quick concoct, lectures, style
2	Scholar feat, skill feat
3	General feat, skill increase, heed the wise
4	Scholar feat, skill feat
5	Ability boosts, alertness, ancestry feat, skill increase, dual major
6	Scholar feat, skill feat, advanced degree
7	Battle hardened, toughened up, general feat
8	Scholar Feat
9	Ancestry feat, polymath, skill increase
10	
11	Resolve
12	
13	Light armor expertise, weapon specialization
14	
15	Tactical sidestep
16	
17	
18	
19	
20	

CLASS FEATURES

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

FORMULARY

You maintain a book, set of scrolls, recordings, symbolic memory aids, or some other system that tracks all you've learned about the post-Apocalypse life and its uses, along with fragments of lore from the Ancestors. This tends to be highly personal and idiosyncratic, and is of little use to anyone else. At first level, it contains the information you need to create two level 1 concoctions (see below), plus any others you learn from feats or choices.

RAW MATERIALS

You prepare multiple batches of partially processed ingredients – mashed thermite eyes, tumblebleed thorn powder, oaktapus cuttings – which can be combined and readied. You gain a number of batches equal to your level + your wisdom modifier. You can make these into concoctions. For each batch of ingredients, you can create one concoction. The maximum level concoction you can make is equal to your level/2, minimum 1. (See also the Contingency Plan feat.)

CONCOCTIONS

Concoctions take many forms: Oils to rub on the skin, potions to swallow, soaked bandages to tie around wounds, and clay flasks that mix ingredients as they are hurled, producing devastating effects on enemies. Your concoctions decompose after roughly 24 hours and must be remade during daily preparation. They can be freely given to allies, who can use them via the appropriate action, usually Interact for beneficial items, or by an attack roll for throwing a bomb, using the standard rules for alchemical bombs.

LECTURES

You love to teach – part of being a scholar is sharing your knowledge. During your daily preparations, you can lecture a number of allies equal to your Wisdom modifier plus your level/2 (minimum 1). This is referred to as the audience. This does not interfere with their own preparations, but they must be able to see or hear you. During the day, you can take the Review Lecture action to call out or signal key points, enabling your comrades to benefit from your wisdom. You know one lecture (Basic Self Care) to start with, and may learn more as you progress. As with your concoctions, your lectures are stored in a personal shorthand in your formulary.

You learn the Basic Self Care lecture. If you do not have a focus pool, you gain one. Otherwise, you may add 1 point to your pool, to a maximum of 3.

Your incessant discussions about health and well being mean that your audience is always prepared for you to review Basic Self Care. In addition, you may teach them one additional lecture you know during daily preparations. (See Dual Major and Polymath, below)

STYLE

Every Scholar has their own way of doing things, or focuses on a different aspect of their role.

Greenadier

"The best defense is a good offense" – Mel, The Cook On Alice

You are especially adept at turning sap, crushed leaves, and powdered bark into lethal explosives. You begin with the formulae for two additional concoctions with the bomb trait in your formulary. You may choose to apply splash damage only to your bomb's primary target instead of to the surrounding area.

Healer

"A spoonful of pureed inferno helps the medicine go down…" – Ancient Teaching Song

You feel obliged to keep your comrades alive despite themselves. If you personally apply a concoction with the healing trait to an ally, you may roll one additional die and discard the lowest die rolled. (Thus, if you apply a level 5 poultice, roll 4d6 and sum the highest three to determine the total Hit Points healed.)

Tactician

"If we hit that bullseye, the rest of the dominoes will fall like a house of cards. Checkmate." – Sun Tzu, or so you've heard.

Once per day, when you Review a Lecture with the Tactic trait, you may use the ❖❖ effect as a ❖. This cannot be used to sustain a lecture, but only on the initial review. It cannot be combined with anything else that may reduce the actions required, and does not apply if there is no ❖❖ option.

Review Lecture ❖, ❖❖, OR ❖❖❖

You quickly call out key points of a lecture you performed for your audience during daily preparations. The number of actions and the effects are specified in each lecture individually. Note that creatures who were not present during your preparations are not part of the audience.

HEED THE WISE   3RD

You can use your insight and the presumed deference due you to convince people to go along with your plans. Use your Wisdom bonus (if it's higher) rather than Charisma when Making an Impression or a Request.

DUAL MAJOR   5TH

You discuss two subjects at once, preparing your audience to benefit from two specified lectures.

ALERTNESS   5TH

You watch the battlefield closely to spot opportunities, and seemingly peaceful locales for signs of battle. Increase your Perception proficiency to expert.

ADVANCED DEGREE   6TH

You have delved deeper into the mysteries of your chosen style.

Greenadier You may create two identical concoctions with the bomb trait from a single batch of ingredients, either during daily prep or as part of the Quick Concoct action.

Healer You may create two identical concoctions with the healing trait from a single batch of ingredients, either during daily prep or as part of the Quick Concoct action.

Tactician You gain the Attack of Opportunity reaction.

BATTLE HARDENED 7TH

Time spent fighting has taught you much. Your proficiency with simple weapons and bombs increases to expert.

TOUGHENED UP 7TH

Just as your skill with weapons has increased, so has your capacity to deal with all of life's little problems, like radiation and toxins. Your proficiency in Fortitude saves increases to expert.

POLYMATH 9TH

During daily preparations, you flit between three subjects, so that you may choose to grant your audience the benefits of any of three lectures throughout the day.

RESOLVE 11TH

The focus needed to study and experiment long into the night, and to stand fast to lead your allies during the day, makes you hard to frighten or confuse. Your proficiency with Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

LIGHT ARMOR EXPERTISE 13TH

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

WEAPON SPECIALIZATION 13TH

You've learned how to inflict greater injuries with the weapons you know best. You deal an additional 2 damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

TACTICAL SIDESTEP 15TH

"Be where the explosion is not." Your proficiency in Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

SCHOLAR FEATS

1ST LEVEL

CONTINGENCY PLAN FEAT 1

SCHOLAR

Given that the day's dangers may not be known in advance, you can hold back some of your raw materials for as-needed items. You gain the quick concoct action.

Quick Concoct ❖

SCHOLAR **MANIPULATE**

Cost: 1 batch of prepared ingredients

Requirements: You have a scholar's kit, the formula for the item in your formulary, and a free hand.

You rapidly combine some pre-mixed ingredients into a concoction just stable enough to last until the start of your next turn. This must be an item listed in your formulary book.

Herbs And Simples   Feat 1

| Scholar | Exploration |

Prerequisites Trained in Survival and Medicine, Healer style

You constantly scour the ground for useful plants, fungi, bones, and similar detritus. Reduce your speed by 5 feet while engaging in the exploration activity. For each full hour so engaged, you may make a DC 15 Survival check. Success produces enough materials to make a 1st level concoction with the healing trait. This will last for four hours or until your next daily preparations, whichever comes first.

If you are expert in Survival, you may choose to make a DC 20 check and produce a concoction of 5th level or less instead. At master, increase this to DC 30/12th level and at Legendary, DC 40/20th level. You must declare which DC you are aiming for before rolling.

The party must be traveling to use this activity; it's assumed you have scoured the local area clean during each use and must move on. It can also be used after resting, before travel commences.

If you need to roll initiative while performing this activity, roll Survival.

Pedant   Feat 1

| Scholar | Linguistic |

When you take the refocus action, you may perform a new lecture, replacing one you performed during your daily preparations.

The Art of War   Feat 1

| Scholar |

You learn a lecture with the Tactics trait of your level or lower. You may take this feat multiple times, each time learning a different lecture.

2ND LEVEL

Constant Care   Feat 2

| Scholar |

When you review the Basic Self Care lecture, the audience does not become temporarily immune to it.

Optimal Positioning   Feat 2

| Scholar |

Prerequisites Tactician specialty

When you review a Tactics lecture, you may Step as part of the Activity. If it already include a Step, you may take another.

Pharmacopeia   Feat 2

| Scholar |

Prerequisites Quick Concoct, Healer specialty

When you use the Quick Concoct action, you may take a prepared concoction of any type and create two doses of a concoction with the 'Healing' trait of its level or lower, instead of using reserved ingredient batches.

PSYCHOANALYSIS FEAT 2

| SCHOLAR | DOWNTIME |

Who knew bloodgers had such complex relationships with their mothers? You did. When you target a creature with Coerce, Lie, or Make an Impression, make a trained check with the knowledge skill applicable to that creature type. (If several apply, use your best one.) If you succeed, you gain a +2 circumstance bonus on your check against the creature, and critical failures are treated as normal failures.

STAFF OF AUTHORITY FEAT 2

| SCHOLAR |

In your hands, a common staff is treated as a bo staff. In addition, you may apply a single-target concoction that is normally thrown or which has a range of touch to the end of the staff as an interact action, letting you make a melee attack (if it's harmful) at any target within reach, or touch a willing creature in reach. Concoctions applied in this way lose potency quickly; if it has not reached a target by the end of your next turn, it is wasted.

WELL, ACTUALLY...⤵ FEAT 2

| SCHOLAR | LINGUISTIC |

You are always willing… eager, even… to correct the errors of others. **Trigger** An ally you can hear fails or critically fails a Lore or Knowledge check in an area where you are trained or better. **Effect** They may reroll the check with a +2 status bonus. Regardless of the result, they will be temporarily immune to this power for 24 hours. More technically, if you keep correcting them, they'll hit you, but there's no mechanic for that.

4ᵀᴴ LEVEL

ARE YOU SURE... FEAT 4

| SCHOLAR |

Prerequisite Uhm, Actually…

If someone is attempting to lie or otherwise deceive you and is referencing or relying on a topic covered by a lore or knowledge skill you are trained or better in, you may use that proficiency bonus, rather than Perception, to Sense Motive. This may include, in some cases, noticing forgeries, deliberately false signs, and so on. ("Interesting, so this document says your are Ford Pinto, the rightful heir to the throne of Motor City… but it's dated well after the Ford Dynasty was toppled by Elontesla the First, Lord of Lightning.")

BOMBASTIC ◈ FEAT 4

| SCHOLAR | ATTACK |

Requirement You have a free hand and have a bomb accessible. **Trigger** You spend ◈▶▶ when Reviewing a Lecture. **Effect** Perform a ranged Strike using the accessible bomb.

Know Where to Poke 'Em FEAT 4

Scholar	Attack

Prerequisites Staff of Authority

When you critically succeed with an attack using a staff, you may also reposition the target by five feet. This follows all normal forced movement rules. The target must be no more than one size category larger than you, increasing to two categories if you are expert with the staff, or three if you are a master with the staff.

Lead By Example FEAT 4

Scholar	Healing

Prerequisites Battle Medicine feat, Healer or Tactician style

When you review Basic Self Care as either ❖❖ or ❖❖❖, you may use Battle Medicine on yourself as part of the activity.

Shouted Alert ⟳ FEAT 4

Scholar	Auditory	Visual

Prerequisite: Tactician Style

You can tell an ally exactly when to duck, step aside, or stop for an instant. **Trigger** An ally's movement is targeted by an attack of opportunity. **Effect** They gain a +2 circumstance bonus to AC against the attack, *or* they move back to the square they occupied just prior to triggering the reaction and end their movement. If they choose this, the attack of opportunity reaction is not consumed.

Supplementary Studies FEAT 4

Scholar

When you review a lecture, you may apply one additional effect as you weave in reminders of other topics or emphasize certain aspects. Choose one when you select this feat. You may select this feat multiple times, choosing a different option each time, but a given review may have only one supplementary study applied.

- **Legends of Yesterday** You speak of the triumphs of past heroes who overcame all odds. Audience members gain twice your level in temporary hit points.

- **Principles of Self Control** You remind the audience of mental exercises, focusing mantras, and daily affirmations to strengthen their identity. Any audience members suffering an ongoing condition with the Mental trait (includes Emotion and Fear, which are subsets) may immediately make a Will save to end it. On a critical success, they are temporarily immune to that effect from the same source for 10 minutes.

- **Being Where The Blade Isn't** Audience members gain a +1 circumstance bonus to AC for as long as you sustain the lecture, plus 1 round.

LECTURES

BASIC SELF-CARE   FOCUS 1

CONCENTRATE	LINGUISTIC	VISUAL	AUDITORY	HEALING

Activation: ❖ to ❖❖❖

Range 30 feet; **Targets** All audience that can see or hear.

You remind your audience about all you've said on the subject of staunching wounds, adjusting balance to not press on the injured tendril, mantras to overcome pain, and the healing herbs you passed out which they might want to quickly chomp on.

The effect depends on how many actions you dedicate to the activity.

❖ Brief Reminder: Each target heals up to your Wisdom modifier.

❖❖ Bullet Points: Each target heals 1d8 hit points or your Wisdom modifier, whichever is greater.

❖❖❖ Presentation: Each target heals 1d8 hit points and may either heal an additional 8 *or* make a save against any ongoing bleed, disease, or poison condition.

All targets are temporarily immune to this lecture until you refocus.

Heightened (+1) Healing increases by 1d8.

INTERMEDIATE TACTICS: FOCUS FIRE   FOCUS 4

CONCENTRATE	LINGUISTIC	VISUAL	AUDITORY	TACTIC

Activation: ❖ ❖❖ ❖❖❖

Range 30 feet; **Targets** All audience that can see or hear, plus one creature within 60 feet as the focus.

Duration: 1 round

The Ancestors spoke of the tactic used in the First and Second Stellar Craft Wars, known as the "zerg rush". You delivered a brilliant speech on this topic earlier and encourage your allies to follow its lessons. You must designate an enemy creature within 60 feet, which you can perceive, as the focus.

The effect depends on how many actions you dedicate to the activity.

❖ **Point** Each audience member may Step towards the target as a reaction, and gains a +1 circumstance bonus to their next attack against the focus.

❖❖ **Call Out** Each target may Step towards the target as a reaction, and gains a +3 circumstance bonus to their attacks against the focus.

❖❖❖ **Demonstration** As for Call Out, but you also make a Strike against the focus. If this succeeds, the duration extends for one round. If it critically succeeds, the focus is flat footed against the first attack made by each audience member. On a critical miss, this review has no effect but you do not expend the focus point.

Regardless of the outcome, the focus is temporarily immune to this power for 1 hour.

INTERMEDIATE TACTICS: PREPAREDNESS   FOCUS 2

CONCENTRATE	LINGUISTIC	VISUAL	AUDITORY	TACTIC

Activation: ❖ ❖❖ ❖❖❖

Range 60 feet; **Targets** All audience that can see or hear you.

Duration: see below

You devote some time to surveying the battlefield, calling out quick commands to initiate actions you'd previously outlined and drilled into the heads, fronds, or CPUs of your allies. You grant your audience the ability to use the Attack of Opportunity reaction until the start of your next turn. If they already have this reaction, they gain a +2 circumstance bonus when attacking with it.

The effect depends on how many actions you dedicate to the activity.

❖ **Overview** This effect ends as soon as one audience member uses it.

❖❖ **Tactical Analysis** All audience members may use this reaction.

❖❖❖ **Contingency Plan** As for Tactical Analysis, but you can sustain by spending ❖❖ next round. If you spend ❖❖❖, you may sustain again, and so on.

You must be able to perceive the targets of audience members' attacks, as you are calling out things like "Maneuver Beta on right flank!" while this lecture is active.

INTERMEDIATE TACTICS: TARGETING   FOCUS 2

CONCENTRATE	LINGUISTIC	VISUAL	AUDITORY	TACTIC

Activation: ❖ ❖❖ ❖❖❖

Range 60 feet; **Targets** All audience that can see or hear.

Duration: 1 round

You point out the many ways in which foes can hide, disguise their position, or use mental tricks to not be clearly visible.

The effect depends on how many actions you dedicate to the activity.

❖ **Look Sharp** A single ally may immediately Seek as a free action, or, may roll twice the next time they target a concealed creature before the start of your next turn. This does not apply to any Seek that would require more than 1 action.

❖❖ **Full Alert** As Look Sharp, but it applies to all audience members in range.

❖❖❖ **Eternal Vigilance** As for Full Alert, but you may Sustain this effect on subsequent turns by spending ❖ next round. If you spend ❖❖, you sustain again, and so on.

INTERMEDIATE TACTICS: FIND THE GAP   FOCUS 3

CONCENTRATE	LINGUISTIC	VISUAL	AUDITORY	TACTIC

Activation: ❖ ❖❖ ❖❖❖

Range 60 feet; **Targets** All audience that can see or hear.

Duration: 1 round

You discussed how even creatures armored or otherwise protected against certain attacks may have weak spots to exploit. During this lecture, you remind your audience to look for such opportunities and exploit them. You must declare which Resistance you are targeting when you lecture.

The effect depends on how many actions you dedicate to the activity.

❖ **Go For The Eyes, Boo!** A single audience member ignores 5 points of resistance to the specified damage type until the end of their next turn.

❖❖ **Weak Spot** As Go For The Eyes, Boo!, but it applies to all audience members in range.

❖❖❖ **Repeated Strikes** As for Weak Spot, but you may Sustain this effect on subsequent turns by spending ❖ next round. If you spend ❖❖, you may sustain again, and so on.

Special If you have the Tactician style, you can specify two different resistances to apply this lecture to.

Heightened (6th) Reduce the specified resistance by 10.

Introduction To Tactics: Offense   Focus 1

Concentrate	Linguistic	Visual	Auditory	Tactic

Activation: ❖❖

Range 30 feet; **Targets** All audience that can see or hear.

Duration: 1 round

Surveying the battlefield, you provide rapid-fire guidance that references the lesson you gave on the final battle of the Koe-La Wars. Each audience member gains a +1 status bonus to attack and damage rolls and may take a Step as a free action at any point before the end of the effect.

Introduction To Tactics: Defense   Focus 1

Concentrate	Linguistic	Visual	Auditory	Tactic

Activation: ❖❖

Range 30 feet; **Targets** All audience that can see or hear.

Duration: 1 round

You point out many useful terrain features and blind spots, and make note of enemies in or nearing a tactical advantage, recalling your earlier recounting of how the Spartan warriors of Mish Egan defeated the Trojan horde in the War of the Roses. Your audience heeds, gaining a +1 status bonus to AC and Reflex saves, and may take a Step as a free action if doing so will remove them from a flank, or take a Step as a reaction if an enemy moves to flank them. (Only one such per use of this lecture; either a free action immediately, or a reaction before the end of the effect.)

Concoctions

What the Scavenger is to engineering, the Scholar is to botany and chemistry – an experimenter guided more by insight and inspiration than patience and precision. Whether pulping plant parts, grinding down old circuit boards, or distilling essences to concentrate trace elements into an effective dose, the Scholar is constantly working to maintain and improve their stockpile. They know precisely which components are stable until mixed, and have worked out systems of preparing partial mixtures that can be combined in many ways to meet the needs of the day.

Bombs: These are typically weapons, and follow the normal rules for alchemical bombs.

Salves: These pastes or liquids that usually must be applied to target by the Scholar, or by the user if they've been handed it. This is a ❖ manipulate action.

Edible: In the form of a drink, a pill, or similar, the user must eat/drink or have it forced down their throat. Forcing is a ❖ manipulate action on a willing or unconscious target, or it can be attempted on a grappled target as a ❖❖ activity attack.

Bee Bomb   Concoction 3+

CONCOCTION	BOMB	CONSUMABLE

Usage: Held in one hand; **Bulk** L

Activation ❖ Strike "Not the bees!"; **Targets** One creature plus up to 2 adjacent creatures

A carefully prepared mix of active swarmhound comb (or similar species), kept comatose by herbal smoke in a sealed container. When hurled, the container breaks, and the inhabitants take out their rage on the target(s). If the attack misses, determine landing square randomly. Up to three random creatures in or adjacent to that square are affected.

The ❖❖ action is kept generic and is assumed to be effective enough. Use of specifically insect-affecting powers or effects, such as pesticide sprays or thick smoke, may be particularly effective (covering multiple targets, working as a ❖ or ◈ action, etc., at the GM's discretion.

Type: Drones; **Level**: 3;

Target creatures 2d4 piercing damage, and are flat-footed and take 1d4 persistent piercing damage (ignoring any DR from armor or other gear, unless it's air-tight) for 3 rounds or until they take a ❖❖ action to swat or otherwise rid themselves of the bees. An adjacent ally trained in Nature can do this for them on their own turn.

Type: Soldiers; **Level**: 6;

Larger and more vicious, these increase damage to 3d6 initial and 1d6 persistent, as well as imposing a -2 circumstance modifier on Perception checks as the bees buzz loudly and block vision.

Type: killer; **Level**: 12;

Specially bred and fed exotic pollen for just this purpose, the swarm does 3d8 damage per round, imposes perception checks as above, and the first ❖❖ action taken merely makes them act as Soldiers, above. A second such action is needed to dismiss the swarm.

BOOMER

CONCOCTION	BOMB	CONSUMABLE	SPLASH

Usage: Held in one hand; **Bulk** L

Activation ❖ Strike "Pull Pin And Pray"

One of the most basic items in any arsenal, this is a mix of dung crystals, charcoal, and yellow powder, together with a few animal glands that burst into flame when exposed to air. After removing the stopper (called a 'pin' for some reason) the reaction begins and the item must be thrown as part of the same action.

Type: Firecracker; **Level**: 1;

The boomer does 1d8 crushing damage from the concussive force, and 1 piercing splash damage from the shrapnel. On a critical hit, it also does 1 persistent bleed damage.

Type: Cherry Bomb; **Level**: 3;

Bigger and better balanced, this grants a +1 item bonus on the attack roll. It does 2d8 crushing damage from the concussive force, and 2 piercing splash damage from the shrapnel. On a critical hit, it also does 2 persistent bleed damage.

Type: Grenade; **Level**: 11;

Bigger still, and thus, even better, this grants a +2 item bonus on the attack roll. It does 3d8 crushing damage from the concussive force, and 3 piercing splash damage from the shrapnel. On a critical hit, it also does 3 persistent bleed damage.

COAGULANT

CONCOCTION	SALVE	CONSUMABLE	HEALING

Usage: Held in one hand and applied to wound; **Bulk** L

Activation ❖ Manipulate "This may sting a little" **Target** Willing creature **Range** touch

A paste of powerful blood-clotters (many of which derive from venoms, carefully diluted), this will stop or reduce bleeding. After applying, make a Medicine (Stop Bleeding) check with a +2 item modifier.

> **Critical Success**: The target does not need to roll; the bleeding stops.
>
> **Success**: The flat check to stop bleeding is reduced by 2, and by 1 each round for five rounds.
>
> **Failure**: The target may still make an unmodified flat check to stop bleeding.
>
> **Critical Failure**: Must have used the wrong snake. The target's persistent bleeding damage increases by 1.

CORROSION BOMB

CONCOCTION	BOMB	CONSUMABLE	SPLASH	ACID

Usage: Held in one hand; **Bulk** L

Activation ❖ Strike "Shake Well And Toss"

Primarily made from acid ant saliva (or similar substances), this mix is usually placed in a delicate shell with a thin wall separating active catalysts. When thrown, the chemicals mix, searing the flesh or metal of the target.

Type: Dilute; **Level**: 1;

The corrosion bomb does 1d6 persistent acid damage and 1 persistent acid splash damage.

Type: Standard; **Level**: 3;

A more efficient process yields a better acid. You gain a +1 item bonus, and the corrosion bomb does 2d6 persistent acid damage and 2 persistent acid splash damage.

Type: Concentrated; **Level**: 11;

More burny juice plus less stabilizer equals more pain. You gain a +2 item bonus, and the corrosion bomb does 3d6 persistent acid damage and 3 persistent acid splash damage.

DEFOLIANT CONCOCTION 3+

CONCOCTION	BOMB	CONSUMABLE	SPLASH

Usage: Held in one hand; **Bulk** L

Activation ❖ Strike "Kills Weeds Dead"

This mix of herbicidal chemicals, drawn from assorted plants that like to prevent competition, can clear out movement-impairing undergrowth or reduce an enemy oaktapus to mulch. These bombs ignore any normal immunity or resistance to poison a plant may have, unless explicitly noted otherwise in the plant's description.

It will also affect non-plants, but they take half damage and normal poison resistance or immunity applies.

If used as a bomb during combat, these will remove plant-based difficult terrain in the target square. If used out of combat, by carefully applying it directly, it will remove a number of contiguous squares of plant-based difficult terrain equal to its level. Very difficult terrain will be reduced to merely difficult, or removed if you count each such square as 2 squares. (So a level 6 defoliant could completely remove three squares of very difficult terrain.)

Type: Home and Garden; **Level**: 3;

This mix grants a +1 proficiency bonus on attack, and does 3d6 poison damage and 2 persistent poison splash damage to plants.

Type: Agricultural; **Level**: 7;

Improved processing removes some impurities. You gain a +2 item bonus, and the defoliant does 5d6 persistent poison damage and 4 persistent poison splash damage.

Type: Industrial Strength; **Level**: 11;

Rumor has it members of the Green Revolution use this to punish "flesh lovers" in their ranks. You gain a +3 item bonus, and the defoliant does 8d6 persistent poison damage and 5 persistent poisons splash damage.

FANGBANE OIL CONCOCTION 5+

CONCOCTION	HEALING	CONSUMABLE	SALVE

Usage: Held in one hand, then swallowed or applied to wound; **Bulk** L

Activation ❖❖ Spread on point of wound or swallowed, depending on the type of poison. "Use as directed. If symptoms persist, find a better Scholar."

Capable of completely neutralizing poisons, this usually takes the form of a small bulb filled with a blend of potent anti-toxic distillations. It can be swallowed (for ingested poison) or the contents squeezed onto the skin (for injected or contact poisons). Attempt a counteract check based on the scholar's class bonus and attribute modifier against the poison's DC. For purposes of the level of effect that can be counteracted, the fangbane oil's level is divided by 2, minimum 1. (Thus, the level 5 oil is considered a 3rd level effect for purposes of what level of poison it can counter.)

FOGGER
CONCOCTION 1+

| CONCOCTION | BOMB | CONSUMABLE |

Usage: Held in one hand; **Bulk** L

Activation ❖ Strike "A Mist Is As Good As A Mile"

This produces a cloud of fine particles, a mix of pollen, spores, dust, and smoke.

Type: Mist; **Level**: 1;

A 10' radius burst centered on the point of detonation provides concealment.

Type: Fog; **Level**: 3;

Denser and clingier, the DC to penetrate the concealment is 10.

Type: Pea Soup; **Level**: 11;

When tossed, the thrower can choose to set this grenade to create a 20' radius burst of fog (DC 10 concealment) or a 10' radius burst of dense smoke, effectively blanketing the area in darkness. (Low-light or darkvision will not penetrate this, other senses might at the GMs discretion.)

ITCHING POWDER
CONCOCTION 1+

| CONCOCTION | BOMB | CONSUMABLE |

Usage: Held in one hand; **Bulk** L

Activation ❖ Strike "Do Not Consume Contents"

A blend of irritants designed to annoy a wide range of biologies. Magnetized metal filings are included to affect robots, too.

Type: Irksome; **Level**: 1;

The target must make a DC 15 Fortitude save or be flat-footed until the start of your next turn.

Type: Irritating; **Level**: 3;

Upgraded with fresher materials and enhanced preparation, the Fortitude save DC is 18.

Type: industrial-Strength; **Level**: 11;

Even making this requires thick gloves. The Fortitude save DC is 28, and the effect lasts for an additional turn.

POULTICE
CONCOCTION 1+

| CONCOCTION | SALVE | HEALING | CONSUMABLE |

Usage: Applied to wounds; **Bulk** L

Activation ❖ Interact "The searing sensation is just the pain fleeing!"

