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 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 Pah-tees" (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.

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

1ST LEVEL

EXTREME ADAPTABILITY   FEAT 1
HUMAN

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 Luck or Skill focus power.

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

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 +2 status bonus to all Charisma skill checks made when dealing with creatures with the robot trait.

That Which Does Not Kill Me...   Feat 1
Human

Humans who were easily felled by disease or poison didn't leave descendants. You have a +2 status bonus to your initial save against poison, disease, and any other effect generally defined as an "affliction" unless otherwise noted. The first time you critically fail a save against an ongoing affliction, it is treated as a normal failure.

Many Paths To Survival   Feat 1
Human

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 minute.

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.

5th Level

...Makes Me Stronger   Feat 5
Human

Prerequisites That Which Does Not Kill Me...

You have survived enough that even the worst plague that the changed Earth can throw at you is super-easy, barely an inconvenience. Afflictions affecting you lose the virulent trait.

Could Have Been Worse ✦   Feat 5
Human

Prerequisites Luck or Skill focus power

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 focus power

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.

Shake it Off FEAT 5
Human

Prerequisites That Which Does Not Kill Me...

When you fail a save or flat check to end a persistent condition (not including afflictions), you gain a cumulative +1 circumstance bonus on your next check, up to a maximum of +3.

9ᵀᴴ Level

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 psychic, and *biomorphs*, whose mutations are primarily biological.

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 4 mutation points, as explained below. 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 4 mutation points, at least three of which must be spent on biological mutations.

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 4 mutation points, at least three of which must be spent on psychic mutations.

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 51, to gain mutation points. Mutates total point expenditure from all sources (feats or defects) must be spent so that at least 3/4ths of their total points are spent on mutations of their preferred type.

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 psychic attribute to raise normally.

Biomorphs may choose another biological 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 biological mutational defect with the Attribute trait.

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

Free

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

Traits

Human

Mutate

Psion or Biomorph

Mutation Points

See main text.

1ST LEVEL

A Little Luck Feat 1
Mutate

You have access to the human "Luck or Skill" power, though it can be used only 1/hour. This allows you access to feats dependent on it, but any abilities granted by those feats cannot be used more frequently than 1/hour. (And, no, if the feat grants a human a 1/day ability, you do not get to use it *more* frequently than that. So don't try pulling that nonsense.)

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 assumes 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 38), 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, and to Escape checks.

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.

5th Level

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 (Waterkind)
> - Arthropods (Hardkind)
> - Molluscs, cephalopds (Softkind)

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 or brawling 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 bludgeoning damage from headbutt, shove, free hand.

Blunt teeth: 1d3 bludgeoning damage, free hand

Claws: 1d6 slashing damage, deadly d8.

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

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

Large teeth: 1d6 piercing damage, free hand.

Pointy teeth: 1d3 piercing damage, free hand, fatal d4

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. 51) at first level to gain mutations not related to their species, or the "Freak of Nature" Heritage (below). They can also choose a defect and gain mutations that way, or both (so they will start with several cheap mutations or one expensive one).

Uplift Heritages

If you wish to just be a "generic" gatoroid or frogoid, you may pick a heritage from this list. Unless otherwise noted, any uplift sub-type may take these heritages.

Freak of Nature

Whatever specific advantages or disadvantages your pre-sapient forebears might have possessed, they were lost in the genetic shuffle that created you. You gain 2 mutation points to spend as you wish.

Special The GM may require that you take this heritage *or* the More Mutated ancestry feat, or they may say "The freakier, the better!", or they may allow both, but reject any combination of mutations they deem overpowering. They wear the 🪖 Viking Hat 🪖.

Ancestry Feats

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

1st Level

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.

5TH 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.

ALLIGATOR

Sometimes known as a gatoroid. Not to be confused with one of the Ancestor's elixirs of power. Seriously.

Gatoroids are, as might be expected, the humanoid descendants of alligators and crocodiles. Strong, tough, and often surly, they have a somewhat well deserved reputation as moody, vicious, loners. Among their own kind, they are some of the most nurturing of the reptoid races, raising their children and forming tight-knit family units. In appearance, they range from alligator-headed humanoids somewhat resembling Egyptian gods to more flat-faced "lizard men"

> *"Hello, Zeeba Neighba!"*
>
> *(Traditional gatoroid greeting. Origin unknown.)*

ALLIGATOR HERITAGES

DEATHGRIP

You have extremely powerful jaw muscles. Your large teeth gain the grapple trait, and when you succeed with a grapple using your teeth, attempts to Escape suffer a -2 status modifier.

RIVER LURKER

Long ago, your forebears drifted like logs, leaving prey oblivious, until it was too late. Today, you gain the Aquatic Ambush ability.

THICKSKIN

You have heavier scales than most. You gain the armored skin (medium armor) mutation.

STRONGTAIL

You have retained much of the tail of your animal antecedents. This is a natural weapon in the brawling group.

Gator Tail d6 bludgeoning, free-hand, trip

ANCESTRY FEATS

1ST LEVEL

ARM CHOMP   FEAT 1
Gatoroid

Your bite gains the disarm trait. If you critically succeed with a disarm check using your jaws, you also do your Strength modifier in piercing damage. However, if you critically fail, you *take* damage equal to your strength modifier, as you managed to bite the pointy bits (or get some teeth broken on a bludgeoning weapon, as appropriate).

CRAWLER   FEAT 1
Gatoroid

Your kind once crawled low on their bellies and still took down prey. You normally have a bipedal stance, but retain some ancient skills. Your crawl speed increases to 10 feet.

Hit Points
9
Size
Medium
Speed
25 feet
Ability Boosts
Strength
Wisdom
Free
Ability Flaw
Dexterity
Traits
Humanoid
Uplift
Coldkind
Amphibious
Natural Weapons
Large teeth
Innate Mutations
Armored Skin (light armor).
Senses
Low-light vision, scent (imprecise) 30'
Mutation Points
2

GATOR TAKEDOWN ❖ FEAT 1

GATOROID **ATTACK**

Prerequisites Death Grip ancestry

When you grapple a foe with your jaws, you may attempt to drop prone and take your prey with you. Make a Trip check against their Fortitude DC. You do not lose the grapple unless you critically fail. If this succeeds, both you and your target are prone, but you are not flat-footed against it. You do your Str modifier in damage as they are slammed into the ground.

5TH LEVEL

DEATH ROLL ❖❖ FEAT 5

GATOROID **MOVE** **ATTACK**

Prerequisites Gator Takedown

You can severely harm an enemy once they're in your jaws! Attempt a gator takedown as part of this activity. If it succeeds, you may Stride (while prone, as you're rolling) up to 15 feet as part of this activity. At the end of your movement, make a Strike with your jaws. On a hit, you deal your normal jaw damage, plus additional damage equal to your Strength modifier for each five feet you rolled after the first. This is doubled on a critical success.

Ape

The closest cousins of mankind, they needed little change to match their less-hirsute relations. As strongly social animals, they tend to form stable, if small, communities, or to exist well within safeholds of mixed sapient types. There is a slight tendency for them to be drawn to the Heirs of Ludd, as many have some inkling of the things done to them in science labs and how their original territories were reduced by human incursion. Others, however, consider themselves the rightful heirs to technology, being tool users even before mutating into sapience.

The three types f great ape are all represented here; the Ancestry chosen may modify the default values given.

"You maniacs! You blew it up! Damn you all to hell!"

Ape Heritages

Gorilla

Gorillas are big, strong, and tough. While in reality, gorillas are plant eaters which are hostile only when threatened or aroused, it is a classic trope in post-apocalyptic gaming that gorilloids are brutish soldiers and thugs, ironically often less intelligent than mutant animals which come from creatures far further from humans. Ability boosts are Strength and Constitution, ability flaw is Int, and hit points are 10. You have a -1 status penalty to Will saves.

Chimpanzee

Chimpanzees are very akin to man, and are agile and intelligent. In apocalyptic fiction, they're often portrayed as intellectuals and philosophers. Ability boosts are Dexterity and Intelligence, ability flaw is Strength, and hit points are 8.

Orangutan

Orangutans are great climbers; you gain a +1 status bonus to Climb in any situation. Your ability boots are Dexterity and Wisdom, and your ability flaw is Charisma. You have 9 hit points.

Ancestry Feats

1st Level

Chestthumper   Feat 1
Ape

Prerequisites Gorilla heritage

You can be pretty scary for a vegetarian! You gain the Intimidating Glare feat, even if you don't meet the prerequisites. Instead of glaring, though, you thump your chest, bellow, and bare your teeth. Creatures already Frightened take a -2 circumstance penalty to their Will DC to resist your Intimidation.

Instinctive Herbalist   Feat 1
Ape

You have an instinctive grasp of the utility of the natural world. You instinctually know the formulae for two common scholar concoctions of your

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Hit Points
As per heritage

Size
Medium

Speed
25 feet

Ability Boosts
As per heritage
Free

Ability Flaw
As per heritage

Traits
Humanoid
Uplift
Furkind

Natural Weapons
Blunt teeth

Senses
Low-light vision

Monkey See, Monkey Do
When someone Aids you in a non-combat action, you increase the granted circumstance bonus by 1.

Arboreal
You have a +1 status bonus to Climb checks or to Grab an Edge if you are in a forest, or an environment with many branch-like protrusions, such as the exposed cross-beams of a ruined skyscraper.

Mutation Points
2

level or lower with the healing trait. Once per day, you can prepare a single scholar concoction whose formula you know. This takes 10 minutes of time in any wilderness other than the most barren of wastelands (🦀 GM's discretion). The resulting concoction lasts for 4 hours. If you are trained in Survival, you may make one dose of each formulae you know once per day.

Known formulae increase automatically with your level. If you are fifth level and know how to make a Poultice, you can make Prescription-Strength rather than Over The Counter.

MONKEY ON SOMEONE ELSE'S BACK — FEAT 1
Ape

Your long and agile limbs give you exceptional grappling ability. Once you have established a grapple, attempts to Escape suffer a -2 circumstance penalty.

PREHENSILE TOES — FEAT 1
Ape

While the typical apeoid is effectively humanoid, with only slight hints of their ancestral foot structure, you have retained more useful appendages. When barefoot, or wearing modified boots, you have decent gripping capabilities with your feet. While you can't normally attack with a weapon held in your toes (hard to move when you've got a laser pistol on your foot), you can pick up an object and transfer it to a hand as a free action once per turn, on your turn. You get a +1 status bonus on grapple checks. If you are in a situation where you don't need your feet to move (hanging from a beam, flying) you can attack with a foot-held weapon at a -2 circumstance penalty. (Your legs are still not as agile as your arms, in terms of being able to aim or swing correctly.)

POWERFUL SWING — FEAT 1
Ape

Prerequisites Orangutang heritage

Your long arms add extra leverage! When wielding a 2-handed weapon that does slashing damage, you may reroll one damage die on your first successful attack on your turn. You must take the second result, even if it's lower.

TEST SUBJECT — FEAT 1
Ape

Prerequisites Chimpanzee heritage

Before the Cataclysm, humans conducted many cruel and torturous experiments on your ancestors. They survived, and passed that toughness down to you. You have a +1 status bonus to Fortitude saves against disease and poison.

5TH LEVEL

CRATE SMASHER — FEAT 5
Ape

Prerequisites Gorilla heritage, trained in Athletics.

When you want to break down a vault door or smash open a sealed duraplas crate, you get your way! You suffer no penalty on Force Open checks for not having tools – your brute might is sufficient! You get a +2 status bonus Force Open checks, increasing to +3 if you're expert and +4 if you're master.

FLINGER — FEAT 5
Ape

Prerequisites Instinctive Herbalist

Perhaps you've learned from harsh trial and error, or perhaps you've awakened some deeper memories, but you are now capable of mixing some Scholar bombs. You learn two common Scholar concoctions with the bomb trait. You can make one of these per day, following the same rules as noted for Instinctive Herbalist. These do not count against your healing concoctions; if you have both feats and are trained or better in Survival, you can make four different concoctions per day. Each still takes 10 minutes time.

You become trained in bombs.

Tree-Walker   Feat 5

Ape

Prerequisites Arboreal ancestry trait.

You can move through wooded areas – or ruins with lots of exposed beams and girders, at the GM's discretion – as fast as you can walk! Gain a climb speed equal to your base Speed when in appropriate locations.

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)

Primeval

Mutation – or possibly the result of the Ancestors restoring extinct species before the Cataclysm – has made you akin to the massive cave bears the hairless apes exterminated, all because they had 'sapience' and 'thumbs'. Well, guess what, monkeys? Now *you've* got both those things, *and* you're a freakin' giant bear! You are trained in Intimidation, and any creature already frightened takes a -2 circumstance penalty on their Will DC against your Coerce or Demoralize checks.

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.

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
Mutation Points
2

Ancestry Feats

1st Level

Bashing Paws	Feat 1

Ursine

You can deliver a powerful swat with your paws. Your claw attacks gain versatile (bludgeoning) and sweep.

Bear Hug	Feat 1

Ursine

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.

Honey Robber — Feat 1

Ursine

Your fur is thick and dense, and the skin beneath it is tough as well. You gain resistance equal to half your level against physical damage from swarm attacks that do not require an attack roll.

5th Level

Bee-Bane — Feat 5

Ursine

Prerequisites Honey Robber

Broad paws and wide swats scatter small foes! When you make an unarmed attack against a swarm, you ignore its resistance to physical damage. If you use a melee weapon, its resistance is halved (round down)

Mauler — Feat 5

Ursine

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.

Swat Aside — Feat 5

Ursine

Prerequisites Bashing Paws

When you make a bludgeoning attack with your claws, the attack gains Push on a critical success.

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

Who's 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 human and mutate 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.

Gripper

Your breed was shaped to grab and hold prey in its powerful jaws. When you bite down, you don't let go! Your ripping teeth attack gets the Grab trait. If you don't also have a free hand to help maintain the grab, you are flat-footed to anyone other than the grabbed person. If your target fails to Escape, you automatically do your Str modifier in piercing damage to them.

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.

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 or to any cold-based effect allowing such a save.

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.

Mutation Points
2

ANCESTRY FEATS

1ST LEVEL

HEEL NIPPER   FEAT 1
Canine

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 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

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

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.)

5TH LEVEL

PACK TAKEDOWN   FEAT 5
Canine

Prerequisites heel nipper

When you successfully reduce an enemy's speed via the heel nipper feats, 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.

PACK CALL ❖   FEAT 5
Canine

Prerequisites Howl

You emit a loud howl, focusing your packs attention and reminding them they are part of a greater whole. Any allies within a 40 foot emanation that are afraid or confused may immediately make a Will save at the original DC (or at a moderate DC for the effect's level, if none was provided) to end it. Regardless of success or failure, targets are immune to this power for 10 minutes.

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

1st Level

Climber	Feat 1

Feline

Requirements You are not encumbered

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. For very smooth surfaces with few handholds, you must have an Athletics modifier equal to or greater than the materials hardness.

Fleet Flee	Feat 1

Feline

Prerequisite Scaredy-cat

"He who hisses and runs away, liv… oh. You're already gone." When you are frightened, you may choose to gain a status bonus to your move equal to 5 feet per condition value (e.g., frightened 2 grants a 10 foot bonus). You must choose whether or not to use this feat when you gain the frightened condition, or at the start of any turn where you have the condition. Once activated, it remains in effect until the start of your next turn or you are no longer frightened. While benefitting from this feat, you may only take move actions which put you further away from enemies, or further from the most powerful if there's no path free of foes. Your first action must be such a move, if possible. 🐾 The GM will resolve any ambiguity. If you move up to a total of twice your speed during your turn while this feat is in effect, you gain a +2 circumstance bonus to your AC vs. ranged attacks.

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.

Mutation Points

2

If you have this feat and gain the fleeing condition, it kicks in automatically and grants a 10 foot status bonus, plus the AC bonus if you move as noted.

POUNCER   FEAT 1
FELINE

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

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 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.

CAT AND MOUSE   FEAT 5
FELINE

Prerequisites trained in Intimidate

You are an expert at using fear to keep your prey off-balance. You may use Intimidate rather than Deception to make Feint checks. You may take skill feats that improve or modify feinting by using your Intimidation proficiency to meet the prerequisites.

5TH LEVEL

SABRE SPECIALIST   FEAT 5
FELINE

Prerequisites sabretooth Heritage

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

SWIFT CLIMBER   FEAT 5
FELINE

Prerequisites Climber

Your climb speed is equal to your base ground movement.

Frog

Do Not Give Rides To Scorpions.

-- A Common Frog Saying

Frogs (and toads; for my opinion on the distinction, see also the alligator and rabbit ancestries) were wildly diverse and widespread before the Cataclysm, and remain so now. Anuran uplifts are found all over the world; they prefer places close in climate to their original lands, but can survive anywhere any other Uplift can.

Many remain, like their forebears, somewhat asocial, not forming close bonds even with kin, but individuals vary greatly. There are frogoid settlements here and there, and frogoids living within larger communities may be anything from lone individuals to part of a "Frogtown" neighborhood.

Frogs have some unusual senses, as well.

Skinsense (10 feet, imprecise) Your skin is extremely sensitive to nearby disturbances. You can detect Unobserved creatures, but only if they've taken a Move or Attack action inside that radius. Abilities that negate scent will *not* negate your skinsense, as you rely on movement rather than smell.

Taste Your taste buds are very refined. You can make a Perception check with a +2 status bonus to detect ingested poison, rotten or infected food, and so on. The DC should be set by the level of the affliction. At the GM's discretion, you might be able to identify what type creature left behind blood, or otherwise glean useful information by putting clues in your mouth.

Hit Points
As per heritage

Size
Medium

Speed
25 feet

Ability Boosts
Dexterity
Wisdom
Free

Ability Flaw
Strength

Traits
Humanoid
Uplift
Coldkind
Amphibious

Senses
Skinsense, Taste (see main text)

Innate Mutations
Leaper

Mutation Points
1

Frog Heritages

Poison

You are brightly colored – and deadly. Anyone grappling you, or striking you with their bare skin (fur, scales, bark…) must make a flat DC 10 check or be exposed to your toxic skin, which does 1d4 poison damage and 1 persistent poison damage, resisted by a basic Fortitude save against your mutation DC.

You have four "charges" of poison before it's mostly scraped off; these recover after a rest period.

Tonguelasher

You have a unique natural weapon – a powerful tongue that can lash out and bash foes.

Frog Tongue d6 bludgeoning, free hand, reach, shove

It is considered part of the Club group for purposes of Critical Specialization.

Horny Toad

You have a hard outer skin that provides some defense. You gain the Armored Skin (Light Armor) mutation.

Ancestry Feats

1st Level

Farleaper   **Feat 1**

Frog

You are an excellent jumper, exceeding even the norm for your kin. You gain the Power Jump and VTOL enhancements to your innate leaper mutation.

SHARED TOXIN   FEAT 1
FROG

Prerequisites Poison Heritage

You allow your allies to scrape some of your poison onto arrows or blades. An adjacent ally can spend 1 to coat their weapon with your secretions, reducing your poison charges by 1. If the envenomed weapon is not used by the end of their next turn, the poison evaporates.

SLIPPERY   FEAT 1
FROG

Your skin is particularly slick and slimy. This grants you a +2 status bonus to all attempts to Escape.

TREEFROG   FEAT 1
FROG

You have sticky footpads or other aids in climbing. You gain the Clinging mutation.

TONGUEGRABBER   FEAT 5
FROG

Prerequisites Tonguelasher Heritage

You've learned to use your tongue to grapple your foes. Whether by sticky secretions or wrapping around a foe, your tongue gains the grapple trait.

WIDE-ANGLE VISION   FEAT 1
FROG

In ancient times, your most distant forebears served as familiars to magic-users who had hoped to get a pseudo-dragon, but hey, crits happen. Those distant relations did grant their disappointed masters the boon of wide-angle vision, and you possess it, too. If you become flanked, or tart your turn flanked, you may pick one of the flanking creatures. You are not flat-footed towards them. You may change which creature this applies to as a free action at the start of each turn where you are flanked.

5TH LEVEL

STRONGTONGUE   FEAT 5
FROG

Prerequisites Tonguelasher heritage

Your tongue attacks gain "Push". If your last action was a successful attack with your tongue natural weapon, you may take ❖ to automatically shove your target five feet, or ten on a critical hit.

STICKYTONGUE   FEAT 5
FROG

Prerequisites Tonguegrabber

Your tongue attacks gain "Grab". If your last action was a successful attack with your tongue natural weapon, you may take ❖ to automatically grab your target until the end of your next turn. You may release them as a free action. Obviously, you cannot make additional tongue attacks while the target is grabbed.

VERY POISONOUS   FEAT 5
FROG

Prerequisites Poison heritage

Your skin toxin does 3d4 poison damage and 3 persistent poison damage. On a critical failure, it also inflicts Clumsy 1 or Weakened 1; you must choose which when you take this feat. This also applies to you shared toxin, if you have that feat.

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 triggered by that movement. (The GM may roll this check for you, as opposed to suddenly asking you to roll Perception, thereby alerting you *something* is up.)

Hit Points	
7	
Size	
Medium	
Speed	
25 feet	
Ability Boosts	
Dexterity	
Wisdom	
Free	
Ability Flaw	
Strength	
Traits	
Humanoid	
Uplift	
Mammal	
Natural Weapons	
Sharp nails	
Innate Mutations	
Leaper	
Mutation Points	
2	

Ancestry Feats

1st Level

Hold Still ❖❖❖   Feat 1
Rabbit

Requirements You are behind lesser cover.

You can use almost anything to hide behind, as you become so immobile your foes fail to register your presence. By taking a ❖❖❖ activity, you can attempt to Hide with only lesser cover. If you successfully Sneak on your next turn, you do not become observed if you end your move behind lesser cover.

Instinctive Herbalist   Feat 1
Rabbit **Exploration**

Frequency Once per day.

Your keen nose and inherited instincts tell you much about the local plants and fungi. You instinctually know the formulae for two common scholar concoctions of your level or lower with the healing trait. With 10 minutes of time in any wilderness

other than the most barren of wastelands (🦇 GM's discretion), you can prepare a dose of one of these concoctions, which must be used within the hour. If you are trained in Survival, you may make each of the formulae you know once per day.

Known formulae increase automatically with your level. If you are fifth level and know how to make a Poultice, you can make Prescription-Strength rather than Over The Counter.

RABBIT KICK ❖❖   FEAT 1

RABBIT **ATTACK**

If you are prone, you may deliver a devastating kick.

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, increasing to 2d8 if you are expert, 3d8 if master, and 4d8 if legendary. 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).

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**

Trigger An observed enemy moves adjacent to you.

Requirements You are not immobilized, prone, or otherwise hindered in your movements.

You bound away from an approaching foe. Leap 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. This will trigger any reactions based on move actions from creatures other than the triggering enemy.

WARREN BUILDER ↻   FEAT 1

RABBIT **EXPLORATION**

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.)

5TH LEVEL

FAST TWITCH ↻   FEAT 5

RABBIT **MOVE**

Prerequisites Twitchy

You react to an approaching foe without an instant's hesitation. When you use the twitchy reaction, you do not trigger reactions based on movement from any foe.

SHARP EARS ↻   FEAT 5

RABBIT

Prerequisites Longear Heritage

You can focus your hearing exceptionally well. When you roll a flat check to affect a concealed creature within ten feet, you may roll twice and take the higher result.

TRICKSTER   FEAT 5

RABBIT

Prerequisites Instinctive Herbalist

In legend and lore, your people were tricksters who out-thought rather than out-fought their prey. You learn two common Scholar concoctions with the equalizer trait. You can make one of these per day, following the same rules as noted for Instinctive Herbalist. These do not count against your healing concoctions; if you have both feats and are trained or better in Survival, you can make four different concoctions per day. Each still takes 10 minutes time.

You become trained in bombs.

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.

Survivor

Constant efforts to exterminate your ancestors merely led to them becoming tougher and more cunning. Poison and traps were spread to stop them, and they learned to survive both. You have a +1 status bonus on saving throws vs. poison, and a +1 status bonus to Disable a Device and to saving throws against traps.

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

1st Level

Chomper	Feat 1

Rat

Prerequisites Giant Rat heritage

Your natural weapons are upgraded to fangs and claws.

Rat Pack	Feat 1

Rat

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

Scrabbler	Feat 1

Rat

Rubble, ruins, narrow pipes, twisted beams lying at odd angles... you move swiftly through or over them all. If

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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.

Mutation Points

1

you roll a success on an Acrobatics check to Balance or an Athletics check to Climb, you get a critical success instead. You're not flat-footed when you attempt to Balance or Climb.

SCURRY ⤵ FEAT 1

RAT

Trigger An ally ends a move action adjacent to you.

Your kind learned to fight well in groups. You take advantage of an ally's movement to Step.

WHIPTAIL FEAT 1

RAT

Your tail is long and tough, enabling you to wield it as a weapon. It acts as a whip with the Free-Hand trait.

WIRECHEWER FEAT 1

RAT

Prerequisites 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).

5TH LEVEL

WIRERIPPER FEAT 5

RAT

Prerequisites Wirechewer

You're very good at ripping out wires. When you critically success with a melee attack against a robot, you deal 1d6 precision damage.

RAT SWARM FEAT 5

RAT

Prerequisites Rat Pack

You are even better at coordinating. When you critically succeed with an attack against a target, you may designate up to four allies within 30 feet to gain the bonus.

Rhino

Rhinoceri are strong, hardy herbivores, known large horns and tough hide. Mostly found only in zoos or protective enclaves pre-Cataclysm, their mutant descendants have adapted to the new world, some as new species of beast, and some as sapient competitors for the crown humanity discarded.

Rhino uplifts have a reputation for being short-tempered, and some exploit this to intimidate others ("You wouldn't like me when I'm angry.") Any individual may hold to, or differ from, this stereotype as they see fit.

Rhino Heritages

Stronghorn

Your natural weapon becomes:

Large Horn d8 piercing, deadly d8, free-hand

Stubborn

No one can resist your charging fury… and no one can make you move against your will. 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 gadgets, concoction, harvests, or effects that attempt to knock you prone.

In addition, if any effect would force you to move 10 feet or more, you are moved only half the distance.

Thickskin

The term "rhino hide" was Ancestral slang for a tournament combatant who ignored blows they should have acknowledged. In your case, it is not derogatory. You have resistance to bludgeoning damage equal to your level/2, minimum 1.

Wooly

In another example of the Ancestors bringing back extinct species, or the Cataclysm resurrecting long-buried genes, you are covered with thick fur. You gain cold resistance equal to half your level (minimum 1) and treat environmental cold as one category less extreme.

Hit Points

10

Size

Medium

Speed

25 feet

Ability Boosts

Strength

Constitution

Free

Ability Flaw

Wisdom

Traits

Humanoid

Uplift

Mammal

Natural Weapons

Sharp horn

Senses

Low-Light Vision

Unstoppable

If you Stride up to your speed on difficult terrain, if your next action is also a Stride, you ignore the difficult terrain for that action, and any subsequent move action where you move more than five feet. This effect ends when you take a non-move action.

Mutation Points

2

Ancestry Feats

1st Level

Indomitable Feat 1
Rhino

Nothing can make you move physically… or mentally. When you make a Will or Fortitude save against an effect which would remove your control in some way, such as making you Controlled, Confused, or Fleeing, you get +2 status bonus to the save.

Motion Vision ⟳ Feat 1
Rhino

Trigger A hidden enemy Sneaks more than 10 feet within 15 feet of you.

It is not true you can't see an enemy if they're not moving... but you can sometimes see them better when they are. You may Seek as a reaction to the triggering motion, even if the enemy remains behind greater concealment during their move.