A thick glop of medicinal plants, blood from regenerating creatures, and just a hint of mint.

Type Over The Counter; **Level**: 1;

You heal 1d6 Hit Points and gain a +1 item bonus to saving throws against poison and disease for 10 minutes.

Type Prescription; **Level**: 5;

Much stronger, using fresher plants and body parts from more powerful creatures. This heals 3d6+6 Hit Points and grants a +1 item bonus to the relevant saves.

Type Controlled Substance; **Level**: 9;

Concentrated and purified, this potent goo will cure 5d6+12 Hit Points of damage and grants a +2 item bonus to the relevant saves.

Restorative Medications Concoction 3+

Concoction	Salve	Healing	Consumable

Usage: Applied to wounds; **Bulk** L

Activation 1 minute Interact "I've never tried this blend before, but I'm sure it will be effective!"

Unlike most concoctions, this cannot be used by anyone other than the creating scholar, who must take a full minute to carefully gauge the conditions afflicting the patient and devise a precise counter-agent (or just squeeze pulp from whatever leaves are at hand, rub some swarmhound honeycomb over the wounds, and hope for the best).

A patient cannot benefit from this concoction more than once a day.

Type Standard Care; **Level**: 3;

You can choose *one* of:

- Reduce the value of the target's clumsy, enfeebled, or stupefied condition by 2. You can instead reduce two of the listed conditions by 1 each.
- Reduce the stage of one toxin the target suffers from by one stage. This can't reduce the stage below stage 1 or cure the affliction.

Type Cutting-Edge Medication; **Level**: 7;

Mixing in more exotic components, combined with experience in varied damage types, allows you to:

- Include drained among the conditions you can reduce.
- Reduce a toxin by two stages.
- Gain a new option, to reduce the doomed condition by 1. This does not apply if the target is permanently doomed.

Type Experimental Treatment; **Level**: 9;

Concentrated and purified, this potent goo will cure 5d6+12 Hit Points of damage and grants a +2 item bonus to the relevant saves.

Slick Concoction 1+

Concoction	Bomb	Consumable

Usage: Held in one hand; **Bulk** L

Activation ❖❖ Manipulate "It Has Been Zero Days Since Our Last Accident"

An assortment of natural oils, combined with industrial lubricants, produces a near-frictionless region. This lasts for one minute. If the area is generally smooth and flat (e.g., an intact concrete or metal floor) the Acrobatics DC may increase by 2-3. If the area is already difficult terrain due to being very jagged and irregular (such as dense rubble or thick, tangled, vines),

this won't make it more difficult, but will still require checks to avoid falling – which could be very nasty if the ground is covered in shards of razor-sharp glass or thorny vines.

Any sort of fire doing more than 1d6 damage in an area will burn off the slick in one round.

Type: Slip; **Level**: 1;

A 10′ radius burst centered on the point of detonation becomes difficult terrain. Anyone in the area must make a DC 15 Acrobatics (Balance) check or fall prone. Standing from prone in this area is a ❖❖ action.

Type: Slide; **Level**: 3;

More refined, this affects a 15′ radius burst, and requires a DC 18 Acrobatics (Balance) check to avoid falling when the effect lands.

Type: Splatter; **Level**: 11;

This enhanced blend of 11 exotic oils and secretions creates a 20 foot radius area of difficult terrain, or a 15 foot radius area of very difficult terrain, with a DC 28 Acrobatics (Balance) check to remain standing.

Special: A critical failure on the Acrobatics check means the creature slides 5 feet in a random direction, but not out of the area of the bomb.

Sticky-Burny-Boomy   Concoction 1+

Concoction	Bomb	Fire	Consumable

Usage: Held in one hand; **Bulk** L

Activation ❖ Strike "Burb, baby, burn!"

This is a mix of organic and semi-organic chemicals which, when mixed violently due to the container shattering after a strike, form a goopy gel which clings to the target and then ignites. You are fortunate the Geneva Convention is no more.

Type: Assyrian; **Level**: 1;

The simplest mix, this does 1d8 fire damage, 1 point of persistent fire damage, and 1 point of splash fire damage.

Type: Greek; **Level**: 3;

A more potent blend of ingredients, this does 2d8 fire damage, 2 persistent fire damage, and 2 points of splash fire damage. Better construction and balance grants a +1 item bonus to attack rolls.

Type: Byzantine; **Level**: 11;

Further refinements (and the ability to harvest pyrochemicals from powerful mutants), create a bomb doing 3d8 fire damage, 3 persistent fire damage, and 3 points of splash fire damage. Sophisticated mechanisms controlling mix and aerodynamic design grants a +2 item bonus to attack rolls.

ARCHETYPES

The world of Earth Delta is one where the art of survival can take many forms, and there's room for beings of all types to expand their horizons by adopting some of the skills of others, finding unusual means of specialization, or being taught unique techniques and practices. Some archetypes focus on enhancing innate traits, while others use recovered technology as the basis of a fighting style.

Chainsword Warrior (Page 112) The bloody and brutal master of the chainsaw, who had turned it from a tool into a deadly weapon.

Rocker (Page 117) A wielder of a potent varisonic instrument, using it to produce spectacular sounds and images to delight and inspire… or to destroy and madden.

CHAINSWORD WARRIOR

The chainsaw of the pre-Cataclysm years was a powerful utility tool. With polyceramic teeth that retained their edge through countless uses, and a power cell backup for use when beamed power was unavailable, they were ubiquitous in rural regions, and thus, many survived the initial spasms of the Cataclysm. While still more tool than weapon, a few of those who roam the wastelands (many inspired by pre-cataclysm imagery of such legendary warriors as Ash The Blightspawn Slayer and Leatherface The Silent) have trained to wield them more efficiently, making modifications and personalization to create an efficient – and terrifying – weapon from a humble gardening tool.

Uncommon Advanced Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Chainsword	N/A	1d10 S	2	2	Chainsword (Axe)	Advanced, sweep, fatal d12

Critical Specialization Effect As per axe, but both the original and secondary targets also take persistent bleed damage equal to the base weapon damage dice +1.

Special: For purposes of feats or abilities that affect all weapons in a weapon group, a chainsword is considered to an advanced weapon in the axe group.

Chainswords are not normally available for sale; a common chainsaw must be modified by its wielder. Someone who does not have the Chainsword Warrior dedication feat is always treated as one proficiency lower when wielding a chainsword (e.g., a fighter who is a master with the axe group but who lacks the dedication is only considered an expert).

CHAINSWORD WARRIOR DEDICATION   FEAT 2

ARCHETYPE **DEDICATION**

Prerequisites Strength 14, trained in martial weapons or chainsaw, trained in Craft, owns a chainsaw.

You have spent time working with your chainsaw, and have transformed it into a chain*sword* – a weapon with all the power of a chainsaw but better balanced for use as a weapon. You learn the specialty Crafting (Chainsword) feat and you may act as if you have the Rapid Repair feat when you are working with your chainsword. You may learn the Intimidating Prowess, Battle Cry, Terrified Retreat, and Scared to Death feats using your proficiency rank with the chainsword instead of Intimidation for the prerequisites, and you may use chainsword proficiency instead of your Intimidation proficiency when taking the Demoralize action. (Naturally, this only applies when you are wielding your powered-on chainsword!)

Your DC for Chainsword Warrior abilities is your normal class DC, using Strength as the key attribute.

DEEP CUT   FEAT 4

ARCHETYPE **ATTACK** **PRESS**

Prerequisites Chainsword Warrior Dedication

You hold your weapon steady, forcing it into the enemy in a spray of gore, ignoring other foes. You gain the Deep Cut action.

Deep Cut ❖ (Flourish, Press) **Requirement** You must have successfully damaged an enemy with your chainsword in your prior action this round and must target that enemy. **Effect** The enemy may attempt an Escape against your Chainsword Warrior DC. If they fail, roll your normal chainsword damage again, and you are flat-footed until the start of your next turn. If they succeed, they take persistent bleed damage equal to your Strength and your chainsword's item bonus, if any.

CHAINSWORD EXPERTISE | FEAT 6

ARCHETYPE

Prerequisites Chainsword Warrior Dedication

Your proficiency with the chainsword increases to expert.

CHAINSWORD BLOCK | FEAT 6

ARCHETYPE

Prerequisites Chainsword Warrior Dedication

Your may use the Raise A Shield action with your chainsword, which grants a +1 circumstance bonus to AC. If you have the Shield Block reaction, you may use it with your chainsword. If an enemy critically misses while you are benefitting from this action, they take persistent bleed damage equal to the number of damage dice your chainsword normally inflicts.

CUT THEM DOWN TO SIZE | FEAT 8

ARCHETYPE **ATTACK**

Prerequisites Chainsword Warrior Dedication

You slash at the legs (or roots, or tentacles, or wheels) of a larger foe.

❖❖Make a Strike with your chainsword against an enemy larger than you. If you hit may immediately attempt a Trip maneuver without needing a free hand. The target also suffers a 5 foot circumstance penalty to speed until the start of its second following turn. (In cases where an enemy does not rely on ground contact for movement, the GM must rule if this attack is applicable given the nature of the target's mobility.)

AN ARM AND A LEG | FEAT 10

ARCHETYPE

Prerequisites Chainsword Warrior Dedication, access to chainsword critical specialization

Your slashes can disarm an enemy. Literally.

When you critically succeed with an attack with your chainsword, you may forego the usual critical specialization and instead choose to either make a Disarm check or a Trip check as part of the same attack (using the same multiple attack penalty if applicable). On a successful Disarm check, the target cannot use that arm until they have been the target of a Treat Wounds check. On a successful Trip check, the target suffers a -10 foot circumstance penalty to speed until the same conditions are met.

CHAINSWORD MASTERY | FEAT 12

ARCHETYPE

Prerequisites Chainsword Warrior Dedication, expert with chainsword.

Your proficiency with the chainsword increases to master. If you attain legendary skill with any other weapon, you also attain it with chainsword.

GUN DISCIPLE

To most, pistols are powerful utilitarian tools, treasured when found in good condition, but ultimately wielded in much the same manner as an other ranged weapons. To a few, especially those who have studied historical records such as those of Jonwoo, they are more than mere implements of death; they are the tools of a graceful dance of destruction.

As the disciplines of the gun require speed and mobility, they can be used only by those who are unarmored and unencumbered.

Additional Feats: If these feats are gained through this archetype, they apply only to 1-handed ballistic weapons and require that you be in the Gun-Fu stance. If you gain them through other means, they function normally.

8th Dance, Pardner, Incredible Aim

10th Debilitating Shot

12th Incredible Ricochet

14th Stance Savant (applies only to the Gun-Fu stance).

GUN DISCIPLE DEDICATION   Feat 2

ARCHETYPE **DEDICATION**

Prerequisite Dexterity 13

You are trained in uncommon 1-handed ballistic weapons. When proficiency with other weapons increases, your proficiency with these weapons also increases to match. You become trained in Crafting and gain the specialty Crafting (1-handed ballistic weapons) feat. At 4th level, you also become trained in advanced 1-handed ballistic weapons.

GUN-FU ❖   Feat 4

ARCHETYPE **STANCE**

Prerequisite Gun Disciple Dedication

Requirements You are wielding a 1-handed ballistic weapon and are unarmored and unencumbered.

You are expert at avoiding nearby foes when shooting. While you're in this stance, you have a +2 status bonus to AC or saving throws against reactions (such as Attack of Opportunity) triggered by you making a ranged attack with your pistols. At 8th level, your skill improves so that such reactions are not triggered at all.

GUNS AKIMBO ❖❖   Feat 4

ARCHETYPE **FLOURISH**

Prerequisite Gun Disciple Dedication, Gun Fu stance.

Requirements You are in the Gun-Fu stance and wielding a 1-handed ballistic weapon in each hand.

You fire one shot from each gun. (If the guns have different types of ammo, be sure to note which is going against which target!) Make two Strikes, each against a separate target and with a –2 penalty. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both of them.

BULLET STORM
FEAT 6

ARCHETYPE

Prerequisite Gun Disciple Dedication, Guns Akimbo

Requirements You are in the Gun-Fu stance and wielding a 1-handed ballistic weapon in each hand.

You can quickly fire multiple shots with greater control. When you use Guns Akimbo, you can make the attacks against the same target. You can add an additional action to Guns Akimbo to make three ranged Strikes instead of two. If you do, the penalty is –4. All attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made all of them.

TWO BARREL REVERSAL ❖
FEAT 6

ARCHETYPE

Prerequisite Gun Disciple Dedication

Requirements You are in the Gun-Fu stance and wielding a 1-handed ballistic weapon in each hand.

You turn your foes' flanking against them with a quick reverse. Make a ranged Strike against one of the flanking enemies with one pistol and then make a second Strike with another pistol against a different enemy that is flanking you. This second Strike has the same multiple attack penalty of the initial attack and doesn't count toward your multiple attack penalty.

TUMBLING SHOT ❖❖
FEAT 8

ARCHETYPE

Prerequisite Gun Disciple Dedication, expert Acrobatics

Requirements You are in the Gun-Fu stance and wielding a 1-handed ballistic weapon and are not under any effects reducing your speed or mobility.

You tumble, spin, and weave, making yourself an impossible target while blasting your foes. Stride your speed. At any point, you may Strike with your pistol. Make an Acrobatics check and record the result. Until the start of your next turn, when any foe makes a ranged attack against you, compare the result to their Reflex DC as follows:

Critical Success They suffer a -4 circumstance penalty to their attack.

Success They suffer a -2 circumstance penalty to their attack.

Failure They suffer no penalty.

Critical Failure You are flat-footed against their attack.

BULLET BALLET ❖❖❖
FEAT 12

ARCHETYPE **FLOURISH**

Prerequisite Gun Disciple Dedication, Guns Akimbo, Tumbling Shot

Requirements You are in the Gun-Fu stance, wielding a 1-handed ballistic weapon in each hand, and are not under any effects reducing your speed or mobility.

As per Tumbling Shot, except you may fire a shot from each weapon, as per Guns Akimbo. If the guns have the rapid-fire trait, you may fire two shots from each, at a -3 circumstance penalty per shot. If all shots hit their targets, any enemies which

witness this are Stunned 1.

ROCKER

The culture of the Ancients has mostly been lost, and is known only by fragmentary records which survived the Cataclysm, most of which were already ancient by that time. Common among the surviving relics are fragments of ancient music, performed by "Rock Gods", who, it is believed, were statues of deities come to life. Someone fortunate enough to find a functional varisonic instrument, and who can learn to use it well enough to replicate the sounds of the Ancients, can invoke the power of the Rock Gods to inspire allies and confuse, terrorize, and destroy enemies.

CHORDS AND IMPROVS

A *chord* is a short burst of sound that is easy to activate; so easy, it can be done as many times per day as desired.

An *improv* is a complex and powerful tune that mixes pre-recorded fragments with original intonations, creating potent effects. This is not something easily done, hence, improvs are part of the rocker's focus pool. If the rocker has no focus pool when they learn a new improv, they gain one; if they already have one, it is increased by 1 point, to a maximum of 3.

An *improv chord* does not cost any Focus points, and so, can be used continuously.

ROCKER DEDICATION — FEAT 2

ARCHETYPE	DEDICATION

Prerequisite: Charisma 14

You have somehow found and restored a varisonic instrument, a device of the Ancestors which can be set to produce sounds as if it were any of dozens of musical instruments, from piccolo to piano. Often affixed to a sash or bandolier, it is easy to manipulate the controls with only one hand free. The preferred tones of the rocker, of course, are hard-edged electric guitar, bass, and drums. You become trained in Perform and Gadgetry; for each of those skills you were already trained in, you instead become trained in a skill of your choice. You gain two chords from the list below, and the Activate Device activity.

Your Rocker class DC, attack roll, and activation ability are all based on Charisma. You are trained in Rocker attacks.

SILVER METAL SINGER — FEAT 3

GENERAL

Prerequisite: Rocker dedication, trained in Cybernetics

Your vibes can reach a heart of steel... or a brain of silicon. Your chords, verses, and improvs lose the 'Mental' and 'Emotion' descriptors when targeting robots, due to your activation of a sub-band that carries code overrides.

GARAGE BAND — FEAT 4

ARCHETYPE	DEDICATION

Prerequisite: Rocker Dedication

Your mastery of bitchin' tunes and rockin' lyrics, as well as the intricacy of the varisonic, has reached new heights. You learn one Improv of your Rocker level or lower. If you don't already have one, you gain a focus pool of 1 Focus Point, or increase your existing Focus Pool by 1, to a maximum of 3.

Special: You may take this feat multiple times; each time, you learn a new Improv.

RISING STAR — FEAT 6

ARCHETYPE	DEDICATION

Prerequisite: Rocker Dedication

Your proficiency for Rocker attack rolls and save DCs increases to Expert. You gain a 1st level Rocker verse for your repertoire. At 6th level, you gain a 2nd level verse, and at 8th level, you gain a 3rd level verse.

CHORDS

Sound FX: This functions identically to the Scavenger device "Audio Synthesizer", except that fairly simple music – a blaring power chord or a rapid drumbeat – is possible.

ENCOURAGING RHYME — CHORD 1

CHORD	TECHNOLOGICAL	AUDITORY

Activation: ❖ manipulate, verbal

Range 30 feet; **Targets** One Creature

Duration until the start of your next turn.

You call out a brief ditty or jingle, amplified by hypnotic subsonics. The target feels inspired to succeed, gaining a +1 status bonus to one attack roll, Perception check, saving thrown, or skill check they make before the duration ends. They must make this choice before rolling. Used or not, the target is temporarily immune to this verse for one hour.

BAD VIBES — CHORD 1

CHORD	TECHNOLOGICAL	AUDITORY	MENTAL	NONLETHAL

Activation: ❖ ❖❖ ❖❖❖ manipulate, verbal

Range 30 feet; **Targets** Creature or creatures, see below

Save basic Will

You produce a burst of noise, combined with a spoken key phrase, which carries subliminal imagery of horror, death, decay, and other *totally awesome things!* Unfortunately (for them) few beings appreciate just how awesome this, and can be damaged or dazed by the sudden revelation of your hard-core (and hyper-compressed) lyrics. Each target must make a basic Will save or take damage equal to your Charisma modifier. If they critically fail, they are also stunned 1.

The number of actions spent can affect the chord as follows:

❖ Abhorrent Rhyme: Half damage.

❖❖ Dire Couplet: Standard effects.

❖❖❖ Bleak Poetry: You may choose two creatures no more than 10' apart, or, gain a +2 to your attack roll against a single target.

Heightened (+2) Damage increases by 1d6 (1d3 for Abhorrent Rhyme)

PAINFUL DISCORD — CHORD 1

CHORD	TECHNOLOGICAL	AUDITORY	ATTACK

Activation: ❖ ❖❖ ❖❖❖ manipulate

Range 30 feet; **Targets** Creature or creatures, see below

You produce multiple bursts of sound, designed to converge at a single point with dangerously out-of-sync harmonics, producing a bone-rattline pulse that can wound or kill. Make a Rocker ranged Attack against each target.

> **Critical Success** The target takes 1d6 sonic damage and is deafened for 1 round.

> **Success** The target takes 1d6 sonic damage.

The number of actions spent can affect the verse as follows:

> ❖ Sound Check: Damage die is 1d4.

> ❖❖ Flourish: Standard effects.

> ❖❖❖ Solo: You may choose two creatures no more than 10' apart, or, gain a +2 to your attack roll against a single target.

Heightened (+1) Damage increases by 1d6 (or 1d4 for Sound check).

Womp-Womp (Sad Trombone) Chord 1

Chord	Technological	Auditory	Emotion

Activation: ↺ manipulate; **Trigger** A creature within range critically fails an attack roll or skill check.

Range 30 feet; **Targets** One Creature

Saving Throw Will; **Duration**: Until the end of the target creature's next turn.

You know there's nothing like adding insult to injury. Upon a critical failure by a creature in range, you play a mocking noise, further demoralizing them. They must make a Will save against your Rocker DC.

> **Failure**: They take a -1 status penalty on the next attack roll, saving throw, or skill check they make before the end of their next turn.

> **Critical Failure**: They take a -1 status penalty on all attack rolls, saving throws, or skill checks they make until the end of their next turn.

Improvs

Battle Anthem Improv Chord 1

Uncommon	Chord	Improv	Technological	Auditory	Emotion

Activation: ❖ manipulate, verbal

Range 60 foot emanation

Duration: 1 round

You shout a key stanza or chorus from a battle song of eld ("In the Navy, you can sail the seven seas!"). inspiring you and any allies in the area, granting a +1 status bonus to attack rolls, damage rolls, and saves vs. fear effects.

Boogie, Knights! Improv 4

Uncommon	Improv	Technological	Auditory	Emotion

Activation: ❖ manipulate, verbal

Range 60 foot emanation

Duration: 1 round

You perform a song of such energy and momentum everyone must shake their booty to the beat, which, oddly, *doesn't* involve kicking a sentient vegetable. Usually. Honestly, it sometimes does. But *most* of the time, it depends on the results of your performance. Make a Performance check at a moderate DC based on the highest-level creature to be affected.

> **Critical Success**: You and all allies in the area of effect may Step or Stand as a free action. Each ally may also Step or Stand as a free action at the start of their next turn.

> **Success**: You and all allies in the area of effect may Step or Stand as a free action.

> **Critical Failure**: Your discordant discomposition is stunningly bad. Literally. You and all allies in the area are Stunned 1.

Get Down   Improv Chord 2

Uncommon	Chord	Improv	Technological	Auditory	Emotion

Activation: ❖ manipulate, verbal

Range 60 foot emanation

Duration: 1 round

You sing of danger, and avoiding it ("Stop, PCs, what's that sound, everyone look what's goin' down..."). You and all allies in the group get a +1 status bonus to AC and saves.

Shatter Strum   Improv 1

Uncommon	Improv	Technological	Auditory	Sonic

Activation: ❖ ❖❖ ❖❖❖ manipulate, verbal

Area 15 foot cone

Saving Throw basic Fortitude

You shout into the amplifiers as you pound out powerful notes of rage. Each creature and unattended object in the area takes 1d8 sonic damage.

The number of actions spent can affect the verse as follows:

> ❖ Pluck: Damage die is 1d4.

> ❖❖ Strum: Standard effects.

> ❖❖❖ Overload: Targets suffer a -1 circumstance modifier on save.

Heightened (+2) Damage increases by 1d8 (or 1d4 for Pluck).

Teaching Song   Improv Chord 1

Uncommon	Chord	Improv	Technological	Auditory	Emotion	Mental

Activation: ❖ manipulate, verbal

Range 60 feet; **Targets** 1 Ally

Duration: 1 round

You provide a quick rhyme or musical memory aid that helps an ally. This counts as having taken sufficient preparatory actions to Aid your ally on a skill check of your choice, regardless of the circumstances. When you later use the Aid reaction, you can roll Performance instead of the normal skill check, and if you roll a failure, you get a success instead. If you are legendary in Performance, you automatically critically succeed. The GM might rule that you can't use this ability if the act of encouraging your ally would interfere with the skill check (such as a check to Sneak quietly or maintain a disguise). *Bluff, bluff, bluff, the stupid warbot!*

SPEED METAL   CHORD 2

UNCOMMON	CHORD	IMPROV	TECHNOLOGICAL	AUDITORY	EMOTION	MENTAL

Activation: ❖ manipulate

Range 60 foot emanation

Duration: 1 round

You thrash rapidly at the varisonic, sweat (or sap, or oil) flying from your hands (or tentacles, or fractal manipulator units), and the driving energy flows into you and all allies in the area of effect, granting a +10 status bonus to speed for 1 round.

CHAPTER 6   SKILLS

GENERAL SKILL ACTIONS

DECIPHER DOCUMENTATION (TRAINED)

CONCENTRATE | **EXPLORATION** | **SECRET**

Very little information remains about the Pre-Cataclysm world. Much of it was stored in inaccessible forms, such as data-storage media not intended to survive more than a few decades, or vast data banks which are now radioactive slag. The bulk of written records still available are from the very distant past, predating the "Information Age", which is why John Wayne and William Shakespeare are better known to the current inhabitants than renowned synthmnemonic star Phillip "Floopers" Van Widdershin. ("Who?" you ask. "Precisely," says I.)

Still, some writing, audio, and holography remains. These can be understood, but even if fragments of the language are familiar, they were all created for an audience with cultural context the survivors lack. Time and effort are required to tease out any meaning.

Cybernetics is used for information about robots or computers, such as an operating manual for a Butler-Bot.

Gadgetry is used for information concerning tools, weapons, or vehicles, such as a review comparing different models of laser.

Prehistory is used for general information about non-technological things prior to the Cataclysm, such as a tourist map of the New Boston Sector of Atlantopolis.

Critical Success You understand the true meaning of the information, as well as its purpose and probable audience. (This knowledge may give hints of what information is *not* included... a "visitors pamphlet" for a military base will leave off high-security areas, and at this level of success, you know that.)

Success You understand the basic "gist" of the information, even if fine details are speculative. ("This is a guide to places the Ancients used to eat, but it is unclear what makes a meal 'Happy'.")

Failure You have no clue. Try again tomorrow.

Critical Failure You utterly misunderstand the item, perhaps confusing a science fiction adventure hologram for valuable historical information about a nearby functioning spaceship.

IDENTIFY TECHNOLOGY (TRAINED)

CONCENTRATE | **EXPLORATION** | **MANIPULATE** | **SECRET**

The Ancients left behind uncounted devices, most of which have become utterly nonfunctional junk. A fully- or even semi- functional device is a treasure, even if it's merely a miniature fusion-powered rice cooker or a self-playing holorecord of frolicking kittens. Deciphering the function of things found in ruins requires time, intelligence, and a little luck. Without the baseline cultural knowledge assumed by the developers, any device can be confusing, and wholly different mechanisms may have deceptively similar interfaces. Fusion bombs and food rehydrators have similar timers...

The primary skill for identifying a device is Gadgetry, though the GM may allow an appropriate Lore or other skill, depending on the nature of the device. (Robots and computer systems can use Cybernetics, for example.) The DC is set by the GM, usually based on the item's level, but modified by its condition, if it was intended to be "EZ-to-use" or deliberately cryptic (note that an engineer's idea of "self-explanatory" is rarely the same as anyone else's), if it has been modified or tinkered with since its creation, and so on.

This skill use is also appropriate for figuring out the purpose of a room (automated medical center or automated butcher shop?) or seemingly-inert object (Hunter/Killer Drone or Pizza Delivery Drone?).

This action takes 10 minutes of fiddling, poking, prying, and otherwise interacting with the device/area.

Critical Success You learn all the attributes of the item, including its name, what it does, and any means of activating it (if appropriate).

Success For an item or location, you get a sense of what it does ("a gun of some kind") and learn any means of activating it. You can't try again in hopes of getting a critical success.

Failure You fail to identify the item and can't try again for 1 day.

Critical Failure At best, you misidentify the item, perhaps with hilarious (to the GM) Effect You toss away an antimatter pistol, convinced it's a flashlight, or boldly threaten an angry bloodger knight with your "death beamer" that is, in fact, a music box. At *worst*, you literally shoot yourself in the face, cause the "standby mode" warbot to wake up and decide you're the enemy, or trigger the room's "emergency sterilization protocol".

SKILLS

BLIGHTLORE

You know much about the blight, the dread force unleashed during the cataclysm, which twisted all nature, and which still remains, invisible but lethal, throughout the world. You can identify blightspawn and know something of their abilities and weaknesses. Even if you are untrained, you can still Recall Knowledge.

- Recall Knowledge about signs of blight in an area, indications a creature is a type of blightspawn, ways to find shelter in blightzones, and the symptoms of blight afflictions.

TRAINED ACTIONS

SENSE BLIGHT (TRAINED)

CONCENTRATE | **SECRET**

Though blight is generally invisible and undetectable, you can pick up on subtle signs of active contamination in the local area. By spending 1 minute studying the region around you (up to about a 20' radius, 40' if expert, 60' if master) depending on obstructions and the GMs whim, you can attempt a Perception check to determine if there are notably dangerous spots (places with a trap or hazard that has the blight trait, for example). The DC is usually 20.

RESIST BLIGHT (EXPERT)

EXPLORATION

When travelling through Blight fields, you may reduce the risk of damage to yourself and your comrades by pointing out paths where the effects are weaker, taking steps to minimize exposure, etc. If you choose this as your exploration action, you and up to five other creatures gain a +2 circumstance bonus to Fortitude saves against blight damage from the environment. This increases to +3 at master and +4 at legendary.

CYBERNETICS

You are familiar with robots, androids, cyborgs, and self-aware tools, weapons, and buildings. You may be able to command them, repair them, or trick them. Even untrained, you can Recall Knowledge.

- Recall Knowledge about rogue warbots, hunter drones, human-hating androids, mad computer systems, twisted cyborgs, flesh-devouring nanoswarms, and other aspects of daily existence.

COMMAND ROBOT

AUDITORY | **CONCENTRATE**

You can attempt to give orders to a robot which is not hostile or unfriendly towards you. The DC is based on the robot's Will DC, with modifiers applied by the GM if the actions are complimentary to, or opposed to, the robot's basic functioning, as well as the perceived risk. A butler-bot will be happy to grab a nearby gun and bring it to you, but it will probably balk at firing the gun at an enemy. Free-willed robots, including most androids and cyborgs, cannot be commanded using this skill, but must be dealt with using Diplomacy, Intimidation, etc.

Most robots know the Leap, Seek, Stand, Stride, and Strike basic actions. If a robot knows an activity, you can Command the robot to perform the activity, but you must spend as many actions on Command Robot as the activity's number of actions. You can also spend multiple actions to Command the Robot to perform that number of basic actions on its next turn; for instance, you could spend 3 actions to Command a Robot to Stride three times or to Stride twice and then Strike.

Most robots will also have specialized actions related to their primary function. The GM should consider reasonable suggestions for likely abilities, but anything directly useful in combat would be listed in the stat block. A chefbot might be able to identify spoiled or poisonous foods, for example.

Success The robot does as you command on its next turn.

Failure The robot is hesitant or resistant, and it does nothing.

Critical Failure The robot misbehaves or misunderstands, and it takes some other action determined by the GM.

Special: If the robot perceives you as fully human, you gain a +1 status bonus to skill checks for this action.

TRAINED ACTIONS

USE COMPUTER (TRAINED)

MANIPULATE | **CONCENTRATE** | **AUDITORY** | **LINGUISTIC**

You can attempt to interact with a still-functioning computer system. Most surviving systems present a very limited set of options, usually via a speech interface (often with a holographic projection of a human 'agent'). This skill use allows you to try to get beyond this interface, or to interact with a system with no such "friendly" front end, by typing commands or activating a non-public voice interface. This can be used to access stored data, shut down (or start up) security measures, or remove those pesky "First Law" restraints from your pet cop-bot. The difficulty will depend on the system's security, age, and condition.

The GM will assign a level and difficulty. The larger and more powerful the system, the higher its level. A handheld "information appliance" is level 2 or 3; a computer controlling a house is level 6 to 8; one controlling a shopping center or office park might be 13 to 14, and those in military or research establishments will be 15 or higher. Likewise, the difficulty could be Easy (for general-purpose consumer devices) to Incredibly Hard (for "hardened" systems used by intelligence agencies or top-secret corporate labs).

Deception

Impersonate

The range of body types and appearances in Earth Delta is far greater than that in a standard fantasy setting. If you are a humanoid moose, passing yourself off as an unmutated human may be impossible unless you can get away with wearing an all-concealing robe and possibly a helmet with huge metal wings fitting over your antlers. Disguising yourself as some *other* humanoid moose is easy enough, while disguising yourself as a humanoid deer is somewhere in the middle. Your GM will assign appropriate modifiers. As a general rule, adding features such as horns, claws, or a tail is easier than disguising them, giving humans an advantage (technically, the lack of a penalty). Technological devices such as hologram belts mitigate a lot of difficulties.

Your GM may also have knowledge about specific NPCs you lack, such as telepathic powers their companions will be aware of. No matter how much you look like the cult leader you captured, if you fail to send the mental greeting the other cultists expect, you will be "made" instantly.

Gadgetry

You are familiar, generally, with the tools, armor, equipment, and personal vehicles used by the Ancients. You may be able to identify specific pieces of gear, and even maintain and repair items. You can also figure out how to use simple control mechanisms, such as an elevator panel or a security scanner. Untrained, you can still Recall Knowledge.

- Recall Knowledge about guns, gravlifters, and preserved food paste. Additionally, this can sometimes identify items worn/wielded by enemies in combat, which is useful in determining if the bandit chief is holding a plasma pistol or paintball gun. ("Hah! It's a paintball gun!" (Bandit chief attacks) "That he's filled with concentrated acid capsules instead of paint capsules. I wasn't using that spleen, anyway."). This does not overlap with the Identify Technology skill action, which provides specifics about how to use an item. "He's got a shooty-burny thing!" is different from "This is a Smith & Tesla Mk VI laser with omnifocus lensing."

Prehistory

You have learned something of the pre-Cataclysm world, the long long ago, the before time. This knowledge is fragmentary, shoddy, and contradictory, but it's better than nothing. You can usually figure out the name of a local region, recognize references to nations, leaders, or heroes of the past, and identify common signs and symbols, such as the "twin golden arches of the food god". Untrained, you can Recall Knowledge.

- Recall Knowledge about the general area ("The Ancients called this area 'Shi-Kago, Place Of Butchered Hogs.'"), the function of a building or region ("The word 'Mall' means 'A place long-abandoned and empty'."), and history ("Little Caesar was the emperor who constructed the Tower of Pizza.")

CHAPTER 7   FEATS

MUTATION FEATS

These feats enhance how mutant powers work or offer options for characters with the appropriate mutations. Mutates, Uplifts, and Florals may pick a mutation feat when they are entitled to an ancestry feat. They may also choose to forego their skill feat at levels 4, 8, 12, and 16 to pick a mutation feat instead.

CYBERPATH   FEAT 3

| MUTATION | GENERAL | TELEPATHY |

Prerequisite: A mutation with the telepathy trait.

Your telepathic abilities work on AIs, robots, and computers. You may inflict mental damage, even on mindless machines (representing circuit overloads or corrupted programming). Attempting to order a machine to go against its primary directives may grant an extra saving throw. This ability applies only if there is some "sufficiently complex" synthetic brain to contact. Roughly, this applies to any creature with the "robot" or "AI" traits. GMs should note that mindless robots have very little awareness or concern for things outside their programming. A trashbot that has dutifully patrolled a parking lot for centuries might remember every item of garbage it collected and deposited, but have taken no notice of any beings which passed by it, except perhaps as "Yesterday, 62 data points were identified as not-trash and ignored. Two days ago, 57 data points were..."

TELEPATHIC SEEK ❖   FEAT 1

| MUTATION | GENERAL | TELEPATHY | CONCENTRATE | SECRET |

Prerequisite: A mutation with the telepathy trait.

You can use the Seek action without line of sight, provided no lead or anti-psionic barriers are in the way. The DC is the Will Save of the creature being sought. If you are just scanning for undetected minds, the GM should randomly determine the first mind you contact.

You cannot point out the detected creature, as you have found its mental pattern, not its location. You can target it with your own telepathic powers, however.

This will not let you detect robots, AI, or mindless creatures.

SKILL FEATS

BLIGHTWALKER   FEAT 2

| GENERAL | SKILL |

Prerequisites: Expert in Survival

You may use the Blightlore exploration action Resist Blight, using your Survival proficiency instead of Blightlore.

CYBERDOC FEAT 2

GENERAL | **SKILL**

Prerequisites Trained in Cybernetics

Requirements: You must have a repair kit, rather than healer's tools, for these actions.

You can use the Medicine actions Administer First Aid and Treat Wounds on robots, cyborgs, androids, and other forms of artificial life, using your Cybernetics proficiency, rather than Medicine. Most item bonuses which apply to Medicine skill checks will not apply, but Medicine skill feats usually will.

This applies only to creatures, not to weapons, vehicles, and so on.

Special: You may take Medicine skill feats using your Cybernetics proficiency to meet prerequisites, but they provide bonuses only to Cybernetics checks to heal or treat machines. If you meet the necessary Medicine prerequisites as well, the feat offers appropriate benefits. Thus, if you are master in Cybernetics and expert in Medicine, and take the Ward Medic feat, you can treat four non-organic patients or two organic ones. (But not 6, total; you must choose which skill you're using.)

INVALID INPUT FEAT 2

GENERAL | **SKILL**

Prerequisites: Trained in Cybernetics or Deception

You are skilled at using specific keywords, ambiguous phrases, paradoxes, and so on when dealing with robots or other AI systems. You have a +2 circumstance bonus to Lie or Create a Diversion when dealing with robots.

LOGIC BOMB FEAT 7

GENERAL | **SKILL** | **AUDITORY** | **LINGUISTIC** | **CONCENTRATE**

Prerequisites: Expert in either Cybernetics or Deception, Invalid Input

You can attempt a ❖❖ Activity on any robot within 30 feet who can hear you. Roll the higher of your Cybernetics or Deception against their Will DC.

Success The robot is confused 1.

Critical Success The robot is confused 2.

The confusion value drops by 1 at the end of the robot's turn; when it reaches 0, it end. The robot may also make a flat DC 11 check to end the confusion when it takes damage.

Regardless of the success or failure, the target is temporarily immune to this feat for 10 minutes.

CHAPTER 8 EQUIPMENT

APOCALYPTIC ECONOMIES

The post-Cataclysm world is one where social organization beyond nomadic clans and hidden self-sufficient enclaves is just beginning, with a few true trading hubs appearing here and there, and would-be nation builders struggling to unite clusters of small settlements under their tenuous rule. As such, there are no widely-accepted currencies or mediums of exchange. At the same time, as a matter of playability, disposing of unwanted loot and earning/spending money in downtime ought to be as transparent as possible. As such, the default "currency" in Earth Delta is the Standard Barter Point, or sbp. What is a "barter point"? It's a dozen pieces of bright plastic shapes, a box of matches, two coils of superconductive wire, a cube that projects shifting images of various foodstuffs, a set of self-cleaning measuring cups, a sack of blue rice, a can of machine lubricant... in short, it's anything and everything someone might want for some odd purpose, and the exact nature isn't directly relevant. The GM can add as much or as little flavor text as needed.

As a practical matter, the barter point is roughly equal in value to a silver piece.

There is also the Greater Barter Point, or GBP. This represents rarer, more valued, trade goods. Very well preserved art, pristine electronic components, jewels and fancy clothes (either scavenged or crafted anew), and so on. Such items are ten times as valuable as their equivalent volume of standard barter points. In case it's not painfully obvious, a GBP is roughly equal to a gold piece.

Pristine Barter Points represent items rarely available for trade, equal to 10 greater barter points or 100 standard barter points. These might be an undamaged toy robot mouse that playfully obeys many commands, a pack of hyper-dense nutrient bars that can feed a man for a week and fit in a pocket, crafted/decorative items of surpassing quality, or a still-functioning jigsaw puzzle that forms a moving image when assembled. If you need to be told that a PBP is effectively equivalent to a platinum piece, perhaps this is not the hobby for you.

At the other extreme, there are Common Barter Points, or CBP, worth one-tenth of a standard barter point. These items are usually the normal manufactured goods of a typical community, such as common grains, dried buffaleap sticks, simple tools, or inferior/damaged relics, such as a box of musical nail polish that's missing several notes. And, y'know, I'm not gonna state the obvious equivalency this time.

A value given in just "bp" can be assumed to mean "standard barter points" (sbp). Or it's a careless typo. You get what you pay for, and you didn't pay for this.

A thousand barter points of the same type will generally be 1 bulk, but this does not mean you're carrying a thousand items! A thousand standard bp could be a mix of preserved ration packs, a card that still plays a jaunty tune when opened, a sack of spices, and four drinking cups made of self-cleaning frictionless plastic. Exactly how this breaks down and which items are traded for what is mostly for flavor text. In a normal bazaar or market, there will be sufficient items to swap in order to "make change". The GM may impose limits if the situation warrants (very small and insular communities; settlements of creatures whose needs and culture differ enough from the default that the usual trade values are different), but that should be an exception that drives an interesting plot or adventure ("OK, so, they don't want ever-sharp knives or sexy holograms, they want brightly-colored sea shells. That's fine, except, this is the friggin' Lost Wages Desert! Anyone got any ideas?"), not an excuse to turn the game into three hours of haggling and opportunities for the GM to expound on their personal economic theories at length.

There's nothing mandating that the 'default' setting be used. A GM is free to create their own vision of the post-apocalypse. Their world might be further along the path to recovery, with true nation-states controlling swathes of territory and minting currency – in such a case, the ubiquitous silver piece will replace the barter point. Or there might be no settlements at all beyond tiny, highly-insular villages that do neither desire nor engage in trade. As the world of Earth Delta is, indeed, a *world*, such situations can occur concurrently; in some regions, recovery has begun; in others, exile from a community means death, as nothing but violent wilderness lies beyond the boundaries. (Of course, this could be a lie told by the village leaders to keep the folk complacent… but, odds are, it's true. An hour's walk from the edge of the outermost fields, and you're mutant chow.)

TECH LEVELS

Technology can be roughly divided into three levels.

Primitive This is the kind of technology that can be easily found and repaired at most communities. It covers everything from treated hides to simple black powder hand weapons. The typical level of equipment found in most settlements and towns is similar to that of the late Middle Ages, often incorporating scavenged items. A road sign made of a sturdy, rust-resistant alloy makes a decent buckler. Glass for windows is melted down from old bottles. Any sharp bit of metal of the right size can become part of a plough blade or a knife. The shell of a hovercar, stripped of all electronics and advanced components, can be mounted on wooden wheels and pulled by a greathound.

Optional: Tech Superiority: To emphasize the importance of advanced technology, when someone wielding an Industrial or better weapon attacks someone wearing Primitive armor, the target's item bonus to AC is reduced by one or two (this cannot reduce the item bonus below zero). Someone using a Primitive weapon against a target with Industrial or Advanced armor suffers a -1 or -2 item penalty to their attack rolls. This does not apply to any natural weapons, mutations, or armor from non-item sources. (It does apply to a robot who is, for some reason, wielding a stone spear.)

This table summarizes this option:

Weapon	Armor	Effect
Primitive	Primitive	None
Primitive	Industrial	-1 item penalty to attack rolls
Primitive	Advanced	-2 item penalty to attack rolls
Industrial	Primitive	-1 item penalty to defender's armor
Industrial	Industrial	None
Industrial	Advanced	-1 item penalty to attack rolls
Advanced	Primitive	-2 item penalty to defender's armor
Advanced	Industrial	-1 item penalty to defender's armor
Advanced	Advanced	None

Industrial This is technology generally beyond most communities' ability to manufacture, although skilled craftsmen who can repair it are somewhat more common. A handful of places – a few cities where active research is taking place, isolated monasteries, the bases of certain secret organizations – may produce it. It covers the 19th to 21st centuries, often eclectically; a six-shot revolver, a simple four-operation hand calculator, and a working mini-fridge are all considered equivalent miracles. This technology is Uncommon, and even in places capable of producing new items, it is reserved for the wealthy and powerful. Manufacture of items more complex than a

revolver is usually only possible through a partially-restored autofac, as the full web of supply and labor chains needed for a true industrial base simply does not exist.

Advanced These are relics from the period prior to the Cataclysm. No community can manufacture them anew, and repairing them requires advanced crafting skill and gear. These items often have features or options that push the boundaries of technological feasibility, relying on nanotechnology or molecular editing via petascale laser bursts.

TECHNOLOGICAL ITEM BONUSES

There are no runes in Earth Delta. Sorry. However, certain mechanics are mirrored for game balance and compatibility. Item bonuses for Improved, Exceptional, and Premium items act like rune-granted item bonuses in terms of stacking – that is, they don't stack with other item bonuses unless noted. The terms "Improved Flexiplas" or "+1 Flexiplas" are basically interchangeable.

Table 8-4 Armor Potency

Armor Potency		
Term	**Level**	**Description**
Basic	1-4	Civilian-quality armor with no item bonus, representing widely-available pre-Cataclysm gear. It typically has the Advanced trait and is slightly superior to the common 0 level items that can be manufactured easily by new communities. It normally is referred to by the basic common name, e.g., "Flexiplas" rather than "Basic Flexiplas".
Improved	5-10	These armors are higher quality than basic items, due to advanced materials, better engineering, optimized design, and really spiffy marketing that convinced pre-Cataclysm customers that it was worth spending 25% more to have one logo rather than another. They have the equivalent of a +1 armor potency rune.
Exceptional	11-17	Among the best gear the typical pre-Cataclysm citizen would see, made of precision-engineered materials, the finest neomaterials, and manufactured with nanometer-scale quality control, or at least that's what the brochures said. These have the equivalent of a +2 armor potency rune.
Premium	18+	Armor made by, and for, the most elite military units, intelligence agencies, and corporate security departments. Bleeding-edge technologies were incorporated into their designs. While rare to begin with pre-Cataclysm, those who wore such armor, and the places it might be stored and manufactured, were the primary targets of the final wars, and so, it's even rarer now. These have the equivalent of a +3 armor potency rune.

Table 8-5 Armor Resilience

Resilience		
Term	**Level**	**Description**
Reinforced	8-13	The armor includes special linings, partial filters, and anti-radiation inserts in key places, proving some minor resistance to everything from toxic gasses to psionic attack. This is the equivalent of a resilient rune.
Survival	14-19	Improved protective measures increase the wearer's ability to withstand many battlefield hazards, This is the equivalent of a greater resilient run.
Sealed	20	The best protection pre-Cataclysm science could offer that covered all manner of potential harm but didn't add to weight. The equivalent of a major resilient rune.

Table 8-6 Weapon Potency

Weapon Potency and Striking		
Term	**Level**	**Description**
Improved	2-9	Melee and ranged weapons from the pre-Cataclysm era are superior to what can be made today, but in different ways. Pre-Cataclysm weapons of the Industrial tech level are either very old designs (including reproduction models made long after they were outdated), or new creations mimicking "primitive" weapons, and are level 0-1 with no Item bonus. Improved items include more advanced handguns, and commonly found hunting/self defense energy weapons. These will have the equivalent of a +1 weapon potency rune. Some also have the equivalent of a *striking* rune. *High Powered* ranged weapons are large caliber guns or overcharged energy weapons. *Vibro* weapons are those which do slashing or piercing damage, enhanced via rapid vibrations. *Balanced* weapons do bludgeoning damage, enhanced via perfectly balanced smart materials which shift density in motion to magnify impact. **Important**: Weapons with no level 0 or 1 equivalent, such as lasers, may not always be called "improved", but still have a +1 item bonus and follow the same rules for improvements, e.g., they cannot have the overpowered feature (the equivalent of a *greater striking* rune).
Exceptional	10-15	These are very well made weapons, used by military, police, and sometimes elite hobbyists, collectors, or criminals. They have the equivalent of a +2 weapon potency rune. Those which have the equivalent of a *greater striking* rune are classed as follows: *Overpowered* ranged weapons may have cryonically cooled power cells, or accelerated bullets. *Mono-edged* weapons do slashing or piercing damage, cutting with a diamond edge a molecule thick. *Impacting* weapons do bludgeoning damage, their striking bodies emitting a gravitic pulse on contact.
Premium	16+	The best of the best, used by the finest soldiers and assassins, and coveted by the wealthiest collectors. They have the equivalent of a +3 weapon potency rune. Those which have the equivalent of a *major striking* run are described as follows: *Supercharged* ranged weapons may have microfusion power systems or fire bullets at near-lightspeed velocity. *Mesonic* slashing and piercing weapons generate a burst of mu-mesons on contact with the target, disrupting molecular bonds. *Graviton* weapons bludgeon enemies to paste by striking with a shaped field of pure gravitational force.

WEAPONS

Table 8-7 Melee Weapons

MELEE WEAPONS						
Simple Weapons	**Price**	**Damage**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Rebar	4 bp	1d6 B	1	1	Club	Industrial, scavenged, two-hand d8
Sledgehammer	10 bp	1d8 B	2	2	Hammer	Awkward, industrial, scavenged, sweep, unbalancing
Wrench	3 bp	1d4 B	L	1	Club	Industrial
Uncommon Simple Weapons	**Price**	**Damage**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Ceramic Knife	100 bp	1d4 S	L	1	Knife	Advanced, agile, finesse, fatal d6, thrown 10 feet

Fireaxe	20 bp	1d6 S	L	1	Axe	Industrial, thrown 10 feet
Machete	60 bb	1d6 S[1]	1	1	Axe	Industrial, fatal d8
Uncommon Advanced Weapons	**Price**	**Damage**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Blowtorch (3)	21 gbp	1d10 fire[2]	2	1	Energy	Advanced, reach 10 feet, scavenged
Chainsaw (3)	25 gbp	1d10 S	2	2	Axe	Advanced, awkward, fatal d12, scavenged, sweep

1 d8 vs. plants
2 plus 1 persistent fire damage

Table 8-8 Ranged Weapons

RANGED WEAPONS									
Simple Weapons	**Price**	**Damage**	**Range**	**Reload**	**Shots**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Sporting Crossbow	40 bp	1d6 P	120 ft.	1	1	1	1	Bow	Industrial
Hunting Slingshot	10 bp	1d6 B	80 ft.	1	1	L	1	Sling	Industrial, Propulsive
Martial Weapons	**Price**	**Damage**	**Range**	**Reload**	**Shots**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Musket	5 gbp	1d8 P	100 ft.	2	1	1	1	Ballistic	Ballistic, industrial, deadly d10
10 black powder	5 bp					L			
Flintlock Rifle	10 gbp	1d10 P	150 ft.	2	1	2	2	Ballistic	Ballistic, industrial, deadly d12
10 black powder	5 bp					L			
Blunderbuss	9 gbp	1d8 P	60 ft.	2	1	2	2	Ballistic	Ballistic, scatter, industrial, deadly d10
10 powder +shot	4 bp					L			
Uncommon Martial Weapons	**Price**	**Damage**	**Range**	**Reload**	**Shots**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Revolver	25 gbp	1d8 P	130 ft.	1/3*	6	L	1	Ballistic	Ballistic, industrial, deadly d10
6 cartridge bullets	1 gbp					L			
Hunting Rifle	30 gbp	1d10 P	180 ft.	1/2**	2	2	2	Ballistic	Ballistic, industrial, fatal d12
12 large cartridge bullets	2 gbp					L			
Advanced Weapons	**Price**	**Damage**	**Range**	**Reload**	**Shots**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Semi-Auto Pistol (3)	30 gbp	1d8 P	140 ft.	1	C	L	1	Ballistic	Ballistic, rapid fire industrial, deadly d10
Assault Rifle (3)	35 gbp	1d10 P	200 ft.	1	C	2	2	Ballistic	Ballistic, rapid fire, industrial, fatal d12
Small clip	2 gbp				8	L			
Standard clip	10 gbp				12	L			
Caseless Ammo	2 bp ea.								

*: A revolver can fire six shots without reloading. A single bullet can be loaded with 1 action; all six bullets can be loaded with a 3 action activity.

**: A hunting rifle can fire two shots without reloading. Reloading takes 1 action per bullet.

WEAPON TRAITS

Awkward Awkward weapons are not really designed as weapons, and can be hard to use. If you critically miss with an awkward weapon, you must take an action to rebalance it before you can attack with it again.

Ballistic This weapon's damage is reduced by armor with the ballistic trait. Note that gauss weapons are in the ballistic group, but do not have the ballistic trait – "bullet proof" armor is no use against them.

Rapid Fire This weapon can shoot very quickly. When using any ability which allows you to make multiple attacks with the same weapon at a penalty, such as Double-Strike, reduce the penalty for the second and subsequent attacks by 1.

Scatter Scatter weapons have a wide beam or shoot a cone of small projectiles. On a hit, all creatures adjacent to the target whose AC is less than or equal to the 'to hit' roll take 1 point of damage per basic weapon die. (Do not count extra dice from criticals, precision damage, etc.)

Scavenged Scavenged weapons are usually of industrial technology, but found in ruins or handed down over generations, rather than being manufactured recently. Even at the time of the Cataclysm, they were likely relics owned by collectors or forgotten in some ancient warehouse. They have the benefits of industrial technology if using the optional rules. Whether or not those rules are in effect, they will also gain the broken condition any time the user critically misses.

Unbalancing An unbalancing weapon knocks the target around, or makes them dizzy. They have a -1 circumstance penalty to defenses against Trip or Shove attacks until the start of their next turn.

WEAPON GROUPS

Antimatter: These weapons enclose a stream of anti-hydrogen in a magnetic containment beam which flickers off at the point of impact.

Critical Specialization Effect All creatures adjacent to the target (ally and enemy alike) take 1 die of damage (based on the weapon's damage die) and must make a Reflex save using your Class DC or fall prone. ("Antimatter go boom.")

Critical Miss Effect Determine a random square along the line from you to your target. The containment failed in that square. All creatures in that square and in each adjacent square suffer the critical specialization effect. Yes, including you, if that's what the dice say.

Energy: These weapons use beams of coherent energy. This includes lasers, fusion, antimatter, sonic, gravitic, and omega weapons. The critical specialization depends on the energy type, which is noted in the weapon description. If the weapon does more than one type of energy damage, you may pick which critical specialization applies when the attack is resolved.

- **Fire** The target takes 1d6 persistent fire damage as the beam ignites small items. You gain a bonus to this persistent damage equal to the weapon's item bonus to attack rolls.

- **Sonic** Inner ear disruption/rapid oscillation of gyroscopes cause the target to make a Fortitude save against your class DC or fall prone.

- **Electricity** Choose one creature adjacent to the target. If your attack roll would have hit its AC, it takes damage equal to the normal weapon damage from your attack (ignoring extra dice or increases for critical, precision, etc., but including any extra dice from upgrades.)

- **Force** The creature must make a Fortitude save against your class DC or be Slowed 1 until the start of your next turn.

Ballistic: These weapons fire a solid projectile powered by explosions, magnetic accelerators, or even picosecond gravitic pulses.

Critical Specialization Effect The projectiles tear through the target, causing 2 extra damage per weapon die.

WEAPON DESCRIPTIONS

Blowtorch A smaller, one-handed welding torch relying on a tightly-focused short-range laser rather than propane or propane accessories. A power cell of the appropriate level will provide energy for 5 rounds of melee combat or 10 minutes of productive work, which will provide a +1 item bonus to Craft checks where it would logically be useful. (At the GM's option, it may provide a +1 or +2 item bonus for some forms of Disable A Device checks.)

Blunderbuss A simple black-powder shotgun which fires a spray of pellets. Even more than the musket and flintlock rifle, it is more likely to be an assemblage of recovered parts than a fully crafted mechanism, but such do exist.

Ceramic Knife A short blade made of ultra-tensile strength ceramics, with an edge honed to a ridiculous level. It was commonly used by security and infiltration forces due to its small size; it offers a +2 item bonus to Conceal an Object checks.