Tantrum ❖   Feat 1
Rhino

You exploit your reputation as a barely-controlled psychopath by lashing out and smashing some random object or otherwise demonstrating that you're losing it while everyone else keeps yakking[1] on and on. Make an Athletics check against the Will DC of a target an ally is trying to influence via Diplomacy. On a success, the target's Will DC is reduced by 1 (2 on a critical success). On a critical failure, the target's attitude shifts one step downward.

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[1] Even those not descended from yaks. Go figure.

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 ancestral species was particularly well-armored, granting you a tougher exoskeleton. You gain bludgeoning resistance equal to half your level (minimum 1).

Desert Dweller

Your ancestors hunted in the harsh deserts of the world. You gain fire resistance equal to half your level (minimum 1) and treat environmental heat effects as if they were one step less extreme.

Jungle Dweller

Before the Cataclysm, your forebears hunted in swamps and jungles. You ignore difficult terrain caused by vines, leaves, roots, and similar muck.

Nightbreed

Your ancestors prowled the darkness. 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.)

Pincers

One of your hands is replaced by a large pincer! This does 1d8 slashing 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. If you hit with a stinger attack, you may use your next action to inject poison. This deals 1d4 persistent poison damage against a basic Fortitude save equal to your mutation DC.

Hit Points

9

Size

Medium

Speed

25 feet

Ability Boosts

Dexterity

Wisdom

Free

Ability Flaw

Intelligence

Traits

Humanoid

Uplift

Arthropod

Natural Weapons

Stinger

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.)

Innate Mutations

Armored Skin (Medium, Crackable)

Mutation Points

1

Ancestry Feats

1st Level

Ancient Blood   Feat 1

Scorpion

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

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.

Skulker   Feat 1
Scorpion

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.

5th Level

Potent Poison   Feat 5
Scorpion

Prerequisites Poison heritage

Your poison does 2d4 persistent poison damage.

Unstoppable ↺   Feat 5
Scorpion

Prerequisites Ancient Blood

Frequency once per day

Trigger You would be reduced to 0 Hit Points but not immediately killed.

You are damn hard to kill. Rather than falling unconscious, you avoid being knocked out and remain

at 1 Hit Point, and your wounded condition increases by 1.

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.[2]

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.

Helicoprion

The strange mutagenic powers of the blight (perhaps combined with Ancestral genetic manipulation/reconstruction) has given you a trait lost a hundred million years before the Cataclysm: A "whorl" of teeth that can lash out like a whip![3] Your natural weapon becomes:

> **Helicoprion Whorl** d6 slashing, deadly d6, free-hand, reach 10 feet.

Ironjaw

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

Mako

You are descended from (or share some randomly spliced DNA with) the fastest pre-Cataclysm sharks. You ability boosts are to Dexterity and Wisdom. Your base speed is 30 feet.

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

1st Level

Air Hunter	Feat 1

Shark

Prerequisites Water Scent

Hit Points
9

Size
Medium

Speed 25 feet

Ability Boosts
Constitution
Wisdom
Free

Ability Flaw
Charisma

Traits
Humanoid
Uplift
Waterkind

Natural Weapons
Ripping teeth

Senses
Water Scent: You have Scent (60') when submerged.

Aquatic
You automatically gain the Aquatic mutation.

Frenzy
If you start your turn when an enemy within your reach is suffering bleed damage, you must make a raw DC 5 check or your first action must be a melee attack of some kind against them. You will not voluntarily move away from them, but may take your other actions normally. Once in a state of frenzy, it will not end until there are no bleeding foes within your basic Speed.

Innate Mutations
Aquatic

Mutation Points
2

---

[2] Regarding water scent: 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.

[3] Unfortunately, killjoy scientists have determined the teeth stayed in the jaw to grind up shellfish and did not lash out like a toothy whip. Fortunately, this game has bugger all to do with actual science. You want 'realism', go play Aftermath by FGU.

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

CIRCLE PREY   FEAT 1
SHARK

Much as your kind did in the sea, you can carefully circle an enemy, looking for the precise time to strike. You may Stride up to half your speed without triggering reactions based on movement, as long as you remain within melee reach of creatures with the reaction. (If you have multiple such foes, you will trigger the reaction only from those where you move out of their reach; the reaction occurs before you leave their attack range, of course.)

FLAYER   FEAT 1
SHARK

Prerequisites 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

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.

PREDATOR'S GAZE   FEAT 1
SHARK

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 or Demoralize another creature.

5TH LEVEL

CIRCLE STRIKE❖   FEAT 5
SHARK ATTACK

Prerequisites Circle Prey

Requirements You have moved at least 15 feet while remaining adjacent to a foe with Attack of Opportunity or a similar movement-based reaction.

Your foe watches you warily as you circle them... but you are too swift! You make a melee Strike at the circled enemy. They are flat-footed against this attack. If you miss, it will trigger their reaction, and you will be flat-footed against it.

GREATER FRENZY   FEAT 5
SHARK ATTACK

Prerequisites Frenzy ancestry feature

You may choose to forego rolling to prevent frenzy. If you do, you may only attack with your natural weapons, but they gain an additional die of damage and a +1 item bonus to attack rolls. This may only be used if your natural weapons lack any other innate bonuses, such as from atavistic attacker.

Snake

You are descended from one of the many species of snake. Even though you probably have arms and legs (depending on your heritage), you retain a sinuous, flexible body. Cunning, alert, and dangerous, you are likely aware of the pre-Cataclysm tales of your kind and your mythical role as both deadly predator and giver of wisdom. Whether you embrace either, both, or neither is up to you.

Snake Heritages

Constrictor

You can crush a foe! You gain the Constrict action.

Constrict ❖

Requirements You are wearing light or no armor. **Effect** You deal your Str modifier in damage to a grabbed or restrained foe, who must make a basic Fortitude save against your Athletics DC.

Special You may choose a second Heritage feat (except for viper) instead of your first level Ancestry feat.

Slitherer

You are not fully humanoid, but are serpentine from the waist down. This provides several advantages: You may ignore many types of difficult terrain (GM's discretion: Such things as loose rubble, tangling undergrowth, or uneven surfaces can be ignored, while slick ice or sticky chemicals are just as problematic to you as to a biped.) You gain a +2 status bonus on swim checks and to saves against Trip attacks, and a -1 on climb and leap checks. You cannot use foot or leg items unless they are heavily modified (typically, a hard Craft DC of the item's level).

Tongueflick

You can "taste" the air around you to detect foes. You gain scent (imprecise) fifteen feet.

Viper

You have fangs filled with toxin! If you hit with a bite attack, you may use your next action to inject poison. This deals 1d4 persistent poison damage against a basic Fortitude save equal to your class DC.

Special You may choose a second Heritage feat (except for constrictor) instead of your first level Ancestry feat.

Sea Snake

You are descended from sea or river dwelling snakes, 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.

Hit Points

8

Size

Medium

Speed

25 feet

Ability Boosts

Dexterity

Charisma

Free

Ability Flaw

Constitution

Traits

Humanoid

Uplift

Reptile

Natural Weapons

Fangs

Senses

Darkvision

Flexible

Your sinuous motions make you harder to hit. You gain a +1 status bonus to AC against ranged attacks when the attacker is observed.

Mutation Points

3

Ancestry Feats

1st Level

Paralytic Venom	Feat 1

Snake

Prerequisites Viper ancestry

When your target critically fails their initial save against your poison, they also become Clumsy 1 for as long as the poison remains in their system.

Snake Charmer — Feat 1

Snake

No, you don't charm snakes, you're a snake, and a charmer. Your eyes border on the hypnotic, and your subtle movements keep a foe focused on you. You gain a +1 status bonus to checks to Make an Impression or Feint. Allies gain a +1 circumstance bonus to Create a Diversion if they target the individual you're trying to Impress or Feint.

Sinuous — Feat 1

Snake

Prerequisites Flexible racial feature, Slitherer ancestry

You are especially good at twisting out of the way. You gain a +1 status bonus to Reflex saves.

5th Level

Cobra's Gaze ❖❖ — Feat 5

Snake Visual Enchantment

Prerequisites Snake Charmer

You don't need to *literally* be descended from a cobra to gain this feat. You can attempt to lock a creature's attention on you to the exclusion of almost all else. **Frequency** Once/minute **Target** One creature within 30 feet who can see your face. **Effect** The target makes a Will save against your Diplomacy DC. On a failure, they are fascinated by you until the end of your next turn. On a critical failure, they cannot take any hostile action against you while the effect lasts. You must keep them in your sight; if line of sight is blocked by an level of concealment, the effect ends. Regardless of the save, the target will be temporarily immune to this power for 24 hours.

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 on Climb checks.

NINJA

You are surprisingly graceful for a heavily-armored lumbering reptile. You gain a +1 status bonus to Stealth, and are trained in one common martial agile weapon. When a class grants improvements to weapon proficiency, this proficiency increases as well.

SNAPPER

Your jaws are immensely strong and sharp. Your natural weapon becomes:

> **Snapping Beak** d6 slashing, fatal d8, free-hand

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. Your armored skin check penalties do not apply to swim checks. You see underwater without penalty.

Hit Points	
9	
Size	
Medium	
Speed	
20 feet	
Ability Boosts	
Constitution	
Wisdom	
Free	
Ability Flaw	
Dexterity	
Traits	
Humanoid	
Uplift	
Reptile	
Natural Weapons	
Beak	
Innate Mutations	
Armored Skin (medium or heavy)	
Mutation Points	
2	

ANCESTRY FEATS

1ST LEVEL

PONDEROUS POISON   FEAT 1
TURTLE

Your metabolism can slow itself down instinctively. When you are subject to an affliction with the poison trait, the time for each stage doubles.

SLOW AND STEADY   FEAT 1
TURTLE

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.

SPAWNING GROUNDS   FEAT 1
TURTLE

After dwelling in an area (remaining inside a roughly mile-diameter circle) for a week, you may declare it to be your home territory. You will always know the direction and approximate distance (within 10%) to this location. You may 'reset' this ay any time by spending a week in a different location, but you do not lose it if you don't wish to; you can spend a year in the Lost Wages Desert but always know the direction back to Shi-Kago.

Splash Resistant — Feat 1

Turtle
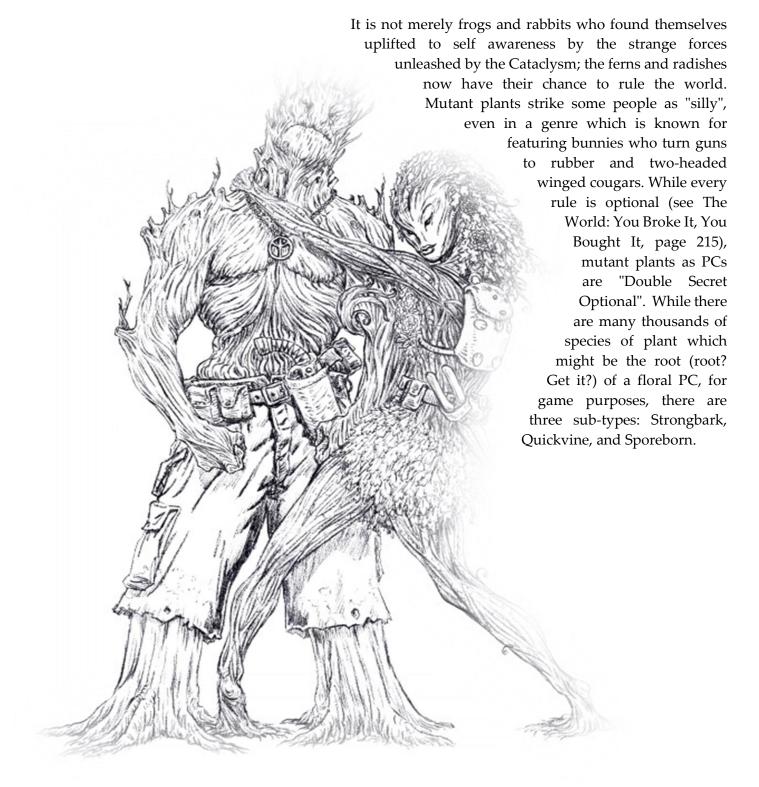
Your hard shell can keep out some damage. You gain resistance equal to half your level (minimum 1) against most types of splash damage, unless the GM rules a particularly rare damage type is not affected by physical barriers. (Antimatter grenades, for example, consider your shell to just be more matter for them to be "anti".)

Turtle Mode ⟳ — Feat 1

Turtle

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 merely frogs and rabbits who found themselves uplifted to self awareness by the strange forces unleashed by the Cataclysm; the ferns and radishes now have their chance to rule the world. Mutant plants strike some people as "silly", even in a genre which is known for featuring bunnies who turn guns to rubber and two-headed winged cougars. While every rule is optional (see The World: You Broke It, You Bought It, page 215), mutant plants as PCs are "Double Secret Optional". 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.

Floral Ancestry Feats

These feats may be taken by all florals, regardless of subtype, unless otherwise noted.

1st Level

Floral Empathy   Feat 1
Floral

You have a gift for understanding and communicating with non-sapient plant creatures (this does not include hazards, such as restful roses). You can use Diplomacy to Make an Impression on plant creatures and to make very simple Requests of them. In most cases, they will give you time to make your case. This includes fungi, and sporeborn can use this to communicate with non-fungi equally well.

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).
Mutation Points
2

ANCESTRY FEATS

Strongbarks can also choose the More Mutated Feat, page 51, to pick any mutation not otherwise denied to them.

1ST LEVEL

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 51, to pick any mutation not otherwise denied to them.

1st Level

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).

Mutation Points

2

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.

5ᵀᴴ Level

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, and is pliant and resilient. You have resistance to Fire and Bludgeoning equal to half your level (minimum 1).

Mutation Points
3

ANCESTRY FEATS

Sporeborn can also choose the More Mutated Feat, page 51, to pick any mutation not otherwise denied to them.

1ST LEVEL

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

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.

1ST LEVEL

ATAVISTIC FALLBACK — FEAT 1
BIOMORPH **FLORAL**

Prerequisites Mutation which grants a natural weapon of some kind.

You are particularly adept with blight-gifted natural weapons, though not so much as those whose ancestry is purely bestial. You gain a lesser version of the uplift Atavistic Attacker feat (page 12). You use the better of your unarmed combat proficiency or your mutation proficiency, rather than swapping out your highest class-granted proficiency, and your natural weapons improve automatically as follows.

Level	Benefit
2	+1 potency bonus to attacks w/natural weapons.
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.

Definition If it's unclear if a mutation grants a "natural weapon" for purposes of these rules, it can be defined as a biological mutation which grants a melee or ranged attack that does physical damage and which is a generally permanent part of your physiology. As always, the 🛡 GM is the final arbiter.

Special If a mutation grants a damage or weapon die enhancement automatically as part of heightening, you may choose to apply *either* this feat *or* the listed progression, not both!

MORE MUTATED — FEAT 1
MUTATE **UPLIFT** **FLORAL**

You have additional mutations, or have enhanced an existing mutation. Gain 2 mutation points. You may spend these immediately, or save them to purchase more expensive mutations later. Mutates must spend ¾ of their total mutation points on their preferred type. (Thus, in order for a biomorph to purchase a 2 point psychic mutation, they must have 6 points in biological mutations.)

Buying off Defects
You may also spend mutation point to buy off a defect. You must pay down the full costs, which might involved saving up some points.

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.

NATURAL ARMOR PROFICIENCY — FEAT 1
MUTATE **UPLIFT** **FLORAL**

Prerequisites You have the armored skin mutation.

You are trained in the use of your natural armor. This is only of value if your class does not provide such training. You do not gain training in artificial armors of the same category (light, medium, etc.)

Unstable Mutation   Feat 1

Mutate **Uplift** **Floral**

Your body's DNA is in a constant state of flux. Buy two mutations of the same point cost, but only spend the points once. (For example, you pick Cryokinesis and Electric Burst, spending a total of 2 points, not 4.) 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.

The cost of the mutation includes any enhancements, so taking Quills (1 point) with the Quillfling enhancement (1) point is a 2 point mutation, and can be "paired" with any other two point mutation.

If you apply mutation points to enhance one, you get the same number of points for the other for no additional cost.

If you cannot or do not wish to enhance the other, the difference in points can be spent by buying an additional mutation that is "paired" with the unenhanced one, or by taking a defect worth the point difference, which only manifests when the enhanced mutation is dominant. As long as the total cost of each (including enhancements and defects) is identical, it meets the requirements for this feat.

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.

5th Level

Adapt Or Die   Feat 5

Mutate **Uplift** **Floral**

You have learned how to suppress or avoid the effects of any mutation defect. You may remove up to two mutation points worth of defects. If a defect is worth more than that, you must take this feat multiple times to save the points. If you have only 1 point worth of defects, the other point is automatically saved; this can be helpful against effects which force defects after character creation.

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 variety of forms and functions.

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

Robot

Mechanical

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

AI

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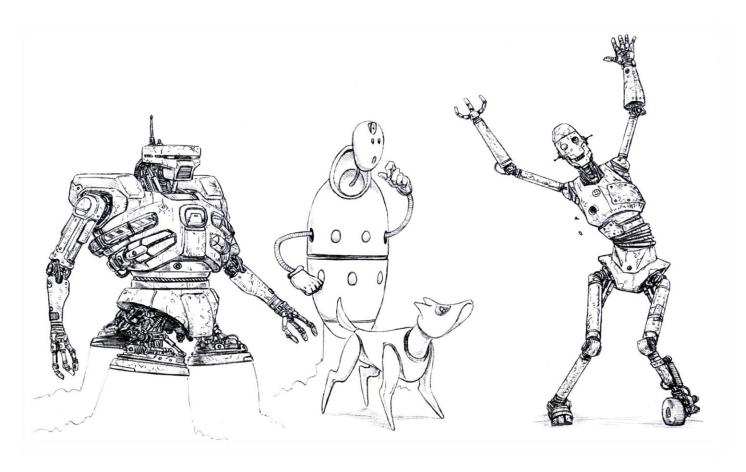
You do not regain hit points from normal healing, unless otherwise noted. You must be repaired.

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 weren't expected to encounter certain situations in the course of your job, your builders may have saved resources 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 walkways, 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 (you are 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 it's sensitive enough that hitting the armor still impacts it. Any attack that does precision damage adds +1 point of damage per die, before any resistance, weakness, or immunity is applied.

You may not take this if you're immune or resistant to precision damage, and need the GM's permission if you're immune or resistant to the most common source of precision damage (physical attacks of various sorts).

First Law Dominant You will only use non-lethal attacks, and you will not attack a sapient (intelligence modifier -3 or greater, and not mindless) creature unless you have been targeted by them (this includes area attacks). 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 kill such a creature, intentionally or otherwise, 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 and recovery checks.

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 -1 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 perception/reaction wiring was considered an unnecessary expense. You have a -1 status penalty to initiative checks and Reflex saves.

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

> ### 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?

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 the above bonuses become penalties 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 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, 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. You may choose two robot ancestry feats at first level.

ANCESTRY FEATS

1ST LEVEL

ATV — FEAT 1

ROBOT

Prerequisites Wheeled Heritage

Your wheels are designed to handle rocks, mud, forest floors, and rugged trails with ease. You treat difficult terrain normally.

DATA BANKS — FEAT 1

ROBOT

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 10 minutes of concentration.

HOLORECORDER — FEAT 1

ROBOT **AUDITORY** **VISUAL**

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 the watchers 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

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, requires a free hand), a command word (❖ auditory), or a biosignature (❖ interact). 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.

OPTIONAL FEATURES — FEAT 1

ROBOT

You were constructed with, or later had installed, a bit of useful gear. Select a scavenger gimmick. You can activate this device at will. It automatically scales to half your level. You may select the omni-weapon gimmick, but you must choose one of its operating modes when this feat is selected, and may not change it except by retraining this feat.

PREDICTIVE ALGORITHM — FEAT 1

ROBOT

Your defensive algorithms can predict when someone will shoot and take corrective action. You impose a -1 circumstance penalty to observed enemies using ranged, non-area attacks against you, if you are not immobilized.

RIGHT TO REPAIR — FEAT 1

ROBOT

The Third Law is the *only* Law, as far as you're concerned (whether or not you have the Third Law Dominant flaw). You gain the Cyberdoc feat, even if you don't meet the qualifications, and any devices or concoctions you make with the healing trait may apply to robots instead of organics. This is chosen at the point of creation, so if you're a scholar using quick concoct to make a poultice, you decide when it's made whether it contains ground ferrite snails which provide a boost to robotic self-repair, or regenerative saps to help the fleshlings you tolerate out of self-preservation.

5TH LEVEL

INTRUDER ALERT — FEAT 5

ROBOT

Prerequisites Guardbot Heritage or expert Perception

You rapidly alert your allies to unseen enemies. Once per round, during your turn, you may use Point Out as a ❖ action.

More Than Meets The Eye   Feat 5
Robot

With have bought or found some unique components, or you have unlocked previously secure subroutines within yourself. Choose a second robotic heritage feat for a body part. Given 10 minutes time and some cool sound effects, you swap between them. This may affect your equipped gear or your skill rolls, and it's good table etiquette to have all the changes pre-calculated and to remember which benefits and penalties are active. (⚒GMs: Be aware some robots have corrupted memory banks and may be more likely to remember benefits and forget penalties.)

Surgeon Bot   Feat 5
Robot

Prerequisites Medibot Heritage

Your built-in surgical tools are the equivalent of expanded healer's tools, granting a +1 item bonus on Medicine checks. You treat critical failures on Medicine checks as normal failures.

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 a Lore skill 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).

FORMER FERAL   BACKGROUND

Uncommon

Requirements: Uplift, Floral

While most uplifts or florals are the offspring of sapient parents and were raised in a community of some kind, you were the first of your blood- or sap- line to be self-aware. Without anyone to teach you to speak or use tools, you would at best have been little more than a clever beast, leaving it to your children and grandchildren to rewalk the long road to language, tools, ideology, and global annihilation, but for a fortunate(?) happenstance – someone found you fairly early in your life, recognized you could be more than what you were, and taught you the bare essentials needed to survive in post-cataclysm civilization.

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

You are still uneasy in crowds, or when you are expected to obey arbitrary rules of decorum. You suffer a -2 status penalty to most Diplomacy and Society checks, and may never learn Assurance for those skills. You gain a +2 status bonus to Command an Animal, and are trained in Nature and Survival. You gain the Assurance feat for Survival.

You and the GM should determine the details of who "rescued" you, and why, and what happened to them. It may have been a kindly Knight of the Jade Eye who felt an obligation to protect and teach you, a traveling merchant who thought you'd be a loyal (and undemanding) worker, a raider chief who liked your savagery and figured he could aim you at rebellious underlings, or a local ruler who treated you as a pet.

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.

MUTATION POINTS

Mutations are purchased with mutation points. These are granted as part of ancestry. They may also be gained by taking feats or defects. Mutation points can be stored and do not need to be spent immediately, but the GM must approve any post-creation expenditures. Generally, after initial mutations are chosen, further spending should be on enhancements, closely-related mutations, or buying off defects.

SPENDING MUTATION POINTS

AT CHARACTER CREATION

You normally spend all your mutation points at character creation. You are allowed to hold some back, if, for example, there's a second level enhancement (see enhancements, below) you know you want to take as soon as possible, in lieu of getting another starting mutation.

IN PLAY

It is recommended that spending mutation points spent after play has begun occur during downtime. This is considered a type of retraining. Two options for time are a full week, no matter how many points are spent, or 1d4 days per point. If the GM wishes, they may let you spend points during a rest period, so you go to sleep with two arms and wake up with three.

The time spent is intended to represent both the physical changes to your body (even psychic mutations rearrange your neurons a bit) and/or the time spent to learn how to use a new or enhanced mutation. Advanced mutations, in particular, represent significant boosts, and "realistically" (for a game whose mascot is a winged grizzly bear with laser eyes), it should take at least a little time to learn to deal with this power.

On the other hand, is anything more *totally awesome* than discovering you can teleport or emit a cone of flame right at the moment of stress when you need it most? So, to GMs: Balance "coolness" and "realism" as befits the tone of *your* campaign. Just be sure the players know, in advance, how things work in your setting.

'CREATIVE' USES

The wide range of mutations and interactions will undoubtedly spur players to find 'creative' uses for them. The GM must be the final judge of such efforts. The following are recommended guidelines:

A mutation should not be able to accomplish effects which are equivalent to those of higher level spells, devices, powers, and so on. This is doubly true if the effect is trivially repeatable and not dependent on narrow circumstances.

A usage should not replace or duplicate an existing mutation of the same level, unless the circumstances are unlikely to repeat.

Creative uses that produce effects one or two levels lower should be allowed if the conditions are not too likely to recur.

Creative uses that produce effects three or more levels lower are generally acceptable, unless there's some odd synergies or the duplicated effects are uncommon or rare.

Actually *succeeding* in a given use is not always easy; the GM may set a DC based on an estimation of the effect's level and the difficulty of getting a mutation to act in a specific way; the character's mutation proficiency is used in this case. The effect may also require an attack roll or allow a save.

If an effect is replicable, the GM may require it be paid for as an enhancement (1 point, or 2 if it greatly improves the power) the next time the character has a chance to do so. Once paid for, a mutation check is no longer needed, unless the use is naturally opposed/resisted, or must overcome some difficulty, such as Climb or Force Open.

Damage for "off-list" uses, direct or indirect, should typically never be more than that of a cantrip of 1-2 levels lower.

The main point is this: Do not let "creativity" be a means of performing an end-run around the challenge. Let it be a useful and rewarded *aid*, granting a +1 to +3 bonus, or negating an equivalent penalty, or pulling off a very circumstantial (and memorable) action.

BASIC MUTATIONS

Most mutations are basic. They can be selected at first level, or with the GM's permission, at higher levels, whenever you have mutation points to spend.

ADVANCED MUTATIONS

A few mutations are *advanced* mutations, which require a higher character level to select, and usually require a pre-requisite mutation. These are split off into their own section. It is possible some advanced mutations will have other advanced mutations as prerequisites.

PICKING MUTATIONS

Mutates, Uplifts, and Florals all gain basic mutations of their choice at character creation. Some are 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

Each character ancestry that grants mutation will also grant a number of mutation points. This number varies based on the innate abilities of the ancestry. An uplift with powerful baseline abilities will have fewer points to spend on mutations.

Mutates must spend at least ¾ of their total points on mutations of their preferred type.

Uplifts and Florals can buy whatever common mutations they wish for the listed costs.

Uncommon mutations can be potentially disruptive; the GM is free to disallow them overall, or allow them under special conditions (such as having to pay for them with points from a defect).

It is *recommended*, but not *required*, that mutation points spent after first level be limited to enhancements for existing mutations or purchasing advanced mutations for which the PC already has the prerequisite basic mutations. The GM may allow the sudden sprouting of a third arm or the acquisition of telepathy at higher levels freely, or they may allow it after some sort of triggering event such as blight exposure, or they may grant one-off permission as warranted by their mercy. (In the unlikely event anyone is actually playing this alpha, I'd also note that changing rules mean it's almost always fair to let players "reroll" (even though no rolling is involved) when their abilities are altered or rebalancd.)

The middle ground is that a new mutation can be purchased later if it somehow fits in with existing abilities. A character with telekinesis might justify buying telekinetic flight, for example.

ENHANCEMENTS

Many mutations can be "fine-tuned". Most mutations will have a list of enhancements. These will often cost points, but a few are 0 points, as they balance beneficial and detrimental features. Purely detrimental options will be mutation-specific defects, which will grant bonus points.

An enhancement has a point cost and a minimum mutation level at which it can be added. The mutation level is normally half your level, rounded up. Thus, you can take the "Very Accelerated" enhancement for the "Accelerated" mutation when the mutation is 2nd level, which will be when you are third level[4].

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[4] And we can all echo Rich Burlew and wish Gary Gygax owned a thesaurus… or chose to use it for "level" vs. things like replacing "evil" with "antithesis of weal".