Chainsaw Powered by a standard power cell, this advanced version of the venerable tool has polyceramic cutting teeth that tear through obstacles – and enemies -- with ease. A power cell of the appropriate level provides 5 rounds of power in combat, or ten minutes of utility work out of combat. Chainsaws reduce Hardness by their level before determining damage. Most normal (for Earth Delta) undergrowth and brush can be cleared at a rate of 1 minute/five foot square.

Fireaxe Commonly used by pre-Cataclysm emergency services, it is of all-metal construction and is well-designed for bashing through obstructions. It does +2 damage against inanimate objects and has Resist Fire 5.

Flintlock Rifle A sign of the slow return of civilization, this rifle offers long range lethality. As with the musket, it can be genuinely manufactured from scratch, or a composite of pre-existing materials.

Hunting Rifle A very common personal weapon pre-Cataclysm, and likely to be kept in remote locations which were less prone to being vaporized in the initial attack. As such, a relatively large number survived.

Machete A heavy blade intended for chopping through thick plant growth, but quite lethal against creatures of flesh and metal, too. This advanced version has a polycarbon edge that is virtually undullable. It can clear a path through 5 feet of difficult terrain in 10 minutes.

Musket This pistol can be manufactured in the larger and more advanced communities. Each is made individually; interchangeable parts are rare. Some are true works of returning craftsmanship, forged from raw materials, but many incorporate scavenged components, with the barrel made of a length of high-strength plastic and the grip filed and reshaped from the remains of an ancient Glock.

Rebar A simple shard of tough metal, found almost everywhere ruins exist.

Revolver Almost always a recovered, repaired, and maintained weapon. The relatively simple mechanisms allow post-Cataclysm smiths to make replacement parts, leading to a surprising number still functional after centuries. The most sophisticated communities have begun making new ones, using existing parts as templates.

Sledgehammer Another very common tool found in the ruins. Most have seen long use as tools, but in a pinch, they're effective weapons.

Wrench Well-made craftsman's tools have survived the Apocalypse in good condition. Solid and made of rust-proof alloys, they are ubiquitous among communities where technological repair or salvage is common.

AMMUNITION AND POWER CELLS

Ballistic weapons require ammunition; energy weapons require power cells.

AMMUNITION

While some post-apocalyptic games dive into tremendous detail when it comes to guns & ammo, with well-researched tables of weights and calibers, and complex formulas for range, and so on, this isn't one of those. Despite my personal predilection to dive down that rabbit hole, PF2 is not granular enough to capture most such

details, and the rules actively discourage such fine details – how many .22-calibre bullets weigh "L", vs. how many .357?

So Earth Delta keeps it pretty simple. Those whose teeth grind at the amount of abstraction are welcome to write their own rules. Those who object to the oversimplified and imprecise descriptions below are likewise invited to produce their own 300 page opus on the history of ammunition. Just don't assume my brevity and handwaving is due to a lack of knowledge.

Black Powder Ammunition where the bullet and the propellant are separate, and must be combined inside the barrel of the gun and ignited. This ammunition is very easy to manufacture without a massive industrial base, provided the knowledge has been preserved (or painfully rediscovered). Bullets are usually lead spheres, but most objects that fit within the barrel will do.

Cartridge The most common ammunition from the mid-19th century to the mid-21st century, this has propellent, bullet, and igniter in a metal shell. The precision needed means more tools and machinery are needed to manufacture it; poorly made ammo can easily foul ejectors or loading mechanism (or just blow up the gun). A decent amount of hunter and hobbyist equipment used to reload or manufacture ammunition in small quantities survived the Cataclysm, though, and could be preserved, repaired, or duplicated with varying degrees of success. Cartridge ammo can usually be found for sale in larger communities, but the buyer should beware of reloaded or newly manufacture ammo masquerading as surviving pre-Cataclysm rounds.

Caseless By dispensing with the metal cartridge, more propellent can be placed into the same space, as well as simplifying the mechanics of the gun by not needed complex ejectors. By the mid-21st century, chemical engineering had solved many of the problems, and most newly-manufactured guns were designed for caseless ammo. The complex manufacturing process needed, and the number of things that can go explosively wrong if slight errors are made, means only very advanced communities can manufacture this ammunition anew; it will not be found for general sale except by GM decree. Fortunately, pre-Cataclysm society was a truly advanced and enlightened civilization, so many caches of this remain to be discovered.

Unusual Ammunition

As noted, the world before the Cataclysm was one of high culture and civilization, thus, there were many different kinds of ammunition, specialized for various purposes. These are detailed in their own section.

Reloading

In Earth Delta, a gun must be reloaded when its magazine is empty. The number of shots is the capacity of the magazine; the reload time is the number of actions needed to reload. A weapon which can make multiple shots before reloading is considered to have a reload of 0 so long as sufficient shots remain for a given action, e.g., if there's only one bullet left, you cannot use the Triple Shot feat.

Some weapons, mostly black powder weapons, have a magazine capacity of "1", and so must be reloaded after each shot.

More advanced weapons have a large internal magazine, such as a revolver. This lets them fire several times without reloading, but it can be slow to load each chamber.

Weapons which use ammunition clips have a large internal magazine, and a new, fully-loaded clip can be slapped into place rapidly… of course, this requires multiple pre-loaded clips ready at hand. As the shots in a clip can vary, these items have a "Shots" value of "C".

Energy weapons usually require a power cell. Unless otherwise noted, swapping cells takes one interact action.

CLIPS

A clip contains multiple rounds. For many purposes in-game, it can be considered a kind of power cell for advanced pistols and rifles. However, there are no levels, and a clip can be reloaded if sufficient bullets are available. This typically takes at least a minute and can therefore only be done outside of combat. If possible, those who rely on ballistic weapons – especially those who indulge in various forms of rapid fire – will have multiple fully-loaded clips ready to go and easily grabbed.

While many games in the post-apocalyptic genre will have two or more pages of very detailed minutiae regarding varieties of ammunition storage and loading, for current purposes, we have only these:

Type	Shots	Cost
Small	8	2 gpb
Standard	12	10 gbp
Extended	16	20 gbp

POWER CELLS

These are universally interchangeable batteries which contain power stored in a non-volatile matrix that loses charge at an infinitesimal rate unless used. They are typically found in a variety of levels.

A power cell works normally if placed in an item of its level or lower. This is the assumed use case.

If placed in an item 1-2 levels higher, it is half as efficient – the shots value of a weapon, or the duration of any timed ability, is halved. If an item specifies charges per cell, halve this (or double the charges drained per activation, if you prefer.)

 If placed in an item 3 or more levels higher, it will drain completely on first use *without* providing sufficient power. You pull the trigger, and nothing happens, except the "No Charge" light blinks on. Whoops!

As the gods are malicious and cruel, placing a high-level power cell in a lower-level item produces no beneficial effect; a level 20 cell in a level 5 laser produces the same number of shots before dying as a level 5 cell.

Level	Cost
1	2 gpb
5	15 gbp
10	125 gbp
15	800 gbp
20	5000 gbp

USING POWER CELLS

Placing a power cell in an item is an interact action. You must have a free hand to do so; it's assumed you can hold a two-handed item in one hand to perform this action. The power cell must be readily available, or it will take the usual time to find it in a pouch or pack.

Once emplaced, the cell is drained into the item's internal storage. This gives the item whatever benefits are specified for a full charge, such as the listed shots for an energy weapon. This is a simplification to avoid trying to figure out things like "If I fired 3 times from a laser pistol which gets 7 shots per cell, and I put the cell in a sound-damping suit that works for 1 minute per charge and gets 5 charges per cell, how many minutes do I

get?" Fortunately, once charged, the device will hold that energy indefinitely; no need to worry about 'wasting' a cell if you don't use an item immediately.

Optional: Jamming and Burnout

While weapons can misfire, in reality, it happens so infrequently relative to shots fired that a "realistic" rule would virtually never enter play. However, to add something to the post-apocalyptic, scavenged-and-duct-taped-back-together feel, the following optional rule is offered.

On a critical miss with a ballistic or energy weapon which has a shots value of "C", there is a jam, a power-cell malfunction, or the like. The weapon cannot be fired until it can be cleared, which is a DC 10 Craft check that takes 1d6 minutes. The clip or power cell is worthless and must be discarded, though individual bullets can be scavenged from the clip.

Armor

Armor in Earth Delta ranges from simple tanned buffaleap hides to power armor suits that turn the wearer into an unstoppable juggernaut (provided, of course, something doesn't short out, then, the wearer is helpless, trapped inside an indestructible shell until they starve or suffocate).

Level (n) The number in parenthesis following some armor types is the item level. Items above level 1 are rarely found for open sale; locating such requires diligence and time. Most items above level 1 are found in dangerous areas, often in the possession of enemies. Any pre-Cataclysm technology which was easily found has long since been removed; all that remains is that which the foolish, the brave, and the foolishly brave must risk all to possess.

Armor Traits

Ballistic (n): This armor is intended to protect against bullets. It is invariably advanced or better. The number following is how many points of resistance it offers against damage from the gunpowder weapon group.

Scrap: Scrap armor is made from industrial or advanced materials, held together with cables, electrical tape, elastic, and prayer. It is treated as advanced armor, but when subject to a critical hit, gains the broken condition. On the other hand, it is easy to repair (+2 circumstance bonus) in any area where suitable rubbish is found. (GMs discretion, but most regions of Earth Delta, even "wilderness", are littered with street signs formed of molecularly-aligned steel and milk jugs of refined duraplas.)

Table 8-9 Armor

Light Armor	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Group	Traits
Padded	2 bp	+1	+3	-	-	10	L	-	Comfort
Leather	20 bp	+1	+4	-1	-	10	1	-	-
Studded Leather	30 bp	+2	+3	-1	-	12	1	-	-
Chain Shirt	50 pb	+2	+3	-1	-	12	1	-	Flexible, noisy
Bike Chain	40 bp	+3	+3	-1	-	10	1	-	Flexible, noisy, scrap
Flexiplas (1)	100 bp	+2	+4	-1	-	8	1	-	Advanced, comfort
Carbochain Vest(1)	110 bp	+2	+4	-1	-	10	1	-	Advanced, flexible, noisy
Medium Armor	**Price**	**AC Bonus**	**Dex Cap**	**Check Penalty**	**Speed Penalty**	**Strength**	**Bulk**	**Group**	**Traits**
Hide	20 bp	+3	+2	-2	-5 ft.	14	2	Leather	-
Scale	40 bp	+3	+2	-2	-5 ft.	14	2	Composite	
Hammered	30 bp	+3	+2	-2	-	13	2	Composite	Noisy, scrap
Chain	60 bp	+4	+1	-2	-5 ft	16	2	Chain	Flexible, noisy
Breastplate	80 bp	+4	+1	-2	-5 ft	16	2	Plate	

	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Group	Traits
Ballistic Vest (1)	120 bp	+4	+2	-1	-	14	2	Composite	Industrial, ballistic (1)
Boilerplate	60 bp	+4	+1	-2	-	15	2	Plate	Scrap
Carbochain (1)	120 bp	+4	+2	-2	-5 ft	13	2	Chain	Advanced, flexible, noisy
Riot Vest (2)	240 bp	+4	+2	-1	-	11	2	Composite	Advanced, ballistic (2)
Armorplas Vest (2)	160 bp	+4	+2	-1	-	14	2	Plate	Advanced
Heavy Armor	**Price**	**AC Bonus**	**Dex Cap**	**Check Penalty**	**Speed Penalty**	**Strength**	**Bulk**	**Group**	**Traits**
Splint Mail	110 bp	+5	+1	-3	-10 ft.	16	3	Composite	-
Carboplas(3)	400 bp	+5	+1	-2	-10 ft.	14	3	Composite	Advanced
Licenseplate	95 bp	+5	+1	-3	-5 ft.	16	3	Composite	Industrial, noisy, scrap
Full Plate (2)	300 bp	+6	+0	-3	-10 ft.	18	4	Plate	Bulwark
Scavplas (2)	300 bp	+6	+1	-3	-5 ft.	16	3	Plate	Advanced, bulwark, scrap
Securiplate (3)	400 bp	+6	+1	-2	-5 ft.	15	3	Plate	Advanced, bulwark

ARMOR DESCRIPTION

(For the nonce, this only includes Earth-Delta specific armors)

Generally, most of the standard armors resemble those made throughout history. Scavenged scrap with lower melting points, such as copper and iron, is used by blacksmiths to create new plate and chain armors. Domestic beasts in the newer towns, and prey in nomadic cultures, provide hides. The masses of items left behind by a consumerist pre-Cataclysm society are incorporated even in gear mostly made to order – belts and boots add leather pieces, the studs in studded leather are often washers, nuts, and bolts; the quilting from pillows and cushions provides much of the padding underlying most worn armor. That such materials, after a century or more of scavenging and exposure, are increasingly scarce has driven communities to re-learn arts most of the Ancestors had forgotten and craft more components from raw materials. (Perhaps ironically, this re-creation of industry in order to create arms and armor has also led to increased trade with the same neighbors against whom each community seeks to defend: Laws and contracts to settle trade disputes, agreements allowing merchants free passage, sharing resources to repair and maintain roads…).

Those armors with the 'scrap' trait are made primarily of scavenged materials with only minor reworking, as contrasted to those without it, which are considered 'new' creations that incorporate pre-Cataclysm items more incidentally.

Armorplas Suit: Heavy plastic layered over ceramic composites, this armor was favored by police, military guards, and private security when conflict was all but inevitable. This is a full-body suit, including helmet.

Ballistic Vest: One of the few pieces of pre-Cataclysm armor common enough to be found for sale, though it is Uncommon. It has thick padding over hardened ceramic inlays, and offers good protection against most weapons. There are many superior versions, but they are rare enough to not be considered "for sale" in general.

Bike Chain: Perhaps somewhat confused over references to "chain mail", early post-cataclysm armorers manufactured this armor from lightweight, but very strong, lengths of chain, tied or crudely welded together. It proved effective, if ungainly, and the design has become widespread. It requires pre-Cataclysm metals; modern chains are too thick and heavy.

Boilerplate: This is armor made from large sheets of pre-Cataclysm metal, light enough to be shaped but still strong enough to resist damage. Water heaters, car doors and hoods, freezers, and cabinets all provide sufficient base metal, and cables hold the pieces together.

Carbochain: Forged from exotic carbon alloys bound into light flexible rings, this armor was a perfect example of the cycle of technology – an old technique was revived with modern materials to make armor suited for light infantry, bodyguards, and others who needed decent protection combined with low weight and mobility.

Carboplas: This armor places thin, but very strong, plates of armorplas over an undercover of carbochain. It provided more protection than carbochain alone, while being cheaper and easier to move in than a full suit of securiplate.

Flexiplas: Ultralight, but very tough plastic, intended to be worn under common clothing. Its original purpose was to provide some measure of defense to non-combatants who were nonetheless at some risk of violence – such as crime lord, corporate executives, and politicians, though in the chaos of the post-Cataclysm years, it's become accepted there were all just different words the Ancestors used for the same thing.

Hammered: Given a near-infinite amount of metal that can be flattened and hooked together, it is unsurprising that this style of armor evolved. It is invariably a gaudy hodge-podge of beverage cans, machine parts, street signs, and so on, with each creation reflecting whatever was most easily available at the time.

Licenseplate: This armor consists of metal rectangles, scavenged in the millions, cut and hammered and fastened to a leather underlay. By the time of the cataclysm, even such trivial items were made of tough alloys, providing useful defenses.

Scavplas: Working the high-impact, high-melting-point plastics of the pre-Cataclysm era is only possible in the more advanced communities. While there's gigatons of lower-quality plastics around, they are not suitable for armor – which is not to say con men have not sold "armor" made from children's toys and food wrappings to the gullible. Genuine scavplas, though, is made of reinforced plastics intended to handle serious stress, as long as the bindings don't give out.

Riot Vest: A heavier version of the ballistic vest, this armor could deal with larger-caliber weapons.

SHIELDS

Shields work the same in the post-apocalyptic world as they do in any other. In Earth Delta, there is a rich mix of newly-crafted shields of wood and metal, and scavenged flat things someone managed to attack a strap to.

Table 8-10 Shields

Shields	Price	AC Bonus	Speed Penalty	Bulk	Hardness	HP (BT)
Buckler	10 bp	+1		L	3	6 (3)
Traffic Sign	15 bp	+1	-	L	4	8 (4)
Wooden Shield	10 bp	+2	-	1	3	12 (6)
Steel Shield	20 bp	+2	-	1	5	20 (10)
Riot Shield (Level 2)	100 bp	+2/+4*	-5 ft.	3	6	24 (12)
Raid Shield	80 bp	+2	-	L	6	12 (6)

*Getting the higher bonus for a riot shield requires using the Take Cover action while the shield is raised.

SHIELD DESCRIPTIONS

(As with armor, this focuses on what's unique to Earth Delta)

Traffic Sign Nigh-ubiquitous among post-apocalyptic dwellers, particularly bandits and other nomads, these are only slightly larger than bucklers, but somewhat tougher. You can Raise a Shield with your traffic sign as long as you have that hand free or are holding a light object that's not a weapon in that hand.

Raid Shield Similar to the riot shield, but made of generally opaque materials and notably smaller, comparable in size to wooden or steel shields, but lighter and stronger. It was carried by private security and tactical squads

when invading or defending building interiors, as it was more maneuverable in narrow corridors. It has the advanced and ballistic (2) traits.

Riot Shield Another example of pre-Cataclysm tech common enough to be found for sale in most larger communities, this is a transparent shield of ultra-strong, bullet-resistant plastic. It has the advanced and ballistic (2) traits.

CHAPTER 9 COMBAT

NEW ACTIONS

ACTIVATE DEVICE ❖,❖❖,❖❖❖,⟳,◈

| MANIPULATE | CONCENTRATE |

Use a Device. A device is a specific type of technological item, primarily created and used by scavengers, which can produce some useful effect. They generally work once and then must be repaired and repowered during their creator's daily preparations. In general, only the creator can activate them; two scavengers cannot swap devices, even if they are both of the same kind. Most devices require a free hand to activate or sustain. The assembly, use, and storage of the device is entirely subsumed in the Activate Device activity.

If a device's activation is specified as a Reaction, then, unless otherwise noted, the 'Manipulate' trait is removed and a free hand is not needed unless noted. Such devices tend to be embedded in clothing or armor, or hovering in midair around their creator.

Many devices can be used with variable settings. A scavenger can quickly push a button (1 action), or fine-tune some parts and then push a button (2 actions), or slam in an overcharged power supply and rewire some connections (3 actions). (The exact actions taken are not meaningful; what matters is the scavenger can choose to rapidly adjust a device for the needs of the moment, increasing its utility, or just use it "as-is" and save time.) The specific benefits are listed in each device's description.

If the "Activate" line contains an additional modifier, such as "Verbal", then, you must be able to speak clearly to invoke the device. This is usually the case if the device enables you to give commands or send messages.

REVIEW LECTURE ❖,❖❖,❖❖❖

| VISUAL | AUDITORY | LINGUISTIC |

You quickly call out key points of a lecture you performed for your audience during daily preparations. The number of actions and the effects are specified in each lecture individually. Note that creatures who were not present during your preparations are not part of the audience.

CHAPTER 10 DEVICES

INTRODUCTION

Scavengers produce a wide range of devices, ranging from the trivial to the earth-shattering. In the hands of their creators, devices are potent and flexible weapons, tools, and defenses. In the hands of anyone else, they are incomprehensible junk that is likely to fall apart or explode. (To be fair, devices in the hands of their creators also fall apart and explode, but not so often.)

Zero-level devices are called Gimmicks. They can be used repeatedly, and are automatically heightened to half the scavenger's level, rounded up – thus, a third level scavenger's gimmicks are second level.

Devices must be activated using the Activate Device action (See page **Error! Bookmark not defined.**).

TRAITS

Backfire: Many devices, if pushed to their limit (typically, a 3-action activation) carry a risk of backfire. Such devices will have a description of what triggers the backfire and what it does. Usually, it's nothing good for the device user, and possibly their allies.

The standard format is Backfire X (Effect Description), where X is a flat DC. The backfire effect is considered part of the action which triggered it, unless stated otherwise.

Abilities that interact with the backfire trait generally only apply if the backfire effect occurs, or if the device is used so as to trigger a possible backfire. They generally do not apply if the device is used in such a way that no risk of backfire exists.

If the backfire trait is added/changes temporarily due to some other ability, this unlocks any other backfire-type effects.

Note that if the *chance* of a backfire is reduced to 0, but the trait itself is not removed, it still has the trait.

If some effects causes a device to gain the backfire trait, and it already has one, each is rolled for independently but the effects are applied concurrently for purposes of resistance, etc.

DEVICES

DEVICES BY LEVEL

GIMMICKS

Level	Device
1	Barrier Bracelet (Gimmick)
1	GPS (Gimmick)
1	Messenger Microdrone (Gimmick)
1	Phosphorescent Field Emitter (Gimmick)
1	Ripperglove
1	Utility Belt (Gimmick)
1	Wire Trap (Gimmick)

1ST LEVEL DEVICES

Level	Device
1	Audio Synthesizer
1	Blight Beam
1	Chromatic Flare
1	Force Missiles
1	Gravitational Enfeeblement Ray
1	Gravitic Reduction Ray
1	Hologram Emitter
1	Hypnowave Generator
1	Intrusion Detection
1	Jet Boots
1	Oil Slick
1	Presser Beam
1	Pocket Flamer
1	Repair Nanites
1	Subliminal Subsonics
1	Self-Assembling Robot
1	Support Exoskeleton
1	Weapon Upgrade

2ND LEVEL DEVICES

Level	Device
2	Chameleon Belt
2	Energy Negation
2	Light Amplification Lenses
2	Metabolic Reserves
2	Nutrient Replicator
2	Photon Absorption Field
2	Photonic Duplicates
2	Self-Assembling Cycle
2	Sonic Overload
2	Thermal Adaption
2	Universal Translator
2	Visual Anomaly Goggles

3RD LEVEL DEVICES

Level	Device
3	Adrenal Booster Shot
3	Arc Projector
3	Barbed Barrier
3	Chameleon Sphere
3	Contragrav Lifter
3	Nerve Lock
3	Phased Weapon
3	Plasma Sphere
3	Rapid Query
3	Remote EEG

DEVICE LIST

| ADRENAL BOOSTER SHOT | DEVICE 3 |

TECHNOLOGICAL

Activation: ❖❖ manipulation

Range touch **Targets** 1 willing humanoid creature (see below)

Duration 10 minutes

You jab yourself, or an ally, with a shot full of synthetic hormones and nanobots, hyper-charging their body and senses, granting them a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks.

Special: If you are trained in Cybernetics, you can prepare this to work on robots. If you are trained in Nature, you can prepare this to work on florals. You do not need to specify such preparations before activating the device; the activation itself involves selecting the correct components for the target creature.

Heightened (6th) The status bonus increases to +2.

Heightened (9th) The status bonus increases to +3.

| ARC PROJECTOR | DEVICE 3 |

TECHNOLOGICAL | **ELECTRICITY** | **BACKFIRE** | **ENERGETIC**

Activation: ❖ , ❖❖ or ❖❖❖ Manipulation

Area 120 foot line;

Saving Throw basic Reflex;

Step 1: Ionize a channel.

Step 2: Fill channel with the harnessed fury of the storm! Bwahaha!

This device creates a powerful bolt of lightning that strikes every creature in a 120 foot line. Other effects depend on the actions dedicated to the activity.

> ❖: Static Spark: 4d6 electricity damage.
> ❖❖: Frightening Lightning: 4d12 electricity damage.
> ❖❖❖: Franklin's Revenge: 4d12 electricity damage to all targets in line and up to two creatures within 10 feet of any square the line passes through (your choice) take half damage. You gain backfire 5.

Backfire 5 Should have worn insulated gauntlets and not stood in a puddle. You take half the rolled electricity damage.

Heightened (+1) Damage increases by 1 die (d6 for static spark, d12 otherwise). This applies to backfire damage as well.

| AUDIO SYNTHESIZER | DEVICE 1 |

GIMMICK | **TECHNOLOGICAL** | **AUDITORY** | **SENSORY**

Activation: ❖ ❖❖ ❖❖❖ manipulate

Range 30 feet;

Duration sustained

A combination of a programmed sound synthesizer and flying micro-drones with speakers allows you to project simple sounds, up to maximum volume of four typical humanoids arguing over who ate the last buffaleap jerky. The device cannot produce intelligible speech or complex sounds such as music -- except for techno, of course. The exact effect depends on the activation chosen.

> ❖ **Interruption**: The sound lasts until the start of your next turn and cannot be sustained.

> ❖❖ **Standard Broadcast**: The sound emits from a single square in range.

> ❖❖❖ **Multicast**: Sounds come from two different squares, but they must be identical.

Heightened (3rd) Range increases to 60 feet. When using Multicast, sounds may be different.

Heightened (5th) Range increases to 120 feet. When using Multicast, up to four different sounds may "play" from four different spots.

Barbed Barrier   Device 3

TECHNOLOGICAL	DEFENSIVE

Activation: ❖ ❖❖ ❖❖❖ manipulate **Trigger** something happens

Range 60 feet;

Duration up to 1 Minute, see below

You uncoil a spool of microthin memory metal, commanding it to decompress and interlock until it forms a wall (see below for dimensions) of coiled wire studded with almost impossibly thin and sharp barbs. You must create the wall in a straight line, in an unbroken open space so its edges don't pass through any creatures or objects, or the device fails to fully activate (but is still expended). The wall stands vertically. If you wish, the wall can be of a shorter length or height. Everything on each side of the wall has cover from creatures on the opposite side, and the wall's spaces are difficult terrain. For every move action a creature uses to enter at least one of the wall's spaces, that creature takes 3d4 piercing damage.

Each 5-foot-by-5-foot section of the wall has AC 10, Hardness 10, and 20 Hit Points. It's immune to critical hits and precision damage. A destroyed section can be moved through freely.

The precise nature of the barbed barrier depends on the length of the activity. It will always be ten feet high and five feet thick.

> ❖ **Transient** The wall lasts until the end of your next turn, and is up to 15 feet long.

> ❖❖ **Variable** The wall lasts for 1d4+1 rounds, and is up to 30 feet long.

> ❖❖❖ **Barrier** The wall lasts for 1 minute and is up to 60 feet long.

Heightened (+1) The hit points of each section of wall increase by 5, and the piercing damage by 1d4.

Barrier Bracelet — Gimmick 1

GIMMICK	TECHNOLOGICAL	DEFENSIVE

Activation: ❖, manipulate

Duration Until the start of your next turn

You click a button on a wrist-mounted (tail, branch, tentacle) device, and a small shield of glowing energy appears. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the device is active, you can use the Shield Block reaction with your force shield. The shield has Hardness 5. After you use Shield Block, the device deactivates with a shower of sparks, and you can't activate it again for 10 minutes (presumably, you have some time in there to swap out batteries and adjust some connections).

Heightening the device increases the shield's Hardness

Heightened (3rd) The shield has Hardness 10.

Heightened (5th) The shield has Hardness 15.

Heightened (7th) The shield has Hardness 20.

Heightened (9th) The shield has Hardness 25.

Blight Beam — Device 1

TECHNOLOGICAL	BLIGHT	BACKFIRE	ENERGETICS

Activation: ❖❖ or ❖❖❖, Manipulate

Area 30 foot line

Saving Throw basic Fortitude

You fire a deadly ray of barely contained blight energy at your foes.

❖❖ Standard Beam: You deal 2d4 blight damage and 1 persistent bleed damage to living creatures in the line.

❖❖❖ Forking Beam: As ❖❖, but you may include one additional creature within 10' of either side of the line. Line of effect between the line and the creature must exist. You gain backfire.

Each non-blightspawn creature targeted must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half the negative damage and no persistent bleed damage.

Failure The creature takes full damage.

Critical Failure The creature takes double negative damage and double persistent bleed damage.

Backfire 5 You take half damage. If you have blight resistance, the force rebounds and strikes the nearest ally who lacks it.

Heightened (+1) The negative damage increases by 2d4, and the persistent bleed damage increases by 1.

Contragrav Lifter — Device 3

TECHNOLOGICAL	GRAVITIC	BACKFIRE	GRAVITICS

Activation: ❖❖ or ❖❖❖ manipulate

Range touch; **Targets** 1 unattended object or willing creature

Duration 5 minutes

This device generates a field of null gravity bound to a narrow column. The target is levitate 5 feet off the ground; you can increase or decrease this by 10 feet by taking an Interact action with the Concentrate trait as you adjust some controls. A creature floating in the air from the *contragrav lifter* takes a –2 circumstance penalty to attack rolls. A floating creature can spend an Interact action to stabilize itself and negate this penalty for the remainder of its turn. If the target is adjacent to a fixed object or terrain of suitable stability, it can move across the surface by climbing (if the surface is vertical, like a wall) or crawling (if the surface is horizontal, such as a ceiling). The GM determines which surfaces can be climbed or crawled across.

If you spend 3, you can include auto-stabilizers. This negates the need for the target to expend an action to stabilize during combat, but adds Backfire.

Backfire 5 Roll at the end of the target's turn, if they performed any attacks during that turn. The stabilizer disrupts the contragrav field. The target falls, and you take 2d6 force damage from feedback. If you are the target, both effects occur. Lucky you! This does *not* end the device prematurely; you can take an Interact action to re-levitate the target. The backlash chance remains, too.

CHAMELEON BELT   DEVICE 2

TECHNOLOGICAL	VISUAL	HOLOGRAPHICS

Activation: ❖❖ manipulate

Range touch; **Targets** 1 creature

Duration 10 minutes

More of a buckle or clasp than a belt, you may wear this yourself or place it on an ally after activating it. Sensors and holoemitters work in tandem to create a perfect image of the target's surroundings, rendering it effectively invisible to sight. The target is thus undetected to all creatures relying on sight, though the creatures can attempt to find the target, making it hidden to them instead. If the target uses a hostile action[1], the systems will shut down, ending the effect after that hostile action is completed.

Heightened (4th) More robust construction and removal of "safety features" allow the device to continue functioning after a hostile action.

CHAMELEON SPHERE   DEVICE 3

TECHNOLOGICAL	VISUAL	HOLOGRAPHICS

Activation: ❖❖ manipulate

Area 10 foot emanation; **Targets** You and any number of creatures in range

Duration 10 minutes

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[1] 'Hostile Action Detectors' are a side effect of regulations built-in to the base components prior to the Cataclysm; no manufacturer wanted to be hit with lawsuits over "invisible muggers". Your source components include these hard-coded restrictions, but eventually, you will learn to overcome them.

An extension of the Chameleon Belt, this projects a field that also disguises as many allies as can fit within the sphere. Those who leave the region before the device burns out will become visible, and they will not be re-hidden if they return. Any hostile action by anyone in the sphere's influence will short the device prematurely, ending the effect when the triggering action is complete.

During Exploration, it's easy to stick close while moving cautiously. In combat, this is less tenable, and the device will short out at the end of the first round.

Heightened (4th) More robust construction and better surge filters cause the effect to continue after a hostile action.

CHROMATIC FLARE — DEVICE 1

TECHNOLOGICAL	INCAPACITATION	VISUAL	BACKFIRE	HOLOGRAPHICS

Activation: ❖, ❖❖, or ❖❖❖ , manipulate

Area 15' cone or 20' cone

Saving Throw Will; **Duration** 1 or more rounds (see below)

By cobbling together devices originally used for parties and stage shows, and cranking the inputs up to terrifying levels, you can emit a flare of clashing colors that can overwhelm viewers. The effect depends on the saving throw and the activation time.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is stunned 1, blinded for 1 round, and dazzled for 1 minute.

Critical Failure The creature is stunned for 1 round and blinded for 1 minute.

Apply the following modifiers based on activation time:

❖ Faded Flare: All targeted creatures gain a +2 circumstance bonus to their saves. Area is 15' cone.

❖❖ Full Flare: No modifications. Area is 15' cone.

❖❖❖ Fierce Flare: Area is 20' cone and gains Backfire 5.

Backfire 5 The shielding directing the flare away from you falls off. Save against the effect at the same DC.

Heightened (2nd) Clashing sounds are included. The device gains the Auditory trait and can affect creatures immune to visual displays.

ENERGY NEGATION — DEVICE 2

TECHNOLOGICAL	BACKFIRE	DEFENSIVE

Activation: ❖, ❖❖, or ❖❖❖ manipulate

Range touch; **Targets** 1 creature

Duration 10 minutes

You apply a mix of reactive materials and microsecond-duration force fields to provide protection against a specific type of energy damage. Choose acid, blight, cold, electricity, fire, or sonic damage. The target and its gear gain resistance 5 against

the damage type you chose. The number of actions you dedicate to Activating the Device alters the effect as follows:

> ❖ KwikProtect Lite: Duration becomes 1d4 rounds.

> ❖❖ Standard Guarantee: No modifications.

> ❖❖❖ Full-Service Protection: You may choose *two* types of energy, and the device gains Backfire 5.

Backfire 5 Each time the resistance is exceeded, roll backfire. On a failure, the device's effect ends, and the target takes 5 points of damage of one of the two types (determine randomly).

Heightened (4th) The resistance increases to 10, and you can target up to 2 creatures.

Heightened (7th) The resistance increases to 15, and you can target up to 5 creatures.

FORCE MISSILES   DEVICE 1

TECHNOLOGICAL	FORCE	ENERGETICS

Activation: ❖, ❖❖, or ❖❖❖ manipulate

Range 120 feet; **Targets** 1 creature

You use a wide-barreled pistol-like device to send balls of solid energy (colored per your choice) at the target, doing 1d4+1 force damage. For each action you use when Activating the Device, you produce an additional bolt, aimed at the same or a different target. Sophisticated "lock on" mechanisms means the bolts never miss. If multiple bolts hit the same target, damage is combined for purposes of overcoming DR.

Heightened (+2) Each action produces an additional missile.

GPS   GIMMICK 1

TECHNOLOGICAL	CONCENTRATE

Activation: ❖ manipulate

Your gimmick regularly taps into a wide range of surviving systems, and adjusts by motion since the last reading, and provides you a good-enough reading on true north.

Heightened (6) You may lock the beacon on a specific place, and it will point there, instead.

GRAVITATIONAL ENFEEBLEMENT RAY   DEVICE 1

TECHNOLOGICAL	ATTACK	GRAVITICS	BACKFIRE

Activation: ❖❖ or ❖❖❖ manipulation

Range 30 feet; **Target** 1 or 2 creatures

Saving Throw Fortitude; **Duration** 1 minute

You aim a beam of concentrated gravitons at the target(s). Their muscles strain against their induced weight, leaving little strength for other tasks.

❖❖: Narrow Beam: Single target.

❖❖❖: Forked Beam: Two targets, each no more than 15 feet from the other. You gain backfire 5.

Attempt a ranged device attack against the target(s). Roll for each target independently. If you succeed, that creature attempts a Fortitude save in order to determine the device's effect. If you critically succeed on your attack roll, use the outcome for one degree of success worse than the result of its save.

Critical Success The target is unaffected.

Success The target becomes enfeebled 1.

Failure The target becomes enfeebled 2.

Critical Failure The target becomes enfeebled 3.

Backfire 5 Roll for each target, hit or miss. You are knocked prone, and must succeed at a Fortitude save against your device DC to stand against the sudden gravitational disruption.

GRAVITIC REDUCTION RAY   DEVICE 1

TECHNOLOGICAL | **BACKFIRE** | **GRAVITICS**

Activation ↻, manipulate **Trigger** A creature within range is falling.

Range 60; **Targets** 1 or more creatures

Duration 1 Minute

The power of gravity itself bends to your mastery of machinery, as you momentarily reduce its power to keep an ally from decorating the landscape.

You may use this device in two ways, chosen when it is activated.

Single Target: The target's fall slows to 60 feet per round, and the portion of the fall during the spell's duration doesn't count when calculating falling damage. If the target reaches the ground while the spell is in effect, it takes no damage from the fall. The spell ends as soon as the target lands.

Multi-target: Choose up to four creatures in range, none of which may be more than 30' from each other. Each is affected as for single target. For each target, roll backfire. Apply all failed backfire rolls simultaneously.

Backfire 5 The gravity you removed from the target comes back to you. You take falling damage equal to half that which the targets would have taken.

HOLOGRAM EMITTER   DEVICE 1

TECHNOLOGICAL | **VISUAL** | **HOLOGRAPHICS**

Activation: ❖ or ❖❖ manipulate, verbal

Range 500 feet; **Area** 5' square or 20-foot burst see below

Duration 10 minutes or variable, see below

You have a complex hologenerator linked to a surprisingly sophisticated voice-controlled image library. With a few quick words to describe what you want and a few adjustments and settings, you create an illusory visual image of a stationary object.

The entire image must fit within the spell's area. The object appears to animate naturally, but it doesn't make sounds or generate smells. For example, a hydraulic press would rise up and smash down, but do so silently.

Any creature that touches the image or uses the Seek action to examine it can attempt to disbelieve it.

The size and duration depend on the activation time. Hastier activations produce smaller images with poor photonic binding.

> ❖ **Hasty:** The image must fit within a 5' cube and fades quickly; at the end of each round, roll a raw check, DC 5 + 1 for each round after the first. Failure means the image flickers out.

> ❖❖ **Standard:** The image must fit within a 20-foot burst and will last for 10 minutes.

Heightened (2nd) You have found sonic, olfactory, and force-emitting nanodrones that flit within the photonic matrix. The image makes appropriate sounds, generates normal smells, and feels right to the touch. The device gains the auditory trait. The duration of a standard image increases to 1 hour.

Heightened (5th) As the 2nd-level version, but the duration for standard images is unlimited. The duration for hasty images increases to 1 minute between deactivation checks.

HYPNOWAVE GENERATOR   DEVICE 1

TECHNOLOGICAL **VISUAL** **AUDITORY** **MENTAL** **HOLOGRAPHICS**

Activation: ❖❖ or ❖❖❖, manipulate, verbal

Range 60 feet; **Targets** ❖❖ 1 Creature , ❖❖❖ 2 creatures who are no more than 30' apart

Saving Throw Will; **Duration** Until the end of the target's next turn

Your device produces a complex hypnotic light show, accompanied by subliminal sonics. You may give a single command, such as "flee", "approach", "fall prone", "drop your weapon". If you are targeting multiple creatures, both get the same command. Targets can't Delay or take Reactions until they have complied. The effect depends on the Will save; each target saves separately.

> **Success** The creature is unaffected.

> **Failure** For the first action on its next turn, the creature must use a single action to do as you command.

> **Critical Failure** The target must use all its actions on its next turn to obey your command.

Heightened (5th) You can target up to 10 creatures as 2-round activity.

INTRUSION DETECTOR   DEVICE 1

TECHNOLOGICAL **AUDITORY**

Activation: 10 Minutes; **Requirements** 10 BP of materials

Range touch; **Area** 20' radius

Duration 8 hours

You place motion detectors, tripwires, pressure plates, and mental activity sensors around the camp, linked by UVTooth signaling. Specify a password. If anything Small or larger passes the perimeter, you receive a small electric shock, awakening you, and a loud alarm sounds, giving all within the area the chance for a DC 15 Perception check to awaken. Any creature aware of the alarm must make a Stealth check against your Device DC to bypass it, or they may make a Disable Device check to deactivate it.

Heightened (3rd) You can specify conditions for which intruders to detect, such as bloodgers or robots.

JET BOOTS   DEVICE 1

TECHNOLOGICAL	BACKFIRE

Activation: ❖, ❖❖ or ❖❖❖, Manipulate

Duration ❖ one turn, ❖❖ or ❖❖❖ 1 minute

Woohoo! Jet boots! More accurately "reactionless pulse drive assisted microbearing footware", but, really, jet boots! Zooom! The effect depends on the time spent activating them.

❖ You gain a +30 status bonus to your speed until the end of your next turn. Make it count!

❖❖ You gain a +30 status bonus to your speed for one minute.

❖❖❖ You gain a +30 status bonus to your speed for one minute, and you can cross gaps of up to 10' automatically, provided the other side is no more than 5' higher or lower. You also gain Backfire.

Backfire 5 Roll each time a gap of 5' or more is crossed using the boots. The boots short out violently, ending the device's activation and giving you a serious hotfoot. You suffer a -5 status penalty to speed for the next hour.

LIGHT AMPLIFICATION LENSES   DEVICE 2

TECHNOLOGICAL	LIGHT

Activation: ❖❖ manipulate

Duration 1 hour

You assemble two small lenses that lock in place over your eyes, granting yourself darkvision for the duration.

Heightened (3rd) The device gains a range of Touch. You can attach the lenses to an adjacent willing creature as part of the activation action.

Heightened (5th) The device gains a range of Touch, and will function until your next daily preparation.

METABOLIC RESERVES   DEVICE 2

TECHNOLOGICAL

Activation: ❖❖ manipulate

Duration 8 hours

By injecting a mix of 'hacked' healing nanites into yourself, and controlling them via automated monitors scattered around your body, you can force your body to produce and release an assortment of chemicals, granting you temporary hit points equal to 6 plus your class ability modifier.

Heightened (+1) The temporary hit points increase by 3.

Messenger Microdrone   Gimmick 1

Technological	Auditory	Linguistic

Activation: ❖,❖❖ or ❖❖❖, Manipulate, Verbal

Range 120'; **Targets** 1 or more creatures

Duration see below

You hold a tiny drone, the size of a small berry, to your mouth and subvocalize a message and directions to a creature within range. Line of effect is required, but any route within range that permits a 1/2" diameter sphere (max altitude 10 feet) is acceptable. The effect depends on the length of the activity.

> ❖: Standard Service: You send a message of about 20 words to the target, who can respond as a reaction or as a free action on their next turn.
>
> ❖❖: Deluxe Service: You send two drones, each with the same message, to two targets in range.
>
> ❖❖❖: Enterprise Service: You may target 3 creatures in range, or, send to one creature with a longer (40 second) message.

Each reply is independent and is heard as a free action.

Heightened (3rd) Range increases to 500 feet. Deluxe and Enterprise services may include a picture of your surroundings (5 foot burst) that displays when the message is delivered. This adds the visual attribute.

Nerve Lock   Device 3

Technological	Incapacitation	Mental	Backfire

Activation: ❖❖ or ❖❖❖ Manipulation

Range 30 feet; **Target** 1 or 2 creatures

Saving Throw Will; **Duration** varies

A tight-beam ray resonating in the frequency of neural conductivity prevents voluntary nerve impulses from flowing, paralyzing the target(s), each of whom must make a Will saving throw.

> ❖❖: Narrow Beam: Single target.
>
> ❖❖❖: Forked Beam: Two targets, each no more than 15 feet from the other. You gain backfire 5.

> **Critical Success** The target is unaffected.
>
> **Success** The target is stunned 1.
>
> **Failure** The target is paralyzed for 1 round.

Success The target is paralyzed for 4 rounds. At the end of each of its turns, it can attempt a new Will save to reduce the remaining duration by 1 round, or end it entirely on a critical success.

Special You can tune the ray to apply to a robot's electronic 'nerves' as part of Activating the Device. The robot must make a Fortitude save instead of a Will save, and the Device loses the 'Mental' trait for that target, but otherwise it works the same way. If using Forked Beam, you can target both a living creature and a robot.

Backfire 5 The ray forks a bit more, striking a random ally within 30 feet, who must save normally. If there is no other target, it strikes you. You're forked.

Heightened (7th) You can target up to 10 creatures. If you use the ❖❖❖ activity, they suffer a -1 circumstance penalty to their saves but the number of targets does not increase. This applies to anyone struck by backfire as well.

NUTRIENT REPLICATOR   DEVICE 2

TECHNOLOGICAL

Activation: 1 hour (manipulate, verbal)

Range 120'; **Targets** 1 or more creatures

Given any kind of vaguely organic matter – tree bark, dried bones, manure – you can program this box-sized device (assembled from smaller components as needed) to convert it all to yummy, yummy, nutri-cubes. And by "yummy", we mean "slightly more appealing than starving, but only just". Nonetheless, the cubes will feed 6 medium sized creatures for a day. After this time, their chemical bonds break down and they become a kind of foul mush that is no longer nutritious but just about as appetizing. (In all but the most utterly lifeless of environments, locating sufficient raw material will not require a check of any sort.)

Heightened (4th) You can feed, such as it is, 12 Medium creatures.

Heightened (6th) Up to 50 Medium creatures can partake of your bounty.

Heightened (8th) It takes a village – 200 Medium creatures – to consume all you have produced, and then show you their gratitude.

OIL SLICK   DEVICE 1

TECHNOLOGICAL	BACKFIRE	DEFENSIVE

Activation: ❖, ❖❖, or ❖❖❖ manipulate

Range 30 feet; **Area** ❖ 2 contiguous 5' squares, ❖❖ 4 contiguous 5' squares, ❖❖❖ 6 5' contiguous squares or 4 discontiguous 5' squares

Duration 1 Minute

A spray of scavenged oil and similar substances covers the desired area. Each creature standing on the greasy surface

must succeed at a Reflex save or an Acrobatics check against your spell DC or fall prone. Creatures using an action to move onto or within the greasy surface during the device's duration must attempt either a Reflex save or an Acrobatics check to Balance. A creature that Steps or Crawls doesn't have to attempt a check or save.

If the ❖❖❖ activation is used, the device gains Backfire.

Backfire 5 The device leaks something fierce, creating a slippery patch directly underneath you and in any squares adjacent to you occupied by an ally. All, including you, must make a Reflex save or Acrobatics check against your class DC or fall prone.

PHASED WEAPON   DEVICE 3

| TECHNOLOGICAL | VISUAL | ENERGETICS |

Activation: ❖❖ manipulate

Range touch; **Targets** one unimproved industrial or advanced weapon that is unattended or wielded by you or a willing ally.

Duration 5 minutes

You attach several small devices to the target weapon, causing it to be sheathed in a photonic array that allows it to affect holograms, as well as vibrating out of sync with the ambient dimensional frequency, allowing it to affect all manner of things which are equally disconnected from the world. The weapon will do normal damage against incorporeal creatures, no matter the source of their incorporeality.

PHOSPHORESCENT FIELD EMITTER   GIMMICK 1

| GIMMICK | TECHNOLOGICAL | LIGHT | HOLOGRAPHICS |

Activation: ❖❖ manipulate

Range touch; **Targets** 1 unattended object of 1 Bulk or less.

Duration until the next time you make daily preparations.

You place a small device on the chosen object, where it adheres by molecular bonding. The object will then emit bright light in a 20-foot radius, and dim light for a further 20 feet. You must remove the field emitter from one object to place it on another.

Heightened (2nd) You may turn on or off the light, without canceling the effect, by clapping ❖❖ audibly. The object must be within 10'.

Heightened (4th) The radius increases to 60 feet of bright light and 60 feet of dim light.

PHOTONIC DUPLICATES   DEVICE 2

| TECHNOLOGICAL | VISUAL | DEFENSIVE | HOLOGRAPHICS |

Activation: ❖ or ❖❖ manipulate

Duration 1 round (❖) or 1 minute (❖❖)

Three quasi-solid photonic images of you swirl about your space, potentially causing those who attack you to hit one of the images instead of you. Any attack that would hit you has a random chance of hitting one of your images instead of you. If all three images remain, there is a 1 in 4 chance of hitting you (1 on 1d4). With two images remaining, there is a 1 in 3 chance of hitting you (1-2 on 1d6). With only one image, the chances are 1 in 2 (1-3 on 1d6).

Once an image is hit, it is destroyed. If an attack roll fails to hit your AC but doesn't critically fail, it destroys an image but has no additional effect (even if the attack would normally have an effect on a failure). If an attack roll is a critical success and would hit one of the images, one of the images is destroyed and the attack roll becomes a success against you.

Once all the images are destroyed, the device deactivates.

PHOTON ABSORPTION FIELD   DEVICE 2

TECHNOLOGICAL	DARKNESS

Activation: ❖,❖❖ or ❖❖ manipulate

Range varies; **Area** varies

Duration varies

A cloud of light-absorbing meta-material particles, shaped by gravitic fields, erupts at your command, absorbing all visible light and creating a sphere of pure darkness. Those within the region cannot see without darkvision (low-light vision is useless, there is *no* light!). Anything that emits light, if its level is lower than that of this device, fails. (A campfire will still *burn*; it's just not visible. This can be amusing.)

The specifics depend on the actions allotted to the Activate Device activity.

> ❖: Dimming The Lights: You create the field around yourself as a 10 foot radius burst. It lasts until the end of your next turn. It does not move with you.
>
> ❖❖: Power Outage: You can darken a 20 foot burst within 50 feet. It will end at the end of your next turn, unless you Sustain it. You can do this for a maximum of 1 minute.
>
> ❖❖❖: Blackout: You darken a 20 foot burst within 120 feet. It will last a full minute without you needing to sustain.

Heightened (4th) Even those with darkvision struggle; they treat targets within the darkness as concealed.

PLASMA SPHERE   DEVICE 3

TECHNOLOGICAL	FIRE	BACKFIRE	ENERGETICS

Activation: ❖ , ❖❖ or ❖❖❖ Manipulation

Range 500 feet; **Area** see below;

Saving Throw basic Reflex;

You have been called a confused tinkerer or mediocre mechanic long enough! It's time to unleash some *real* firepower! This device creates a ball of plasma compressed by a magnetic bubble whose decay is timed to the millisecond! All those in the area of the burst take fire damage. Boo yah! The precise details depends on the length of the activation.

> ❖: Mini-plasma: 6d4 fire damage in a 10' burst.
>
> ❖❖: Regulation: 6d6 fire damage in a 20' burst.
>
> ❖❖❖: Overload: 6d8 fire damage in a 20' burst and the device gains Backfire.

Backfire 5 A secondary plasma ball is created, with a very weak magnetic field. It randomly bursts for 6d6 fire damage (basic Reflex save) in a square adjacent to you.

Heightened (+1) Damage increases by 2 dice of the size specified for the activity. This applies to backfire damage as well.

Presser Beam — Device 1

| TECHNOLOGICAL | FORCE | BACKFIRE | GRAVITICS |

Activation: ❖❖ or ❖❖❖ Manipulation

Range 60 feet; **Targets** 1 or 2 creatures

Your device emits a beam of solid force that slams into the target, or 2 targets no more than 10' apart if you use the ❖❖❖ option. Make a ranged device attack roll against each target.

> **Critical Success** The target takes 6d6 bludgeoning damage and is knocked back 10 feet.

> **Success** The target takes 3d6 bludgeoning damage and is knocked back 5 feet.

Using the 3 option adds the risk of backfire.

Backfire 5 For every action, there is an equal and opposite reaction. You or a random ally are also struck; use the highest attack roll made when the device was activated.

Heightened (+1) Damage increases by 2d6.

Pocket Flamer — Device 1

| TECHNOLOGICAL | FIRE | BACKFIRE | ENERGETICS |

Activation: ❖, ❖❖, or ❖❖❖ manipulate

Range ❖ 15 feet; **Area** ❖❖, ❖❖❖ 15' cone; **Targets** ❖ 1 creature ❖❖, ❖❖❖ all creatures in area

Saving Throw basic Reflex

You combine highly-compressed fuel with a catalyst, make some adjustments to the nozzle, and unleash a stream of searing flame. The effect depends on the number of actions chosen for the activity.

> ❖: Narrow Beam: 2d6 fire damage to a single creature in range.

> ❖❖: Spray: 2d6 fire damage to all creatures in a 15' cone.

> ❖❖❖: Full Burn: As for ❖❖, but increase damage dice to d8 plus Backfire.

Backfire 5 Take half the rolled damage. You may make a basic Reflex save against this.

Heightened (+1) Damage increases by 2d6 (or 2d8 for Full Burn).

Rapid Query — Device 3

| TECHNOLOGICAL | CONCENTRATE |

Activation: ❖ manipulate, verbal

You access a small device which is pre-loaded with standard queries guided by an adaptive neural net that can easily anticipate your desires. You may make six Recall Knowledge checks as part of Activating this Device. No special abilities, reactions, or free actions are triggered due to these checks.

Remote EEG   Device 3

Uncommon	**Technological**	**Detection**	**Mental**

Activation: ❖❖ manipulate, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** 1 round or sustained up to 1 minute.

You focus a surreptitious scanner on a nearby creature. If all goes well, their brain waves will be picked up by the device and translated into meaningful words and images. The target must attempt a Will save, and then becomes immune to your *Remote EEG* for 1 hour.

> **Critical Success** The polarity is reversed! The target perceives vague surface thoughts from you when you Activate the Device.

> **Success** You find out whether the target's Intelligence modifier is higher than, equal to, or lower than yours.

> **Failure** You perceive vague surface thoughts from the target when you Activate the Device, and you find out whether its Intelligence modifier is higher than, equal to, or lower than yours.

> **Critical Failure** As failure, and for the duration of the spell, you can Sustain the Device to detect the target's surface thoughts again. The target doesn't receive any additional saves.

Normally, this does not affect robots. However, if you are an expert in Cybernetics, it does.

Ripperglove   Gimmick 1

Technological	**Attack**	**Gimmick**

Activation ❖❖ manipulate

Range touch; **Targets** 1 creature

You trigger some linkages, activate couplings, and reverse polarities to cause numerous small tools and sharp-edged bits of metal to form a lethal gauntlet of buzzing, whirling, chopping doom. Make a device attack roll against your target's AC. If you hit, deal 1d6+ your device ability modifier slashing or piercing damage. On a critical success, double the damage and a 1d4 persistent bleed damage.

Heightened (+1) Increase damage by 1d6 and persistent bleed damage by 1d4.

Repair Nanites   Device 1

Technological

Activation: 10 minutes (manipulate, auditory)

Range Touch; **Targets** Object of light bulk or less which is equal or lower level than the activator.

You release a swarm of nanobots and direct them to a small object. By issuing a few clear commands and otherwise guiding them, they will use materials from your stockpile and the surroundings to repair 5 hit points of damage per this device's level, possibly moving it past the broken threshold. The nanites cannot replace a destroyed object.

If the activator is trained in Cybernetics, this device will heal robots.

Heightened (2nd) You can target a device of 1 Bulk or less.

Heightened (3rd) You can target a device of 2 Bulk or less.

SELF-ASSEMBLING CYCLE   DEVICE 2

| TECHNOLOGICAL | GRAVITICS |

Activation: 10 minutes (manipulate, auditory)

Range 30 feet

Duration 8 hours

You lay out a plethora of parts, mostly ultralight memory metals in their most compressed states, and attach a hodge-podge of gravitics, ground sensors, and decorative metal skulls. The result is a functioning one-person gravitic cycle, capable of carrying you (or an ally you've explained the controls to) at a speed of 40 feet. This creation has AC 20, Hardness 10, construct immunities, and 10 hit points. (It has no broken threshold; it keeps working until it's destroyed.) It is strong enough to support you and has a storage compartment that can hold 20 bulk of other supplies.