👑 The GM may disallow certain combinations of enhancements or defects, where there is unexpected synergy or the negation of any actual detriment.

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 when the mutation is 2nd level (and you are 3rd level), 2d6 at 3rd level (when you are 5th level), and so on. A power with this trait which did 2d6 damage as a first level mutation, therefore, will do 3d6 as a 2nd level mutation, 4d6 as a 3rd level mutation, etc.

> If the GM wishes, they may choose for mutations to not heighten automatically. This will make most of them useful only at low levels, to be replaced by class abilities and gear.
>
> If this option is chosen, permit a mutation to be heightened by expending mutation points:
>
> • 2 mutation points allows a mutation which heightens every +X levels to heighten automatically.
> • 1 mutation points allows a mutation which heightens at fixed levels (e.g., 6th) to jump to the next 'stage', once the character is high enough level. If there are multiple stages, each takes 1 mutation point.
>
> Another option is to allow only one mutation to heighten; this is a signature mutation and is key to the character's identity. Please note that a design goal of Earth Delta is for "active" mutations (those which provide some ability the player must choose to use, be it an attack, a reaction, or a focus power) to be frequency limited and on-par with existing abilities at a given level; those without such limits are typically on the same power level as 0-level spells. Mutations should add options in any given encounter, but those more potent than 0-level spells will generally be usable only once in the typical timespan of combat; those which rely on focus points might be usable several times in an encounter, at the cost of depleting their focus pool for future encounters.

DEFECTS

Not all mutations are beneficial. Defects can be biological or psychic, and have a negative cost in mutation points. These points can be spent to buy additional mutations or enhancements, or saved to purchase more expensive options when combined with points from other sources. It is generally recommended defects be chosen at character creation only, unless due to blight exposure. (In such cases, you usually get the defect without any bonus points. Try to avoid blight.)

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

It is recommended that the GM cap defects at a total of -2 to -3 at the most. More than that, and the character will likely be hindered in a range of activities, or, the player is trying to min-max so as to nullify the detrimental effects, in which case, the GM is entitled to whack them with the thickest hardcover in their gaming library. I recommend Ptolus, World's Largest Dungeon, or Hero Fifth Edition.

👑 The sheer number of mutations, enhancements, 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.

FOCUS POWERS

Mutations often grant focus powers, either by default, or from an enhancement. Each such power increases the size of your focus pool (or grants it if you lack one), up to the usual maximum of 3.

TRAITS

Several traits are important for mutations.

Psychic A psychic 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 visible. 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.

Biological A biological 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 may 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 biological 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 can affect AI, but not robots lacking the AI trait. Cyborgs and androids are also affected.

- 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.

- The above rules combine to determine if there is telepathic line of effect. You have line of effect to all non-mindless, non-robot creatures which are observed or hidden, unless they are behind lead or similar materials. Unobserved or undetected creatures cannot be targeted. Proficiency and DC

PROFICIENCY

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.

- Mutation Proficiency increases to expert at 7th level, master at 12th level, and legendary at 19th level.
- Biological mutation attacks (melee or ranged) may use your unarmed attack proficiency, instead of your mutation proficiency, if it is higher.
- The ability modifier for biological mutation melee attacks is Strength, unless noted otherwise.
- The ability modifier for biological mutation ranged attacks is Dexterity, unless noted otherwise.
- The ability modifier for biological mutations which are not attacks is Constitution, unless noted otherwise.
- The ability modifier for psychic mutations (including attacks) is Intelligence, unless noted otherwise.

BASIC MUTATIONS

ACCELERATED

MUTATION **BIOLOGICAL**

Cost 2

Description You move more quickly, due to faster muscle reactions, enhanced nerve conductivity, or more efficient metabolic processes.

Effect Increases your base speed by 5 feet.

ENHANCEMENTS

Long Legs

Cost 1; **Level** 1;

Effect 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. Your reach for attack purposes is normal, except for creatures adjacent to you horizontally but up to five feet above you vertically.

Very Accelerated

Cost 1; **Level** 3;

Effect 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.

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

ACID SPIT

MUTATION **BIOLOGICAL**

Cost 2

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 **BIOLOGICAL** **ACID** **ATTACK**

Range 90'; **Targets** 1 creature

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.

ENHANCEMENTS

Multi-target

Cost 1; **Level** 2;

Effect You may select two targets who are within 15' of each other.

Intense Acid

Cost 2; **Level** 3;

Effect Base damage dice become d8 and persistent damage dice become d6.

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

ANAEROBIC

MUTATION **BIOLOGICAL**

Description You can survive a long time without breathing. This may be due to enlarged lungs, some sort of internal store of energy, or symbiotes providing you with needed gasses.

Cost 1

Effect You can hold your breath for one hour with no ill effects. If you are surprised by poison gas, make a Reflex save against the DC of the trap to avoid breathing it at all; otherwise, you still get a +2 to any other saves to resist initial exposure and will not continue to be exposed as long as you're conscious. This doesn't apply to gasses which harm by skin contact alone.

Vacuum will still harm you due to pressure (or lack thereof).

ENHANCEMENTS

Indefinite

Cost 1; **Level** 1;

Effect You don't need to breathe at all, and don't. You won't accidentally inhale gasses, and even if you fall unconscious, you won't breathe reflexively.

AQUATIC

MUTATION **BIOLOGICAL** **OBVIOUS**

Cost 1

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.

Enhancements

Swimmer

Cost 0; **Level** 1;

Effect Your swim speed increases by 5' and your land speed decreases by 5'.

Defects

Waterbound

Cost -2; **Level** 1;

Effect 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 **Biological** **Obvious**

Description You have armored skin that provides some protection. The descriptions given below are suggestions to inspire ideas, not finite lists you must pick from.

Cost See below

Effect You are covered with bony plates, heavy bark, dense scales, or organic metals that provide an item bonus to AC. When this mutation is selected, you choose the equivalent armor category. This determines the base protection and the proficiency applied. All armored skin has the "Comfort" trait – it is, after all, your skin!

If your Strength is greater than the noted value in each description, your speed penalty is reduced by 5 feet.

Additionally, the check penalty is reduced by 1 – not eliminated as it is for typical armor If you meet the strength requirement, for two reasons:

First, having skin tough enough to stop weapons imposes limits on your movement that an external suit, artificially designed to not limit your movements if possible, does not.

Second, as a matter of game balance, relying on armored skin gives you several advantages:

- You are never caught unarmored while sleeping, and can charge into battle while your allies are still trying to remember where they put that carbolink chain vest last night.
- Attacks which deal object damage to armor have no, or limited, effect (see below).

- Your natural armor has no effective bulk, increasing your carrying capacity.

🛡 Effects which damage armor directly (such as the rust ray of the iron snail) will generally not apply, even if the armored skin mutation is described as "metallic", following the general rule that flavorful descriptions do not grant bonuses or penalties. Effects which describe themselves as creating a gap in armor, or similar verbiage, reducing AC, will generally apply as written. Effects which impose a "broken" condition on armor without dealing object damage will usually work, but a Medicine, rather than a Crafting, check will be needed to "repair" the damage.

If you choose to wear artificial armor over your armored skin, apply the higher item bonus to AC and saves, and the worst penalties for speed, dex cap, and checks. Beneficial traits such as "flexible" or "comfort" apply only if both the worn and natural armor have them, while harmful traits such as "noisy" apply if either has them. Basically, wearing manufactured armor over armored skin is often a bad idea.

Armor Types

Unarmored

Cost 1

(Str 10) You have very light bark, pebbly skin, thin scales, or thick fur. You gain a +1 item bonus to AC, a +4 dex cap, and a -1 check penalty with the flexible trait.

Light

Cost 1

(Str 12) You have denser patches of heavy bark, hardened bone at vital areas, or tough hide. You gain either +2 item bonus to AC, or a +3 item bonus and a -1 check penalty. Your dex cap is +3.

Medium

Cost 2

(Str 14) You are mostly encased in tough park, heavy scales, bony plates, or maybe symbiotic coral growths. You have your choice of a +3 item bonus to AC with a +2 dex cap and a -2 check penalty, or a +4 item bonus with a +1 dex cap and -2 check penalty. You have a -5 foot speed penalty.

Heavy

Cost 3

(Str 16) You are a (slowly) walking tank! You have a full-body shell, bark that can turn an axe, or bony plates covering all but your joints. You gain a +5 item bonus to AC, a +1 dex cap, a -3 check penalty, and a -10 foot speed penalty.

ENHANCEMENTS

Crackable

Cost 0; **Level** 1;

Effect 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, your armored skin becomes "broken", with the same penalties as apply to regular armor with this condition. This lasts 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.

Uneven

Cost 0; **Level** 1;

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

Manifestable

Cost 0; **Level** 1;

Effect 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 ❖❖ Activity with the Concentrate trait. This activates it for one minute, then it must be reactivated with the same action. Your armor also fades away when you're unconscious for any reason.

You cannot generally apply plug-ins to armored skin (though you can apply scholar harvests). Nor can you barter for improved (+1) survival scales at the local market. However, your mutation will increase to provide appropriate benefits.

Heightened (3rd) Increase the item bonus by +1.

Heightened (5th) Gain a +1 item bonus to Fortitude and Reflex saves.

Heightened (6th) Increase the item bonus by +2.

Heightened (7th) Gain a +2 item bonus to Fortitude and Reflex saves.

Heightened (8th) Increase the item bonus by +3.

Heightened (9th) Gain a +3 item bonus to Fortitude and Reflex saves.

BIOLUMINESCENCE

MUTATION **BIOLOGICAL**

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

Cost 1

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 takes ❖ (concentrate). Dimming it is a free action on your turn. 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.

DEFECTS

Undimmable

Cost -1; **Level** 1;

Effect 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. The mutation gains the Obvious trait.

BLIGHTED TOUCH

MUTATION **BIOLOGICAL**

Description Your cells store blight energy, or perhaps you absorb it from the ambient blight infesting the earth. Your hand (tentacle, branch) is surrounded by a sickly grey-green miasma when you wield this power.

Cost 2

Effect You gain the blighted touch power.

BLIGHTED TOUCH ❖❖

MUTATION **BIOLOGICAL** **BLIGHT**

Range touch; **Targets** One creatures.

Saving Throw basic Fortitude

Effect The effect depends on if the creature is blightspawn or not.

Non-Blightspawn The target takes blight damage equal to 1d4 plus your Constitution modifier. The target attempts a basic Fortitude save, but is also enfeebled 1 for 1 round on a critical failure.

Blightspawn The target is flat-footed for 1 round on a failed Fortitude save. On a critical failure, the target is also fleeing for 1 round unless it succeeds at a Will save.

ENHANCEMENTS

Hurl Blight

Cost 1; **Level** 3;

Effect The range increases to 30 feet.

Heightened (+1) The blight damage done to non-blight creatures increases by 1d4.

CATFALL

MUTATION **BIOLOGICAL**

Description You have superior balance, springier bones, or maybe gliding membranes or an inflatable gas bladder, any or all of which make you less prone to falling damage.

Cost 1

Effect You gain the Cat Fall feat, even if you do not meet the prerequisites. If you are not trained in Acrobatics, you apply the feat as if you were. If you are, treat falls as 15 feet shorter.

Special This doesn't work if you are unconscious or immobilized.

ENHANCEMENTS

Instinctive Faller

Cost 1; **Level** 1;

Effect Your react to falls by sheer instinct. When you Grab an Edge, roll twice and take the higher value. If you are unconscious but not immobilized, you still reduce your falling distance, though only by half as much (round up).

Heightened (2nd) Reduce fall distance by 25 feet, or 30 feet if you're an expert in Acrobatics.

Heightened (6th) Reduce fall distance by 50 feet, or 60 feet if you're a master in Acrobatics.

Heightened (9th) You take no damage from falls.

CHAMELEON

MUTATION **BIOLOGICAL** **CONCENTRATE**

Description You can change your skin color.

Cost 2

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 **BIOLOGICAL** **CONCENTRATE**

Target Self

Duration Sustained up to one 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.)

ENHANCEMENTS

Rapid Blend

Cost 1; **Level** 1;

Effect You may blend as a free action at the start of your turn. You must still Sustain if you want it to last more than one round.

CLINGING

MUTATION **BIOLOGICAL**

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.

Cost 1

Effect You gain a +2 status bonus to Climb checks, and to Athletics checks to resist Grapple, Shove, or Trip attacks while you are climbing.

ENHANCEMENTS

Strong Clinging

Cost 1; **Level** 1;

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

Heightened (3rd) Your status bonus increases to +4. If you have strong clinging, your climb speed increases to your base speed.

Heightened (5th) If you have strong clinging, you no longer need to make checks for horizontal or low friction surfaces, unless the GM considers them extraordinarily difficult. If you do not, you increase your speed by 5 feet on a normal Climb check and by 10 feet on a critical success.

CRYOKINESIS

MUTATION **PSYCHIC** **COLD**

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

Cost 2

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

CRYOKINESIS ❖❖   FOCUS 1

MUTATION **PSYCHIC** **COLD**

Range 60'

Target 1 creature or unattended object.

Duration Sustained up to 5 rounds

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.

Enhancements

Multi-Target

Cost 1; **Level** 2;

Effect You may target any two creatures in range. Each saves separately. You may not re-target after the initial activation.

Focused Cold

Cost 2; **Level** 3;

Effect 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.

Heightened +1: Increase damage by 1d6.

DAZZLING BURST

MUTATION **BIOLOGICAL** **VISUAL**

Description You can emit a sudden burst of blinding light.

Cost 2

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 **BIOLOGICAL** **VISUAL**

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.

DEFENSIVE FIELD

MUTATION **PSYCHIC** **TELEKINESIS** **TELEPATHY**

Description You create a field of telekinetic and telepathic force between an ally and an enemy, defending the former against the latter.

Cost 2

Effect You gain the defensive field power.

DEFENSIVE FIELD ❖❖
MUTATION **PSYCHIC** **TELEKINESIS** **TELEPATHY**

Range 30' feet; **Targets** One ally and one enemy.

Duration Sustained up to one minute.

Effect A combination of mental energies forms a connection between an ally (including yourself) and a targeted enemy, deflecting attacks, bolstering willpower, and distorting senses just enough to throw off aim a small bit. The ally gains a +1 status bonus to AC and saving throws against all hostile actions from the targeted enemy.

The only way to change either target is to end the effect and re-activate it.

The targeted foe is aware of the effect, and may alter their target if appropriate.

If either target is killed, the effect ends; you can choose to Sustain the power on an unconscious ally if you wish. You may also choose to Sustain it on an unconscious enemy. It's not clear *why* you would do this, but you can.

Enhancements

Tactical Shift

Cost 1; **Level** 3;

Effect When you Sustain this power, you may choose to change either the enemy or the ally. You can change only one at a time.

Heightened (6th) The status bonus increases to +2

ELECTRIC BURST
MUTATION **BIOLOGICAL**

Description Much like an electric eel, your body stores and discharges electrical energy. You can shoot bolts of lightning from your hands, eyes, antennae, tail, or tentacles. (Pick one source, please.)

Cost 2

Effect You gain the electric bolt power.

Electric Bolt ❖❖

Mutation **Biological** **Electricity**

Range 30' feet; **Targets** One or two creatures.

Saving Throw basic Reflex

Effect A powerful charge arcs from you to your targets of choice, doing electricity damage equal to 1d4 plus your Constitution modifier.

Enhancements

Electric Aura

Cost 0; **Level** 1;

Effect You may target only creatures adjacent to you, but base damage increases to 1d6.

Far Bolt

Cost 1; **Level** 3;

Effect Increase range to 60 feet. As should be obvious, this cannot be taken if you have chosen Electric Aura.

Heightened (+1) Increase damage by 1d4 (or 1d6 if you took Electric Touch).

Empathy

Mutation **Psychic** **Emotion** **Telepathy**

Description You sense other's feelings. This may be purely mind-reading, an intuitive understanding of body language and expression transcending species and culture, or a new sensory organ that perceives other's psychic auras.

Cost 1; **Range** 30 feet

Effect You have a +1 status bonus to Lie, Make an Impression, Request, Sense Motive, or Coerce checks. You have a +2 status bonus to initiative checks if you have interacted with the enemy non-violently for at least one round prior to beginning combat.

You gain the subtle hint reaction.

Subtle Hint ↺

Frequency Once per ten minutes

Trigger An ally who can perceive you is going to make a check that empathy grants you a bonus to.

The triggering ally rolls two dice and uses the highest.

Heightened (3rd) Skill bonus increases to +2
Heightened (7th) Skill bonus increases to +3

Energy Resistance

Mutation **Biological**

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

Cost 1

Effect Pick one of acid, blight, cold, electricity, fire, or sonic. You gain resistance equal to half your level to that form of energy.

Enhanced Charisma

Ability **Mutation** **Psychic**

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.

Cost 3

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

Ability **Mutation** **Biological**

Description You are particularly healthy and fit, quick healing, and resilient. You likely have some redundant or enhanced organs, more efficient lungs, or healing symbiotes in your bloodstream.

Cost 3

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

Ability **Mutation** **Biological**

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

Cost 3

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

Ability **Mutation** **Psychic**

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
ABILITY **MUTATION** **BIOLOGICAL**

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

Cost 3

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.)

ENHANCEMENTS

Hauler

Cost 1; **Level** 1;

Effect You can carry +4 bulk without being encumbered.

ENHANCED WISDOM
ABILITY **MUTATION** **PSYCHIC**

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

Cost 3

Effect You gain +2 to Wisdom, or +1 if it's over 18. On a critical failure against an Emotion effect, you may treat it as a normal failure.

ENHANCEMENTS

Danger Sense

Cost 1; **Level** 1;

Effect You have very minor precognition, or perhaps your subconscious makes connections and spots anomalies faster than your awareness can keep up. When making an initiative check based on Perception, you gain a +1 circumstance bonus; if any of your enemies are using Diplomacy or Deception, this increases to +4.

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[5] Yes, I *have* started binging *My Hero Academia*, but this power dates back to the 1940's superhero the Human Bomb.

ENTANGLING GOOP
MUTATION **BIOLOGICAL**

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

Cost 2

Effect You gain the Entangling Goop power.

ENTANGLING GOOP ❖❖
MUTATION **BIOLOGICAL** **ATTACK**

Range 30'; **Targets** 1 creature

Effect Make a ranged mutation attack.

> **Critical Hit** The target gains the immobilized condition for one round or until it succeeds in an Escape against your mutation DC.

> **Hit** The target takes a –10-foot circumstance penalty to its speeds for 1 round or until it succeeds in an Escape against your mutation DC.

> **Miss** The target is unaffected.

ENHANCEMENTS

Splatter

Cost 1; **Level** 1;

Effect On a miss, target suffers a -5 foot circumstance penalty to all speeds for 1 round or until it escapes.

Multi-target

Cost 1; **Level** 3;

Effect You may target 2 creatures. Make a separate attack roll against each.

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

EXPLOSIVE SECRETIONS
MUTATION **BIOLOGICAL**

Description Your body secretes fluids that can truly pack a punch![5]

Cost 2

Effect You gain the explosive fists power. (Which can be used with any natural melee weapon you have.)

EXPLOSIVE FISTS ❖
MUTATION **BIOLOGICAL** **FIRE**

Frequency Once/minute

Effect You let your organic explosive concepts collect and trigger the process that activates it. Any unarmed attacks you make until the start of your next turn do an additional 1d4 fire damage. You get a +2 status bonus on Shove maneuvers if you are using your explosive limbs (not a mace or a technological item).

Enhancements

Rapid Accumulation

Cost 1; **Level** 3;

Effect You produce copious chemicals, and may use your power every 1d4 rounds. However, on a critical miss, you take half your explosive damage yourself, and the power will not recharge until your next daily preparations.

Heightened (+2) Explosive damage increases by 1d4.

Extending Arms
Mutation **Biological**

Description Your arms can reach out quite far, and can become supremely flexible. They may be almost boneless, or have elastic ligaments, or fold and unfold like origami.

Cost 1

Effect Your reach for non-combat purposes increases by five feet (for most creatures, this grants 10 feet of reach). Your limbs cannot effectively wield a weapon when elongated, but can pull levers, open doors, place items, and so on. This will typically grant a +1 status bonus to Climb checks (you can find more spots to grip) and likely to Steal or Palm an Item checks (as those watching might not realize how far you can reach). The GM may grant bonuses for other situations or increase the bonus if it's particularly apt. You can reach around corners or through twisty pipes with ease.

You get no bonus to begin a grapple, but once you have someone grabbed, their Escape DC increases by 2 as your limbs wrap around them.

Your ability to exert force (such as making an Athletics check to tip a boulder) is reduced; you are Weakened 2 when "extended".

Enhancements

Very Extended

Cost 1; **Level** 1;

Effect Your non-combat reach is increased to 15 feet.

Force Shield
Mutation **Psychic**

Description You project a translucent field of energy around your body, which protects you from some damage.

Cost 1

Effect Gain the Force Shield power.

Force Shield ❖
Mutation **Psychic**

Effect You create a shimmering energy field around yourself. You gain a +1 status bonus to AC until the start of your next turn. While it is active, 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.

Enhancements

Shield Ally

Cost 1; **Level** 1;

Effect When you activate this mutation, you may project the shield around a willing ally within ten feet of you. They do not gain the reaction, and must remain within 30 feet of you, or the shield vanishes. The effect ends at the start of your next turn.

Heightened (+2) Increase the damage the shield can stop by 5, and the AC bonus by 1.

Fur
Mutation **Biological** **Obvious**

Description You are covered with a luxurious pelt.

Cost 1

Effect You treat all environmental cold as one category less – severe cold becomes mild, extreme becomes severe, etc.

Laser Projection
Mutation **Biological** **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.

Cost 2

Effect Gain the Laser projection power.

Laser Projection ❖ or ❖❖
Mutation **Biological** **Fire** **Attack**

Targets 1 creature

Range 30 feet

Make a ranged mutation attack. On a hit, do 1d4 plus your Constitution modifier fire damage. On a critical hit, double the base damage and do 1d4 persistent fire damage.

ENHANCEMENTS

Quick Zap

Cost 1; **Level** 1;

Effect You may choose to use this power as a ❖ action. If you do, it does 1d4 base damage (doubled on a critical hit). Do not add your Constitution modifier. On a critical hit, it does 1 point of persistent fire damage per base damage die.

Heightened (+1) Increase the base damage and persistent damage on a critical by 1d4 (or by +1 if using quick zap).

LEAPER

MUTATION BIOLOGICAL

Description You have powerful leg muscles, or the structure of your limbs is altered to enhance jumping.

Cost 1

Effect You have a +2 status bonus on Leap checks (+3 if expert, +4 if master). If you are not trained in Athletics, you may add half your level to your proficiency for Leaping. If you are trained or better, you have Assurance for Leaping.

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 five feet in height. This allows you to cross small gaps, avoid some types of dangerous terrain, etc. Total distance must still be less than or equal to your basic Speed.

ENHANCEMENTS

Power Jump

Cost 1; **Level** 1;

Effect You may add five feet of vertical distance or ten feet of horizontal distance when you succeed on a Leap check.

VTOL

Cost 1; **Level** 1;

Effect You do not need to Stride before attempting a long jump or high jump.

LIFE LEECH

MUTATION PSYCHIC TELEPATHIC

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

Cost 2

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 PSYCHIC TELEPATHIC HEALING 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. Any creature targeted by this power becomes temporarily immune to it for 24 hours.

ENHANCEMENTS

Mutant, Heal Thyself

Cost 2; **Level** 3;

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

Draining Touch

Cost 0; **Level** 1;

Effect This power's range becomes Touch, but damage dice increase to d8.

Heightened (+1) Increase damage by 1d6.

LIFE TRANSFER

MUTATION PSYCHIC HEALING

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

Cost 2

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 PSYCHIC HEALING CONCENTRATE

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. Please also note the hit point reduction isn't damage, and can't be healed.

Special If you have the life leech mutation, any creature you heal using life transfer gains temporary immunity to your use of that ability.

Enhancements

Resistant Healer

Cost 1; **Level** 1;

Effect Reduce hit point reduction die to d3.

Powerful Healer

Cost 1; **Level** 1;

Effect Add 1 to each healing die.

Split Healer

Cost 1; **Level** 3;

Effect You may touch as many beings as you have appropriate limbs (any biological 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.

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

Magnetic Control

Mutation Psychic

Description You can sense and manipulate magnetic force. Robots will notice this if they are within 10 feet of you, even if you are not actively using the power. (It gains the Obvious trait for robots.) 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.

Cost 2

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 +2 status bonus to locate beings with the Mechanical or Electronic trait within 10 feet of you. At the GM's discretion, you may be able to Seek creatures whom you cannot see (such as those behind a thin, non-metallic wall).

You gain the Magnetic Disruption ❖❖ power.

Magnetic Disruption ❖❖

Mutation Psychic

Targets One creature or unattended object with the Mechanical or Electronic traits.

Range 30'

Saving Throw Basic Reflex

You magnetically distort a nearby robot, cyborg, automated security laser, or the like. The target must make a basic Fortitude save against your mutation DC or take 1d4 bludgeoning damage. Resistance or immunity to bludgeoning does not apply, as you're twisting up their insides, not penetrating armor. On a critical failure, they are also confused for one round.

Enhancements

Potent Magnets

Cost 1; **Level** 2;

Effect Increase base damage to 1d6.

Heightened +1 Increase base damage by one die.

Natural Weapon

Mutation Biological Obvious

Description You have some form of innate physical attack.

Cost 2

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 1 point 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.

Enhancements

Superior Weapon

Cost 1; **Level** 1;

Effect Your weapon is equivalent to an uncommon martial weapon.

Atavist

Cost 1; **Level** 2;

Effect You may pick the atavistic attacker uplift feat instead of a second level or higher class feat.

Nictating Membrane
Mutation **Biological**

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

Cost 1

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 **Biological**

Description You can see in the dark.

Cost 1

Effect You gain darkvision.

Object Teleport
Mutation **Psychic**

Description You can bring objects to you instantly.

Cost 1

Effect You gain the object teleport power.

Object Teleport ❖❖
Mutation **Psychic** **Teleport** **Concentrate**

Range 30' feet; **Targets** One unattended object of Bulk 1 or less.

Effect You concentrate, and the target object vanishes and then appears in your free hand or on the ground in an adjacent square, as you desire. It cannot appear inside a closed container (but you could materialize it over an open box or even the edge of a cliff) or any creature, even immaterial ones. You must have line of sight to the object (even if it's through a small peephole or the like).

This will teleport a container and all of its contents, so long as the total bulk is 1 or less. You cannot teleport an object out of a closed container, or teleport the container and not the contents.

Enhancements

Always At Hand

Cost 1; **Level** 1;

Effect You may teleport an object on your person, even if you can't see it directly (e.g., it's inside your backpack). The item appears in your hand, so you must have a free hand to use this.

Speed of Thought

Prerequisites Always at hand

Cost 1; **Level** 3; **Frequency** Once per minute

Effect You can bring an item on your person, including a weapon, into your hand as a ❖ action with the Opener trait. If you do this on the first round of combat, creatures who have not yet acted are flat footed to you.

This enhancement also allows you to *stow* an object in your hand instantly, quite useful for rogues.

Partial Polymorph
Mutation **Polymorph** **Biological** **Psychic**

Description You can partially reshape your form, gaining (or enhancing) bestial traits.

Cost 2

Effect You transform part of your body into a natural weapon temporarily. You gain the Partial Polymorph focus power.

Partial Polymorph ❖   Focus 1
Mutation **Psychic** **Healing** **Concentrate**

Duration 1 minute

Effect When this mutation is selected, chose one of the following:

> **Bestial Claws** Your hands grow sharp claws. This grants you an unarmed attack (agile, finesse) doing 1d6 slashing damage. You are trained in this attack.