Heightened (3rd) You can add a sidecar which will carry one medium or small sized creature wearing or carrying up to 10 bulk.

Heightened (4th) The cycle's speed increases to 60 feet, and its grav compensators ignore natural difficult terrain.

Heightened (5th) The cycle's speed increases to 60 feet, its grav compensators ignore natural difficult terrain, and it can travel across the surface of water or similar liquids. (Damaging liquids such as acid or lava will apply half their normal damage per round to the cycle.)

Heightened (6th) The cycle's speed increases to 80 feet, it can cross liquids as above, and it gains a fly speed of 80 feet.

SELF-ASSEMBLING ROBOT   DEVICE 1

| TECHNOLOGICAL |

Activation: ◆◆◆ manipulate, verbal

Range 30 feet

Duration Sustained up to 1 minute

You toss a handful of components towards a target square while issuing voice commands and adjusting values on a control device. The tiny self-adapting nanobots configure themselves into a robot of level -1, which will obey your commands as a minion. This is a summon effect and all rules apply normally.

Heightened (2nd) Level 1 robot.

Heightened (3rd) Level 2 robot.

Heightened (4th) Level 3 robot.

Heightened (5th) Level 5 robot.

Heightened (6th) Level 7 robot.

Heightened (7th) Level 9 robot.

Heightened (8th) Level 11 robot.

Heightened (9th) Level 13 robot.

Heightened (10th) Level 15 robot.

SONIC OVERLOAD

DEVICE 2

| TECHNOLOGICAL | AUDITORY | BACKFIRE | ENERGETIC | HOLOGRAPHIC |

Activation: ❖❖ or ❖❖❖ manipulate

Range 30 feet **Targets** 1 or 2 creatures

Saving Throw Fortitude

You send out a tight beam of hypersonics and subsonics mixed with paradoxical frequency shifts, all of which overload any auditory senses in the target. (Creatures which rely on sonar are effectively blinded if they lack other precise senses.)

> ❖❖: Narrow Beam: Affects a single target.
> ❖❖❖: Broad Beam *or* High-Intensity Beam: Affects two targets as per Narrow Beam, *or* increases the save DC by 2 against a single target. The device gains Backfire.

Each targeted creature makes a Fortitude save. They are then temporarily immune for 10 minutes.

> **Critical Success** The target is unaffected.
>
> **Success** The target is deafened for 1 round.
>
> **Failure** The target is deafened for 10 minutes.
>
> **Success** The target is deafened permanently.

Backfire 5 The sound screeches up your bones and teeth. You are Stunned 1.

Heightened (+1) Damage increases by 2d6 (or 2d8 for Full Burn).

SUBLIMINAL SUBSONICS

DEVICE 1

| TECHNOLOGICAL | AUDITORY | MENTAL | BACKFIRE | INCAPACITATION | EMOTION |

Activation: ❖, ❖❖, or ❖❖❖

Range 30 feet; **Targets** 1 Creature

Saving Throw Will; **Duration** ❖ special, ❖❖ 1 hour, ❖❖❖ 1 hour

A device you affix to your larynx (or whatever you speak with) adds powerful harmonics to your voice, causing your target to react favorably to you and consider you a friend. The effect depends on the number of actions chosen for the activity.

> ❖: Short Burst: The harmonics will only calm or distract the target for a short time. They may make a Will save at the end of each round. After 10 rounds, the effect will end automatically.
> ❖❖: Standard Subliminals: The effect lasts an hour.
> ❖❖❖: Intense Vibration: Full power can impact even the rage-filled mind. This adds Backfire.

It must attempt a Will save, with a +4 circumstance bonus if you or your allies recently threatened it or used hostile actions against it. This bonus is negated if you use Intense Vibration.

If you use hostile actions against the target, the effect ends. When the effect ends, the target doesn't necessarily realize it was charmed unless its friendship with you or the actions you convinced it to take clash with its expectations, meaning you could potentially convince the target to continue being your friend via mundane means.

> **Critical Success** The target is unaffected and aware you tried to control it.
>
> **Success** The target is unaffected but doesn't recognize the use of mind-altering technology, unless it uses Identify Device or can hear subsonics.
>
> **Failure** The target's attitude becomes friendly toward you. If it was friendly, it becomes helpful. It can't use hostile actions against you.
>
> **Critical Failure** The target's attitude becomes helpful toward you, and it can't use hostile actions against you.

Backfire 5 The target becomes Hostile towards you, if it wasn't already, and gains a +2 circumstance bonus to attack rolls against you. Also, the device shorts out, damaging your speech organs and rendering you mute for 1 hour.

Heightened (4th) Duration of standard subliminals and intense vibration increases until you do your next daily preparation. Short burst no longer grants a +4 bonus to Will save for hostile creatures.

Heightened (8th) Duration extends as per 4ᵗʰ, and you can target up to 10 creatures.

SUPPORT EXOSKELETON   DEVICE 1

TECHNOLOGICAL

Activation: ❖❖

Range Touch; **Targets** One creature

Saving Throw Standard; **Duration** 8 hours

You attach a simple mechanical exoskeleton to yourself or an ally. They can carry 3 additional bulk before becoming encumbered, or a maximum of 6.

Heightened (2nd) The activator or the wearer can enter battle mode.

> Enter Battle Mode ❖
>
> You push the big red button that says "Do Not Push". You gain a +1 status bonus to Str-based skill, attack, and damage rolls. Battle mode lasts until deactivated (requiring a free action by the wearer take at the start of their turn), for 1 minute, or until system lock occurs. At the end of the round in which battle mode was activated, the device gains Backfire.
>
> **Backfire 5** System lock occurs. You are paralyzed until someone makes a DC 20 Gadgetry check. The backfire DC increases by 1 each time you make a Str-based attack roll or skill check. The backfire roll is made after each suit-enhanced action is resolved, and the increased DC is applied to the *next* roll. (So the first time backfire is rolled, the DC is 5. The next time, it is 6, and so on.)
>
> This increased DC persists if battle mode is re-activated during the devices' duration.

Heightened (5th) The bonus increases to +2, and the Gadgetry Check DC increases to 26.

Heightened (8th) The bonus increases to +3, and the Gadgetry Check DC increases to 34.

THERMAL ADAPTION   DEVICE 2

`TECHNOLOGICAL` `DEFENSIVE` `ENERGETIC`

Activation: 10 minutes

Range Touch **Targets** 1 willing creature

Duration Until your next daily preparations

You layer adaptive fabrics made of 'smart' metamaterials which can adjust to reflect or contain ambient heat. The target is immune to severe cold or heat, chosen when the device is activated. (This does not protect against fire or cold damage, just the environment.)

Heightened (3rd) The target is protected against both severe cold and heat.

Heightened (5th) The target is protected against severe and extreme cold and heat.

UTILITY BELT   GIMMICK 1

`TECHNOLOGICAL` `CONCENTRATE`

Activation: ◆◆ manipulate

Range 10 feet; **Targets** 1 object

Duration sustained

You have a belt, pouch, sack, bandolier, etc., full of tiny gizmos capable of a variety of trivial functions that make life in the harsh post-apocalyptic world marginally more bearable. A few such include:

- Microkitchen: You may cook, flavor, or chill 1 lb. of non-living edible material.
- Levi-disk: Lift an unattended object of Light bulk up to one foot off the ground.
- 3-D Printer: Make a crude object out of a weak plastic. It is obviously of poor quality and cannot be used as a tool, weapon, or device.
- Pocket Scrub-bot: Clean (or soil) an object of light Bulk. If you let it run for a minute, it will affect 1 Bulk, and an additional Bulk for each additional minute, up to 10.
- Multi-dye sprayer: Change the color of an object of up to light Bulk.

No item in the Utility Belt can deal damage or cause adverse conditions. Effects similar in scope to the above may be suggested, with the GM's approval.

UNIVERSAL TRANSLATOR   DEVICE 2

`TECHNOLOGICAL`

Activation: ◆◆ verbal, manipulate

Range Touch; **Targets** self or willing adjacent creature

Duration 1 hour

Via an adaptive AI hooked to databases of known languages, a pair of headphones, and some goggles, you produce a device which can translate any single language, which you specify when the device is activated. You can use this device yourself or hand it to an ally. The user understands the language, both spoken and written, but does not necessarily understand obscure meanings, codes or metaphors, or words outside their range of knowledge. (You might be able to read a text on pan-dimensional hyperstrings and their implications for 5-D operettas, but you won't understand it.)

Heightened (3rd) With the addition of a mouthpiece, the user can also speak the language.

Visual Anomaly Goggles   Device 2

TECHNOLOGICAL

Activation: ❖❖ manipulate

Duration 10 Minutes

These goggles send out a broad range of LIDAR, sonar, quantum flux resonators, and so on, and work out discrepancies between what's returned by all these different sensors and what's coming in normal visible light, allowing them to spot invisible creatures and display them as translucent outlines. They are now concealed to you, rather than invisible.

Heightened (5th) The device will function for 8 hours.

Weapon Upgrade   Device 1

TECHNOLOGICAL   **FORCE**

Activation: ❖❖ manipulate

Range touch; **Targets** 1 unimproved industrial or advanced weapon that is unattended or wielded by you or a willing ally.

Duration 1 minute

With a little duct tape, oil, and random parts, you temporarily make a weapon into an *improved (+1) high-powered, vibro*, or *balanced* version, giving it a +1 item bonus to attack rolls and dealing an additional damage die.

Wire Trap   Gimmick 1

GIMMICK   **TECHNOLOGICAL**   **BACKFIRE**   **DEFENSIVE**

Activation: ❖ ❖❖ ❖❖❖ manipulate

Range 30 Feet; **Targets** 1 creature

You hurl a spool of memory-metal wire that will immediately contract around the target's limbs, slowing them. It will not affect beings with fully self-contained mobility, such as those with telekinetic flight or a robot with contragrav thrusters. Make a ranged device attack roll. The effect depends on the success of the roll and the number of actions used in the activity.

   Critical Success The target gains the immobilized condition and takes a −10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your device DC to remove the penalty and the immobilized condition.

   Success The target takes a −10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your device DC to remove the penalty.

   Failure The target is unaffected.

This is further modified by the actions consumed:

> ❖: Weak Wire: Target has a +2 circumstance bonus to their Escape attempt.
> ❖❖: Standard Wire: No modifiers.
> ❖❖❖: Large Loop: You may include an adjacent target, rolling a separate attack roll. This device gains Backfire 5.

Backfire 5 Your activated a backup as well. You attack the targets normally, but you also unleash a coil of wire on yourself. Roll a device attack and apply the results to yourself.


Heightened (2nd) The effect lasts for 2 rounds.

Heightened (4th) The effect lasts for 1 minute.

CHAPTER 11 GAMEMASTERING

THE WORLD: YOU BROKE IT, YOU BOUGHT IT

Earth Delta belongs to you. Any advice or guidelines or even rules are optional and can be as twisted, mutated, and corrupted as you wish. Everything contained herein is intended to provide a convenient baseline, a set of tools to be used as needed. You shouldn't have to make up answers to common, expected, situations in a game, nor have no coherent framework to build your world upon.
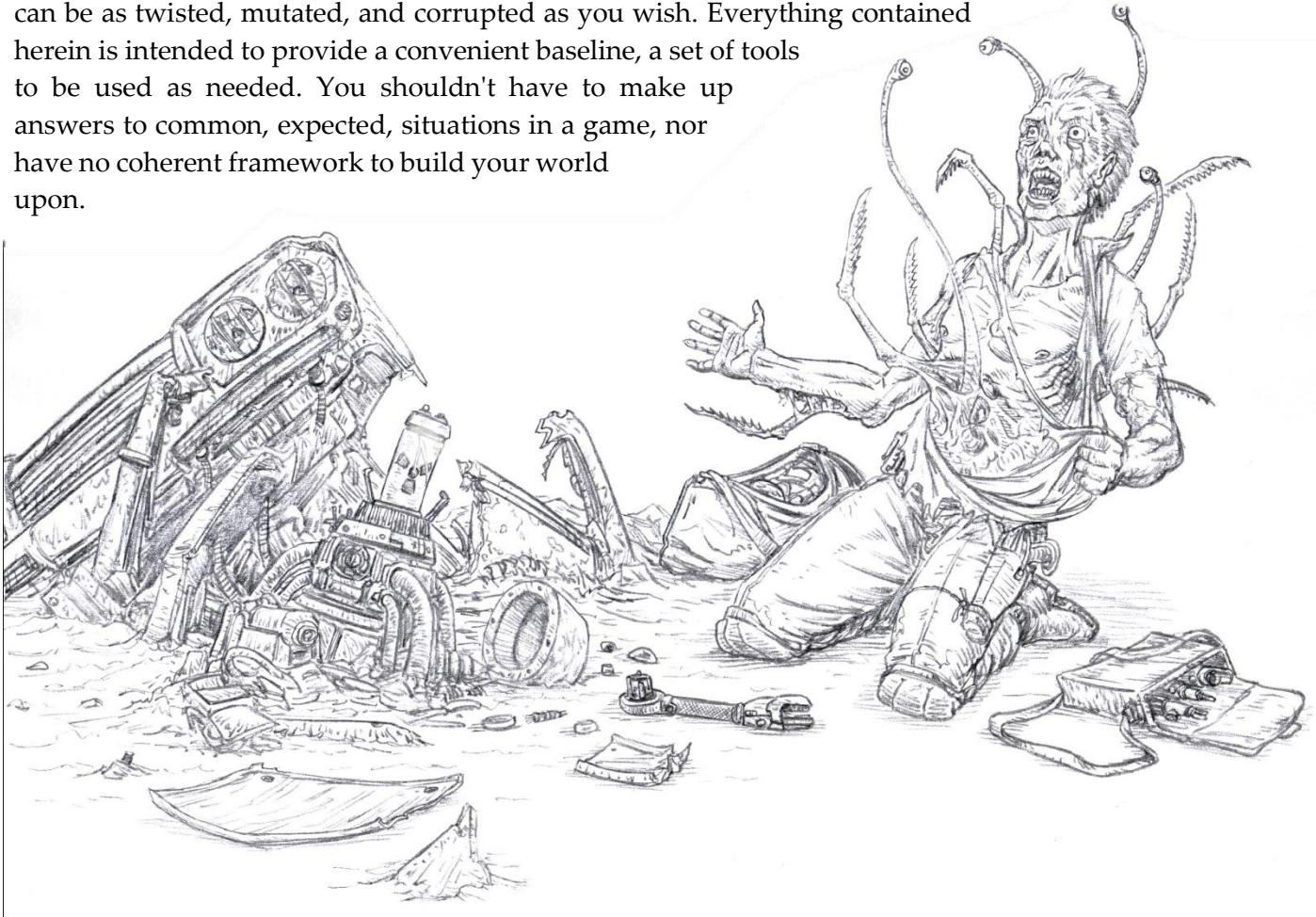
ENVIRONMENT

Most of the normal environmental rules apply. There are mountains and forests, cities and deserts. The forces unleashed by the Cataclysm have disrupted the climate in many ways, by altering wind flow, heating seas, raising and lowering mountains, but overall, the same temperature extremes apply.

SCALING

OK, time for another editorial. A lot of the terrain below "scales" or lists variable damage based on encounter level. Because such things have been, in the past, poorly explained as regards what the mechanics are actually modeling, and this leads to dumb arguments, let me make something perfectly clear: Terrain doesn't magically (or radioactively) become more dangerous when the PCs are higher level. The innate assumption behind scaling terrain is that the PCs are adventuring in more dangerous areas. Thus, the jagged rubble of a ruined wilderness observation station (a level 2-3 scenario) is less lethal than the jagged rubble of a ruined space elevator base station (a level 13-14 scenario).

The latter features more monomolecular wires, ultra-high impact plastic shards, partially discharged capacitors, and other exotic hazards. Simply put, constantly checking for the effects of environmental hazards which have only a slim chance to harm characters, and will do trivial damage if they do, is not conducive to good gameplay.

BLIGHT

An omnipresent environmental threat is the Blight, the mysterious energy that fueled many of the Cataclysm's deadliest weapons. Blight fields can be transient or permanent, instantly lethal or slowly draining. The high-intensity energy plays havoc with delicate circuits and quantum consciousness of robots and cyborgs, as well as corrupting and corroding flesh and flora alike. The nature of the Blight is such that many unusual or unique effects might occur upon exposure, due to interaction with other forces, but the default effects are noted below.

The size of a Blight field is up to the GM; it may be a few dozen feet, or stretch for a hundred miles. (Such large fields tend to shape life in the region, metaphorically and literally: Settlements will not be built too close; travelers will take the long way 'round. Life within the field will be warped and twisted even beyond the norm.)

Level	Damage/Hour	Fort DC	Critical Fail
1-4	2d6	18	Enfeebled 1
5-8	5d6	22	Enfeebled 1, Slowed 1
9-12	8d6	29	Enfeebled 2, Slowed 1, Clumsy 2
13-16	12d6	36	Enfeebled 3, Slowed 2, Clumsy 3
17+	16d6	42	As above, plus Wounded 1.

Fort DC Each hour of exposure, make this save. Success results in half damage; Critical Success in no damage. Critical failure results in full damage, plus the listed conditions. These apply until you exit the Blight field, then you may make a save at the same DC once/hour to reduce the conditions value by 1.

People, plants, or animals native to the Blight field do not suffer these effects. They may take damage from other Blight-based attacks, due to difference in frequencies and adaptation, but typically have high general Blight resistance.

Two critical failures against blight damage within 24 hours results in a random mutational defect being applied, if the character is a mutate, uplift, or floral. Robots lose a random proficiency level, due to memory corruption. Humans take no extra damage. (Yes, for robots and mutants, these are permanent changes, unless the GM allows some form of advanced technology to undo them. You can buy off the defect with a feat or retrain the skill as normal. Blight is *dangerous*.)

> **Optional: Not So Bad**: The GM may decide to be merciful and permit "permanent" effects to fade after some time, such as a week, or upon gaining a level.

TERRAINS

As noted, Earth Delta follows normal rules for the environment overall. A few more unique features are noted here.

RUBBLE, BASIC

This is extremely common on Earth Delta. Generic "Ruins of Man's lost glory" is just difficult terrain. While you don't want to frustrate and annoy players, especially those whose characters rely on mobility, such terrain should generally be just a bit more common than it might be in other settings. Rubble is often scattered semi randomly around any area which used to be civilized.

RUBBLE, JAGGED

Jagged rubble is areas which have not yet been worn down -- some of the materials used by the Ancestors are especially tough, and it might be thousands of years yet before they erode. Jagged rubble is difficult or very difficult terrain, but anyone knocked prone (including landing prone after a fall) in such an area takes damage, typically 1d6 slashing/3 levels. Forced movement where a creature is shoved or pulled through shards of neodiamond or monowire will also cause damage.

RUBBLE, OVERGROWN

Many ruins have been overtaken by nature[2], covered in tulip kudzu or whispermoss. Such places are not always obvious, seeming to be low hillocks or small mounds rather than tangled masses of broken glass, stone, and metal given a vegetative overlay. Treat these areas as rubble or jagged rubble, but they are not known until someone tries to move into or through them. (DC 16 Perception or Survival to notice this within 20 feet.)

WRECKED VEHICLE

The Ancestors rarely walked. The remnants of their fantastic carts and carriages can be found almost anywhere, some rusted or corroded, some simply broken and partially overgrown. They lie scattered and immobile everywhere, providing unusual obstacles. A typical wrecked vehicle will be rectangular, usually 5 to 10 feet wide by 10 to 25 feet long, and 5 to 10 feet high. They can provide cover to hide behind, as well as *in*, and often have windows (or rusting holes) of great use to snipers.

Some such "empty shells" may contain unique dangers. See Hive Home and Failed Safeties in hazards, below.

HAZARDS

Let's face it, the entire world of Earth Delta is a hazard. If staying home and doing nothing wasn't nearly as dangerous as adventuring, no one would. Even so, there's some things that are more hazardous than others….

WET CABLES   HAZARD 1

MECHANICAL **ELECTRICITY** **TRAP**

Stealth DC 20 (trained)

Description Old power cables have fallen across the floor, where they lie harmlessly in pools of stagnant liquid. Random fluctuations in distant generator can sometimes send power surges through these seemingly-dormant lines. This usually affects 4-8 contiguous squares.

Disable Thievery DC 18 (trained) or Gadgetry DC 20 (trained) to temporarily ground or reroute the cables.

Zap ↻ (attack) **Trigger** Any of the squares are entered. **Effect** 2d8+4 electricity damage to the triggering creature (DC 18 basic Reflex save).

Reset The generator will keep sending out power surges every 1d4 rounds; this is only relevant if the trap has not been disabled. If the trap has been disabled, it is likely the cables will end up being disturbed or repositioned so as to make them hazardous again within a day.

---

[2] This provides ample opportunity for those GMs so inclined to wax poetic about hubris, the folly of man's dreams of conquering nature, the cleansing of the world, or whatever other torments they may wish to inflict on their captive audience. Or it's a good way to hide an ambush by laser-rifle wielding mutant alligators! I know which I prefer…

CLEANSING SPRAY   HAZARD 2

MECHANICAL | **TRAP**

Stealth DC 20 (trained)

Description This room detects biological contamination and must self-clean as per programming. A warning light would blink first, but that burned out long ago. Improbably, the other mechanisms still function and potent cleansers spray out. The sensors usually scan 4 to 8 contiguous squares, such as a small room or section of hallway. However, the spray targets only one square per round; if multiple squares contain "infections", it will be randomly determined which is "cleansed". The nozzle is usually in the ceiling in the rough center of the region to be cleaned.

Disable Thievery DC 18 (trained) to deactivate the sensors for the whole area. It is also possible to attack the spray nozzle.

AC 18; **Fort** +8; **Ref** +0

Nozzle Hardness 9; **HP** 20 (BT 10) **Immunities** critical hits, object immunities, precision damage

Spray ↻ (attack) **Trigger** A small or larger creature enters any of the squares covered by the sensor. **Effect** 3d6+6 acid damage to the triggering creature (DC 20 basic Reflex save).

Reset If the sensor is not destroyed, the tanks will refill in one minute. If the nozzle is destroyed, the hazard is nullified.

RESTFUL ROSES   HAZARD 2

ENVIRONMENTAL | **TRAP**

Stealth DC 20 (trained)

Description A patch of roses emits a soporific scent. These plants may be the result of the Ancestors' "pharming" technology, growing useful drugs in plants, or a beneficial mutation. While not notably harmful in themselves, many creatures maintain a watch on locations where such roses bloom, and are ready to attack (usually from well out of range of the scent) once the party shows signs of being weakened.

Disable Survival DC 22 (trained) to snip and disperse the roses without falling victim.

AC 19; **Fort** +11; **Ref** +9

HP 40 **Immunities** critical hits, object immunities, precision damage

Sleeping Scent ↻ **Trigger** A creature passes within 10 feet of the roses, enters their space, or damages the roses. **Effect** All within 10 feet are exposed to the scent; those actually in the roses' space suffer a -2 circumstance penalty on saves. **Saving Throw** DC 23 Fortitude **Maximum Duration** 4 rounds; **Stage 1** Slowed 1 (1 round); **Stage 2** Slowed 2 (1 round); **Stage 3** (unconscious, cannot be roused for 1 minute);

Reset Unless the rosebed has been thoroughly rooted out (GM's discretion, but burning, acid, or the like will do it), it will regrow in 1d4 days.

GLASS STORM   HAZARD 3

ENVIRONMENTAL

Stealth DC 21 (trained) (May use Ruins Lore in place of Perception to notice.)

Description Vast sheets of glass (often made of advanced composites, nano-engineered crystalline growths, or the like) finally give up the ghost, shattering from stress to rain down from above. The trigger is usually any kind of rough action on a supporting piece of infrastructure. It will usually target all within a 20 foot by 20 foot or larger region. (Note: This can work as falling rubble; change damage to bludgeoning and remove the bleed. Terrain becomes difficult or very difficult rather than dangerous.)

Disable Gadgetry or Survival DC 22 (trained) to reinforce the bracing. A critical failure will activate the hazard.

Fall ↺ Trigger Vigorous activity occurs beneath the glass, disturbing the delicate bracing that's kept it in a stable state so far. Combat of any sort (see note 1 below), or searching the region (see note 2) for treasure, hidden passages, and the like, are typical triggers. **Effect** 4d8 + 8 slashing damage against a DC 23 Basic reflex save. On a critical failure, victim also takes 1d6 persistent bleed damage. The area of the hazard becomes dangerous terrain; each time a creature enters a square, they must make a DC 21 Reflex save or take 1 persistent bleed damage. Unlike most persistent damage, this *is* cumulative, so failing three such checks will result in 3 bleed.

Note 1 At the end of each round where any attack rolls were made within the area of the trigger(s), roll a DC 5 flat check. On a failure, the hazard is activated.

Note 2 If the characters are aware of the trap but cannot disable it, they may attempt to search carefully. This takes twice as long, and any critical failure will instantly trigger the hazard.

Reset Generally, this is a one-and-done. If the hazard is disabled by reinforcing the bracing or some similar means, it can be carefully re-enabled by undoing that process. However, the glass doesn't somehow "regenerate" over time. (Unless it's the work of self-repair nanobots which oddly don't keep it from shattering again. Or unless some ruin dwellers carefully *place* such glass and rig it to fall on intruders...)

HIVE HOME   HAZARD 4

ENVIRONMENTAL

Stealth DC 24 (trained)

Description The seemingly abandoned grav-bus is home to a swarm of spiderpedes (see Earth Delta Mutant Manual), which will attack the first creature to disturb them.

Disable Survival 16 (trained) to block the swarm before they emerge.

Swarm ↺ Trigger A creature enters the vehicle, distrubing the nesting swarm. **Effect** The swarm engulfs the triggering creature, doing its normal attack. It then rolls for initative normally and enters the encounter on the next round.

Reset It is likely a similar hive will establish itself within 1d4 days if the vehicle is not otherwise disturbed.

ACID SANDS   HAZARD 5

COMPLEX ENVIRONMENTAL

Stealth DC +14 (expert) to notice the slight rippling of the rubble-covered surface before it's too late.

Description There are many places in Earth Delta where caustic chemical wastes and industrial metamaterials have combined to form pits of ultra-fine particles that in a corrosive suspension. These hazards often merge imperceptibly with the surrounding landscape, and are avoided by the local natives and wildlife (well, those who don't avoid them tend to suffer the consequences...)

A typical acid sand patch is 15-20 feet across. As they are typically found in areas full of grit, microplastics, small rubble, and so forth, these will cover the surface so that it's indistinguishable from the nearby floor or ground.

Disable Survival DC 20 to find a safe route across.

Dissolve ◈ Trigger A huge or smaller creature walks onto the acid sand. **Effect** The triggering creature sinks midway into the acid sand, which rolls initiative if it hasn't already.

Routine (2 actions) On its initative, the acid sand corrodes and pulls down each creature within it.

Action 1: A creature that was submerged up to its neck is pulled under and has to hold its breath to avoid suffocation. A creature in the acid sand can attempt a DC 23 Athletics check to Swim to either raise itself by one step if it's submerged to its neck or worse, or to move 5 feet if it's submerged only up to its waist. On a critical failure, the creature is pulled down one step. A creature that Swims out of the acid sand escapes the hazard and is prone in a space adjacent to the acid sand patch. Other creatures can Aid the creature, typically by using a rope or similar aid, or attempt to pull the creature out with their own DC 24 Athletics check, with the same results as if the creature attempted the check.

Action 2: All creatures in the acid sand must make a DC 24 basic Fortitude save against 2d6 acid damage if they are partially submerged, increasing to 3d6 if they are submerged up to their neck, and 4d6 if they are completely immersed.

Reset The surface will become still and undetectable again after 1 hour. Obvious or not, it remains deadly for anyone entering it.

FAILED SAFETIES   HAZARD 7

| MECHANICAL |

Stealth DC 27 (trained) to notice the slight vibration or tiny warm spots indicating the vehicle's internal plasma chamber is not *entirely* powered down...

Description This long-abandoned family grav-car is nothing more than an inert lump of carboplate and crystaliron, something to hide behind or within. Hmm. What's that faint humming noise?

Disable Thievery 25 (expert) to safely power down the engine before it goes boom. An expert in thievery can make a DC 28 Disable Device check to detonate it in a specified number of rounds (to a max of 10). Three successes are needed. A critical failure on this check will cause it to explode immediately; a normal failure will leave it in its standard state and no further attempts can be made.

AC 25; **Fort** +18; **Ref** +0

Hardness 15; **HP** 1 (BT 15) **Immunities** critical hits, object immunities, precision damage

Overload ↻ Trigger The vehicle takes damage of any sort (including from area affects) which penetrates its hardness, reducing it to 0 HP. **Effect** The magnetic bottle finally gives up its valiant, centuries-long battle. It explodes in a 25 foot radius burst, doing 8d8+4 fire damage against a basic Reflex save of 26. Failure or critical failure also inflicts 1d8 persistent fire damage.

Reset Once it goes boom, it's not going to reform.

FRICTIONLESS SURFACE   HAZARD 8

ENVIRONMENTAL

Stealth DC +28 (expert) to identify the unnaturally smooth surface.

Description "Frictionless" is a term of art which annoys physicists, just like "Zero Gravity". For game purposes, though, it works. Areas of frictionless material are nearly impossible to move on. These will typically be sheets of metal with a special coating, or an microthin layer of a liquid spread of painted on a smooth surface, or a field of small microbearings freely spinning while kept in position by magnetism. The surface will be at least 20 feet across, and may be larger. These surfaces are typically found in industrial areas or lining passages intended for vehicular transit. (Frictionless tubes were often a component of rapid transit inside large complexes, and can branch and turn in unexpected ways.)

   GMs: This "hazard" does no *direct* damage and will not weaken a party much on its own. If it's simply present as a puzzle or momentary inconvenience, it should reward lower XP than its level might indicate. (Even then, only if the delay caused is meaningful somehow.) However, in combination with other factors – particularly enemies which do not rely on ground contact to move, or have an ability rendering them immune to the terrain's effects – it can be counted as an extra "creature" in an encounter simply by existing. Local residents may set up spikes, buzzsaws, or fire jets at the end of a frictionless region, coercing or tricking enemies into sliding to their doom.

Disable Survival DC 26 (expert) to find a safe route across, or Gadgetry DC 28 (trained) to momentarily mitigate by grit, scouring, etc. This may take 1 minute or more per square.

Wheeeee! ↺ **Trigger** A creature moves onto the surface. **Effect** The creature must make a DC 25 Acrobatics check or fall prone and slide uncontrollably to the opposite edge of the surface, moving in the general direction they were heading, but with some randomization – draw a straight line based on their motion and then roll 1d6 for the number of squares of deviation and another die of any type to generate a 50/50 chance of whether they slide to the left or right of that imaginary line.

   The only voluntary standing motion possible while on the surface is to Step. Doing so requires a DC 20 Acrobatics check. A failure means no movement occurs; a critical failure indicates the creature falls prone and slides 1d4 squares in a random direction. A critical success indicates they may move two squares as part of their Step.

   You can also Crawl, but this becomes a ◆◆ action.

   If the surface is inclined upwards more than 15 degrees, it is impossible even to Step. An expert in Athletics may make a Climb check to move 5 feet.

   Dragging or shoving heavy objects is much easier, if the creature moving the object is either not on the surface or is somehow immune to it. Divide the bulk of an object being dragged by 4 if such conditions are met.

AFFLICTIONS

DISEASES

It is impossible to say which of the many illnesses that now… er… plague sapientkind were deliberately engineered before the Cataclysm and which are the spawn of it. Their origin has little bearing on their effect, and even those who can face down warbots and mutants may be slain by foes that lurk invisibly in the very air and water.

Neobubonic Plague   Disease 1

DISEASE

Neobubonic plague is primarily spread from the bite of ratfolk, though there are many other creatures which might carry it. The infected will have black sores oozing on their skin, accompanied by weakness and eventually internal bleeding. So long as the disease persists, the fatigued condition cannot be removed. Spending more than a few minutes in close contact with the infected runs the risk of contagion. A DC 14 Medicine or Disease Lore check will reveal how to minimize this, granting a +2 status bonus to the Fortitude save against the initial onset.

Saving Throw DC 14 Fort; **Onset** 1 day; **Stage 1** fatigued (1 day); **Stage 2** enfeebled 2 and fatigued (1 day); **Stage 3** enfeebled 2, fatigued, and take 1d4 persistent bleed damage every hour (1 day)

Rageplague   Disease 1

DISEASE

This is a strange illness which warps the mind, turning anyone into a slavering, insane, blood-crazed monster. Studies of recordings from the Forgotten Years indicate it may be related to a sport of the Ancestors called "hockey". Squirkills (see the Earth Delta Mutant Manual) are the most well-known carriers. As the disease progresses, the victim becomes increasingly incoherent and prone to violence.

Saving Throw DC 15 Fort; **Onset** 1 day; **Stage 1** stupefied 1 (1 day); **Stage 2** stupefied 2 and must make a DC 15 Will save upon the start of your turn or become confused; **Stage 3** stupefied 2 and confused – you must be restrained to avoid attacking others or yourself.

Silverdoom   Disease 10

DISEASE **NANO** **ROBOT**

You will, indeed, leave a good-looking corpse, thus fulfilling the Ancestor's belief about the proper ending to a well-lived life.

While fears of "grey goo" destroying the world never materialized (If they had, this rulebook would be a lot shorter. You'd all just be nanobots eating each other without any purpose), some dangerous and uncontrolled nanoswarms do exist. Silverdoom is the result of nanobots originally designed to do fine metallic plating getting a bit out of hand. In the early stages, splotches of silver metal appear, slowly hindering the victim more and more, until he becomes a shiny silver statue of himself. This is a rare case of a disease affecting both organic and inorganic life. It is typically contracted by disturbing a cache of dormant nanites. If the victim dies from silverdoom, the nanites will seek a new target. Anyone spending more than 10 minutes within 30 feet of the shiny remains must make a save or become infected.

Exposure to Blight of the same level or higher is likely to kill the nanoswarm, but it will also significantly damage the infected.

Saving Throw DC 26 Fort; **Onset** 1 day; **Stage 1** clumsy 2 and 5 foot status penalty to all speeds (1 day); **Stage 2** clumsy 3 and all speeds are capped at 5 feet; **Stage 3** immobilized (and you cannot eat or drink) and must make a DC 26 Fort save 1/hour or begin suffocating (as per drowning) as the metal grows over your airways. (1 day). If you die from this, you are both dead *and* petrified; any form of technology that might heal you must first remove the hardened metal layer before any damage can be repaired.

ROBOTIC DISEASES

Robots are immune to organic plagues. They are not immune to digital ones, or to being disassembled atom-by-atom.

EXPOSURE

Robots (including cyborgs and androids) are usually exposed by encountering a still-active system or node somewhere, or triggering a dormant nano swarm. This is typically defined as a hazard which can be detected and disarmed, though in some cases it could be an attack (just as some organic creatures can infect a non-robotic life form with disease, some robots may knowingly or unknowingly send damaging code).

NANOPLAGUES

Swarms of nanites – microscopic robots – fill the world. Most are utterly dead, little more than metal dust. A few remain in semi-stasis. Once active, they will pursue their programming, or some damaged, distorted and dangerous form of it. Most target only other machines, but some are able and willing to attack anything. These diseases have the "Nano" trait, and usually require a Fortitude save.

PROCESSING PATHOGENS

The "technosystem" of post-Cataclysm Earth is full of disconnected systems still looking for something to connect to. Any of them can be awakened from digital hibernation by some triggering event, which can be almost anything from a jostle to reconnecting to a power supply to exposure to sunlight. Once activated, they will try to transmit their data to an appropriate host. These diseases affect anything which relies on processors, which includes robots, many cyborgs, and even battle armor (apply effects when the armor is worn, as if the wearer suffered them; apply damage only to the armor itself, bypassing hardness.)

Most processing-type diseases come in many varieties, from low-level "script kiddie" versions that could only harm simpler machines, to "rogue state" level code that could overcome even self-aware AI anti-virals. The GM should feel free to scale levels, DCs, and damage up or down as desired.

These diseases have the "Processing" trait, and normally require a Will save.

DISEASE LIST

NANORUST   DISEASE 1

DISEASE	ROBOT	NANO

Nanorust occurs when a small cloud of disassembler nanites decides the victim meets their safety protocols as something that can be broken down into spare parts. Initial effects are mild, but as the nanites reproduce, the rate of destruction increases rapidly. At stage 5, the victim keeps taking damage until the disease is cured or they are reduced to dust. Any robot or cyborg who is in close contact with the victim for more than one minute is exposed and must save. If the save succeeds, this particular swarm will not recognize the target as "food" for the time. If the disease proceeds to stage 3, rapid mutation due to copy errors will mean a second save is required.

Saving Throw DC 13 Fort; **Onset** 1 day; **Stage 1** fatigued 1 (1 day); **Stage 2** enfeebled 1 and clumsy 1 (1 day); **Stage 3** enfeebled 2 and clumsy 2 and 1d6 damage (12 hours); **Stage 4** as stage 3 but 2d6 damage (6 hours); **Stage 5** as stage 4 but 4d6 damage (3 hours);

RETROGRADE UPGRADE   DISEASE 3

DISEASE	ROBOT	NANO

A primary function of nanobot swarms was rapid repair and reconstruction. Unfortunately, a century of radiation corrupting stored programs and constant copy errors have created nanoswarms that mean well, but, well... This infection will lay dormant until the victim takes damage, then it will activate and begin "repairing" it. And it will often heal damage, but in the process, it will begin remaking the victim according to mangled and incomplete programming. They might find their chestplate becoming the dashboard of a 2225 Hyundai-Wesson gravcar, a coffee recycler may grow from an elbow, their feet may turn into bucky-ball-powered inline skates, which might be useful except for the triangular wheels, and so on.

♕The player may devise amusing explanations for the random effects, but no matter how conniving and cunning the player is, they will not gain a mechanical benefit, rather than a penalty. No, your -5 movement penalty is *not* caused by a fully functional plasma cannon in your feet, and you can't tear that mini-microwave off your back and convert it to barter points.

Saving Throw DC 17 Fort; **Onset** 1 day for the nanites to take hold in a dormant state, then they become active if victim is injured within 1 week. If this does not occur, this swarm deactivates permanently.; **Stage 1** heal 1d6 damage after 8 hours rest, plus 1 of (randomly determine using 1d4) -5 feet status penalty to speed, clumsy 1, -1 status penalty to all attacks, or fatigued (1 day); **Stage 2** as stage 1, plus an additional chance of stupefied 1 or flat-footed. (Use 1d6 to determine.) If the same condition is rolled, increase the value by 1 (an additional -5 feet to speed). (1 day); **Stage 3** As stage 2, but roll twice. (1 day).

PARALLEL PLAGUE

DISEASE	ROBOT	PROCESSING

Some problems are best solved by dividing them among multiple systems. The parallel plague considers the victim to be just such a system, and will send it massive amounts of data and overwhelming orders to perform some rote and time-consuming work on it.

At Stage 5, the victim must make a DC 18 Will save or be compelled to return to the point where the infection began to "upload the completed data". If they do this, they will be re-infected (with an additional save) as "more packets are downloaded for processing". If they succeed at stage 5 at any point prior to "uploading", the disease ends. The actual data worked on is rarely of any value and is usually encrypted so the processor doesn't even know what it's doing.

Saving Throw DC 19 Will; **Onset** 1 day; **Stage 1** stupefied 1 (1 day); **Stage 2** stupefied 1 and slowed 1 (1 day); **Stage 3** stupefied 2 and slowed 2 (1 day); **Stage 4** stupefied 2 and slowed 3 (1 day); **Stage 5** Compulsion, see above (1 day).

MINING MALADY

DISEASE	ROBOT	PROCESSING

Similar to the Parallel Plague, this malicious code was normally used by criminals and will push a machine to its limits, damaging it physically as well as consuming its resources. It is also "contagious", and the victim will seek to be near another robot for a period of one minute, at which point, that robot must also save. If they succeed, they are temporarily immune to infection from that source for 24 hours. Resistance or immunity to fire damage does not apply, as this is internal stress rather than external force. Any healing applied to this damage is halved while the disease is progressing.

There is no compulsion to upload that might end the contagion; pre-Cataclysm, the criminal would periodically connect to infected systems to retrieve their data. Now, the victim will keep calculating until they halt and catch fire.

Saving Throw DC 21 Will; **Onset** 1 day; **Stage 1** stupefied 1 and 2d6 fire damage (1 day); **Stage 2** stupefied 1 and slowed 1 and 3d6 damage (1 day); **Stage 3** paralyzed and 3d6 fire damage (1 day)

CRYPTOCONTAGION

DISEASE	ROBOT	PROCESSING	SECRET

This sneaky code is intended to corrupt or destroy systems, either as a weapon of war or as a form of extortion. Skills and feats lost can normally be regained during downtime, at a rate of 1 day per feat or proficiency level. However, if a critical failure is rolled, the ability is permanently lost (barring some exceptional GM-determined method), and can only be regained, if desired, by using the next appropriate feat or skill increase to take it anew. In the case of feats with prerequisites, the one at the end of the chain will be lost first.

The Stage 1 saves are rolled secretly by the GM. On a critical failure, the victim's Will save is reduced by 2. On a success, the victim is aware of the disease and believes it gone, but it is still resident in hidden files and will attempt infection again in 2d4 days, using the reduced Will save. On a critical success, it is truly gone. A DC 25 Cybernetics check will reveal the disease during stage 1. This is a separate, secret check which can be rolled if some other Cybernetics check is being made (such as healing with Cyberdoc).

After the first failed Stage 1 check, the victim will subconsciously seek to infect other robots; they must be within 10 feet for a period of 1 minute. If the target critically succeeds at resisting the infection, they are aware of the attack and can alert the victim to their condition. On a normal success, they are temporarily immune to this disease for 1 week but do not know they resisted infection.

In addition to the mechanical effects, the victim will have trouble remembering events, forget an ally's name, and begin using random words or nonsense sounds during conversation.

Saving Throw DC 25 Will; **Onset** 1 day; **Stage 1** -1 *cumulative* status penalty to Will save against this disease only (1-4 days, secret save each day); **Stage 2** stupefied 1 and reduce a random skill proficiency by one level, and all Lore skills suffer a -2 status modifier. (1 day); **Stage 3** stupefied 2 and reduce a random skill proficiency by 1 level or lose a random feat (50% chance of either) and all Lore skills suffer a -2 status modifier. (1 day)

CHAPTER 12 RELICS FROM THE RUINS

THE TREASURES OF THE ANCIENTS

From the ruined cities, abandoned factories, bomb-blasted spaceports, and overgrown towns comes endless treasure, made of materials few alive today can name, much less work, and operating according to principles of a lost science so far beyond what it now understood that it might as well be magic. The lure of such prizes – a weapon which can make one a warlord, a belt that sunders gravity's embrace, a pot that can turn branches and bones into nutritious and tasty food – draws many to face vicious mutants, merciless bandits, and the insidious blight.

INVESTMENT

Of course, there is no mysterious mystical force requiring one attune one's inner spirit to some gew-gaw in order to make it work! These items were mass-produced consumer goods, after all, not the product of some mystic crafter toiling away among runes and dragon blood!

Ah, but you see… any sufficiently advanced game mechanic is indistinguishable from magic.

Before the Cataclysm, every device, gadget, and tool other than primitive throwbacks was connected in a web of electronic communication that covered the Earth and extended to the lunar and Martian colonies. Biometric identifications, passwords, and brainwave signatures determined ownership and operating privileges. This systems was so transparent that few people even considered how much infrastructure undergirded it.

> **LIMITED ACTIVATION**
>
> Why do some items, or special features, work for short periods or a limited number of times per day? Sometimes, it's due to power limitations – the internal capacitors drain to provide a special boost, and recharge over time. Other times, it's because the items are running in a limited capacity. For example, each time you activate the gyrogravitic boots, when the effect ends, you are reminded that "ultrastability mode is available for extended periods only to registered users".

After the Cataclysm, of course, none of it exists. Your laser pistol screams into the void, begging for a reply so that it can verify the terms and conditions of its license, but it pleads in vain. No answer shall come.

While pre-Cataclysm technology was far more reliable and robust than that of the early 21st century, it could still sometimes fail. Human psychology has never kept up with technology, and the same preference for more features at the cost of more stability remained. Likewise, while defenses against hackers and viruses were orders of magnitude better, so were the tools of the attackers. The fact the Cataclysm *happened* is empirical evidence that no system is truly fail-safe. Therefore, devices relying on this invisible network had backup and emergency systems to let them function, for a time, without connection. This involves tedious setup processes that must be repeated to re-activate the machines, whose "off-line" functionality shuts down after 24 hours. Furthermore, to prevent the exploitation of "demo" or "emergency" modes by cheapskates who don't want to pay their license fees, short-range systems communicate their status to nearby devices, limiting any person to ten such activations within a 24 hour period, and using unique identifiers to prevent being swapped around.

In the event the GM is running a "Mutants and Magic" type game, the investment limit is still 10. Because reasons.

CHARGED TRAIT

An ability with the charged trait needs a power cell to activate. Items specify the number of charges they gain per cell. Some abilities drain one or more charges when used; others function for a set period of time per charge drained.

If an item is based on a standard weapon, such the phased plasma rifle, a normal strike drains one charge.

TECHNOLOGICAL ARMORS

See the equipment list for full stats for the base technological armors. This table provides a simple summary.

Base Type	AC Bonus	Group	Traits
Flexiplas	+2	-	Advanced, comfort
Carbochain Vest	+2	-	Advanced, flexible, noisy
Carbochain	+4	Chain	Advanced, flexible, noisy
Riot Vest	+4	Composite	Advanced, ballistic(2)
Armorplas Vest	+4	Plate	Advanced
Carboplas	+5	Composite	Advanced
Armorplas Suit	+6	Plate	Advanced, bulwark

They are rarely available in their "base" form (no bonuses), but the unmodified statistics (as if they had no "runes") are provided there. These could be for sale, if the GM wishes, as well-worn items, or as examples of low-end gear provided for the budget-conscious prior to the Cataclysm.

All are considered examples of Advanced Technology (See page 129).

Generally, armors with the scrap trait, or those without the advanced trait, cannot be improved or modified, unless the GM says otherwise. One possible option is to allow scrap armor to have a single modification other than an upgrade, for example, a suit of license plate that has acid resistance.

TECHNOLOGICAL WEAPONS

The default fantasy setting assumes that magical weapons are upgraded versions of standard items. In Earth Delta, though, many weapons cannot be made by the surviving communities, and even scavenged ones will be very rare. The following "baseline" weapons have no upgrades, and might be scavenged or low-end items that could be found in a marketplace. However, the general assumption in Earth Delta is that a working laser or lightning rifle is a treasure akin to a magic item – something that marks one as an adventurer and hero, not just a good shopper. Some specific weapons simply aren't found in basic form at all – there's no such thing an antimatter "Saturday Night Special". (Unless the GM wants there to be, of course. It's their world. These little notes are to spell out the default assumptions the rules are built on, so, when a GM wants to change them, they have some sense of the impact.)

Energy weapons rely on power cells; the number of shots per cell is provided in the "shots" column. A power cell's level must be equal to or greater than the weapon's level. Ballistic weapons use clips or individual bullets instead of power cells. Clips can contain a mix of ammo types; rules for this are presented elsewhere. Eventually.

RANGED WEAPONS									
Uncommon Advanced Weapons	**Price**	**Damage**	**Range**	**Shots**	**Reload**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Laser Pistol (2)	100 bp	1d8 fire	140 ft.	8	1	L	1	Energy	Advanced, deadly d8, fire
Lightning Pistol (2)	120 bp	1d8 elec	100 ft.	7	1	L	1	Energy	Advanced, deadly d8, electricity
Caseless Pistol (2)	110 bp	1d8 P	150 ft.	C	1	L	1	Ballistic	Advanced, fatal d10, rapid fire
Graviton Pistol (3)	150 bp	1d8 B	60 ft.	8	1	1	1	Gravitic	Advanced, deadly d8, force, unbalancing
Scream Pistol (3)	150 bp	1d8 sonic	90 ft.	10	1	L	1	Energy	Advance, deadly d8, sonic

Laser Rifle (2)	200 bp	1d10 fire	170 ft.	6	1	2	2	Energy	Advanced, deadly d10, fire
Lightning Rifle (2)	240 bp	1d10 elec	110 ft.	6	1	1	2	Energy	Advanced, deadly d10, electricity
Caseless Rifle (2)	220 bp	1d10 P	180 ft.	C	1	2	2	Ballistic	Advanced, fatal d12, rapid fire
Graviton Rifle (3)	300 bp	1d10 B	80 ft.	6	1	2	2	Gravitic	Advanced, deadly d10, force, unbalancing
Scream Rifle (3)	250 bp	1d10 sonic	90 ft.	8	1	1	1	Energy	Advance, deadly d10, sonic

WEAPON VARIANTS

Rather than listing a lot of combinations of features in the main table, you can create a variety of "models" by applying some simple traits. Generally, these traits are built into the basic weapon; they can't be added to another weapon or removed from an existing one. Cost increases apply to the final cost after all other items, such as upgrades and plugins, are added in. Each variant after the first has a cumulative +5% cost modifier.

If the modified cost is more than the normal value of a weapon of the given level, increase the level appropriately.

Efficient
Applies to non-ballistic pistol or rifle; **Effect** The item gets more shots out of a power cell. Increase shots by 2 or 4 **Cost** Increase cost by 10% for +2 shots, by 15% for +4 shots.

Fancy
Applies to pistol or rifle; **Effect** This is a very attractive weapon, with a sleek and stylish design. You gain a +1 item bonus to Make an Impression or Influence checks in situations where showing off your apparent wealth, class, or style will matter. You may also attract the attention of thieves. **Cost** Increase cost by 5%.

Hair-Trigger
Applies to pistol; **Effect** The weapon will shoot with barely a twitch. If you have the weapon in hand when you roll initiative, enemies are flat-footed to attacks from this weapon if they have not yet acted. **Cost** increase cost by 10%.

Holdout
Applies to pistol; **Effect** The item is smaller and easier to conceal; it is agile, has -1 bulk (minimum of L), and you get a +2 item bonus to Conceal an Object. Reduce damage die by 1 step. **Cost** Increase cost by 10%

Rugged
Applies to rifle, pistol; **Effect** The weapon is solidly built. Increase Hardness by 1, and hit points by 1 for a pistol, 2 for a rifle. **Cost** Increase cost by 5%.

Sniper
Applies to rifle; **Effect** The weapon takes only a -1 penalty per range increment beyond the first. It gains +1 bulk. **Cost** Increase cost by 15%.

MIXING VARIANTS

At some point, there will be a defined set of rules for mixing these variants. For now, the GM must decide which "make sense" to be mixed. These variants are considered "models" of weapon, actually different "brands" or 'versions" once made for purchase by customers seeking special features, rather than plugins. As such, the GM should consider the physical form of the weapon, as well as the mechanics. If two variants affect the same mechanic in different ways, they should not both apply to the same weapon.

ARMOR AND WEAPON MODS

"Mods", which include "Plugins" and "Upgrades", are devices or gear which can be applied to weapons or armor. Given a skilled engineer and appropriate pre-Cataclysm gear, these can generally be detached from one item and then re-attached to another, within certain limits of form and function. Likewise, basic technological items can be upgraded to more enhanced versions.

When paying for, or performing, such upgrades, it can be assumed the barter points expended consist mostly of the various components needed for the process, as well as payment for the labor.

Rules-wise, upgrades take the place of fundamental runes, while plugins take the place of property runes. They interact in similar ways; in a mixed campaign, an item can have rune or a mod for a given slot, but not both. That is, a suit of armorplas may have a +2 potency rune and the survival upgrade, but not a +2 potency rune and a +1 potency upgrade. If there's any doubt, the highest stacks. If the potency/upgrade of an armor allows for multiple plugins/property runes, these could be mixed and matched, but the total remains the same and bonuses of the same type do not stack.

Table 12-1 Armor Upgrades

Armor Upgrades		
Starting Armor	**Upgraded Armor**	**Process**
+1 *improved* armor	+1 *improved reinforced* armor	340 gbp to add *reinforced* (8th level).
+1 *improved reinforced* armor	+2 *exceptional reinforced* armor	900 gbp to upgrade materials to *exceptional* (11th level).
+2 *exceptional reinforced* armor	+2 *exceptional survival* armor	3100 gbp to add *survival* (14th level)
+3 *exception survival* armor	+3 *premium survival* armor	19,500 gbp to upgrade materials to *premium* (18th level)
+3 *premium survival* armor	+3 *premium sealed* armor	46,000 gbp to add *sealed*. (20th level)

Table 12-2 Weapon Upgrades

Weapon Upgrades		
Starting Weapon	**Upgraded Weapon**	**Process**
+1 *improved* weapon	+1 *improved high powered*, *vibro*, or *balanced* weapon	85 gbp to add damage enhancements (4th level).
+1 *improved high powered*, *vibro*, or *balanced* weapon	+2 *exceptional high powered*, *vibro*, or *balanced* weapon	900 gbp to upgrade weapon to *exceptional* (10th level).
+2 *exceptional high powered*, *vibro*, or *balanced* weapon	+2 *exceptional overpowered*, *mono-edged*, or *impacting* weapon	1,000 gbp to add damage enhancements (12th level).
+2 *exceptional overpowered*, *mono-edged*, or *impacting* weapon	+3 *premium overpowered*, *mono-edged*, or *impacting* weapon	8,000 gbp to upgrade weapon to *premium* (16th level).
+3 *premium overpowered, mono-edged*, or *impacting* weapon	+3 *premium supercharged*, *mesonic*, or *graviton* weapon	30,000 gbp to add damage enhancements (19th level).

Important: Upgrades of weapons or armor do not change the armor type, and transferring an enhancement must be done within the same general type – you cannot take the monomolecular edge of a *+2 exceptional mono-edged* broadsword and stick it on a *+2 exceptional balanced* hammer. You need to find or buy an *impacting* weapon to do this.

PLUGINS

A plugin is a mod that adds special powers or abilities to a weapon, a suit of armor, or a shield. An item can have a number of plugins equal to its upgrade level: An improved item can hold 1, an exceptional item 2, and a premium item 3.

ARMOR PLUGINS

ENERGY RESISTANT   PLUGIN 8+

`TECHNOLOGICAL`

Usage: armor coating;

Coating armor with layers of special materials, or adding in some underplating, can help prevent some types of damage. A different layer is needed for each damage type; fortunately, they don't interfere with each other. You gain resistance 5 to acid, blight, cold, fire, and/or electricity.

Type *energy resistance*; **Level** 8; **Price** 420 gbp

Type *greater energy resistance*; **Level** 12; **Price** 1,650 gbp

You gain resistance 10 to the specified damage type.