> **Insectile Jaws** Your jaws turn into the sharp mandibles of an insect, granting an unarmed attack dealing 1d8 piercing damage.

> **Vine Limbs** You arms become vines, granting you 10 foot reach.

If you already have claw or jaw attacks, this increases the die size one step, or to the listed amount, whichever is greater.

Enhancements

Flexible Form

Cost 1; **Level** 1;

Effect Each time you activate this power, you may choose a different effect. Once chosen, it doesn't change until the power is re-activated.

Heightened (4th) You may activate this power as a ❖❖ (concentrate) activity to sprout wings, granting you a flight speed of 30 feet.

Special This mutation relies on changes to the body and mind. Biomorphs and Psions both treat it as their preferred type.

PREHENSILE LIMB

Mutation **Biological** **Obvious**

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

Cost 1

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 up to 1 bulk, 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.

Armor may need to be modified to allow the limb 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.

Enhancements

Strong Tail

Cost 1; **Level** 1;

Effect 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 **Psychic** **Telepathic** **Concentrate**

Description You can attack people with your mind.

Cost 2

Effect You gain the Psionic Blast ❖❖ power.

PSIONIC BLAST ❖❖

Mutation **Psychic** **Telepathic** **Concentrate**

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

Saving Throw basic Will

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

Enhancements

Wide Blast

Cost 1; **Level** 3;

Effect Target up to 3 creatures in range.

Heightened (+1) Increase damage by 1d4.

PSYCHIC INVISIBILITY

Uncommon **Mutation** **Psychic** **Telepathic**

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

Cost 3

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 **Psychic** **Telepathic**

Range 90'

Target: 1 creature

Duration Sustain up to 1 minute

Effect The target creature must make a Will save against your mutation DC.

> **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.

Enhancements

The Shadow Knows

Cost 2; **Level** 3;

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

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

Quills
Mutation Biological

Description You have quills, needle-like thorns, or thin bony spurs covering your body. Give Daddy a hug!

Cost 1

Effect When you are grappled, or the grapple is sustained, the attacker takes 1d4 piercing damage. When you critically succeed on a grapple check, or someone critically fails to escape from your grapple, they take 1d4 piercing damage.

Enhancements

Quillfling

Cost 1; **Level** 1;

Effect You can shoot your quills as weapons! You gain the following as a natural weapon. Use your unarmed combat proficiency or your mutation proficiency, whichever is higher.

> **Flung Quills** d4 piercing, free-hand, scatter, range increment 10 feet

Heightened (+2) Damage from grappling increases by 1d4,

Special Text.

Rapid Healing
Mutation Biological 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.

Cost 2

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

Enhancements

Very Rapid Healing

Cost 2; **Level** 3;

Effect You gain Fast Healing 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 Biological Healing

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

Cost 1

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

Savant
Mutation Psychic

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.

Cost 1

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.

STENCH

MUTATION BIOLOGICAL

Description You produce a vile spray that nauseates foes.

Cost 2

Effect You gain the stench focus power.

STENCH ◆◆   FOCUS 1
MUTATION BIOLOGICAL POISON

Area 15 foot cone

Saving Throw Basic Fortitude

Effect All creatures in the area must make a basic Fortitude save against 1d6 poison damage. Those failing the save also become sickened 1.

ENHANCEMENTS

Truly Vile

Cost 1; **Level** 3

Effect Those failing the save become Sickened 2.

Heightened (+1) Increase damage by 1d6

Special At the GMs discretion, creatures with no sense of smell will not be sickened.

SUCKERS

MUTATION BIOLOGICAL OBVIOUS

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

Cost 1

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.

SYMBIOTE SWARM

MUTATION BIOLOGICAL FLORAL

Description Your body is host to a swarm of vermin, which you can release to attack your foes. It is recommended this mutation be permitted only to florals, but the GM may allow it to mutates and uplifts if desired.

Cost 2

Effect You gain the symbiote swarm focus power.

SYMBIOTE SWARM ◆◆   FOCUS 1
MUTATION BIOLOGICAL

Area 15 foot cone

Frequency Special, see below.

Saving Throw Basic Reflex

Effect You disgorge a swarm of creatures that normally reside within you. All within the area of effect take 1d8 piercing damage (basic Reflex save against your mutation DC). Those failing are also sickened 1. The swarm disperses or returns to you when the effect ends.

ENHANCEMENTS

Tame Swarm

Cost 1; **Level** 1;

Effect The swarm does half damage to allies in the area, or no damage on a successful save.

Heightened (+1) Damage increases by 1d8.

Heightened (2nd) The cone expands to 30 feet.

Special If you use this power more than once per day, the swarm becomes diminished. The second time it is used, the damage die becomes d6; the third time, it becomes d4. After that, it cannot be used. The swarm recovers its numbers after 8 hours of rest.

TACTICAL TELEPORT

MUTATION PSYCHIC

Description You teleport a short distance to exploit an enemy's mistake.

Cost 2

Effect You gain the tactical teleport power.

TACTICAL TELEPORT ↻
MUTATION PSYCHIC TELEPORT

Trigger An adjacent enemy misses you with a melee attack.

Effect You teleport to an adjacent empty square. Difficult terrain or other obstacles have no effect (on the movement – if you teleport into lava, you still take damage), unless they fully block the target square. (As a rough rule, if a barrier would provide full cover, you

cannot pass through it.) This does not trigger reactions based on movement.

You can use this power even if restrained or immobilized, as long as you are conscious and can take reactions, as this is purely mental. The GM will decide edge cases. It's a subconscious ability reacting to genuine threats, so an ally can't free you from bonds by "attacking" you with a broken stick while blindfolded or anything of that ilk. Stop looking for loopholes.

ENHANCEMENTS

Instinctual

Cost 1; **Level** 1;

Effect You gain a second reaction which you can only use for this power. You may only use tactical teleport once per turn, but you still have a reaction left.

Castling

Cost 1; **Level** 3;

Effect The origin of this term is unclear, but the effect is simple: If the area you wish to teleport to is occupied by a willing ally who will fit in your current space, you and they switch places.

TELEKINETIC LEVITATION

Uncommon **Mutation** **Psychic**

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.

Cost 2

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 Levitation ❖ 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.

ENHANCEMENTS

Passengers

Cost 1; **Level** 6;

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

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.

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 HURL

Mutation **Psychic**

Description You hurl small bits of rubble or other detritus at your foes.

Cost 2

Effect You gain the telekinetic hurl power.

TELEKINETIC HURL ❖❖

Mutation **Psychic** **Attack**

Range 30 feet; **Targets** 1 creature

Effect You hurl a loose, unattended object that is within range and that has 1 Bulk or less at the target. Make a ranged mutation attack against the target. If you hit, you deal bludgeoning, piercing, or slashing damage—as appropriate for the object you hurled—equal to 1d6 plus your Intelligence modifier.

No specific traits of the hurled item affect the attack or the damage.

Critical Success You deal double damage.

Success You deal full damage

ENHANCEMENTS

Ricochet

Cost 1; **Level** 3;

Effect On a hit, you may also strike a creature adjacent to your target. They may make a basic Reflex save against your mutation DC; if they fail, they take half the normal damage inflicted on the original target (do not double if the original hit was critical).

Heightened (+1) Increase damage by 1d6.

TELEKINETIC MANEUVER
MUTATION **PSYCHIC** **ATTACK**

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

Cost 2

Effect You gain the telekinetic maneuver power.

TELEKINETIC MANEUVER ❖
MUTATION **PSYCHIC** **ATTACK** **STANCE**

Range 10 feet; **Targets** 1 creature

Frequency 1/minute

Effect You enter a stance that allows you to focus your telekinesis as if it were an extension of your limbs. While in this stance, you may use the trip, grapple, or shove options as if your reach was increased by 5 feet (for most creatures, this is a 10 foot reach), and without a free hand. When making these attack rolls, use your Athletics proficiency, but add your Intelligence modifier 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. 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. This ends the stance.

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

The stance ends when you move more than 10 feet in a turn, suffer a critical hit, or as noted above.

ENHANCEMENTS

Far-Reaching

Cost 1; **Level** 3;

Effect Increase to 15 foot 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.

TELESEND
MUTATION **PSYCHIC** **TELEPATHY**

Description You can send and receive brief messages telepathically.

Cost 1

Effect You gain the Telesend power.

TELESEND ❖
MUTATION **PSYCHIC** **TELEPATHY** **LINGUISTIC**

Range 120 feet; **Targets** One creature.

Duration See below.

Effect You send a brief message, generally no more than 2 or 3 sentences (🛡 GM discretion) to the target, who may send a short reply as a reaction or as a free action on their next turn. You must be aware of the target's location (which square they're in), but do not need to be able to see them; see Telepathy (page 69) for rules on line of effect.

ENHANCEMENTS

Speech Beyond Words

Cost 1; **Level** 3;

Effect You can send and 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 trained or better Diplomacy check, DC based on complexity and shared cultural touchstones. (This enhancement applies to telesend and telepathic communication; it does not need to be bought twice.)

Heightened (4th) Telesend range extends to 500 feet.

TELEPATHIC PROBE
UNCOMMON **MUTATION** **PSYCHIC** **TELEPATHY**

Description You can scan another's mind for information.

Cost 2

Benefit: You gain the Telepathic Probe ability.

TELEPATHIC PROBE ❖❖❖
MUTATION **PSYCHIC** **TELEPATHY** **LINGUISTIC**

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 feet. 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 additional 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.

ENHANCEMENTS

Solo

Cost 0; **Level** 1;

Effect 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 **BIOLOGICAL** **POISON**

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

Cost 2

Effect You gain the Venomous Spit power.

VENOMOUS SPIT ❖❖

MUTATION **BIOLOGICAL** **POISON**

Range 30 feet; **Targets** 1 creature

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

- **Critical Hit** Double base and target must make a Fortitude save against your mutation DC or take 1d4 persistent poison damage.
- **Hit** Target takes 1d6 poison damage.

ENHANCEMENTS

Coating

Cost 1; **Level** 1;

Effect 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. This coating does the same damage and uses the same DC as your attack.

Improved Toxin

Cost 2; **Level** 1;

Effect Choose any one of:

- **Potent Venom** The save DC increases by 2.
- **Powerful Spray** Increase range to 30 feet.
- **Weakening Venom** The target is enfeebled 1 until the end of their next turn. If they are taking persistent poison damage, it lasts until that damage ends.
- **Nerve Venom** The target is clumsy 1 until the end of their next turn. If they are taking persistent poison damage, it lasts until that damage ends

You may choose this enhancement multiple times, each time picking a new effect.

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

Heightened (+2) Increase persistent damage by 1d4.

VIBRATORY SENSE

MUTATION **BIOLOGICAL**

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

Cost 2

Effect You gain tremorsense 5 feet (imprecise).

ENHANCEMENTS

Accurate

Cost 1; **Level** 3;

Effect Your tremorsense becomes precise at half its radius (minimum 5 feet).

Vibrosense

Cost 1; **Level** 4;

Effect You can sense faint motions in the air or water, as well as the ground. You can sense anything within your sense's radius, provided it's not incorporeal. This does not work in vacuum.

Heightened (+1) Increase radius by 5'.

Vestigial Wings

Uncommon **Mutation** **Obvious** **Biological**

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.

Cost 2

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 even if there's nothing to grab onto. Success reduces fall distance by 20 feet; Critical

Success by 30. If this reduces the total distance to 0 or less, you land safely and are not prone.

Enhancements

Exploratory Flight

Cost 1; **Level** 2;

Effect You gain a flight speed equal to twice your base movement speed, but only in exploration or downtime mode. This is no more fatiguing for you than normal motion. You are flat-footed while flying in this manner, so, beware of scouting ahead and triggering a trap or ambush.

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.

Advanced Mutations

Third Level

Full Polymorph

Mutation **Polymorph** **Psychic** **Biological**

Description You can fully transform your body.

Prerequisites Partial Polymorph; **Cost** 2

Effect You gain the bestial form focus power.

Bestial Form ❖   Focus 3

Mutation **Polymorph** **Psychic** **Biological**

Duration 1 minute

Effect You take on a bestial form. The types listed below reflect pre-cataclysm animals, but in Earth Delta, evolution is in overdrive and logic is taking a well-needed rest. An "ape" might be a mutant tree frog grown large and brutal; a "shark" might be a water-dwelling leopard.

You always gain the following abilities/modifications:

- AC = 16 + your level. Ignore your armor's check penalty and Speed reduction.
- 5 temporary Hit Points.
- Low-light vision and imprecise scent 30 feet. If you have superior senses, such as darkvision or better scent, you retain them.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can use. You're trained with them. Your attack modifier is +9, and your damage bonus is +1. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack bonus is higher, you can use it instead.
- Athletics modifier of +9, unless your own modifier is higher.

You also gain abilities based on the animal form you choose:

- **Arboreal Brute** (Ape) Speed 25 feet, climb Speed 20 feet; Melee ❖ fist, Damage 2d6 bludgeoning.
- **Forest Mauler** (Bear) Speed 30 feet; Melee ❖ jaws, Damage 2d8 piercing; Melee ❖ claw (agile), Damage 1d8 slashing.
- **Plains Gorer** (Bull) Speed 30 feet; Melee ❖ horn, Damage 2d8 piercing.
- **Speedy Hunter** (Canine) Speed 40 feet; Melee ❖ jaws, Damage 2d8 piercing.

- **Stalking Render** (Cat) Speed 40 feet; Melee ❖ jaws, Damage 2d6 piercing; Melee ❖ claw (agile), Damage 1d10 slashing.
- **Fleet Impaler** (Deer) Speed 50 feet; Melee ❖ antler, Damage 2d6 piercing.
- **Leaping Lurker** (Frog) Speed 25 feet, swim Speed 25 feet; Melee ❖ jaws, Damage 2d6 bludgeoning; Melee ❖ tongue (reach 15 feet), Damage 2d4 bludgeoning.
- **Swimming Slayer** (Shark) swim Speed 35 feet; Melee ❖ jaws, Damage 2d8 piercing; breathe underwater but not in air

Enhancements

Name

Cost 2; **Level** 3;

Effect Text

Heightened (3rd) You instead gain 10 temporary HP, AC = 17 + your level, attack modifier +14, damage bonus +5, and Athletics +14.

Heightened (4th) Your battle form is Large and your attacks have 10-foot reach. You must have enough space to expand into or the focus point is lost. You instead gain 15 temporary HP, AC = 18 + your level, attack modifier +16, damage bonus +9, and Athletics +16.

Heightened (5th) Your battle form is Huge and your attacks have 15-foot reach. You must have enough space to expand into or the focus point is lost. You instead gain 20 temporary HP, AC = 18 + your level, attack modifier +18, damage bonus +7 and double the number of damage dice, and Athletics +20.

Teleporting Stride

Mutation **Psychic** **Teleport**

Description You shift from *here* to *there* in an eyeblink.

Prerequisites 2 points in mutations with the teleport trait; **Cost** 2

Effect You gain the teleporting stride focus power.

Teleporting Stride ❖   Focus 3

Mutation **Psychic** **Teleport**

Effect You teleport up to 30 feet to any empty space you can clearly perceive.

FOURTH LEVEL

FLICKERING

MUTATION **PSYCHIC** **TELEPORT**

Description You rapidly teleport in place, so you're only there part of the time.

Prerequisites 2 points in mutations with the teleport trait; **Cost** 2

Effect You gain the flickering focus power.

FLICKERING ❖   FOCUS 4

MUTATION **PSYCHIC** **TELEPATHY** **LINGUISTIC**

Targets Self

Duration 1 minute

Effect You rapidly teleport "in place", letting some damaging energies pass through you. You gain resist 5 to all damage except mental and force. During the normal duration, you can take a Sustain action to teleport 10 feet in a random direction, whereupon you resume flickering until the duration expires.

Heightened (+2) You flicker faster, increasing the resistance by 3.

TELEPATHIC COMMUNICATION

MUTATION **PSYCHIC** **TELEPATHY**

Description You can create a telepathic group who can communicate mentally with each other.

Prerequisites Telesend; **Cost** 2

Effect You gain the Telepathic Communication power.

TELEPATHIC COMMUNICATION ❖   FOCUS 4

MUTATION **PSYCHIC** **TELEPATHY** **LINGUISTIC**

Targets Self and 3 other creatures.

Area 30 feet

Duration 10 minutes

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. You must be aware of the location of a creature to initiate contact, but not to retain it. Telepathic line of effect to you is required for any communication; if your allies Three-Eye and Rarg Fullmane have line of effect to each other, but you are behind a lead wall, they cannot "talk" telepathically until line of effect to you is restored.

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 deny the request or 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 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 who is listening) 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.

ENHANCEMENTS

Speech Beyond Words

Cost 1; **Level** 3;

Effect You can send and 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 trained or better Diplomacy check, DC based on complexity and shared cultural touchstones. (This enhancement applies to telesend and telepathic communication; it does not need to be bought twice.)

Selective

Cost 1; **Level** 4;

Effect You can choose who can hear any given message or reply, creating separate sub-conversations. Those in the a given group know who is and isn't listening, but can choose to tell the excluded directly by sending another message to the "public" channel. Only you can create such groups; no one using your telepathy can hide a message from you.

Heightened (+1) Telepathic communication range is increased by 10 feet; number of individuals in group increases by 1.

Heightened (6th) Telepathic communication duration extends to 1 hour.

Winged Flight

Mutation **Biological**

Description Your vestigial wings have grown in some, or perhaps you've simply learned to use them more competently.

Prerequisites Vestigial Wings; **Cost** 2

Effect You gain full-fledged flight! Mostly. You gain a flight speed equal to your base movement, which you can use for 10 rounds per day, divided as you wish.

Enhancements

Exploratory Flight

Cost 1; **Level** 4;

Effect When not engaging in combat, you can fly much longer. You gain an exploratory flight speed equal to twice your base Move. You become fatigued normally from exploration whether you're walking or flying. You are flat-footed while flying this way, so be cautious about scouting ahead.

Heightened (7th) You can fly whenever you wish. If you fly during exploration, you still double your speed, but you are not flat-footed.

Special You cannot fly when encumbered. The rules for clearance space, etc., from vestigial wings still apply.

Fifth Level

Telekinetic Flight

Mutation **Psychic**

Description Your control over your telekinesis has improved, allowing you more sustained airtime.

Prerequisites Telekinetic Levitation; **Cost** 2

Effect You can fly, more or less. Activate Levitation becomes Activate Flight. When you take this action, you gain a flight speed equal to your base speed. At the start of your next turn, make a DC 10 flat check. If you succeed, you keep flying with no further action. If you fail, you must reactivate or land. If you are more than your base move from the ground, you fall the remaining distance. Once you fail the check, you cannot reactivate flight for one hour. You may always choose to not take the check and spend the action to keep the power active. You can do this for only 10 consecutive rounds.

Enhancements

Exploratory Flight

Cost 1; **Level** 5;

Effect When not engaging in combat, you can fly much longer. You gain an exploratory flight speed equal to twice your base Move. You become fatigued normally from exploration whether you're walking or flying. You are flat-footed while flying this way, so be cautious about scouting ahead.

Passengers

Cost 1; **Level** 5;

Effect You can carry up to 4 small or medium sized allies, none of whom may be encumbered, with you when you fly. If you choose to release one, or one chooses not to be carried, they land safely from any height. If you become unconscious, you and everyone else falls. But, hey, Earth Delta has so many cool character options rolling up a new party is kind of fun, isn't it?

Heightened (7th) You can fly for an hour a day without needing to reactivate your power.

Special You cannot fly when encumbered.

DEFECTS

BLEEDER

MUTATION **BIOLOGICAL** **DEFECT**

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

Cost -1

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 **BIOLOGICAL** **DEFECT**

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.

Cost -2

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 **BIOLOGICAL** **DEFECT**

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 on a long stalk growing from your forehead, or....)

Cost -1

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. Your Seek in non-adjacent squares suffers a -1 circumstance penalty. 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 **BIOLOGICAL** **ATTRIBUTE** **DEFECT**

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 you skeletal structures leaves you less able to apply force, or any exertion you make causes crippling pain, so you never push yourself. No matter the explanation, the mechanics are the same.

Cost -2

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, attacks with strength based melee weapons, etc.), you become fatigued for one round.

DIMINISHED DEXTERITY

MUTATION **BIOLOGICAL** **ATTRIBUTE** **DEFECT**

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.

Cost -2

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 **BIOLOGICAL** **ATTRIBUTE** **DEFECT**

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.

Cost -2

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

DIMINISHED INTELLIGENCE

MUTATION **PSYCHIC** **ATTRIBUTE** **DEFECT**

Description You do not brain well, as you has a dumb. It may be a literally smaller brain, you may underproduce

neurotransmitters, or hypersensitivity to small disturbances makes it impossible for you to hold a thought together. The mechanics do not change, whatever the explanation.

Cost -2

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 or Crafting skill to earn money produces 1/2 the expected amount.

DIMINISHED WISDOM
MUTATION **PSYCHIC** **ATTRIBUTE** **DEFECT**

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.

Cost -2

Effect You have a -2 innate penalty to Wisdom. A critical success on a Will save against a Mental or Emotional effect is treated as normal success. When entering combat, you are flat-footed to all enemies until you act.

DIMINISHED CHARISMA
MUTATION **PSYCHIC** **ATTRIBUTE** **DEFECT**

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.

Cost -2

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

DESTRUCTIVE BIOCHEMISTRY
MUTATION **BIOLOGICAL** **DEFECT**

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

Cost -2

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.

- **Brittle Bones** Your skeleton is weak. You take +1 damage per 5 feet of falling. Critical hits which deal bludgeoning damage add an additional die of their normal type.

- **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.

- **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.

- **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 you treat environmental cold as one category worse.

- **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.

- **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 **BIOLOGICAL** **DEFECT**

Description Your immune system is very poor.

Cost -1

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 **PSYCHIC** **DEFECT**

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

Cost -2

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 Biological Defect

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

Cost -2

Effect Whenever you suffer a critical hit that inflicts damage, you take additional mental damage equal to the level of the triggering attack, or you may choose to take half that amount and become sickened 2. These effects cannot be reduced by any resistance or immunity, as it's generated inside your body, not coming from the outside.

Heavy
Mutation Biological 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.

Cost -1

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 5th 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.

Jellybone
Mutation Biological Defect

Description Your bones are soft and flexible, more like cartilage.

Cost -1

Effect First, the good news: You treat all falls as 10 feet shorter, you have a +1 status bonus to Escape using Acrobatics, and have bludgeoning resistance equal to one-fourth your level (round up). The bad news: You are permanently enfeebled 2, as your soft bones provide poor support for your muscles. Attempts to disarm you gain a +2 status modifier.

Light Sensitive
Mutation Biological Defect

Description You are sensitive to bright lights.

Cost -1

Effect You have a -2 status penalty to saving throws against visual effects that impose the dazzled or blinded condition. The GM will decide if a given ability relies on bright light or similar and may impose an equivalent penalty, even if the main effect is not related to your sight. When you critically fail to save against the Dazzled condition, you are Blinded instead.

Mental Block
Mutation Psychic 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.)

Cost -2

Effect All beings of the given category have concealment from you. You may negate this temporarily by taking a Seek action against an easy DC for the creature's level. On a success, the targets are 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.

If a creature would be concealed from you without this mutation, it becomes hidden to you.

Roll on the following table, or choose.

Roll	Result
1	One of cyborgs, androids, or robots. (Pick or roll 1d3)[6]
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 small 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.

You may not block your own kind; if you're a mammal uplift, reroll a result of "2", for example.

MISPLACED SENSE
MUTATION **BIOLOGICAL** **DEFECT** **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.

Cost -1

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 **BIOLOGICAL** **DEFECT** **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.

Cost -2

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[6] In the alpha rules thus far, only robots really have any presence.

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.

POISON SUSCEPTIBILITY
MUTATION **BIOLOGICAL** **DEFECT**

Description Your body doesn't handle poisons well. This is likely due to a combination of detrimental mutations which result in all sorts of chemically unique toxins being equally enhanced in their effectiveness. If you also produce poison, you are immune to it, but not to the same poison from another source. Yes, even if they're your twin or clone. Deal with it.

Cost -1

Effect You have a -2 status penalty to Fortitude saves against poison.

POOR BALANCE
MUTATION **BIOLOGICAL** **DEFECT**

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

Cost -1

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 **BIOLOGICAL** **DEFECT** **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.

Cost -1

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 **BIOLOGICAL** **DEFECT**

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

Cost -1

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.

- **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!")

- **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.

- **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.

- **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.

- **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.

- **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.)

Special At the GM's option, for -2 points, you can digest anything your species normally eats, but if you eat a meal outside the given limits, you become Sickened 1 until you have a "healthy" meal.

SUNLIGHT SENSITIVE
MUTATION **BIOLOGICAL** **DEFECT**

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

Cost -2

Effect Unless you are wearing clothing/armor that covers up all but your eyes, you will take your level in fire damage per hour, or per two hours if the weather is overcast/cloudy. This damage ignores any fire resistance or immunity, and it can be healed only when protected from the light.

UNEVEN LEGS
MUTATION **BIOLOGICAL** **DEFECT** **OBVIOUS**

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.

Cost -2

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.

Unprotective Coloration

Mutation **Biological** **Defect** **Obvious**

Description You stand out, even when you don't want to. Your skin may be brightly colored, to the point where even a small amount stands out; your joints may click when you make even a careful move; you may emit pheromones which cause other beings to look at you; or some combination of effects. Regardless of the description, as usual, the mechanics don't change and this defect affects all creatures equally.

Cost -1

Effect You have a -2 status penalty to Hide, Sneak, Palm an Object, and Steal checks. On the minor upside, you have a +1 status bonus to Create a Diversion.

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[7], 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, in that they make a variety of concoctions (potions, mostly), but also capable of harvesting assorted useful bits from defeated foes to make single-use items attached to gear (much like talismans). They are intended to be a primarily healing/buffing class, but that aspect needs some punching up due to shifting a big chunk of their original design to the Tactician.

TACTICIAN

Tacticians are masters of the battlefield. By relentlessly drilling their allies in various combat techniques and actions, they can signal them to perform various maneuvers as reactions (orders), or even get the entire group to act in a coordinated fashion (briefings). They currently have the most effective wide-group heal, even though that's supposed to be secondary to the scholar's job. Design is hard, man.

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[7] Since this was written, there's now one "original" device, the laser cage.

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

" 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!"

(Catechism of Ludd: Termination I: 3-23)

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

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 defeat 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, are anathema. (You are not required to make a solo charge against 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.)

OVERRIDE SAFETY PROTOCOLS [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. So long as you are affected by a condition causing persistent damage, your bonus damage from rage increases by 1. This ends when the condition does. If you don't actually *take* the damage (due to resistance, immunity, or some other effect), you do not gain any bonus. This bonus increases to 2 if you have Greater Weapon Specialization.

Road Warrior   Feat 4
Barbarian **Rage**

When raging, you can fight well while astride a moving vehicle, as long as you are not driving/piloting it. You suffer no penalty if the vehicle is moving normally, and only a -2 penalty if it is uncontrolled or has taken a reckless action.

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 164) .

- At 6th level, you become trained in Power Armor[8]. 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 fee, not immobilized, and have an effective speed of at least five 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

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[8] If I ever get around to it. The 2010 4e edition of Earth Delta also promised power armor eventually.

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.

HOSEDOWN ❖ FEAT 8
FIGHTER FLOURISH

Requirements You are using a ranged energy weapon.

By firing a series of short, pulsed bursts against a concealed target, you can be sure at least some of them hit. Make a basic ranged strike against a concealed target. If you hit, you do half damage (or normal damage on a critical hit), but ignore concealment.