FRICTIONLESS   PLUGIN 3+

`TECHNOLOGICAL`

Usage: armor coating

This slick coating comes in rolls of film which can fuse with the armor once applied, or be unfused to remove it with the appropriate craft check. It makes the armor extremely slick, granting a + item bonus to Acrobatics checks to Escape and Squeeze.

Type *teflon-plus*; **Level** 3; **Price** 45 gbp

Type *teflon-ultra*; **Level** 8; **Price** 450 gbp

The item bonus increases to +2.

Type *neographene*; **Level** 16; **Price** 9000 gbp

The item bonus increases to +3.

HOLOGRAPHIC DISGUISE   PLUGIN 5

`TECHNOLOGICAL` `ILLUSION` `VISUAL`

Price: 140 gbp

Usage: small projectors placed around armor

A number of tiny projectors are arrayed across this armor, sheathing it in an image of ordinary clothing. The precise style and design shown can be set when you invest the armor that has this plugin. The illusion conforms to the armor and will not disguise body features that extend beyond it, such as a tail or antlers.

Activate ❖ command; **Effect** The armor takes on the programmed disguise. If you didn't select a design, it uses the last stored pattern, which might be a pre-Cataclysm evening gown or whatever the prior post-Cataclysm owner had set.

At the GM's discretion, creatures relying on non-visual senses (particularly those which detect the shapes/outlines of objects) may be entitled to disbelieve; if so, the DC is 25.

PHOTONIC CHAMELEON   PLUGIN 8+

| TECHNOLOGICAL | ILLUSION | VISUAL |

Price: 140 gbp

Usage: coating on light armor

This armor uses ultrafast image processors, scanners, and holoprojectors to constantly create a second-by-second illusion that perfectly matches the surrounding environment, rendering the user effectively invisible.

Activate ❖ command; **Frequency** once per day; **Effect** You become invisible, as per the gadgeteer device chameleon suit.

Type *Photonic Chameleon*; **Level** 8; **Price** 500 gbp

Type *Extended Photonic Chameleon*; **Level** 10; **Price** 1000 gbp

A more user-friendly license allows you to activate this plugin three times per day.

WEAPON PLUGINS

PHASING   PLUGIN 4

| TECHNOLOGICAL |

Price: 75 gbp

Usage: coating on an improved or better melee weapon; lens attachment on an improved or better ranged energy weapon.

This plugin sheathes a melee weapon with a thin, many-faceted film that causes light to shatter prismatically across its surface, creating a rainbow glitter, or it comes as a lens attachment placed on the output of an energy weapon. Either way, it is very disruptive to holograms. The two types (melee and ranged) can be removed and attached among others of their type, but not across the broad categories. Oddly, the light distortions created seem to disrupt other sorts of frequencies, making them effective against creatures with incorporeality not related to photons.

PLASMA SHEATHE   PLUGIN 8+

| TECHNOLOGICAL | FIRE |

Price: 140 gbp

Usage: built into the hilt and striking surface of an improved or better melee weapon

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The weapon surrounds itself with a coating of plasma, barely contained in a magnetic field. On a successful Strike, it does an additional 1d6 fire damage, or an additional 1d10 persistent fire damage on a critical success. Frequency tuning can change the color of the sheath to anything the user may desire, or even cycle through a set of colors.

Type *standard plasma*; **Level** 8; **Price** 500 gbp

Type *high-intensity plasma*; **Level** 15; **Price** 6500 gbp

A more powerful generator notably improves the power of the burn, searing through heat-resistant shields as if they were not there. The persistent damage on a critical hit increases to 2d10. Fire damage dealt by this weapon (including the persistent fire damage) ignores the target's fire resistance.

SPECIFIC WEAPONS

Some types of weapon are more than a combination of a base weapon type, advanced construction, and mods. These are presented here, and surely, the list will grow greatly over time, as the number of ways humans can imagine to kill each other is nigh-infinite.

CRYO PISTOL   ITEM 6+

| TECHNOLOGICAL | COLD | CHARGED |

Usage: held in 1 hands; **Bulk:** 1; **Charges** 8

This is a *+1 improved high-powered gravitic pistol*, but it has an unusual property: It can flipped into a mode where the gravitational beam is altered to slow molecular motion generally, creating a region of intense cold.

Activate ◈ manipulate; **Frequency** 1/turn, on your turn only; **Effect** The damage type changes from force to cold. It loses the unbalanced trait, and the critical specialization becomes "Target is Slowed 1 until the end of their next turn.".

Type *Cryo Pistol*; **Level** 6; **Price** 250 gbp

Type *"The Coldinator"*; **Level** 11; **Price** 1300 gbp

This is a *+2 exceptional overpowered gravitic pistol*. Critical specialization effect improves to Slowed 2.

MULTIMODE REVOLVER   ITEM 5+

| TECHNOLOGICAL | BALLISTIC |

Usage: held in 1 hands; **Bulk:** 1

This is a *+1 improved high-powered revolver*, which uses caseless ammo and normally has a six-shot capacity. It responds to voice commands and can instantly spin to a given chamber, allowing the user to load it with a mix of ammo types and select the preferred one for a given target.

Activate ◈ verbal; **Frequency** during your turn only; **Effect** The next ranged strike you make with the weapon will use the chosen ammo. You must specify the "mix" of bullets in the cylinder and track which have been fired. If no command is given, the bullet in the next non-empty chamber must be used.

Type *Multimode Revolver*; **Level** 5; **Price** 150 gbp

Type *Milspec Multimode Revolver*; **Level** 10; **Price** 1100 gbp

This is a *+2 exceptional overpowered* revolver. The wielder may issue the ammo-changing command as part of a reaction where the weapon is fired.

OMEGA PISTOL   ITEM 19

| RARE | TECHNOLOGICAL | BLIGHT | CHARGED |

Usage: held in 1 hands; **Bulk:** 1; **Charges** 8

A thing of legend, a weapon which can slay almost anything with one shot. Only a few have been seen since the Cataclysm, and descriptions vary greatly, as if each one was a custom creation and not the product of mass production. Roughly, they are known to be made of barely translucent black crystal, swirling with strange energy pulses of purple and lavender. Some are angular, while others are rounded and organic. Some have shining metal highlights as if banded in chrome; others have flowing symbols in no currently understood language; some are undecorated and plainly functional.

Each is a *+3 exceptional supercharged laser pistol*, except that it does blight rather than fire damage. On a critical hit, a creature 5 or more levels below the weapon's level (which is not immune to blight damage) must make a DC 40 Fortitude save or be reduced to 0 hit points.

On a roll of a natural 1, if that is also a critical miss, the wielder takes the weapon's normal damage. A critical miss from any other number is treated normally.

PHASED PLASMA RIFLE   ITEM 12+

| TECHNOLOGICAL | FIRE | CHARGED |

Usage: held in 2 hands; **Bulk:** 2; **Charges** 6

This is a *+2 exceptional overpowered laser rifle* (lethal, 1d8 persistent fire splash), which was once common armament for cybernetic or robotic troops. It uses its internal laser to generate a bolt of pure plasma, which has splash effects. It can also be flipped to "high power" mode, which rapidly drains the battery but intensifies the beam so that even a miss is likely to sear the target somewhat.

Activate ◆◆ manipulate; **Frequency** once per hour; **Charges** 3; **Effect** Make a ranged Strike that drains three shots from the energy cell. This increases damage dice to d12, and adds "Miss: Do half damage." to the Strike.

Type *M-25 40-watt phased plasma rifle*; **Level** 12; **Price** 2200 gbp

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Type *M-45 80-watt phased plasma rifle*; **Level** 16; **Price** 12,000 gbp

This is a *+3 premium supercharged* laser rifle. Splash damage increases to 2d8.

RIPPER RIFLE   ITEM 6+

TECHNOLOGICAL	FORCE	GRAVITIC	CHARGED

Usage: held in 2 hands; **Bulk:** 2; **Charges** 6

This is a *+1 improved high-powered gravitic rifle* that uses rapid pulses of gravitons and anti-gravitons to tear a target to pieces. Formally known as a tractor-presser beam, the colloquial term "ripper rifle" was used far more in the popular media before the Cataclysm, and post-Cataclysm pedants who attempt to correct a wielder of such a weapon as to its proper designation are usually subject to its effects in short order. Those struck by this weapon also take 2 persistent bleed damage (DC 17 Fortitude to end). Robots do not bleed, but gain Clumsy 2 (DC 17 Fortitude to end) as their internal components are wrenched out of alignment.

Activate ❖❖ manipulate; **Frequency** once per hour; **Charges** 2; **Effect** By adjusting the "push/pull" balance, you can shove targets around the battlefield. Make a ranged Strike. If it hits, the target must make a Fortitude save (DC 19) or be moved up to 10 feet as you desire. On a critical failure, they are also knocked prone. This a forced movement effect.

Type *"Shredder"*; **Level** 6; **Price** 600 gbp

Type *"Eviscerator"*; **Level** 13; **Price** 3,000 gbp

This is a *+2 exceptional overpowered* gravitic rifle. Bleed damage increases to 4, clumsy increases to 2, and the DC for both increases to 30. The forced movement DC increases to 33.

STUN BATON   ITEM 5+

TECHNOLOGICAL	ELECTRICITY	CHARGED	NON-LETHAL

Usage: held in 1 hands; **Bulk:** 1; **Charges** 4

This is a *+1 improved balanced sap*, which can be activated to deliver an electrical shock on impact.

Activate ❖ manipulate; **Effect** Until the start of your next turn, melee strikes you make with this weapon will do an additional 1d6 electrical damage. The target, if hit, must make a DC 18 Fortitude save or be stunned 1; on a critical failure, they are stunned 2. Creatures of level 0 or lower who fail their save fall unconscious for 1 minute.

Type civilian stun baton; **Level** 5; **Price** 120 gbp

The standard model used by store guards, bar bouncers, and others who had to deal with random rowdies.

Type security stun baton; **Level** 10; **Price** 1160 gbp

Aimed at private security and urban police, this is a *+2 exceptional impacting sap*. The electrical charge does 2d6 damage and the save DC is 27. Creatures of level 5 or lower are knocked unconscious if they fail their save.

SPECIFIC SHIELDS

BLASTBACK SHIELD   ITEM 5

TECHNOLOGICAL	FIRE

Price: 25 gbp

Usage: strapped to 1 hand; **Bulk:** 1;

This is a raid shield, outfitted with a "blastback bomb". When the shield is destroyed, a channeled explosive charge erupts to deal some payback to the attacker.

Activate ◆ interact; **Trigger** The *blastback shield* is destroyed. Effect The shaped charges detonate, dealing 2d6 piercing and 2d6 fire damage to each creature in a 15-foot cone (DC 19 basic Reflex save). The cone will face the direction of the triggering attack.

Targeting Shield   Item 5

TECHNOLOGICAL	INVESTED

Price 125 gbp

Usage strapped to 1 hand; **Bulk:** 3;

This is a riot shield, somewhat reinforced (Hardness 6, 30 HP, BT 15). It has numerous sensors and scanners, allowing it to identify nearby targets, highlighting them on the inside of the shield.

Activate ◆ interact; **Requirement** Shield must be raised. **Effect** The HUD will display all observed targets within 120 feet. You can specify one of them. This reduces their AC benefit from Cover by 1 against your ranged attacks. If they are concealed, you may roll the flat check twice.

The shield's sensors have darkvision and Perception +15 for purposes of detecting enemies. This may allow you, when the shield is raised, to observe targets you otherwise could not. This has no negative effect on ranged attacks. However, if you use this in melee combat, you lose the benefits of the Raise Shield action – you can't study the interior screen and keep positioning the shield to block attacks! (Though by the time you find this item, you will probably have night vision goggles or the like.)

Consumables

Ammunition

Ammunition listed here consists mostly of caseless bullets for use in improved (+1) ballistic weapons; for normal bows, slings, and so on, normal ammo can be found in even small settlements. However, there may be some arrows and the like that incorporate ultra-tech features, relics of odd hobbies, very specialized combat needs, or green-suited vigilantes.

Followup   Item 4+

TECHNOLOGICAL	FIRE

Ammunition caseless bullet

Short-range microtransmitters deeply embedded in this bullet allow it to guide other bullets of its type to a target. When it successfully hits and deals damage, the next shot you fire at the same target, using the same type of bullet, before the start of your next turn reduces the multi-attack penalty by 1. (Thus, at least two of these are needed to gain a benefit.)

Type *sure-shot*; **Level** 4; **Price** 12 gbp

Type *nev-r-miss*; **Level** 9; **Price** 100 gbp

Multi-attack penalty is reduced by 2 if the target is within 30'.

Fragmentation Item 4+

| TECHNOLOGICAL | FIRE |

Ammunition caseless bullet;

When this ammo hits a target, it shatters, sending shards hurtling in all directions. It does an additional 1d4 piercing splash damage. On a critical hit, it inflicts persistent bleed 1 to the primary target.

Type *standard*; **Level** 4; **Price** 14 gbp

Type *enhanced*; **Level** 10; **Price** 150 gbp

Splash damage becomes 3d4; bleed becomes 1d4.

Incendiary Item 3+

| TECHNOLOGICAL | FIRE |

Price 10 gbp

Ammunition caseless bullet;

The force of firing causes chemicals stored in this bullet to mingle and ignite. This changes the damage type to fire. On a critical hit, these bullets to 1 persistent fire damage.

Type *firecracker*; **Level** 3; **Price** 10 gbp

Type *searing*; **Level** 6; **Price** 40 gbp

Persistent fire damage increases to 2.

Mag-Pulse Item 5

| TECHNOLOGICAL |

Price 30 gbp

Ammunition caseless bullet

Activate ❖ Interact

Designed for use against robots, this ammunition unleashes a powerful EMP field when it strikes the target. Anything with the electronic trait must make a DC 20 Will save.

> **Success** No Effect
>
> **Failure** Target is clumsy 1 for 1d4 rounds.
>
> **Critical** Failure Target is confused for 1d4 rounds.

MEDICAL

As might be garnered by the extensive and varied list of technological weapons and armor, the world prior to the Cataclysm held its fair share of dangers. But as the motto of Pfizer-Wesson says, "For Every Bullet, There Is A Bandage". While large hospitals and medical complexes were generally located in the major urban sprawls that were primary targets, vast stockpiles of basic medical gear survived in clinics, dispensaries, and emergency aid stations. Much of this was consumed or destroyed in the immediate aftermath, yet quite a bit remains to be found, following the usual Earth Delta rule that the places most likely to have not yet been looted of healing gear are the places whose exploration creates a need for it.

Either Gadgetry or Medicine may be used to Identify Technology for medical consumables.

BLEED-B-GONE   ITEM 3+

| TECHNOLOGICAL | HEALING |

Usage held in one hand; **Bulk:** L

Activate ❖ Interact

This small patch seems to be an inert square of cloth until it is activated by cracking the internal seals, allowing stored chemicals to mix and soak into the padding. If applied to a bleeding wound within 1 round of activation, it will heal 1d8 points of damage and allow an immediate roll to end the persistent bleed damage. Only one such pad can be applied per wound.

Special If the item rolls a natural 1, the persistent bleed damage increases by 1, and no ongoing item bonus is provided. This is one reason Pfizer-Wesson had armies of lawyers. And armies of soldiers.

Type *bleed-b-gone home & office*; **Level** 3; **Price** 10 gbp

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Type *bleed-b-gone clinic strength*; **Level** 7; **Price** 55 gbp

Healing becomes 2d8+5, and rolls to end persistent bleed damage gain a +2 item bonus. This bonus persists until the bleeding stops, even if the item's roll fails.

Type *bleed-b-gone frontline*; **Level** 12; **Price** 300 gbp

Healing becomes 4d8 +10, and the item rolls twice, with a +3 item bonus, to end persistent bleed damage upon application. The bonus persists until the bleeding stops, even if the item's roll fails.

SLAP-ON SCANNER   ITEM 4+

| TECHNOLOGICAL | HEALING |

Usage held in one hand; **Bulk:** L

Activate ❖ Interact

In situations where full diagnostic gear is too bulky or where very rapid triage is needed, the slap-on scanner provides trained medical personnel with a useful array of information. A thin strip of reflective black film, it can be activated by a series of taps and gestures, then attached to any exposed skin (scales, fur, bark...) on a patient. It provides a constant readout of body temperature, blood pressure, heartbeat, credit rating, and other essentials, enabling attending medics to attain instant feedback as to the success of their ministrations. Actions that might inflict more harm than good can be caught in time due to warning lights and sounds.

Special These work correctly on humans, mutates, cyborgs, androids, and mammalian uplifts. To gain the benefit for florals and non-mammals, you must be trained in both Nature and Medicine. They do not work on robots, but a functionally identical "Emergency Electronic Diagnostic Scanner" was also produced.

Type *scantastic self-scan*; **Level** 4; **Price** 15 gbp

Anyone trained in Medicine gains a +1 circumstance bonus to all Medicine checks for the target creature for the next 10 minutes. The first time a critical failure is rolled on a Medicine check during this time, it is treated as a normal failure.

Type *scantastic emergency*; **Level** 10; **Price** 155 gbp

The circumstance bonus increases to +2, and all critical failures are treated as normal failures.

OTHER

FIRE EXTINGUISHER, ADAPTIVE   ITEM 5+

`TECHNOLOGICAL` `CHARGED`

Charges 5 (see below)

Usage held in one hand; **Bulk:** 1

Activate ❖❖ or ❖❖❖ Interact

A small oblate tank attached to a short hose, and covered with an array of lights and sensors, this useful tool will analyze fires within 15 feet, determine their type, and mix a blend of chemicals from its internal supplies to precisely counter the blaze. The standard home safety model will extinguish a 5 foot square area of fire doing minor damage in one usage (a ❖❖ activity), or reduce one doing moderate damage to minor. This can be expanded to 2 adjacent squares as a ❖❖❖ activity. It will have no effect on more powerful fires. If applied to a creature suffering persistent fire damage, it will automatically end the damage if the source was level 3 or less, and will grant a +2 circumstance bonus to the flat check to end it if it the source was level 4-6.

Special The adaptive extinguisher does not need an external power cell. The 'charges' refer to the chemical stockpiles, which cannot be refilled conveniently. Indeed, scavengers who have studied the devices have determined they contain security systems intended to prevent refilling outside of "authorized dealers", which naturally no longer exist.

Type *home safety model*; **Level** 5; **Price** 25 gbp

Type *industrial model*; **Level** 10; **Price** 160 gbp

This has a range of 30 feet, and will extinguish minor or moderate fires in one square, or reduce major fires to moderate. It can also be activated in a 15 foot cone as a ❖❖❖ activity. If you target someone suffering persistent fire damage, it automatically ends it if the source was seventh level or less and applies a +2 circumstance bonus to the flat check if the source was level 8 to 12.

Pick-U-Up   Item 5

Technological **Potion**

Price 30 gbp

Usage held in one hand; **Bulk:** L

Activate ❖ Interact

This nigh-mystical beverage is found in hundreds of different kinds of cans, tubes, bottles, and nasal sprays, under a bewildering array of names – many scholars feel these related to competing Ancestor faiths and deities. All have similar effects, however – you are empowered and energized and feel you can take on the world... until you can't.

You immediately gain 5 temporary hit points, any fatigued or exhausted condition is temporarily removed, and you are quickened 1. You may use the extra action to Step, Stride, or Escape. These benefits always last until the end of your next turn. At the start of your subsequent turn, make a DC 5 flat check. If it fails, all effects end and you will be fatigued for the next hour; if you were fatigued when you used this item, you become exhausted; if you were exhausted, you become unconscious. If it succeeds, the effects persist, and the DC for the next flat check increases by 5, and so on, to a maximum of 15. The maximum time the effect lasts is 1 minute, and it cannot be ended voluntarily. If the potion runs its course without the flat check failing, no ill effects occur; your body has, miraculously, processed it.

If you take more than one of these potions per day, you will become Clumsy 1 for the remainder of the day, increasing by 1 per each additional potion, as your entire body begins to vibrate and shake.

While under the effect of this potion, you *must* move at least five feet on your turn; if you are immobilized, you must use all available actions to Escape.

Held Items

Drone Cable   Item 3+

Technological

Usage held in one hand, verbal; **Bulk** L

This is item appears to be a hand-sized, delta-winged drone formed of light metals and plastics. It contains within it a coil of extremely strong synthesilk rope that can extend up to 50 feet and can support up to 3000 lbs.

Activate ❖ verbal, interact; **Frequency** once per day; **Effect** The drone spins out a small length of rope which the wielder can grasp. The user must issue a command using some description or pointing, to tell the drone where to fly to, such as "The red girder about 40 feet up" or "The tree across the river next to the blue rock.", to a maximum range of 50 feet. The descriptions must be obvious physical traits, they can't be "The door we found yesterday" or "The lamppost next to Fred."

The drone will ask for clarification if necessary. Once the location is fixed, it will fly at 10 feet/round. During flight, or at the end, an interact action can be given to command the drone to tie itself to a suitable anchor point, untie itself, or return. The drone will return automatically within 10 minutes of being activated (if within range) or when commanded to do so prior to that time.

Type *general-purpose cable drone*; **Level** 3; **Price** 45 gbp;

Type *partially hacked cable drone*; **Level** 5; **Price** 125 gbp

Some of the user restrictions were lifted; this item can be activated once per hour.

Worn Items

Adrenal Booster   Item 4+

TECHNOLOGICAL | INVESTED

Usage worn wrists, interact; **Bulk** L

This wristband is often discretely disguised as jewelry or a medical monitor. It provides a rapid burst of stimulants when it senses muscular strain, granting an ongoing +1 item bonus to Athletics checks. It can also negate deleterious effects.

Note A quasi-legal "supercharger" for robots was also manufactured, having similar effects via discharge of capacitators and the temporary deactivation of surge suppressors.

Activate ◈ tap controls quickly; **Frequency** once per hour; **Effect** Reduce enfeebled condition by 1.

Type *weekend athlete*; **Level** 4; **Price** 80 gbp;

Type *pro performance*; **Level** 9; **Price** 700 gbp

The item bonus increases to +2, and enfeebled condition is reduced by 2.

Cloak of Authority   Item 5+

TECHNOLOGICAL | INVESTED

Usage worn neck, verbal; **Bulk** L

This sweeping cape, combined with ornate clasp, is woven with microcrystals capable of producing all manner of subtle shades and colors in subliminal patterns, combined with vocal enhancers and subsonics in the collar, that combine to make the wearer particularly commanding and imposing. (Depending on the local culture, it might also come in vest, gown, necktie, or codpiece forms.) The wearer gains a +1 item bonus to intimidation checks.

Activate ◆ point and speak; **Frequency** once per hour; **Effect** You pick a creature within 30 feet, point or gesture towards them, and make a threatening speech. You *also* make a Demoralize check, rolling twice, and picking the desired result.

Type *impressive cloak* **Level** 5; **Price** 140 gbp;

Type *commanding cloak*; **Level** 10; **Price** 850 gbp

Item bonus is +2, and you may Demoralize two creatures no more than 30 feet apart.

Activate ◈ click heels together; **Frequency** once per hour; **Effect** Until the end of your turn, you ignore difficult terrain when moving on the ground.

COMM COLLAR   ITEM 3+

TECHNOLOGICAL · INVESTED

Usage worn neck, verbal; **Bulk** L

A tiny bead, often decorated to look like a cheap gem, is set in this thin torc, near to the throat. When worn, you can subvocalize, sending your words to a target with a similar collar within range. (For this reason, they are commonly sold in pairs.) They run off energy generated by normal motion and body heat. As long as the bead is close to whatever organ produces sound for you, it should work. If there are multiple recipients in range, you can choose to send to all or some by a simple voice command.

Type *comm collar*; **Level** 3; **Price** 50 gbp;

The range is 200 feet.

Type *advanced comm collar*; **Level** 8; **Price** 450 gbp

The range is 1 mile.

Activate ◈ click heels together; **Frequency** once per hour; **Effect** Until the end of your turn, you ignore difficult terrain when moving on the ground.

DATA GOGGLES   ITEM 4+

TECHNOLOGICAL · INVESTED

Usage: worn eyepiece; **Bulk:** -

These goggles can scan, store, and present data, such as a scholar's formulary, giving them an extra concoction of the goggles' level or lower each day. The goggles also include a targeting HUD, granting a +1 item bonus to bomb attacks and the ability to ignore lesser cover when making Strikes with scholar bombs.

Type *data goggles*; **Level** 4; **Price** 100 gbp

Type *advanced data goggles*; **Level** 11; **Price** 1,400 gbp

The item bonus increases to +2.

Type *perfected data goggles*; **Level** 17; Price 15,000 gbp

The item bonus increased to +3.

Gyrogravitic Boots
<div style="float:right">Item 5+</div>

TECHNOLOGICAL | **INVESTED**

Usage: worn shoes; **Bulk:** L

Made of flexible metallic cloth, with thick soles and heels, these boots contain a mix of gyroscopes and gravitic pulse generators that combine to improve balance and coordination, automatically compensating for your motions so as to help you move with preternatural grace, granting you a +1 item bonus to Acrobatics checks.

Activate ◈ click heels together; **Frequency** once per hour; **Effect** Until the end of your turn, you ignore difficult terrain when moving on the ground.

Type *gyrogravitic boots*; **Level** 5; **Price** 145 gbp

Type *enhanced gyrogravitic boots*; **Level** 11; **Price** 1,250 gbp

The item bonus increases to +2.

Tractor/Repulsor Gauntlet
<div style="float:right">Item 2</div>

TECHNOLOGICAL | **INVESTED**

Price 30 gbp

Usage: worn glove; **Bulk:** L

This glove is more of a set of rings and connecting struts that fit over the wrist, finder, and hands. It generates a gravitic field that can rapidly adjust to attract or repel, allowing you to move small objects.

Activate ◆◆ manipulate; **Effect** You lift an unattended object (Range 30 feet) of Bulk L and can move it up to 20 feet, too slowly to be useful as a weapon. Each additional ◆◆ manipulate action allows you to move it an additional 20 feet, up to a maximum range of 30 feet from you.

APPENDIX A: *TRAITS*

TRAITS

AI

An AI is a free-willed intelligence in non-organic form, usually electronic. Often, this trait is found in sophisticated high-end robots, but it may also be applied to immobile computers or even self-aware tools and item.

Backfire

A device with this trait has a chance of failing unexpectedly. Usually this trait is added to a device when it's used in an overloaded fashion. Backfire will typically have a number, which is the DC of the flat check to avoid the effect, i.e., "Backfire 5: You take 2d6 acid damage".

Cyborg

A cyborg is a creature with both organic and machine parts. If they have the AI trait, their "mind" is artificial, otherwise, it is living. Cyborgs usually have the mechanical and electronic traits as well.

Electronic

An object or creature with the electronic trait has delicate solid-state circuitry that cannot be physically manipulated but may be overloaded or controlled. Electronic creatures have Weakness (Electricity) equal to half their level (minimum 1)

Insulated

Insulated creatures or objects are protected against electricity. They gain resist (electricity) equal to half their level (minimum 1), and lose any weakness to electricity they may have had.

Mechanical

An object or creature with the mechanical trait has complex moving parts that might be fouled or manipulated. Mechanical creatures often have Weakness (Electricity) equal to half their level (minimum 1). A mechanical creature might be powered by steam, springs, or some alien energy, and thus lack this weakness, but those are rare.

Robot

Robots are purely mechanical beings with no organic components. If they lack the AI trait, they do not have true free will or self-awareness and follow their programming, which may be very complex and seem to simulate intelligence, or it may be simplistic and rote. Most robots have both the electronic and mechanical traits. Robots are immune to poison and disease.