Monk

In a world filled with murderous mutants, rampaging robots, and cryptic cults, what good is an unarmed and unarmored warrior? Quite a lot, as it turns out. 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. The "Armored Skin" mutation lists categories for the types of armor it grants. The monk's unarmored defense proficiency applies only if you choose the equivalent mutation level of armor (which does give you a bonus, after all). If you have a higher degree of armor, you are not considered "unarmored" for purposes of any feat or ability requirements (such as Crane Stance).

Recommended Restrictions and Changes

It is recommended the following feats not be permitted in Earth Delta's default setting. 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.

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 feats or class abilities are changed:

- **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.

- **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.

8TH LEVEL

Hosedown ❖ Feat 8

Ranger **Flourish**

Requirements You are using a ranged energy weapon.

By firing a series of short, pulsed bursts against a concealed target, you can be sure at least some of them hit. Make a basic ranged strike against a concealed target. If you hit, you do half damage (or normal damage on a critical hit), but ignore concealment.

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 up to its speed 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 thief racket, trained in Cybernetics and Thievery

You've encountered a lot of automated defense systems and robot guardians, and have learned certain tricks to deal with them. When you disabling a device controlled by a computer or similar mechanism (GM's discretion, but most pre-Cataclysm security mechanisms, or new ones not purely mechanical in nature) you can reset it once you've disabled it with a normal, not critical, success. On a critical success, you might be able to alter its parameters, so it will trigger against different targets. This can only be done if the trap is of your level or lower.

EXTENDED CHARGE   FEAT 4

ROGUE

You know how to squeeze every erg out of a power cell. When wielding a weapon with the charged trait, increase the number of charges by one. This does not apply to weapons which normally have only one charge per cell. If using a weapon feature which drains "all charges", there will not be one leftover due to this feat.

If you have the scrounger racket, you gain 2 charges.

6TH LEVEL

PRECISION PIERCING ❖❖   FEAT 6

ROGUE

Requirements You're wielding a weapon which you could use to deal precision damage, and you are expert with that weapon.

By taking time to target your foe perfectly, you can slip the point of your blade through the tiniest gap in their defense. You make a melee strike at a flat-footed enemy. Any resistance they have to piercing is halved. On a critical hit, they are treated as having no resistance to piercing. This does not apply if they have more general resistance to all physical damage or immunity to piercing.

8TH LEVEL

ROCKS FALL ❖❖   FEAT 8

ROGUE

Prerequisite scrounger racket

Requirements You're inside a ruined building, or outside near a wall or cliff susceptible to this ability. (GM's discretion) You must be wielding a ranged ballistic or energy weapon you are proficient with.

You're very skilled at not triggering collapses and avoiding falling rubble. You're also skilled at making sure other people... aren't. With a single well-aimed shot at a weak spot, you cause a sudden tumble of rock, plascrete, or other detritus to land on a targeted enemy, who must make a basic Reflex save against your class DC vs. 4d10 bludgeoning damage. The area in a 5 foot burst around the target becomes difficult terrain.

Generally, this can only be used once in a given battle; there's only so many weak spots to shoot. If a single encounter leads to a merry chase through the ruins, traveling about 100 to 150 feet should give you another opportunity. The GM, as always, has the final say.

Leaping Dodge ⟳ Feat 8
Rogue

Trigger You are targeted by a ranged or area attack, and you are adjacent to a drop of ten feet or more.

You leap, possibly avoiding the attack. The attacker suffers a -2 circumstance penalty or you gain a +2 circumstance bonus to your Reflex save, as appropriate. If you are expert or better in Acrobatics, you may attempt to Grab an Edge as part of this reaction. Note that if you're hit, you take the attack damage first, then falling damage, if any, is applied separately.

SCAVENGER

Half engineer, half madman, scavengers 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 190.

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 is 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

Table 5-1 The Scavenger

Level	Class Features

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

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	4	5
1	4	2	-	-		
2	4	3	-	-		
3	4	3	2	-		
4	4	3	3	-		
5	4	3	3	2		
6	4	3	3	3		
7	4	3	3	3	2	
8	4	3	3	3	3	
9	4	3	3	3	3	2
10	4	3	3	3	3	3

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.

OMNI-WEAPON   GIMMICK 0

SCAVENGER ATTACK

Activate: ❖❖ manipulate

Range 30 feet or touch, see below; **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 ❖
SCAVENGER **TECHNOLOGICAL**

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. This does not permit you to use a device you have repurposed.

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
SCAVENGER **TECHNOLOGICAL** **DEFENSIVE**

Activation ❖❖, manipulate

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

Duration 1 minute or special

Frequency once per day

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
SCAVENGER **TECHNOLOGICAL** **GRAVITIC**

Activation: ↻ (verbal)

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
SCAVENGER **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 a of master of light and shadow, 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. You gain the Distracting Display focus power.

DISTRACTING DISPLAY FOCUS 1
SCAVENGER **TECHNOLOGICAL** **VISUAL** **AUDITORY**

Activation ◈ to ◈◈◈; Manipulate, Verbal

Range 60 feet; Targets 1 to 3 creatures in range.

Duration Sustained up to 1 minute.

You create a mix of holographic images, random flares of light, and disturbing sounds which serve to throw off your enemies' actions. For each action spent, you may target one creature. At the start of each affected target's turn, they must make a Perception check against your Scavenger DC or suffer a -1 circumstance penalty to attack rolls, AC, and Reflex saves (-2 if they critically fail). On a critical success, they are temporarily immune to this power for 10 minutes.

Creatures which can either see or hear are affected by this device. Even if they have another precise sense, the constant barrage will affect them so long as they can perceive it.

Special When you Sustain, you may move the distraction from one target to another. If a target dies or moves out of range, the distraction must be moved to another valid target, or it deactivates.

Heightened (4th) You may choose to either double the number of targets, or to increase the penalties for each target by 1.

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

RESISTANCE FEATS

Some feats have the resistance trait. These generally grant some protection from various types of energy. These are based on modifications made to the clothing and gear you carry after daily preparations, and do not represent personal immunity or toughness (unless otherwise noted). If caught sleeping, or deprived of your equipment, you do not gain the benefit of these feats. You also can benefit from only one such feat per day, chosen during your preparations.

REPURPOSE FEATS

With your vast array of reconfigurable parts, you can prepare many different devices. Sometimes, though, it's better to prepare fewer devices to gain some long-term benefit. Feats with the repurpose trait require you to give up a device slot of first level or higher for the day; you use the components to gain some other benefit.

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

Ceramic Plates   Feat 2
Scavenger **Sacrifice** **Resistance**

You fit your clothing with a few select pieces of acid-proof materials, granting you acid resistance equal to the level of the device slot expended.

Grounding   Feat 2
Scavenger **Sacrifice** **Resistance**

You weave some spare conductive materials into your gear, diverting dangerous currents. You gain fire resistance equal to the level of the device slot expended.

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.

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.

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, or to device slots you have repurposed.

Overcharge ❖   Feat 4
Scavenger **Overclock** **Manipulate** **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 Overclock Auditory 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 Repurpose

Requirements trained or better proficiency with the target armor

You may attach a common armor plugin, up to the level of the repurposed device slot x2 (thus, to add the photonic chameleon plugin, which is 8ᵗʰ level, you must repurpose a 4ᵗʰ level device slot), to your armor 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. This counts against the total plugins installable on armor (See Plugins, page 234). You are allowed to apply this to unimproved armor of industrial or advanced technology,

   You cannot place this plugin on an ally's armor, nor can they benefit from it if they wear your armor; it is integral to your scavenger gear and compatible only with your uniquely customized protection.

Counter-Counter-Measures   Feat 6
Scavenger

Many of the threats encountered in the wilds of Earth Delta possess specific resistances to various effects; you have learned to compensate for them. If a target has a bonus to a saving throw against a particular effect or damage type, you reduce that bonus by 1 when using a device producing that effect/type against them.

Emergency Shutdown ⟳   Feat 6
Scavenger Manipulate

Frequency 1/hour

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 tinker's armor

8ᵀᴴ Level

Combat Upgrade DLC | Feat 8
Scavenger Repurpose

Prerequisites trained or better proficiency with the target weapon.

You may attach a common weapon plugin, of the level of the repurposed item x 2 or less (thus, to add the electrified plugin, which is 8ᵗʰ level, you must repurpose a 4ᵗʰ level device slot), to a weapon you wield. If the plugin requires investment, it counts against your investment total. It also counts against the total plugins installable on a weapon (See Plugins, page 234). You are allowed to apply this to an unimproved weapon of industrial or advanced technology,

Only you gain the benefit of the plugin when wielding the weapon; it relies on many connections and links with the rest of your scavenger tools and is too persnickety to be used effectively by anyone else.

Efficient Repurposing | Feat 8
Scavenger Repurpose

You have become quite skilled at getting the most out of your collection of interchangeable parts. When you repurpose a device, you can chose to use it as two device slots of its level -2, allowing you to use two repurpose feats for the cost of one device, albeit less efficiently. For example, you could repurpose a single 6ᵗʰ level device to use with both Bells and Whistles and Combat Upgrade DLC, creating two plugins of 8ᵗʰ level or less.

Advanced Specialty | Feat 8
Scavenger

You have dug deeper into the mysteries of lost science (or perhaps plunged deeper into your own madness, either works), and have improved your specialized knowledge. You gain one of the following focus powers, depending on your specialty.

Defensive

Reactive Dampener | Focus 4
Scavenger Technological Defensive

Activation ↻, verbal

Trigger An effect would deal acid, cold, electricity, or fire damage to you.

A simple command, such as "Yow!", causes your clothing to emit a skin-tight forcefield, granting you resistance 15 to the triggering damage type. This applies only to the damage from the initial effect, and not to any persistent damage or additional effects of the same type.

Heightened (+1) Resistance increases by 5.

Energetics

Power Surge | Focus 4
Scavenger Technological Overclock Defensive

Activation ❖, manipulate, verbal

You set up your many magnifiers, focusing lenses, concentrators, and amplifiers to channel the energy of the next device you activate. If the next action you take is to Activate a Device from your scavenger device slots that's an energetics device dealing acid, cold, electricity, or fire damage, a 10-foot emanation of energy surrounds you as you activate the device. Foes in the area take 1d6 damage per device level of the device you just activate of the same damage type the device deals (choose one if it deals multiple types). Combine the damage from both power surge and the other device against foes who take damage from both before applying bonuses, penalties, resistance, weakness, and the like.

Gravitics

Gravity Warp Focus 4

Scavenger **Technological** **Teleportation** **Gravitic**

Activation ❖ manipulate

Range 20 feet

As your knowledge of the weakest, and yet most obvious, fundamental force improves, you begin to unlock one of the Ancestor's last discoveries – how to use gravity's space and time warping effects for practical purposes. You open a quantum tunnel and teleport to a location within range that you can see.

Heightened (+1) Teleport distance increases by 5 feet.

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, Chiurgeon…(sometimes, Greenadier or Bombtanist)… these are all terms applied to those dedicated to keeping the survivors surviving. 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

CLASS DC

Trained in scholar class DC

Scholar Advancement

Table 5-3 The Scholar

Level	Class Features
1	Ancestry and Background, initial proficiencies, formulary, raw materials, concoctions, rapid healing, style
2	Scholar feat, skill feat, harvester
3	General feat, skill increase, heed the wise
4	Scholar feat, skill feat
5	Ability boosts, alertness, ancestry feat, skill increase
6	Scholar feat, skill feat, advanced degree
7	Battle hardened, toughened up, general feat
8	Scholar feat
9	Ancestry feat, scholar expertise, skill increase
10	Ability boost, scholar feat, skill feat
11	General feat, 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.

Rapid Healing

Through a mix of regenerative herbs, sticky spider silk to close wounds, pain-numbing extracts, and so on, you can quickly patch up your allies. You gain the Rapid Healing activity.

Rapid Healing

Healing Manipulate

Frequency See below

You apply some "set aside" raw materials to aid your allies. During daily preparation, you set aside enough to use three times. One use is consumed each time you heal someone using this activity. (If you perform precision surgery and quick dab in one round, you use 2 charges. If you use making the rounds but only heal one person, you use one charge.)

❖ (manipulate) Quick Dab **Range** Touch **Effect** Target heals 1d8 hit points.

❖❖ (manipulate) Precision Surgery **Range** Touch **Effect** Target heals 1d8 + 8 hit points.

❖❖❖ (manipulate) Making the Rounds **Effect** You stride up to your speed. During this movement, you may heal 1d8 hit points on to up three creatures whom you become adjacent to as you move.

Special You begin with three charges. You may gain additional charges from your normal raw material stockpile, but only those not yet committed to concoctions.

Heightened (+1) Increase healing by 1d8.

STYLE

Every Scholar has their own way of doing things, focusing on different aspects of their role.

Greenadier

"I love the smell of sticky-burny-boomy in the morning"

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.) This does not apply to the Rapid Healing ability.

Equalizer

*"Remember what the Ancestors taught: The bigger they are, the more sensitive they are to a jab right **here**."*

You are a master of bolstering the weak and undermining the strong, applying your knowledge of all things to inflicting debilitating conditions on your foes and enhancing the performance of your allies. Concoctions and Harvests with the Equalizer trait will work better for you, as noted individually. You add Fogger and Itching Powder to your formulary.

HARVESTER   2ND

You have learned to quickly remove useful bits from the creatures you kill, and transform them into all manner of items. These items, called harvests, (sometimes knowns as "affixes", "demos", "charms", "samples", or "talismans"), have a vast array of possible effects. For game purposes, and when mixing mutants and magic, they are mechanically identical to talismans (only one, total, can be attached to a given item at a time, for example. You cannot have a talisman and a harvest on the same item, even if they do different things).

Gather Component
EXPLORATION **MANIPULATE**

Requirements You must use harvesting tools.

You spend 10 minutes scrounging skin, organs, teeth, bark, and so on from a freshly killed foe. The type of components available are based on the Component Guide, on page 138. If a creature would provide more than one component type, you choose which to harvest. You can attempt to harvest a second type, but must spend an additional 10 minutes and succeed at a moderate Craft check of the creature's level. Components will generally last a while. As a simple system, you can have up to 1 bulk of components, with each individual component having bulk L. If you exceed this limit, throw away one unused component.

To create a harvest, you must have appropriate components of the desired harvest's level or higher. Not all creatures can be used for all types of harvests; each harvest provides notes on what kind of creature may be used. As the range of both enemies and harvests is very large, there is not an exhaustive list of specific sources of raw materials; rather, general guidelines are provided. As always, the GM is the final arbiter.

Creating a harvest requires a recipe in your formulary, as well as some rarer components that are part of your general stockpile. You can create up to 1 + your Wisdom modifier in harvests. Unlike concoctions, these last indefinitely until used and can be freely given to your comrades. When a harvest is used by a teammate, you can recover enough of the shared ingredients to make a new harvest once you've acquired more creature bits. If you sell or give the harvest to someone who wanders off with it, you cannot make another one until you've spent at least 8 hours of downtime foraging (generally, a Survival check). You can also voluntarily disassemble an unused harvest to make a new one; this consumes the specific components used but frees up the general ones.

If you have the recipe and the correct organs, teeth, or fluids, you can spend 10 minutes with a harvesting kit and make a Crafting check against a moderate DC of the harvest's level (uncommon harvests use a hard DC, rare harvests use a very hard DC).

> **Critical Success** Robust harvest! When used, roll a DC 10 flat check. On a success, it is not consumed. It *will* be consumed on the second use.
>
> **Success** You have produced the desired harvest.
>
> **Failure** You produce nothing, and need to review your notes on this topic. Your components are not consumed, but you cannot attempt to produce this harvest until after your next daily preparations
>
> **Critical Failure** As for failure, but the ingredients are consumed.

You learn four common harvest formulae when you gain this ability. You may learn a new common formula each time you gain a Scholar level. Uncommon or rare harvest formulae must be found or purchased as the GM sees fit.

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.

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.

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

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.

Scholar Expertise   9ᵗʰ
You have found many ways to apply your knowledge. Your proficiency with your scholar class DC increases to expert.

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.

Eidetic Memory ◈ Feat 1

Scholar

As battle begins, you remember something you once heard about these creatures...

Trigger You roll initiative, and at least one of the creatures opposing you is of a type covered by a Lore or other skill you are Trained or better in.

Effect You may make an appropriate Recall Knowledge check regarding the targeted enemy as a free action at the start of your turn.

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.

PLACEBO   FEAT 1
SCHOLAR **HEALING** **LINGUISTIC**

Prerequisites Trained in Deception

Sometimes, people aren't as wounded as they think, or maybe you can convince them they're not. When you use rapid healing, or give an ally a poultice, you may choose not to expend a charge or provide an actual concoction, instead giving them some colored water and some rapid fire medical-sounding gibberish. Roll your Deception against their Will DC. You gain a +2 status bonus if they are not trained in Medicine. The results depend on the degree of success.

Critical Success They bought it completely! You grant them temporary hit points equal to the amount you would have healed up, to a maximum of your class level. These last for up to one minute, if not consumed before then.

Success They're pretty sure they're feeling better now. You grant them temporary hit points equal to half the amount you would have healed, to a maximum of your class level. These last for up to one minute, if not consumed before then.

Failure No effect.

Critical Failure Did you mix up the dyed water with the samples of quill ray venom? *Again?* They are sickened 1 until the end of their next turn. Good thing malpractice lawyers were vaporized during the Cataclysm, amirite?

Regardless of the outcome, the target is temporarily immune to this ability for 24 hours.

Requirements This ability can only be used on an injured and willing creature who trusts you (friendly or helpful attitude). Attempts to use it against a powerful NPC in order to deliberately get a critical failure and sicken them prior to combat is not supported. ("But I wanna be *creaaative*!" "Creative is fine. Roll a Deception check and get a success to trick them into taking any poison you have on you or letting you directly apply something like an itching powder concoction to their open wound – I'll give them a penalty on their saves because they're not even trying to avoid exposure if you pull it off." "But by 'creative', I meant, 'exploit a rules loophole to automatically succeed at a task intended to be much harder!'")

2ND LEVEL

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 **EXPLORATION**

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 perceive 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.

4ᴛʜ Level

Are You Sure...   Feat 4
Scholar

Prerequisite Well, 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.")

Durable Concoction   Feat 4
Scholar

When you use Quick Concoct, you include some stabilizing compounds that extend the life of your concoctions until the end of your next turn.

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.

Shouted Alert ↺   Feat 4
Scholar **Auditory** **Visual**

Prerequisite Equalizer 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.

Stockpile   Feat 4
Scholar **Healing**

You prepare an extra charge of ingredients for use with Rapid Healing.

Healer Specialty Prepare two extra charges.

Equalizer Specialty When using rapid healing, you may choose to expend one charge to use a beneficial concoction with the equalizer trait on a willing ally, instead of healing them.

6ᵀᴴ Level

Debilitating Concoction ◈ Feat 6

Scholar

Prerequisite Contingency Plan

Frequency 1/round

Trigger You use Quick Concoct to create a bomb concoction that is at least two levels lower than your Scholar level.

A pinch or two of the right substances, mixed in at the right moment, and your concoction can cause one of the following additional effects when it hits: dazzled, deafened, flat-footed, or a −5-foot status penalty to Speeds. If the attack with that bomb hits, the target must succeed at a Fortitude saving throw or suffer that effect until the start of your next turn. Use your class DC for this saving throw (even if someone else throws the bomb).

Equalizer The save DC is increased by 2.

Holistic Medicine Feat 6

Scholar **Healing**

Prerequisite Rapid Healing

Healing isn't just patching up wounds and making sure internal organs are no longer external. You have learned to treat a range of symptoms with speed and efficiency. When using rapid healing, you may choose to expend one charge to create an effect identical to a beneficial concoction of your level or lower with the equalizer trait, which you apply to an ally when they are targeted by rapid healing, instead of healing them.

Equalizer You gain an extra charge of rapid healing during daily prep which may only be used for this purpose.

Dual Concoction ◈ Feat 6

Scholar

Prerequisite Contingency Plan

Frequency 1/round

Trigger You use Quick Concoct to create a mixture that is at least two levels lower than your Scholar level.

You've learned how to mix and match ingredients so they neither counteract each other nor explode. You can spend 2 additional batches of raw materials to add a second component to the one you're crafting. The second item must also be at least 2 levels lower than your scholar level, and the combination is a concoction two levels higher than the higher of the two salves' levels. When this combination concoction is used, both the constituent components take effect. For example, you may make a double over-the-counter poultice that heals 2d6, or combine fangbane oil and coagulant to address both healing and poison at the same time. The items must be both bombs, elixirs, or salves; you cannot make an exploding salve. Well, you can, but it won't work very well.

Durable Harvest Feat 6

Scholar **Exploration**

Prerequisite Harvester

When you create a harvest, you may use double the normal number of components to create a harvest which can be activated twice. It can be activated no more than once per round, and cannot be removed once affixed without destroying

it. If you critically succeed at the Craft check, it can still only be activated twice, but you use only one set of components.

8ᵀᴴ Level

Bulk Harvest   Feat 8
Scholar

Prerequisite Harvester

You use every part of the buffaleap. You gain 2 components of the same type when you harvest a creature. This cannot be combined with Quick Harvest on the same corpse.

Mass Production   Feat 8
Scholar

Prerequisite Contingency Plan

You've learned how to create a constant supply of short-term concoctions without depleting your stock of pre-mixed ingredients. When you use quick concoct, you may make the following without consuming a batch of raw materials.

Equalizer Irksome itching power, slip slick, mist fogger

Greenadier Dilute corrosion bomb, firecracker boomer, Assyrian sticky-burny-boomy

Healer OTC poultice, coagulant

Quick Harvest   Feat 8
Scholar

Prerequisite Harvester

You have learned how to gut, skin, and filet with lightning speed. You can use Gather Component in 5 minutes. Optionally, you can try to harvest in only 1 minute, but you must succeed at a moderate Craft check of the creature's level. You cannot harvest a second component type from the same kill if you use the latter option; you're basically slashing the corpse apart to get to what you want and destroying anything else of value.

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 offensive, damaging enemies or inflicting debilitating conditions on them, 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.

AUDIOVISUAL AID   CONCOCTION 2+
SCHOLAR CONCOCTION CONSUMABLE SALVE HEALING

Usage: Held in one hand and applied to damaged area; **Bulk** L

Activation ❖❖ Manipulate "Now read the next line…"

Lasers, supersonics, targeted nerve toxins, self-propelled eyeball-gathering drones, decidedly literal earworms… all of these things, and more, can temporarily or permanently rob a creature of their sensory organs. This paste mixes organs from regenerating creatures and herbs known to enhance senses into a green-black paste that can be applied to damaged sensory organs, restoring them. It does not create such organs in creatures lacking them from birth, it can merely heal eyes, ears, or antennae back to normal functionality.

Once applied, make a counteract check using your class proficiency against the DC of the effect. For purposes of the level of effect that can be counteracted, the audiovisual aid's level is divided by 2, minimum 1. (Thus, if mixed by 6th level scholar, salve is considered a 3rd level effect for purposes of what level of effect it can counter.)

Special A patient may only benefit from this concoction once per day.

BEE BOMB   CONCOCTION 3+
SCHOLAR CONCOCTION CONSUMABLE BOMB

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), with the insects 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 to end the effect is kept generic; virtually anything vaguely plausible will do. Any 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 take 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 1+

Scholar **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.

Bug Zapper   Concoction 3+

Scholar **Concoction** **Bomb** **Consumable** **Electricity**

Usage: Held in one hand; **Bulk** L

Activation ❖ Strike "Like Lightning In A Bottle"

To clarify, this bomb is not primarily intended to zap bugs (though it is effective on swarms), it is the bugs that *do* the zapping. A few carefully captured and preserved lightning bugs (see the Earth Delta Mutant Manual) are suspended in a conductive fluid that washes over them when the bomb shatters. The result is quite shocking[9].

Type: Sparker; **Level**: 3;

The bug zapper does 2d8 electricity damage. Adjacent creatures take 2 points of electricity splash damage as the bolts careen to nearby targets.

Type: Zapper; **Level**: 8;

More bugs, and better quality conducting fluid, kick the damage up to 3d8 and the splash damage to 4. Better balance grants a +1 item bonus to attack rolls.

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[9] I'm done now.

Type: Shocker; **Level**: 12;

The penultimate refinement, this shocker deals 4d8 electricity damage and 6 splash damage. The attack bonus increases to +2.

Type: Megazap; **Level**: 16;

Superconducting fluid and the deadliest breed of lightning bug combine to produce, this shocker deals 5d8 electricity damage and 8 splash damage. The attack bonus increases to +3.

COAGULANT · CONCOCTION 1+

Scholar **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 1+

Scholar **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+

Scholar **Concoction** **Bomb** **Consumable** **Splash** **Poison**

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+

Scholar **Concoction** **Salve/Edible** **Consumable** **Healing**

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 proficiency 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+

Scholar **Concoction** **Bomb** **Consumable** **Equalizer**

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.

Equalizer Your allies roll twice to penetrate the concealment, and take the higher result.

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 (granting 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.)

Groundglopper   Item 3+

Scholar **Concoction** **Consumable** **Equalizer**

Usage Held in one hand; **Bulk** L

Activation ❖❖ Interact "Throw Outside Effect Radius"

A strange mix of acids, burrowing worms, and microexplosive beads, the groundglopper will make a region of solid ground much *less* solid for a time. The area of effect becomes difficult terrain, and all those caught within it will find their limbs partially covered with rapidly congealing goop when they finally get away. Anyone knocked prone in the area must take ❖❖ to stand. Jump checks suffer a -4 circumstance penalty; creatures who can normally jump without a roll must make one, though at only a -2 circumstance penalty. Flying creatures who were touching the ground when it gooped must expend 10 feet of movement to pull free before taking to the air.

The groundglopper cannister is hurled to any point within 30 feet. (40 feet if the concoction is level 8 or above.)

If desired, you can terminate the effect early (by pouring a hardening reagent into the muck) with a ❖ (manipulate) action when you are adjacent to, or within, the area.

Special If tossed onto a surface less than a foot thick, this may dissolve a hole in it! Each round it is active, it will do 1d8 acid damage per level to the base substance; if this is sufficient to overcome its hardness and reduce it below its Broken threshold, a hole will open below one randomly determined square for each additional round the groundglopper remains potent.

Equalizer One ally, or yourself, has boots coated with glop-repellent and ignores the effects of this bomb. Declare who gains this benefit when activating.

Type Groundmusher; **Level** 3;

The bomb "glops" a 10 foot radius burst. Those exiting the area suffer a 10 foot status penalty to ground speed until the end of their next turn after leaving. The glop lasts until the end of your next turn.

Type Groundglopper; **Level** 8;

Improved ingredients and a better design extends the radius to 20 feet and the speed reduction to 15 feet. The glop lasts for 1d4+1 rounds.

Type "Canned Swamp"; **Level** 13;

Diamond-nosed bore-worms and concentrated acid ant blood either makes the terrain very difficult, or increases the radius to 30 feet (choose when throwing the bomb), and the speed reduction lasts for one minute or until the victim succeeds at a Fortitude save based on your Scholar DC. The glop lasts for 1 minute.

ITCHING POWDER   CONCOCTION 1+

SCHOLAR **CONCOCTION** **BOMB** **CONSUMABLE** **EQUALIZER**

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.

Equalizer Target is also Sickened 1

Type: Irksome; **Level**: 1;

The target is flat-footed until the start of your next turn.

Type: Irritating; **Level**: 3;

Upgraded with fresher materials and enhanced preparation, you attack roll gains a +1 item bonus.

Type: industrial-Strength; **Level**: 11;

Even making this requires thick gloves. You gain a +2 item bonus, and the effects last for 1 minute. The afflicted creature may spend ❖ each turn scratching and twisting to alleviate the condition until the start of their next turn.

POULTICE   CONCOCTION 1+

SCHOLAR **CONCOCTION** **SALVE** **CONSUMABLE** **HEALING**

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.

POX REMOVER CONCOCTION 5+

SCHOLAR **CONCOCTION** **EDIBLE** **CONSUMABLE** **HEALING**

Usage: Swallowed; **Bulk** L

Activation ❖ Interact "The cure is not worse than the disease. Trust me."

An assortment of curated molds, anti-blight liver squeezings, and immune boosters will make short work of most diseases. The user makes a counteract check, using the creating scholar's class proficiency vs. the DC of the disease. If the patient has multiple diseases, it will target one of the scholar's choice.

RESTORATIVE MEDICATIONS CONCOCTION 3+

SCHOLAR **CONCOCTION** **SALVE/EDIBLE** **CONSUMABLE** **HEALING**

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**: 12;

As for cutting-edge medication, but it can cure permanent doom. Particularly rare and esoteric ingredients are needed; you must use 100 gbp to achieve this effect.

SLICK CONCOCTION 1+

SCHOLAR **CONCOCTION** **BOMB** **CONSUMABLE** **EQUALIZER**

Usage: Held in one hand; **Bulk** L

Activation ❖❖ Manipulate, Strike "It Has Been Zero Days Since Our Last Accident"

You hurl a grenade filled with an assortment of natural oils, combined with industrial lubricants, producing 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.

Equalizer Use the higher of your class DC or the listed DC.

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+

SCHOLAR 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.

SAPPING SAP   CONCOCTION 1+

SCHOLAR CONCOCTION BOMB CONSUMABLE EQUALIZER

Usage: Held in one hand; **Bulk** L

Activation ❖ Strike "For That Run-Down Feeling"

This extract of various syrups and oozes greatly weakens those it comes in contact with. It's also particularly hard to clean off. The DC to Aid someone in ending the condition is increased by 2, and if the Aid involved close contact and does not succeed, the helper becomes enfeebled 1 until the end of their next turn. The sap oozes into gears and fouls joints, producing similar effects on robots.

Equalizer Target is also clumsy 1.

Type Weakening; **Level**: 1;

The targeted creature is enfeebled 1 for 1d4 rounds.

Type Draining; **Level**: 3;

Purer, denser, and more insidious, the target is enfeebled 2 for 1d4 rounds. A better dispersal grants a +1 item bonus to your attack rolls.

Type Exhausting; **Level**: 11;

As good as it gets, the final evolution of this mixture the target being enfeebled 3 for 2d4 round, and the wide cloud means you gain a +2 item bonus to your attack rolls.

WINGWRAP   ITEM 4+

SCHOLAR CONCOCTION BOMB CONSUMABLE EQUALIZER

Usage: Held in one hand; **Bulk** L

Activation ❖ Strike "Beware of Falling Flyers"

Mutant silkworm threads, fast-growing vines, and/or some bacteria with magnetosomes combine to make a painful surprise for aerial foes. Hurl this bomb at any flying creature (including those not currently airborne), and they will find any means of flight – biological, technological, psychic, or other – temporarily befouled, reducing their speed and maneuverability. They also hinder other forms of movement to a lesser extent.

Equalizer Use the higher of your class DC or the listed DC.

Type Hindering; **Level** 4;

These well-balanced grenades give you a +1 item bonus to your attack roll. The effect depends on how well you aimed:

> **Critical Miss** No effect, except a moment's confusion as to why you tossed a bottle past them.

> **Miss** Flight speed is reduced by 5 feet until the end of their next turn.

> **Hit** Ground speed is reduced by 10 feet. Flight speed is reduced by 15 feet. If flying, they land safely. If they fly at any point while affected, they become flat-footed until the start of their next turn, whether grounded or not. All of these effects last for 1 minute or until they succeed at a DC 20 Escape check. Any Maneuver in Flight checks suffer a -2 circumstance penalty.

> **Critical Hit** As above, but if they were flying, they fall rather than landing safely. If grounded, they must make a DC 20 Athletics check to begin flying, then must make a DC 22 Maneuver in Flight check at the start of each turn that they are in the air, or to take off again after landing..

Type Entangling; **Level** 9;

Better packing of the components increases the degree of restraint. The DC for all checks increases to 27 (29 for Maneuver in Flight). Speed reduction is 15 for ground, 20 feet for flight.

Type Grounded; **Level**: 14;

Selective breeding has improved the mix, and more refined design improves the targeting, giving you a +2 item bonus on the attack roll. The DC for all checks increases to 33 (35 for Maneuver in Flight), and the flight speed reduction is 25 feet (10 feet on a miss).

Harvests

Harvest Activation

Harvests typically require very minor physical actions to activate, which are typically part of some other action or a rapid response (reaction). This activation method is a twitch. It does not trigger reactions based on movement, even though it often involves manipulating or interacting with an object in-universe. However, it cannot be done if you're paralyzed, petrified, or otherwise incapable of even small motions.

The specifics are noted in the individual harvest descriptions, but they should be considered guidelines and flavor text, not restrictions. In most cases, if you are capable of performing the actions that trigger or benefit from a harvest, you are capable of activating it.

Harvest Components

The types of raw materials needed for harvests are general… generally. Harvests providing defensive bonuses need parts from heavily-armored creatures, harvests allowing movement abilities come from fast creatures, and so forth.

- A component's level is the that of the creature it was taken from, except that level -1 and 0 creatures still count as level 1 for this purpose.

- At least one component in a harvest must be of the specified level; others, if any, can be up to 2 levels lower.

Component Guide

The following defines terms used in the component entry of each harvest, and a rough indication as to which creatures might have them.

Armor Creatures whose AC is high or extreme for their level, and which (⚔GMs discretion) achieve this through toughness rather than agility.

Bleed Creatures whose melee attacks inflict persistent bleed damage.

Grapple Creatures which have the Grab or Improved Grab ability, or which gain a bonus on Athletics checks to Grapple.

Energy (Specific) Creatures which have a melee or ranged attack dealing the specified damage type.

Healing Creatures which have fast healing, regeneration, or some innate power to heal other creatures. (⚔ This does not include technological healing, or granting temporary hit points via morale or leadership).

Leap Creatures with high Athletics for their level, or with movement abilities involving leaping.

Perception Creatures whose Perception is high or extreme for their level.

Sense (Specific) Creatures which possess the listed sense, such as darkvision or scent.

Sense (Specific) Creatures which possess the listed sense, such as darkvision or scent.

Melee Creatures which do high or extreme damage with natural weapons, or which have high or extreme Strength modifiers.

Shove Creatures which have the Push or Improved Push ability, or which gain a bonus on Athletics checks to Shove.

Speed Creatures with a speed over 35 feet. The ⚔GM may wish to consider the specific harvest; a rapid flyer or swimmer might not provide much of use to something improving ground speed.

Stealth Creatures with a moderate or better Stealth skill, or some form of blending/chameleon/invisibility powers.

Trip Creatures which have the Knockdown or Improved Knockdown ability, or which gain a bonus on Athletics checks to trip.

Weapons Creatures with natural weapons that do physical damage of at least moderate level with their Strikes. Sometimes, a specific damage type is needed.

Ampule   Harvest 2+
Consumable Harvest Healing

Usage placed between armor and skin; **Bulk** -; **Components** healing

Activate ◈ twitch; **Trigger** You take physical or energy damage (this excludes mental)

A tiny capsule filled with potent healing agents, this can provide rapid succor if used immediately after being injured. You slam the location where the ampule is secreted beneath your armor, and it pops, releasing its balming contents. You heal 1d6 hit points and gain fast healing 1 for 4 rounds.

Special This harvest can be manufactured at higher levels (requiring higher-level components, of course!). For every 2 additional levels, the base healing increases by 1d6. For every 4 additional levels, the fast healing increases by 1. (So a 6th level ampule heals 3d6 hit points and grants fast healing 2 for 4 rounds.

Anti-Coagulant Fang   Harvest 4
Consumable Harvest

Usage affixed to melee weapon; **Bulk** -; **Components** weapon (piercing) or bleed

Activate ◈ twitch; **Trigger** You hit a flat-footed creature with the affixed weapon

---

A sharp fang, needle-like claw, long thorn, or the like is positioned to dig deep into an unaware foe, and rigged to inject a toxin causing blood to flow freely on a good hit. You do an additional 1d4 precision damage when you choose to shove this harvest deeper into a wounded enemy. If you hit with a sneak attack, the toxin flows, causing 1d4 persistent bleed damage as well.

Bio-Battery   Harvest 8
Uncommon Consumable Harvest

Usage affixed to advanced energy weapon; **Bulk** -; **Components** energy (electricity)

Activate ◈ twitch; **Trigger** You fire the affixed weapon but haven't rolled yet; **Requirements** You are expert in the affixed weapon

---

The generating glands, cells, or projectors of a creature that uses natural electricity are interwoven with the power cells and batteries of one of the Ancestor's weapons. When activated, it adds 1d8 electricity damage to the weapon until the end of your turn.

Buffaleap Wings   Harvest 5
Consumable Harvest

Usage affixed to leggings or boots (armor); **Bulk** -; **Components** leap

Activate ◈ twitch; **Trigger** You attempt a high jump but haven't rolled yet; **Requirements** You are expert in Athletics

These are oddly named, as they do not resemble wings, nor must they come from buffaleaps, but you don't waste a lot of time pondering this. When affixed, they become supremely tense (even given the normal levels of tension involved in wandering around mutant-infested irradiated ruins). When you release that tension by activating them, if you succeed at the Athletics check, you Leap up to 50 feet vertically and up to 10 feet horizontally. If you critically succeed, you can Leap up to 75 feet vertically and 20 feet horizontally. If you don't end your jump on solid ground, you contribute to the rebirth of science by giving a demonstration of the power of gravity.

FOGFOOT   HARVEST 5
Consumable **Harvest**

Usage affixed to boots or feet (armor); **Bulk** -; **Components** stealth

Activate ◇ interact; **Trigger** An undetected enemy hits you with an attack; **Requirements** You are expert in Stealth

---

Soft padding for your feet, or color-changing scales placed at convenient locations, can be activated with a quick application of some special oils provided for you. Once activated, you may Sneak at your full speed for up to 1 minute.

FOE-SENSOR   HARVEST 2
Consumable **Harvest**

Usage affixed to helm or goggles (armor); **Bulk** -; **Components** perception or telepathy

Activate ◇ twitch; **Trigger** An undetected enemy hits you with an attack; **Requirements** You are trained in Survival

---

These may take the form of lenses, antennae, or whiskers. When you activate foe-sensor, you learn the exact location of the attacker, making it hidden from you instead of undetected. If the attacker is behind lead or anything else which blocks telepathy, the foe-sensor fails and is wasted

LASHING TENDON   HARVEST 2
Consumable **Harvest**

Usage affixed to wrists/gauntlets (armor); **Bulk** -; **Components** Trip

Activate ◇ twitch; **Trigger** You successfully trip a foe; **Requirements** You are trained in Athletics

---

Using the powerful muscles and tendons of a creature known for bringing its enemies down, this harvest is rapidly snapped around the limbs of a creature being borne groundward by your might, heightening the impact. You do your Strength modifier in bludgeoning damage to the target of your Trip. If your Trip would already deal physical damage that doesn't include an ability modifier, add your Strength modifier to that damage.

LETHAL STRENGTH   HARVEST 5
Consumable **Harvest**

Usage affixed to wrists and melee weapon grip (weapon); **Bulk** -; **Components** Melee

Activate ◇◇ power attack; **Requirements** You are trained in the affixed weapon

---

A combination of muscle tissue temporarily fused with your nervous system, and integrated with your melee weapon to respond in kind, this harvest grants you the power attack feat for a single attack. If you already have this feat, you may add an additional damage die.

LIGHT REINFORCEMENT   HARVEST 3

CONSUMABLE HARVEST

Usage affixed to sleeves/bracers (armor); **Bulk** -; **Components** armor

Activate ↻ twitch; **Trigger** You are hit with a melee attack;

Heavy scales, tough hide, or bony plates are attached to one arm. When this harvest is activated, you gain physical resistance 3 against the triggering attack.

SPIDER GRIPS   HARVEST 3
CONSUMABLE HARVEST

Usage affixed to hands/gauntlets (armor); **Bulk** -; **Components** Climb speed

Activate ◇ twitch; **Trigger** You critically fail a climb check; **Requirements** You are trained in Athletics

---

Not necessarily from a spider, these thin caps are fitted over your hands or other manipulatory organs. If you critically fail a climb check, a swift motion will break the caps open, and the sticky goop will give you a second chance to blow it.

WEBBED GAUNTLETS   HARVEST 4
CONSUMABLE HARVEST

Usage affixed to hands/gauntlets (armor); **Bulk** -; **Components** Swim speed

Activate ◇ interact; **Requirements** You are an expert in Athletics

---

Pieces of fins or flippers, and a mix of interesting fluids and organs, are integrated with your armor. When you clench your fists just right, you gain a swim speed equal to half your ground speed for one minute.

TACTICIAN

"The plan is simplicity itself. Brokk Three-legs charges the Omega Engine, drawing its fire. Cleb Jav moves right and tosses her boomer at the rocks 10 feet ahead of it, which will force it to veer right. Seamus MacNugget of Clan MacDonald takes out the drones the Omega Engine will launch. Then, Professor Lugnut uses the scrap from that to repair one of his lightning rays. The electricity from that *arcs to Seamus' cyber-axe, so he is supercharged at precisely the moment the Omega Engine uses its vortex cannon to ingest him into its fusion furnace. Everyone got that? Good. Execute now."*

You are a skilled combatant and can hold your own in battle, but your true strength is your accumulated knowledge of battles and enemies past and present, and your ability to apply that knowledge in battle, continually enhancing your allies' combat abilities. Moment by moment, you issue commands, evaluate the situation, and adjust accordingly. You spot patterns in an enemy's actions to identify possible weaknesses or guess a future maneuver. Whatever skills your partners may possess, you know how to draw out synergies to magnify them or adapt so each can cover for another's weakness.

In order to maintain full view of the battlefield, you are highly mobile and disdain overly-encumbering armor. While it's probably better for you to maintain some distance from your foes and attack at range, your training recognizes that adaptability is the essence of survival, and you will not hesitate to go toe-to-tentacle with a foe if that's the best place for you to be.

KEY ABILITY

Charisma

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

Expert in Perception

SAVING THROWS

Expert in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in Intimidate

Trained in Performance

Trained in a number of additional skills equal to 3 plus your Intelligence modifier.

ATTACKS

Trained in simple weapons

Trained in common martial weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in medium armor

Trained in unarmored defense

Tactician Advancement

Table 5-4 The Tactician

Level	Class Features
1	Ancestry and Background, initial proficiencies, advisor, briefings, specialty
2	Tactician feat, skill feat
3	General feat, skill increase
4	Tactician feat, skill feat, pistoleer, lightning reflexes,
5	Ability boosts, battlefield experience, ancestry feat, skill increase, issue orders
6	Tactician feat, skill feat, specialist training, improved advice
7	Alertness, general feat, weapon specialization
8	Tactician feat, medium armor expertise
9	Ancestry feat, multitasking, skill increase
10	Ability boost, tactician feat, skill feat
11	General feat, resolve
12	Advanced orders
13	
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.

ADVISOR

You are always watching the battlefield and calling out suggestions. You can perform the Advice action.

ADVICE ❖

You provide words of encouragement, warning, or direction. Select a member of your squad who observe you. You may choose to grant them one of the following benefits:

- +1 circumstance bonus to their next attack roll.
- +1 circumstance bonus to AC against the next attack to target them.
- Temporary hit points equal to your Charisma bonus. If not used, these fade after one minute.

BRIEFINGS

You constantly drill instructions, tactical codes, and mnemonics into the heads, fronds, or memory banks of your allies, even when they're getting ready for the day's work. During your daily preparations, you can brief up to five allies. This is referred to as your squad. 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 Briefing action (page 190) to call out or signal key points, enabling your comrades to benefit from your wisdom. You know one first level briefing to start with, and may learn more as you progress. You can normally give one briefing, in addition to your specialty briefing (which you go on about constantly, so that everyone is all too prepared to act on it). Feats may allow you to present more briefings as part of daily prep, a concept sure to thrill your comrades.

REVIEW BRIEFING ❖, ❖❖, OR ❖❖❖

You quickly call out key points of a briefing you gave to your squad during daily preparations. The number of actions and the effects are specified in each briefing individually. Your squad can only benefit from one briefing at a time.

You learn a first level briefing as determined by your specialty. 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. You may learn new briefings via the Continuing Education feat.

If a briefing has a duration of "Review", it may last longer based on how well you can hold your squad's attention. Make a Performance check against a standard-difficulty DC of a level equal to the highest level target of the briefing.

Critical Success The briefing lasts 3 rounds.

Success The briefing lasts 2 rounds.

Failure The briefing lasts 1 round.

Critical Failure The squad was too busy being shot at to listen to you. The briefing has no effect. You expend the actions required by the review, but not the focus point.

SPECIALTY

You are knowledgeable about all types of battlefield situations, but there's usually one area you are notably focused on.

Battlefield Medic

Alright, I got most of your insides back inside! Now stop goldbrickin' and get in there and fight!

Despite your best efforts, sometimes, your allies don't do the right thing and become injured. You're good at patching wounds, stopping bleeding, and applying painkillers, even as laser bursts and crazed mutants swarm around you. You learn the Basic Self Care briefing, and your incessant discussions about health and well being mean that your squad is always prepared for you to review it. In addition, you may perform one additional briefing you know during daily preparations.

Commando

Chaaaarge!

As Mel, the Cook on Alice, once noted, 'the best defense is a good offense', and you're determined to be offensive. You learn the Introductory Tactics: Offense briefing. You are forever reminding your squad about weak points, proper positioning, hitting vulnerable spots, and so on, so that they are always prepared for you to review that briefing. In addition, you may perform one additional briefing you know during daily preparations.

Security

What part of 'Be where the enemy is not' was unclear to you?

You're determined to keep your allies safe… well, as safe as possible when your job involves going into blight-infested ruins packed with mutants, killer robots, and fanatical cultists. You learn the Introductory Tactics: Defense briefing, and your continual reminders about situational awareness, always checking your armor for rust, and identifying potential cover means your squad is always prepared for you to review it. In addition, you may perform one additional briefing you know during daily preparations.

SITUATIONAL AWARENESS   4TH
As a master of tactical positioning, you are less likely to be caught off-guard than most. You are not flat-footed against a flanking enemy of your level or lower. However, they still provide a flank for an ally of a higher level.

PISTOLEER   4TH
You have learned enough about firearm tactics to wield one effectively yourself. You become trained in one-handed ballistic and energy weapons.

LIGHTNING REFLEXES   4TH
Your ability to quickly evaluate the situation – and thus "be where the enemy is not" is enhanced. Your Reflex proficiency increases to expert.

BATTLEFIELD EXPERIENCE   5TH
You have ample practical experience with battle under many conditions, against a variety of foes. You gain expert proficiency with simple and martial weapons, and one-handed ballistic and energy weapons. You gain critical specialization with a single weapon group you are expert in.

ISSUE ORDERS   5TH
Constantly surveying the battlefield, and regular drilling with your squad, enables you to rapidly shout commands at the exact moment they're needed. While briefings typically benefit multiple members of your squad, orders usually target a single individual.

Unless specified otherwise, all targets of the order, allies and enemies alike, must be observed by you and observing you. If a target (ally or enemy) is concealed, you must make a DC 5 flat check or the order fails.

You gain the ability to reserve an action.

RESERVE ACTION ❖

You hesitate for an instant, holding back as you observe the chaos of battle. You may issue orders with the reserve action trait. Unless otherwise noted, you may choose not to take the action specified in the order, but it is still consumed.

You learn three basic orders. One is determined by your specialty, the others are freely chosen. You may learn additional orders via feats.

Battlefield Medic Who Said You Could Bleed?

Commando No Mercy.

Security Guard Vitals.

SPECIALIST TRAINING   6TH

You have become more adept in your area of specialization.

Battlefield Medic When you use Basic Self Care, add 1 to each die rolled for healing.

Commando If you roll a natural 20 and the result is a critical hit, your weapon gains the deadly trait with the same die size as the weapon normally has. If it is already deadly, it becomes fatal with the die size stepped up by one. If it's already a fatal d12 weapon, add a bonus d12, and make a basic Reflex save against being splattered with organs.

Security Once per minute, you may Take Cover as a free action at the end of your turn.

ALERTNESS   7TH

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

IMPROVED ADVICE   7TH

Your ability to direct your allies in combat increases. When you use the Advice action, you may choose from an extended set of benefits.

- +1 circumstance bonus to their next saving throw.
- Temporary hit points equal to twice your Charisma bonus.
- 5 foot circumstance bonus to Speed the first time they Stride.

WEAPON SPECIALIZATION   7TH

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

MEDIUM ARMOR EXPERTISE   8TH

You are more comfortable wearing, and fighting in, armor. Your light and medium armor proficiencies increase to expert.

RESOLVE   11TH

Your determination, drive, and focus make 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.

ADVANCED ORDERS   12TH

You learn two advanced orders. None of which currently exist.

Tactician Feats

1st Level

Continuing Education   Feat 1
Tactician

You learn a briefing of your level or lower. You may take this feat multiple times, each time learning a different lecture.

Exploit Error ↺   Feat 1
Tactician

You've learned how to take advantage of an enemy's mistakes, or to direct others to do so.

Trigger An enemy critically misses you with a melee attack. **Effect** You or an ally adjacent to the triggering creature get a +1 circumstance bonus to your next attack against that creature.

Fuel On The Fire ↺   Feat 1
Tactician

Trigger An enemy adjacent to you makes a flat check to end persistent damage. **Effect** They must make a Will save against your Tactician class DC. On a failure, they get a -2 circumstance penalty to the flat check. On a critical failure, they cannot make the check this round.

Packmaster   Feat 1
Tactician

Correct loadouts are essential for victory, but so is being able to move. By properly ordering and organizing gear, the Tactician increases carrying capacity. By spending ten minutes to help, you enable all members of your squad to carry one more Bulk before becoming encumbered for the next 8 hours.

Rebriefing   Feat 1
Tactician **Concentrate** **Linguistic**

When you take the refocus action, you may give a new briefing, replacing one you performed during your daily preparations.

Re-Evaluate ❖   Feat 1
Tactician **Concentrate** **Secret**

Prerequisite Trained in the skill used for the Recall Knowledge check.

You add first-hand observation to your theoretical knowledge. If a target creature you can perceive has taken a turn, any Recall Knowledge checks you make regarding it gain a +1 circumstance bonus, +2 if you have Expert proficiency in the skill used, +3 for Master, or +4 for legendary.

2nd Level

Assisting Shot ❖   Feat 2
Tactician

Prerequisite Commando Specialty

With a quick shot, you interfere with a foe in combat. You can use the Aid action with a ranged weapon you wield. Instead of being within reach of the target, you must be within maximum range of the target. An Assisting Shot uses ammunition/charges and incurs penalties just like any other attack.

ON YOUR FEET! Feat 2
Tactician **Concentrate**

Prerequisite Combat Medic Specialty, trained in Medicine.

No lallygagging and whining! When you Administer First Aid to stabilize an ally, they gain one hit point and are conscious. You may also spend ❖ to help them stand in a square adjacent to you.

OPTIMAL POSITIONING Feat 2
Tactician

Prerequisites Commando specialty

When you review a Tactics briefing, you may Step as part of the Activity. If it already include a Step, you may Stride up to half your speed instead of Stepping.

UNBALANCING SETUP Feat 2
Tactician

You can strike an enemy so as to make them more vulnerable to a follow-up. When your critically hit with a ranged or melee attack, the next attempted Grapple, Shove, or Trip by you or an ally gains a +1 circumstance bonus. This lasts until the start of your next turn.

ZONE OF CONTROL ❖ Feat 2
Tactician **Stance**

You make it harder for enemies to move around you.

While in this stance, you make small attacks, feints, and sudden moves as an enemy draws close. The first adjacent square an enemy enters costs them an extra five feet of movement.

4TH LEVEL

COMBINED CLASS Feat 4
Tactician **Exploration**

You discuss two subjects at once, preparing your squad to benefit from two specified briefings, in addition to the briefing from your specialty.

DUCK! ↻ Feat 4
Tactician

You can aid an ally when they try to get into a better position. **Trigger** An ally you can perceive, and vice-versa, attempts to Tumble Through an enemy's space. **Effect** You grant the target ally a +2 circumstance bonus to their Acrobatics check. If you are an Expert or better in Acrobatics, increase this to +4.

LEAD BY EXAMPLE Feat 4
Tactician **Healing**

Prerequisites Battle Medicine feat, Combat Medic or Security specialization.

When you review Basic Self Care as either ❖❖ or ❖❖❖, you may use Battle Medicine on yourself as part of the activity.

REAR ECHELON Feat 4
Tactician

A good leader stands behind their troops! Your allies provide you with standard, not lesser, cover when they're between you and an enemy.

Shoot Them Like This ◈ — Feat 4

Tactician **Attack**

Requirement You have a loaded ranged weapon in your hand. **Trigger** You spend ❖❖ when Reviewing a Briefing with a duration of "Review", and have not yet rolled your review check. **Effect** Perform a ranged Strike as part of the triggering action. If it hits, your review check gains a +2 circumstance modifier, or +4 on a critical hit. If it misses, your review check suffers a -2 circumstance modifier.

6ᵗʰ Level

Attack of Opportunity ⟳ — Feat 6

Tactician

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Bring Me My Red Tunic ◈ — Feat 6

Tactician

Frequency Once per round. **Trigger** An enemy of your level minus two, or higher, critically hits you and inflicts damage, and you remain conscious. **Effect** Your courage in the face of danger inspires your squad. All squad members within 30 feet who can perceive you may either gain 8 temporary hit points or reduce any fear effect by 1.

Command Studies — Feat 6

Tactician **Order**

You learn two new basic orders. If you are 12ᵗʰ level or higher, you may learn advanced orders. You may take this feat multiple times, learning new orders each time.

Rapid Indoctrination — Feat 6

Tactician **Order**

Often, you find yourself fighting alongside those you met recently, joining against a common enemy. For purposes of orders, not briefings, your squad may include up to five allies who were not present during daily preparations. You must designate them before issuing orders, and you cannot undesignate them until combat has ended.

Supplementary Studies — Feat 6

Tactician

When you review a briefing, 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. Squad members gain twice your level in temporary hit points.
- **Principles of Self Control** You remind the squad of mental exercises, focusing mantras, and daily affirmations to strengthen their identity. Any squad 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** Squad members gain a +1 circumstance bonus to AC for as long as you sustain the lecture, plus 1 round.

8ᵗʰ Level

BLIND-FIGHT — FEAT 8

Tactician

Prerequisites Master In Perception

Your battle instincts make you more aware of concealed and invisible opponents. You don't need to succeed at a flat check to target concealed creatures. You're not flat-footed to creatures that are hidden from you (unless you're flat-footed to them for reasons other than the hidden condition), and you need only a successful DC 5 flat check to target a hidden creature. While you're adjacent to an undetected creature of your level or lower, it is instead only hidden from you.

Special When you use Intermediate Tactics: Targeting, your squad gains a +2 circumstance bonus to their Seek checks.

GET IN POSITION ⟳ — FEAT 8

Tactician

Trigger An enemy ends its move such that you could flank with a Step.

If an enemy makes an error, you can exploit it. You Step into a flank position, potentially allowing your ally to strike a now flat-footed foe, and setting yourself up to benefit when your turn comes.

LOOK BEHIND YOU — FEAT 8

Tactician

Prerequisites Expert in Deception or Intimidation

You distract an enemy so that they are less aware of an ally's attack.

Attempt a Feint, using either Deception or Intimidation (if you are expert or better in only one, you must use that one). You draw your foe's attention to yourself, leaving them open to other attacks. On a normal success, they are flat-footed towards the first melee attack by an ally of your choice. On a critical success, they are flat-footed against either the first melee attack by each ally, or all melee attacks by the designated ally. Except as noted above, all normal rules for feints apply.

10TH LEVEL

COVER FIRE❖ — FEAT 10

Tactician **Stance**

Requirements You are wielding a ranged weapon.

You keep a watchful eye on your allies and enemies, making sure your squad can position themselves optimally. While in this stance, you gain the cover fire reaction:

Trigger An ally's movement provokes a reaction from an enemy within the first range increment of your weapon. **Effect** You make a ranged strike against the triggering enemy. They may choose to not take the triggering reaction (but still expend it) and avoid your attack. If they perform their reaction, your attack gains Miss: Do half damage.

MULTITASKING — FEAT 10

Tactician **Exploration**

You discuss three subjects at once, preparing your squad to benefit from three specified briefings, in addition to the briefing from your specialty.

VANTAGE POINT❖ — FEAT 10

Tactician **Stance**

So long as you have a clear view of the battlefield, you are a more effective commander. While in this stance, you gain an extra reaction which can only be used to issue basic orders. This stance ends if you end your turn adjacent to an enemy or suffer a penalty to your precise senses (typically, by being blinded or dazzled, but you may rely on other precise senses which may be limited by other effects).

Briefings

Basic Self-Care Focus 1

Tactician Concentrate Visual Linguistic Healing

Activation ❖, ❖❖, or ❖❖❖

Range 30 feet; **Targets** All squad members that can see or hear.

You remind your squad 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 Charisma modifier.

❖❖ **Bullet Points** Each target heals 1d8 hit points or your Charisma 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.

Battle Positions Focus 5

Tactician Visual Linguistic Tactic

Activation ❖ or ❖❖

Range 60 feet; **Targets** All squad members that can see or hear.

Your squad moves with precision, running through maneuvers almost without thought. Make a review check. The effect depends on the actions spent and the success of the check.

❖ **Adjust Positioning** A single squad member is Hasted 1.

❖❖ **Charge** All squad who can observe you are Hasted 1.

The actions which can be taken while hasted depend on the review check:

Failure Each target may use their additional action to Step.

Success Each target may use their additional action to Step or Stride.

Critical Success As success, but they may Step into difficult terrain, or increase their base Speed by 5 feet until the end of their turn.

Heightened (+1) Healing increases by 1d8.

Intermediate Tactics: Focus Fire Focus 4

Tactician Concentrate Visual Linguistic Tactic

Activation ❖, ❖❖, or ❖❖❖

Range 30 feet; **Targets** All squad members that can perceive you, plus one enemy 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 squad 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 squad 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 4

Tactician **Concentrate** **Visual** **Linguistic** **Tactic**

Activation ❖ or ❖❖

Range 60 feet; **Targets** All squad members that can see or hear you.

Duration Review

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 squad 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 squad member uses it.

❖❖ **Tactical Analysis** All squad members may use this reaction during the period determined by the Review check, but only once per squad member.

You must be able to perceive the targets of squad members' attacks, as you are calling out things like "Maneuver Beta on right flank!" while this lecture is active.

INTERMEDIATE TACTICS: TARGETING FOCUS 2

Tactician **Concentrate** **Visual** **Linguistic** **Tactic**

Activation: ❖ or ❖❖

Range 60 feet; **Targets** All squad members that can see or hear you.

Duration Review

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 squad members in range.

INTERMEDIATE TACTICS: FIND THE GAP FOCUS 3

Tactician **Concentrate** **Visual** **Linguistic** **Tactic**

Activation ❖ or ❖❖

Range 60 feet; **Targets** All squad.

Duration Review

You discussed how even creatures armored or otherwise protected against certain attacks may have weak spots to exploit. During this briefing, you remind your squad to look for such opportunities and exploit them. You must declare which Resistance you are targeting when you review the briefing.

The effect depends on how many actions you dedicate to the activity.

❖ **Go For The Eyes, Boo!** A single squad 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 squad members in range.

Special If you have the Tactician style, you can specify two different resistances to apply this lecture against.

Heightened (6th) Reduce the specified resistance by 10.

INTRODUCTION TO TACTICS: OFFENSE   FOCUS 1

Tactician **Concentrate** **Visual** **Linguistic** **Tactic**

Activation ❖❖

Range 60 feet; **Targets** All squad members that can see or hear you.

Duration Review

Surveying the battlefield, you provide rapid-fire guidance that references the lecture you gave on the final battle of the Koe-La Wars. Each squad member gains a +1 status bonus to attack and damage rolls and may take a Step as a free action at the start of their turn.

INTRODUCTION TO TACTICS: DEFENSE   FOCUS 1

Tactician **Concentrate** **Visual** **Linguistic** **Tactic**

Activation ❖❖

Range 60 feet; **Targets** All squad members that can see or hear you.

Duration Review

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 squad 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.)

ORDERS

For purposes of Orders, 'ally' refers to squad members, unless you have the Rapid Indoctrination feat.

ADJUST FOR WIND! ↻   BASIC ORDER

Order **Reserve**

You remind your squad to account for variables when aiming. The reserve action is optional here.

Trigger A squad member makes a ranged strike with a weapon. **Effect** The triggering ally may either halve any penalties due to range beyond the first increment, or gain a +2 circumstance bonus to hit.

Special If you took the reserve action, this applies to all ranged strikes the ally makes during their turn.

AREA DISCIPLINE ↻   ADVANCED ORDER

Order **Reserve**

You protect your squad from area attacks.

Trigger An area effect targets two or more squad members. **Effect** Each ally gains a +1 circumstance bonus to their Reflex save against the effect. One squad member may instead choose to Step out of the area, using the reserve action. They cannot Step if this will not remove them from the effect.

Special If you are a Security specialist, increase the save bonus to +2, *or* allow two squad members to Step out of the area.

BETWEEN THEIR LEGS! ↻   BASIC ORDER

Order

You alert an ally to an unexpected opening for a shot.

Trigger A squad member makes a ranged strike with a weapon and suffers a penalty due to cover granted by an enemy between them and their target. **Effect** All cover is negated from that enemy until the end of the ally's turn.

GUARD VITALS ↺ BASIC ORDER
Order

You get an ally to twist away just as the raider's dagger is heading for their heart.

Trigger An ally is hit by an effect dealing precision damage. **Effect** They gain resistance 5 to precision damage against the triggering attack. This increases to resistance 10 if you are 10th level or higher.

INCOMING! ↺ BASIC ORDER
Order

You warn an ally about an impending explosion.

Trigger An ally must make a Reflex save against an area effect. **Effect** You grant the target ally a +2 circumstance bonus to their Reflex save.

NO FEAR ↺ BASIC ORDER
Order

You make it clear to an ally that no matter what they're scared of, you're scarier.

Trigger An ally is Frightened. **Effect** You make an Intimidation check against the ally's Will DC. On a success, reduce their Frightened condition by 1, or by 2 on a critical success.

NO MERCY ↺ BASIC ORDER
Order

If they're down, they should stay down.

Trigger An enemy attempts to Stand from Prone. **Effect** An ally you designate may use their reaction to make a melee Strike against the triggering enemy. On a critical success with this strike, the target fails to stand.

NO PAIN ↺ BASIC ORDER
Order

You encourage an ally to ignore their wounds and keep fighting.

Trigger A squad member is reduced to 0 hit points. **Effect** The triggering ally gains Ferocity ↺ and uses it immediately, even if they don't have a reaction. They must use their reaction to use it again, if needed. This lasts for 1 minute or until the ally has been healed over half their normal maximum hit points, whichever comes first. The ally is temporarily immune to this order until their next daily preparations. (Note that their Wounded value remains until treated normally.)

PATCH THEM UP! ↺ ADVANCED ORDER
Order **Reserve**

You direct one squad member to tend to another's wounds. This takes some extra focus, so you must have a reserve action.

Prerequisites You must have the battlefield medicine feat.

Trigger A squad member starts or moves adjacent to a wounded creature.

Effect The targeted ally gains the battlefield medicine feat, even if they lack the prerequisites. They must use it before the end of their turn.

   If you have the Combat Medic specialty, and the target is untrained in medicine, their proficiency bonus is half their level, rather than +0, for this check.

Press The Advantage ⟳   Basic Order
`Order` `Reserve`

You direct an ally to strike again, quickly. You must have a reserve action to issue this order.

Trigger An ally critically hits an enemy without using a reaction. **Effect** The ally makes another Strike against the same creature, as part of the triggering action, using the same multi-attack penalty. Regardless of success or failure, the ally's multi-attack penalty is increased as if they had made two attacks.

Shall We Dance? ⟳   Basic Order
`Order` `Reserve`

It's just a step to the right…

Trigger An ally moves so that if you Step, you will grant them flank. **Effect** You Step, using your reserved action. You may only Step so as to grant flank to the triggering ally. If something prevents you from completing this move, the reaction and reserve action are still used.

Tuck and Roll ⟳   Basic Order
`Order` `Reserve`

You can aid an ally when they try to get into a better position.

Trigger An ally attempts to Tumble Through an enemy's space. **Effect** You grant the target ally a +2 circumstance bonus to their Acrobatics check. If you are an Expert or better in Acrobatics, increase this to +3.

Strike Hard ⟳   Advanced Order
`Order`

"The best defense… is more offense!"

You don't have to worry about setting up for your follow-through if your initial attack takes out the foe.

Trigger A squad member begins their turn. **Effect** The triggering ally gains the Power Attack feat until the end of their current turn. At the end of their turn, the targeted ally becomes temporarily immune to this order for one minute.

Strike First ⟳   Advanced Order
`Order`

"They strike first, we pre-strike!"

You encourage your squad to leap into the fray, sacrificing defense so as to land the first blows on their opponents.

Trigger You and your squad roll initiative. **Effect** You, and any members of your squad who wish to, may roll two dice for initiative and take the higher. Those who take this option gain the following:

- Enemies who have not yet acted are flat footed against them.
- They become flat-footed until the start of their next turn.

Who Said You Could Bleed? ⟳   Basic Order
`Order` `Reserve`

You did *not* give them permission to bleed, burn, or barf.

Trigger An ally must make a flat check to end persistent fire or bleed damage, or takes an action to save against the sickened condition. **Effect** You grant the target ally a +2 circumstance bonus to their flat check or save.

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 156) The bloody and brutal master of the chainsaw, who had turned it from a tool into a deadly weapon.

Gun Disciple_Gun Disciple_ (Page 158) Anyone can shoot a gun – it is, as the Ancestors said, "The original point-and-click interface" (whatever that means, but surely, it is wise, for they were the Ancestors!). But to do it with _style_… to turn assault into art, death-dealing to dance… that is the realm of the Gun Disciple.

Rocker (Page 160) A wielder of a potent varisonic instrument, using it to produce spectacular sounds and images to delight and inspire… or to destroy and drive mad.

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.

- Proficiency in attacks with the chainsword is granted by this dedication only, as follows:

- You become trained with the chainsword when you take the Chainsword Warrior Dedication.

- The chainsword is an advanced weapon, and thus increases when your proficiency with advanced weapons does. This also determines if/when you gain access to the critical specialization for the chainsword. If your class does not grant increased proficiency with advanced weapons, you may take the Student of Slaughter feat.

- If you gain weapon specialization from your class, you gain it with the chainsword. If you do not, you may take the Chainsword Specialist feat.

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 chainsaw. 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.

STUDENT OF SLAUGHTER   FEAT 6
ARCHETYPE

Prerequisites Chainsword Warrior Dedication, expert proficiency with any weapon due to class features.

Your chainsword proficiency increases to expert. When you gain master or legendary proficiency with any weapon from your class, you increase your chainsword proficiency as well.

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 melee Strike with your chainsword against an enemy one size category or more larger than you. If you hit, you may immediately attempt a Trip maneuver as part of this attack (without needing a free hand), using the same multiple attack penalty as the initial strike. This action counts as two attacks for MAP purposes, applied after the action resolves.

Regardless of the success of the trip, if the initial attack hits, the target also suffers a 5 foot circumstance penalty to speed until the end of its next 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 suffers a -2 status penalty to any actions (including attacks) with their manipulating limbs (if the target has more than 2 limbs capable of fine manipulation and holding weapons, they may switch to those if possible; the GM will judge edge cases) until they have been the target of a successful 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 SPECIALIZATION   FEAT 12
ARCHETYPE

Prerequisites Chainsword Warrior Dedication, expert with chainsword

You deal 2 additional damage with your chainsword. This damage increases to 3 if you're a master, and to 4 if you're legendary.

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 ATTACK

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 2

ARCHETYPE

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

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

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** **EMOTION** **NON-LETHAL**

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** **SONIC**

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-rattling 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 Improv Chord 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 Improv Chord 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` `Emotion`

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` `Improv` `Technological` `Auditory` `Emotion`

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` `Improv` `Chord` `Technological` `Auditory` `Emotion`

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)

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 Wu-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 Exploration 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

CONCENTRATE **LINGUISTIC**

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)

CONCENTRATE **MANIPULATE** **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

FEATS

Mutation Skill Feats	Level	Prerequisites	Benefits
Cyberpath	3	Telepathy	Affect robots with telepathy
Telepathic Seek	2	Telepathy	Seek creatures with your mind, not your senses.

Varying Skill Feats	Level	Prerequisites	Benefits
Invalid Input	2	Trained in Cybernetics or Deception	You are good at lying to machines.
Logic Bomb	7	Expert in Cybernetics or Deception	Confuse robots with clever paradoxes.

Athletics Skill Feats	Level	Prerequisites	Benefits
Hang On	2	Trained in Athletics	Grab on to something to avoid forced movement.

Nature Skill Feats	Level	Prerequisites	Benefits
Animal Psychology	2	Trained in Nature, Train Animal feat	Countermand orders given to animals.

Survival Skill Feats	Level	Prerequisites	Benefits
Blightwalker	2	Expert in Survival	Use Survival rather than Blightlore to resist blight.

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 and thus may have little useful info to telepathically read or convey if ordered. 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 2
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

Animal Psychology   Feat 2
General **Skill**

Prerequisites: Expert in Nature, Train Animal

When an enemy you can see or hear within 60 feet succeeds at a Command an Animal check, you may attempt a Counteract check using your Nature skill against their Nature DC. On a critical success, you may issue an order of your own, using your counteract result as your Command an Animal result.

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 Medicine actions such as Administer First Aid 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.)

Hang On ⮌   Feat 2
General **Skill**

Prerequisites Trained in Athletics

Requirements You must have a free hand, or other limb capable of gripping, such as a prehensile tail. There must also be something to grab. (👑GM's discretion, but most ruins, forests, swamps, etc. will have something, even if it's not explicitly on the map. Deserts, grassy plains, an empty warehouse floor far from the walls, maybe not.)

When something pushes you back, you grab a convenient girder or branch and hold on! **Trigger** You are subject to forced movement. **Effect** Make an Athletics check, using the triggering effect's attack roll or save DC as the DC. On a success, you reduce forced movement by five feet; on a critical success, you negate it.

Invalid Input   Feat 2
General **Skill** **Auditory** **Linguistic**

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

Prerequisites: Expert in either Cybernetics or Deception, Invalid Input

You can attempt a ❖❖ Activity (Concentrate, Emotion, Linguistic) on any AI robot or computer within 30 feet which can hear and understand you. Roll the higher of your Cybernetics or Deception against their Will DC.

> **Critical Success** The robot is confused for 1 minute, but may save when attacked or damaged as usual.

> **Success** The robot is confused until the end of its next turn, and may save as above.

> **Failure** The robot had anti-paradox crumple zones. Darn.

> **Critical Failure** You baffle yourself trying to work out how the paradox is supposed to go ("So there's one guy who always lies, and one who never tells the truth, no, wait, how'd this work again?") and are flat-footed until the start of your next turn.

Regardless of the success or failure, the target is temporarily immune to this feat for 10 minutes.

Special If you are a master in Cybernetics, this can affect even mindless machines which are normally immune to emotion effects. They must still have some form of language-based input processing, though. You can't confuse an HP-11 calculator by talking to it, sorry.

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 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 sword. 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 8-5 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 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 8-6 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 8-7 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 8-8 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
Spiked Bat	5 bp	1d6 B	1	2	Club	Industrial, scavenged, versatile (P)
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 8-9 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			
Shotgun	30 gbp	1d10 P	130 ft.	1/2**	2	2	2	Ballistic	Ballistic, industrial, scatter, deadly d12
12 shells	2 gbp					L			
Shotgun, sawed-off	30 gbp	1d10 P	60 ft.	1/2**	2	1	1	Ballistic	Ballistic, industrial, scatter, deadly d12
12 shells	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.

**: This weapon 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 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.

Shotgun A very common hunting weapon from before the cataclysm, as they were lightly regulated even in regions which limited ownership of more advanced weapons. A variety of shells are possible; the one listed is the most common.

Shotgun, Sawed Off A standard shotgun with a much shorter barrel. It can be wielded 1-handed without reducing damage, but dramatically reducing range.

Sledgehammer Another common tool found in the ruins. Most have seen long use as tools, but in a pinch, they're effective weapons.

Spiked Bat An apocalyptic classic, this is a well-made (it must be, to survive a century or more!) wooden bat used in famous battles of the Ancestors, such as when the Damned Yankees returned from Hell to beat the villainous Red Coats[10] and secure freedom for their descendants. Some barbed wire, nails, and the like add bloodletting to impact, depending on the wielder's preferences at the time.

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

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[10] Some so-called "historians" insist the battle was against some group that wore distinctive red *socks*, but this contention is dismissed by knowledgeable folk. It is also generally accepted that the battle of those same Yankees against an army of giants has been somewhat mythologized, and their foes were no more than 10 feet tall at most.

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 them. 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?

Thus, Earth Delta keeps it pretty simple. Those whose teeth grind at the amount of abstraction are welcome to write their own rules.[11] 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 fits snugly 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 necessary 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 manufactured 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 required, 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 remain to be discovered.

Shell This is a type of cartridge (in that it has propellant, igniter, and payload all in one unit), typically filled with small metal spheres, called "shot" – hence, shotgun. The many varieties of shotgun shell possible will eventually end up in the Ammunition section, page 244. Eventually.

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.

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[11] Seriously. That's what the OGL is all about! Creation building on creation! Send me your better gun rules, if you write them, I'll incorporate them somehow.

More advanced weapons have an 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 draw from a removable, replaceable 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 8-10 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	

	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Group	Traits
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	
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 8-11 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 (1)	100 bp	+2/+4*	-5 ft.	3	6	24 (12)
Raid Shield (1)	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 – it is comparable in size to wooden or steel shields, albeit 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.

Vehicles

Many and varied were the crafts of the Ancestors! They travelled in an hour what the fastest greathound can run in a day; they dove to the depths of the oceans, soared over the tallest mountains, and even ventured to the moon, Mars, and beyond! Today, most such craft lie in ruin, barely distinguishable from the surrounding terrain. Some semi-intact vehicles have been reused as the shells of beast-drawn or servant-carried conveyances. A rare few have been patched back to quasi functionality by mad scavengers, and even more rare are wholly intact models recovered from secure vaults or wilderness so remote as to escape the scouring of the Cataclysm.

Propulsion and Fuel

Vehicles that are propelled by pulling, wind, or rowing work normally, even if the pullers may be quadrupedal oaks or the rowers include two-headed moose with acid-dripping antlers. Other forms of propulsion found in Earth Delta are:

Chemical This catch-all includes fuel-grade alcohol, artificial petrochemicals produced by automated algae farms, or petroleum (perhaps stockpiled for centuries pre-Cataclysm, perhaps the product of a nascent industrial revolution tapping into new oil fields exposed by the continent-rupturing force of the Cataclysm). Vehicles relying on chemical fuel will have a tank size in Bulk and a duration in hours/bulk of fuel.

Exotic Fusion, anti-matter, zero-point-energy, cosmic resonance… this is found only in the most advances of the Ancestors' vehicles. Such craft never need refueling or recharging on any timescale the game cares about.

Power Cell The most common form of pre-Cataclysm vehicle, but not necessarily the most common found post-Cataclysm, these craft will run for 8 hours from a power cell of their level or higher. The cell is drained into capacitors when inserted, so there's no way to run two vehicles for four hours each on a single cell. (This is to simplify bookkeeping, since Earth Delta uses the 'universal' power cell conceit; there's no need to figure out how many 13th level energy weapon charges you can get if you take a 13th level power cell out of a vehicle after only four hours.)

Steam Similar in many ways to chemical, but much more common, as steam vehicles can be manufactured natively by the more advanced communities. The fuel (typically wood or coal) is much bulkier than chemical fuel.

Long Distance Travel

They're Getting Away!

GM's may note that players, if they have access to fast vehicles, can leave their troubles behind. Angered an entire safehold? A day's travel by grav-car, and they are well beyond threats of vengeance.

If this undermines your vision for your campaign, just rule that Exploration Mode speeds don't exist. Justify it with any handwave you like: Security mechanisms limit speed due to the entire planet being put into emergency lockdown as the bombs fell, and no one's issued a countermand yet. Or whatever.

If you don't want such heavy-handed limits, remember one of the most important rules of "zero to hero" type RPGs:

At the point where the PCs acquire abilities, they will face enemies with similar abilities.

So if they flee the Gnash Village Safehold after enraging the locals with their mockery of their goddess, the Dali Parton, they may find the village's powerful guardian, the Knight of the Memphis Train, has access to rapid travel as well.

Vehicles of the Ancestors are supposed to travel at high speeds; even the average citizen pre-Cataclysm could afford a craft capable of moving at well over 100MPH (I'm not going to convert that to furlongs per fortnight for you metric types.) There's a few complications with this in terms of Earth Delta, though.

For ground vehicles, including hovercraft and repulsorlift, they were mostly designed for well-maintained road systems. The roads of Earth Delta were shattered by planet-wide quakes and then overtaken by a century or more of decay. Even so, off-road vehicles existed and some can still be found or restored to a workable state.

Flying and water craft are less restricted. A fully-functional gravitic flyer can zoom mostly unrestricted through the skies. At higher levels, when such craft may be available, PCs should expect to cover hundreds of miles in an eight hour exploration period. Trying to explain why they can't travel notably faster than a horse strains credulity even in a game where a cryokinetic cactus wielding a plasma pistol and a monomolecular katana is a typical PC.

However, at the combat scale, such speeds are both unbalancing and unwieldly. A 100 MPH vehicle could cross a typical battlemat in a single round. The rules for turning, collisions, loss of control, and so forth all break down when speeds are measured in hundreds of feet per round.

To be able to observe the battlefield and make tactical decisions requires slowing down considerably. Therefore vehicles have a combat speed (the normal speed listing) that is comparable to typical character and mount speeds. Transitioning to exploration speed in combat requires the Accelerate to Full activity.

EXPLORATION SPEED

Some vehicles have an exploration speed, in MPH, to reflect their ability to travel much faster out of combat. Transitioning to exploration speed in combat requires the Accelerate to Full activity. While traveling at exploration speed, you cannot generally take most other exploration actions. You can't Search, Scout Ahead (unless the primary vehicle stops and lets you travel on while it waits for a signal to follow or for you to return), avoid notice (unless the vehicle has stealth!), etc. The GM will be the judge of what's possible. Smoothly traveling vehicles may permit non-pilots to engage in delicate activities such as crafting or providing medical care, while bouncier craft may give passengers little to do but wait for a break in travel.

Traveling at exploration speed may require Pilot checks, unlike normal exploration travel at typical vehicle speeds. Depending on the roughness of the terrain and the suitability of the vehicle for traversing it, these may be required as frequently as every hour or not at all. Gravitic flying vehicles traveling far above surface impediments are the least likely to require such checks, except if there are unusual weather conditions or other unexpected obstacles, such as a former floating residential complex, now shattered to a thousand drifting parts, each with a functioning contragrav system moving it according to some now-useless "stabilizing" algorithm[12].

NEW VEHICLE ACTIONS

ACCELERATE TO FULL ❖❖❖
MOVE

Requirements You are piloting a vehicle with an Exploration speed.

The vehicle moves three times its speed in a straight line. (Please note, that's not "up to". If there is not sufficient straightaway, this maneuver is treated as the ❖❖❖ version of the Drive activity, including penalties. This can be the result of poor calculations on the driver's part, or a reaction or other effect that created an obstacle after this action was begun. A creature in the path can be swerved around by making a Pilot check at a +3 to the DC. Failure means the vehicle is uncontrolled.) The vehicle is

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[12] I need to write this up as a setting for a scenario, don't I? Do the descendants of the original inhabitants still live there? Have others taken over?[7]

[13] A similar option is a "gravitic sargasso", where dozens of flying craft of all sizes have been moved into a small region, possibly by an automated repo system recalling them all for non-payment.

flat-footed during the activity. At the end of this activity, the vehicle is traveling at Exploration speed and is effectively out of combat.

This activity triggers Parting Shot.

Vehicles exiting combat via Accelerate to Full might trigger a Chase, if the enemies are also appropriately equipped.

Haul Ass
Exploration **Move**

Requirements You are piloting a vehicle with an Exploration speed.

You put the pedal to the metal (or click the "Override Fuel Conservation Optimization" button) and shift into high gear (or rapid capacitor discharge mode). Zoom! Your exploration speed increases by 50%, and your fuel consumption doubles. A pilot check is needed for each hour of such travel. (If a Pilot check is already required on an hourly basis (see Exploration Speed , page 184, above), it suffers a -2 circumstance penalty.) Failure means you must drop back to normal speed for the next hour. Critical failure indicates a crash or other accident, such as the engine overheating. Exploration ends for the day.

Keep Your Eyes Peeled
Exploration

Requirements You are a passenger in a vehicle moving at exploration speed.

While you cannot search for small oddities, vault doors almost but not quite hidden under rubble, or signs a bloodger crusade passed by here, you can notice larger spots of interest such as clearings, unusual ruins, villages, buffaleap herds, strangely barren – or overgrown – regions, and so on. What you might spot differs if you're in the air or on the ground, of course. If there's anything worth spotting along your route, the GM will decide on a Perception DC. Some guidelines are:

30 MPH or less Trained DC 15

31-60 MPH   Expert DC 20

61-100 MPH   Master DC 30

101+ MPH   Legendary DC 40

Smaller or less obvious points of interest will increase the DC, while larger or particularly visible ones will decrease it. Spotting a roaming herd of buffaleap barely requires a roll unless you're traveling very fast, but spotting the legendary white buffaleap, Jumpin' Dick, in such a herd as you zip past it at 80 MPH is much more difficult.

If you know something is in your general vicinity, you get a +2 circumstance bonus to spot precisely what you're looking for, but a -2 to notice anything else of interest.

The GM may also indicate you have noticed signs of something odd in the area, but you must drop to combat speed (normal exploration speed, in other words) to learn more.

Parting Shot ↻
Attack

Trigger A vehicle you can perceive has taken the Accelerate to Full activity.

If the triggering vehicle, at any point during its movement, is within range of your melee or ranged strike, you may choose to do so. This attack is at a -1 circumstance penalty if the vehicle has moved more than its speed, and at a -2 penalty if it's moved more than twice its speed. It does not suffer from, or add to, your multi attack penalty.

Other Considerations

Driving While Mutated

The range of body types possible in a typical, by-the-books Earth Delta campaign is a bit broader than the assumed baseline of a more generic fantasy campaign, and most of the pre-Cataclysm vehicles found will have been designed with only humans in mind. Creatures without typical legs (such as some robots or snakeoids) or

with some other unusual limb arrangement (a large, muscular tail like a gatoroid; a single arm coming from the center of their chest) may have trouble piloting an older vehicle. The GM may increase Pilot DCs by 1-2 to account for this.

PASSENGER DISCOMFORT

Even with odd body structures, simply being a passenger is generally not an issue… unless you're large or bigger. A large creature is considered to take up 2 passenger spaces, or, they take up 1 space and become fatigued (due to being squeezed, in an odd posture, etc.) after an hour or more of travel. It takes 10 minutes of walking around, stretching, and complaining about the rudeness of fellow travelers to remove this condition. Small creatures are normally considered medium for passenger space purposes, but you can squeeze two of them into a single space with the same fatigue penalties as above.

HAULING CARGO

Technically, it's not too hard (an hour's time with the appropriate materials and an easy Crafting DC for the vehicle's level) to attach a trailer full of cargo to the back of most pre-Cataclysm vehicles. As they were not generally designed for this (unless noted), this imposes a -1 to -3 circumstance penalty to Pilot checks, depending on how much they're hauling (even empty, the trailer is a little unwieldly). As rough guide, the maximum haulable is going be 500 bulk for every 5 levels of the vehicle. Up to 750 bulk per 5 levels is possible at the cost of halving speed (both combat and exploration) and doubling fuel drain.

On any critical failure for a Pilot check, roll a DC 5 flat check. If this fails, the trailer has detached, and the GM may apply Newton's Laws of Motion combined with Warner's Laws Of Comedy to determine what happens to it. Under most conditions, at a minimum, the container and all items will suffer collision damage.

Attaching a non-flying trailer to a flying vehicle (assuming it then 'takes off', rather than hugging the ground) imposes a -5 circumstance penalty on Pilot checks. On *any* failure, roll a DC 10 flat check; if this fails, the trailer hitch has come loose, as above. The effect of this is generally catastrophic for the container and the cargo, unless it happened relatively close to the ground. It's fair for the GM to simply declare the contents scattered and destroyed, but may also consider their nature (a cargo of ore will be scattered but probably recoverable; a cargo of glass figurines representing the Diz-Nee pantheon, not so much). If traveling at exploration speed, the detached cargo's landing spot might be anywhere in a fairly large area; the Keep Your Eyes Peeled exploration activity may be necessary.[14]

VEHICLE LIST

RAIDER CYCLE   VEHICLE 5
UNCOMMON **MEDIUM**

Price 500 gbp

A favorite of bandit gangs in regions with a lot of open space, particularly badlands and rocky deserts, the raider cycle has tremendous speed but limited range; if a gang is encountered, odds are, there's a hidden area within a 20-30 miles where fuel is produced. The vehicles are two wheeled and put together from scraps and pieces of many surviving craft, including recycling any parts that might remain after a battle. Typically, the driver drives and the passenger will hold on tight with one hand and shoot with the other.

Space 5 feet long, 5 feet wide, 3 feet high

Crew 1 pilot, 1 passenger (if they hold on tight)

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[14] And if you think this is a lot of rules for such an edge-case activity, ask me about GURPS Vehicles sometime.

Piloting Check Driving Lore (DC 20), Raider Lore (DC 20) Gadgetry (DC 22)

AC 20; **Fort** +11

Hardness 6; **HP** 60 (BT 30) **Immunities** object immunities

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Speed 40 ft (chemical; 1B tank; 4 hours); **Exploration** 40 MPH (must have generally open terrain, but is maneuverable enough that moderate rubble, scrub, rocks, etc. do not prevent exploration speed.)

Collision 3d10 (DC 21)

Turn On A Dime If the pilot critically succeeds at a Drive action, the raider cycle can change facing 180 degrees as part of the move.

Jury-Rigged If the raider cycle is critically hit, the difficulty of all Pilot DCs increases by 1 as bits fly off, fuel lines leak, etc. This is cumulative.

You Okay Back There If the pilot critically fails a piloting check, the passenger (if any) must make a DC 23 Reflex save or be flung from the cycle, taking damage as per collision.

SCAV WAGON   VEHICLE 6

Uncommon Huge

Price 750 gbp

Scav wagons are clanking, sputtering, smoke-belching hunks of junk built (or perhaps congealed) by ratfolk for their expeditions into ruins. The back of the vehicle is usually just a large cargo bay, sometimes with sleeping mats or hammocks added. The pilots cab is mostly open (it grants light cover to the occupant). Traditionally, a passenger rides in the cab alongside the pilot; while ancient lore decrees this person must be armed with a shotgun for good luck, they may use other weapons instead.

They typically have 2-3 sets of small wheels in front, and treads in the back, granting it good handling when running over rubble and uneven terrain.

Space 20 feet long, 10 feet wide, 6 feet high

Crew 1 pilot, 4 passengers

Piloting Check Driving Lore (DC 22), Gadgetry (DC 22), Crafting (DC 24)

AC 21; **Fort** +13

Hardness 6; **HP** 90 (BT 45) **Immunities** object immunities;

Speed 40 ft (chemical; 6B tank; 2 hours); **Exploration** 30 MPH

Collision 4d10 (DC 22)

Half-Track The scav wagon uses both wheels and tracks. It ignores most difficult terrain.

Jury Rigged Every part of the scav wagon is held together by bailing wire and duct tape and seems to work by faith as much as science. Repair checks have a -2 circumstance modifier for anyone but ratfolk.

Boom! On a critical hit with a fire attack, or a critical failure to save against a fire effect, a passenger must make a check: Gadgetry (DC 20), Engineering Lore (DC 18), Crafting (DC 22). If this fails, the fuel mixture has caught fire. The vehicle becomes uncontrolled and will explode soon, doing 4d10 fire damage in a 15 foot radius burst against a basic Reflex save DC of 23. How soon? At the end of each creature's turn, roll a DC 5 flat check. Failure indicates kaboom. Whether the crew can evacuate in time is a matter of luck. (Participants in the encounter who are not trained in an appropriate skill may not have any idea what's about to happen. The pilot and passengers (if this is their vehicle, and they didn't just steal it a few minutes before) always do. This is the origin of the old saying "Ratfolk deserting a burning scav wagon.")

Hoversail, Small

Uncommon Large

Price 1500 gbp

Thousands of small personal watercraft, mostly for recreational purposes, roamed the shorelines of oceans and lakes prior to the Cataclysm. In the final days before total collapse, automated and mandatory safety systems kicked in, causing these craft to find the nearest "safe" spot near land, and deactivating the propulsion systems. (The lift systems remained active, as the vehicles would otherwise have sunk.) That this "safety" feature trapped thousands close to where the weapons would strike, as opposed to further from land where there were fewer direct hits, is merely one of many examples of the Law of Unintended Consequences.

Another unintended consequence is that, despite the above, many of these watercraft did survive, in more isolated bays or inlets, at the docks of remote wilderness tourism facilities, and so on. The lack of propulsive power was a small impediment, but a craft that could almost not be sunk (the lifters, powered by permanent anti-matter reactors, could support up to 1000 bulk, and microsecond field adjusters could keep the craft level in anything but the most ferocious of storms) was too valuable to ignore. Some ingenuity and the rediscovery of ancient technologies led to these surviving boats being fitted with sails, and crews trained to use them. The lack of drag allows them to achieve considerable speed, though far less than they had when the impellors worked. (Thus, these craft lack an exploration speed, but they also do not require a power cell to stay afloat.) In conditions of low or no wind, rowing remains an option.

The small hoversail represents a typical personal/family vehicle. Larger vehicles of similar design, including former military patrol craft, are known to exist.

Space 15 feet long, 10 feet wide, 5 feet high

Crew 1 pilot, 3 passengers

Piloting Check Sailing Lore (DC 24), Gadgetry (DC 25), Crafting (DC 26)

AC 22; **Fort** +17

Hardness 10; **HP** 100 (BT 50) **Immunities** object immunities;

Speed swim 40 feet (wind); swim 20 feet (rowed)

Collision 5d10 (DC 25)

Self-Stabilizing Pilot checks to regain control of the hoversail have a +2 status penalty. If using any rules for stormy seas, capsizing, etc., the hoversail gains a +2 status bonus to appropriate checks, or the effect has a -2 status penalty, as needed.

Family Grav Car

Uncommon Large

Price 5,000 gbp

Perhaps the most common of all pre-Cataclysm vehicles, civilian grav cars were manufactured in dozens of models, changing annually as fashions advanced. The differences between them, while passionately debated at the time, are of minimal interest to survivors; the deviations in things like fuel efficiency and structural strength fall beneath the scale of game mechanics. This typical model has two forward and two rear seats, plus cargo space. A wide range of consumer gadgets, such as autopilot, holographic entertainment, and mid-air drone power cell exchanges are no longer viable.

The very commonality of these cars led to most of them being destroyed; they were clustered in the same high-density population centers targeted for the greatest devastation. Those which survived direct blasts often fell victim to malicious self-modifying viral attacks which overwrote directional and safety protocols to cause deadly crashes. Then, those seeking

to flee – unaware there was no truly safe place to go – would battle over the surviving vehicles, destroying them in the process.

Space 10 feet long, 5 feet wide, 6 feet high

Crew 1 pilot, 4 passengers

Piloting Check Gadgetry (DC 29), Prehistory (DC 29), Pilot Lore (DC 27)

AC 24; **Fort** +18

Hardness 12; **HP** 150 (BT 75) **Immunities** object immunities; **Weaknesses** electricity 10

Speed flight 30 ft (power cell); **Exploration** 90 MPH

Collision 6d10 (DC 29)

Safety Features If the family grav car takes a critical hit, or becomes broken, it will immediately attempt to land and stop. Overriding this requires a Pilot check, but Gadgetry may also be used(DC 29).

Impact Avoidance Another 'helpful' safety feature, attempting to Run Over someone in the family grav car has a +2 status modifier to the Piot DC. On the plus side, trying to *dodge* a ramming vehicle provides a +2 status modifier to your Reflex save.

Trunk Space The family grav car has storage for 5 bulk.

Comfort Zone Both heating and air conditioning systems can be activated to negate extreme temperatures. This consumes a half hour of charge and lasts for a 2 hour period, reactivatable at will at the end of that period. It will not function if the vehicle has taken more than 25% of its hit points in damage. (Too many holes in the cockpit.)

CHAPTER 9   COMBAT

New Actions

Activate Device ❖,❖❖,❖❖❖,ↄ,◈

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.

Affix Harvest

Exploration **Manipulate**

Requirements You must use a repair kit.

You spend 10 minutes affixing a harvest to an item, placing the item on a stable surface and using the repair kit with both hands, tentacles, branches, or manipulator units. You can also use this activity to remove a harvest. If more than one harvest is affixed to an item, the harvests are suppressed; none of them can be activated.

Review Briefing ❖,❖❖,❖❖❖

Visual **Auditory** **Linguistic**

You quickly call out key points of a briefing you gave to your squad during daily preparations. The number of actions and the effects are specified in each lecture individually.

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 190).

INNATE DEVICES

Some beings, usually robots, cyborgs, or androids, have innate devices. The ability granting an innate device will specify how often it can be used. You're always trained in device attack rolls and device DCs for your innate devices, even if you aren't otherwise trained in device attack rolls or device DCs. If your proficiency in device attack rolls or device DCs is expert or better, apply that proficiency to your innate devices, too. You use your Intelligence modifier as your device ability modifier for innate devices unless otherwise specified.

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 effect 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.

DEVICE LIST

Devices By Level

Gimmicks

Gimmicks	
Name	**Description**
Barrier Bracelet	Projects a small force field.
GPS	Indicates direction.
Messenger Microdrone	Tiny drone delivers a spoken message.
Phosphorescent Field Emitter	Light source which can be attached to an object.
Ripperglove	Flesh-shredding gauntlet.
Utility Belt	Belt contains many useful tools.
Wire Trap	Memory-metal wire entraps foes.

1st Level Devices

1st Level Devices	
Name	**Description**
Audio Synthesizer	Creates sounds.
Blight Beam	Projects a beam of blight at a foe.
Blight Gauntlet	Glove suffused with blight energy.
Chromatic Flare	Lights and sounds overwhelm foes.
Force Missiles	Balls of solid energy streak towards your targets.
Gravitational Enfeeblement Ray	Your foe struggles under induced gravitic energy.
Gravitic Reduction Ray	Nullifying gravity halts a creature's downwards plunge.
Hologram Emitter	Custom images are projected.
Hypnowave Generator	Subliminals compel an enemy to obey your commands.
Intrusion Detection	A variety of sensors alert you to trespassers in your camp.
Jet Boots	Acme "Lil Giant" Rocket Boots propel you at great velocity.
Oil Slick	A frictionless pool trips up your enemies.
Presser Beam	A bolt of gravitons hits your foes like ton of bricks.
Pocket Flamer	A mini flamethrower can light up the battlefield.
Repair Nanites	Nanobots repair damaged objects.
Subliminal Subsonics	Modulated sound waves make someone want to be your friend.

1st Level Devices	
Name	**Description**
Self-Assembling Robot	A robot servant assembles from compressed parts.
Support Exoskeleton	A body-fitting frame lets the wearer carry more loot.
Weapon Upgrade	A transient improvement enhances a weapon.

2nd Level Devices

2nd Level Devices	
Name	**Description**
Chameleon Belt	Blends you perfectly with your environment, rendering you invisible.
Energy Negation	Provides resistance to one form of energy.
Light Amplification Lenses	Goggles grant darkvision.
Metabolic Reserves	Gain temporary hit points.
Nutrient Replicator	Transform inedible organic matter into yummy, yummy grey cubes. Mmmm. Cubes.
Photon Absorption Field	Light-absorbing nanoparticle cloud creates a field of darkness, potentially summoning 1d4 mall goths. (Note: No mall goths will be summoned.)
Photonic Duplicates	Holographic duplicates of yourself swirl around you, confusing attackers.
Pleasure Simulation Beam	Useful for turning enemies into blissed-out zombies, or for personal use when the cute rabbitoid at the inn just isn't that into you.
Self-Assembling Cycle	Instant motorcycle. Just add super-science!
Sonic Overload	Powerful vibrations deafen enemies. Can be used as a Pleasure Stimulation Beam in a pinch. (No, it cannot.)
Thermal Adaption	Protects from severe heat or cold.
Universal Translator	Bite the wax tadpole!
Visual Anomaly Goggles	Allows you to see invisible creatures.

3RD LEVEL DEVICES

3rd Level Devices	
Device	**Description**
Adrenal Booster Shot	Powerful drugs and nanites enhance performance, IWKWIM.
Arc Projector	Powerful electrical bolt fries foes.
Barbed Barrier	Wall of self-uncoiling razor wire stops enemies, symbolizes oppression.
Chameleon Sphere	Holographic field surrounds you and your allies, rendering you unseen.
Contragrav Lifter	Suspends you or an ally in mid-air.
Nerve Lock	Target's voluntary nervous system shuts down.
Phased Weapon	Hyper-reflective fractal coating and quantum shifts enable a weapon to damage incorporeal entities.
Plasma Sphere	A globe of barely-contained superheated plasma explodes in the midst of your foes. And your friends, if they get in the way.
Rapid Query	You swiftly access stored data.
Remote EEG	A small scanner probes nearby minds.

4TH LEVEL DEVICES

4th Level Devices	
Name	**Description**
Laser Cage	A cage of laser beams entraps foes.
Neural Overload	Foe is overwhelmed with random impulses.

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 **ELECTRIC** **BACKFIRE** **ENERGETIC**

Activation: ❖ , ❖❖ or ❖❖❖ manipulate

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, verbal

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.

BLIGHT GAUNTLET   GIMMICK 1

`TECHNOLOGICAL` `GIMMICK` `BLIGHT` `BACKFIRE` `ENERGETICS`

Activation: ❖❖, manipulate

Range touch; **Targets** one living, robotic, or blightspawn creature

Saving Throw Fortitude or Will, see below

A small amount of blight-infested matter is held within a sealed disk in the palm of this glove formed of (hopefully) blight-proof materials. As you touch a target creature, the disk momentarily opens, exposing the enemy to the vile energies within.

The effect depends on if the target is a living creature, a robot, or blightspawn.

- **Living** The device deals negative damage equal to 1d4 plus your device modifier. The target attempts a basic Fortitude save, but is also enfeebled 1 for 1 round on a critical failure.

- **Robot** The blight corrupts motor-control programs and delicate circuitry. It deals negative damage equal to 1d4 plus your device modifier. The target makes a basic Will save, and is Clumsy 1 for 1 round on a critical failure.

- **Blightspawn** Alien frequencies of blight disrupt the creature's own necrotic field. The target is flat-footed for 1 round on a failed Fortitude save. On a critical failure, the target is also fleeing for 1 round unless it succeeds at a Will save.

Heightened (+1) The negative damage to living creatures and robots increases by 1d4.

CONTRAGRAV LIFTER   DEVICE 3

`TECHNOLOGICAL` `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 levitated 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 ❖❖❖, 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[15], 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

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.

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[15] '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.

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.

CORROSIVE BULLET DEVICE 2

TECHNOLOGICAL **ACID** **ATTACK** **BACKFIRE**

Activation ❖ , ❖❖ ,or ❖❖❖

Range 120 feet; **Targets** 1 creature or object

You launch a thin-skinned plastic pod at your foe, the chemicals within sloshing and mixing so that when it hits, a lethal acid is unleashed. Make a device attack against the target. On a hit, you deal 3d8 acid damage plus 1d6 persistent acid damage. On a critical hit, double the initial damage, but not the persistent damage. Modify this based on actions spent:

❖ **Dilute** Range is halved, and the damage dice become d6 for the base damage and d4 for the persistent damage.

❖❖ **Standard** As above.

❖❖❖ **Splatter-Pod** The pod bursts explosively, doing 1d8 acid splash damage.

Heightened (+2) Damage increases by 2d8 (or 2d6 Dilute). Splash damage for Splatter-Pod increases by 1d6.

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 or more creatures

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 **GIMMICK** **CONCENTRATE**

Activation: ❖❖ manipulate

Your gimmick regularly taps into a wide range of surviving systems, and adjusts itself by motion since the last reading, and provides you a good-enough reading on true north.

Heightened (6th) You may lock the beacon on a specific place, and it will point there, instead.

GRAVITATIONAL ENFEEBLEMENT RAY   DEVICE 1

TECHNOLOGICAL **ATTACK** **BACKFIRE** **GRAVITICS**

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 device's area of effect. 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** **LINGUISTIC** **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** **DEFENSIVE**

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 footwear", 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.

LASER CAGE   DEVICE 4
TECHNOLOGICAL **FIRE**

Activation: ❖❖❖ manipulate, verbal

Range 120 feet; **Area** see below

Saving Throw Reflex, see below; **Duration** 1 Minute

You toss multiple spheres towards the target area, while adjusting positions on a guidance console and issuing corrective orders. Each sphere shoots multiple laser beams that link up with each other, forming a cage of searing light. You may make a 10 foot radius burst to form a cage with ten foot high walls and no roof, or a 5 foot radius burst to form a roofed cage 10 feet high. The laser 'walls' occupy all squares adjacent to the burst area. Very little space is needed in these squares for the laser projectors to work, so rubble, thick forest, or a rough cliff side with even a few inches of open area will do. The GM will tell you if a square can't be occupied at all.

Any creature in a square when the cage is formed may make a Reflex save against your Device DC. If they succeed, they may choose to move to the nearest non-cage square unless they are immobilized.

Anyone passing through a cage square, or starting their turn in one, takes 4d6 fire damage. The cage provides partial cover in both directions. A creature can make an Acrobatics check against your device DC to move safely *along* a cage square, provided they do not *cross* it. (The lasers occupy a thin space in each square, a line an inch or two across, but they constantly drift a little, making even cautious motion risky.) On a failure, they take damage as if they'd crossed the cage.

You may make a ↻ triggered by the start of an ally's turn to drop one segment of the cage until the end of their turn. This allows allies to enter while (generally) not permitting those trapped to leave... unless they have some out-of-order movement abilities as well.

Heightened (+1) The fire damage increases by 1d6.

LIGHT AMPLIFICATION LENSES   DEVICE 2
TECHNOLOGICAL

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 **GIMMICK** **LINGUISTIC** **HOLOGRAPHICS**

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.

NEURAL OVERLOAD   DEVICE 4

TECHNOLOGICAL **EMOTION** **MENTAL** **BACKFIRE**

Activation ❖, ❖❖ ,or ❖❖❖ (manipulate, verbal)

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** See below

You combine some parts once used to provide gentle, corrective stimulation to a damaged mind, hook in some synthetic psionic projectors, slot a quantum randomness generator, and blast the whole thing into some hapless creature's cerebrum (or CPU, see below). The target creature must make a Will save against your device DC.

> **Critical Success** The creature is unaffected.
> **Success** The target babbles incoherently and is stunned 1.
> **Failure** The target is confused for 1 minute and may attempt a new save at the end of each of its turns.
> **Critical Failure** The target is confused for 1 minute and may not attempt a new save.

Taking more or fewer actions to fine-tune the device has the following effect:

> ❖ *Befuddling Beam* On failure, the effect lasts a maximum of 1d4 rounds, and a critical failure is treated as a normal failure, above.
> ❖❖ *Synaptic Shock* All effects are as described.
> ❖❖❖ *Neural Nightmare* The target creature suffers a -2 circumstance penalty to their saves to recover, and the device gains backfire.

Backfire 5 The psi-crystal focusing the beam is a little... off focus. You must save against the effect.

Special If you are expert in Cybernetics, you have also included a secondary beam, which sends a carefully modulated data pulse that can affect robots, even those normally immune to emotion or mental effects. This does not effect non-robots which are immune to these effects. Sorry.

Heightened (8th) You can target up to 8 creatures.

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.

> **Critical Failure** 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 (in addition to the designated targets), 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 -2 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, verbal

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, so that it also affects 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 LIGHT 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** **HOLOGRAPHICS**

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.

PLEASURE STIMULATION BEAM   DEVICE 2

TECHNOLOGICAL **EMOTION** **MENTAL** **BACKFIRE**

Activation ❖ , ❖❖ ,or ❖❖❖

Range 30 feet; **Targets** Creature

Saving Throw Will; **Duration** sustained

A long-range psitronic beam targets the pleasure centers of the brain. Originally intended for recreational or medical use, it can be an effective tool in battle, as the target is distracted by waves of joyous sensations. The exact results depend on the result of the target's Will save and the actions dedicated to the activity.

Will save:

> **Critical Success** The target is unaffected.
>
> **Success** The target is happy. They cannot use reactions.
>
> **Failure** The target is very happy. They cannot use reactions and are slowed 1.
>
> **Critical Failure** The target is overwhelmed with pleasure. It falls prone and can't use actions or
>
> reactions for 1 round. It then suffers the failure effects.

Actions:

> ❖ *Joy Buzzer* The effect cannot be sustained, and a critical failure is treated as a normal failure.
>
> ❖❖ *Giggle Beam* As normal.
>
> ❖❖❖ *Happy Helmet* The effect lasts one round after you stop sustaining it and gains backfire.

Backfire 5 You spread the joy a little too widely. You or a random ally in range must also make a Will save or suffer the effect. Sustaining the effect on the intended target does not sustain it on unintended targets.

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 ❖❖❖ 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 GIMMICK ATTACK

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 to the target object, 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 grav lifters, 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** **ENERGETICS** **HOLOGRAPHICS**

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** **INCAPACITATION** **EMOTION** **BACKFIRE**

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 **ENERGETICS** **DEFENSIVE**

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 Gimmick 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 Energetics

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

Technological **Gimmick** **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.
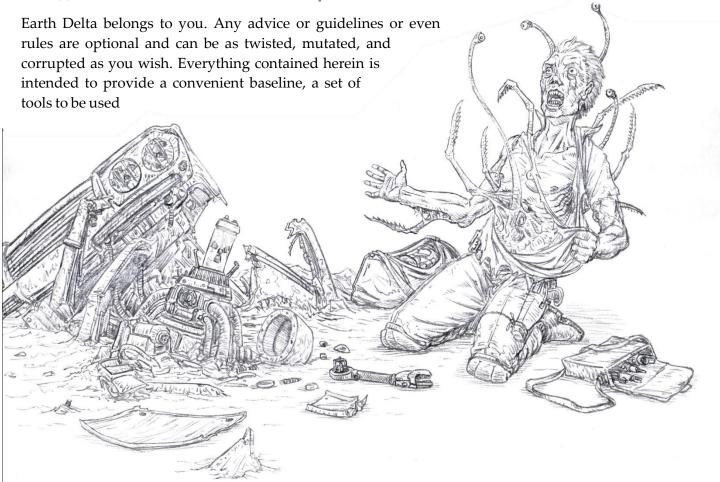
Backfire 5 Your activated a backup as well. You attack the targets normally, but you also unleash a coil of wire on yourself. Roll a device attack and apply the results to yourself.

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.

Earth Delta is a game with a lot of possibilities, or at least it's supposed to be. There are many permitted combinations of abilities, between mutations, Ancestries, Heritage Feats, and archetypes. Pathfinder 2e, compared to 1e, prefers fewer special case rules or limits on player choice due to "realism". Small and medium creatures wield identical weapons and wear identical armor without a "feat tax".

Earth Delta takes a similarly broad approach to what's possible and what's playable. However, it also tries to not drown the game in minutiae which will need to be constantly updated and changed as new details and options are added. That said, keep this in mind:

The lack of a specific rule banning something does not mean it's possible, if the GM doesn't think it should be so.

A specific rule banning or permitting something can and should be overruled by the GM if specific circumstances make the rule less applicable -- or if they just feel like it.

I heartily support what is sometimes referred to as the "🪖 Viking Hat GM 🪖". The ultimate arbiter is the Game Master, not the rulebook. Before the terms "Dungeon Master" or "Game Master" became standard, terms like "Judge" and "Referee" were used.

The GM is well within his rights to rule some things just can't be done without advanced technological or mutagenic means, such as an Ent-like talking oak passing itself off as a jaguaroid by throwing on a black velvet cloak and rolling a Deception check. "Is this plausible?" and "Does this make a good story?" are neither mutually exclusive nor perfectly overlapping, and both should be considered when deciding how to interpret rules. The GM should not be afraid to say "No.", "Hell, no!", or "Leave and never darken my door again!". Earth Delta is written with the assumption the GM is an active and willing judge of what can and can't be done, and while there are many places where specific things to watch out for and consider are called out, these aren't exhaustive, and there are generally no more than a handful of broad guidelines for bonuses or penalties. I am not trying to make a broken and unbalanced game and declare "It works fine as long as the GM ignores half the rules!" To the extent it's possible within the bounds of playability and verbiage, things are balanced. There are, however, simply too many combinations and possibilities which can call a general rule into question and which require human judgment.

And this cuts both ways: If you, the GM decide a strongbark ranger can infiltrate Turing's Children by wrapping themselves in reflective foil and saying "Beep beep. Does not compute." a lot, that's fine! (And sounds awesome, frankly!) The only real rule is: Be Consistent! If you establish something is possible today, it should be possible tomorrow. If you realize you made an error and created an exploit that could do to your campaign what the Cataclysm did to Earth, then, you need to make it clearly explicit that thus-and-such is going to change, *before* a player tries it or invests character resources in it. (If needed, let them retroactively retrain a character choice which was made based on a presumption of a certain degree of effectiveness.)

LANGUAGES

Time for another, hopefully quick, editorial/rant on languages, game design, simulationism, playability, and all that other folderol. Firstly, I love languages. In real life, I cannot learn any human language but English, despite a lot of trying. But I love the *idea* of languages, the many different ways we can express ideas, the complexity and variety of them. In fantasy games, I love how language shapes culture and gives a sense of reality and history to things... finding a document written in Deep Mountain Dwarvish, or being told someone has an accent that hints of the elves of the southern continent... these make a game world come alive to me. So the trend in modern RPGs to have a ten or so generic languages across the infinity of the multiverse, when there's often more than ten mutually incomprehensible languages within many small regions of Earth, is a bit irksome to me.

However….

Roleplaying games aren't simply exercises in the GM's worldbuilding, they're meant to be *played*, and in that eternal hobgoblin of little minds, actual play, having dozens or hundreds of languages results in one or all of the following: The players are forced to invest scarce resources towards learning many languages which might only rarely enter play, the GM constantly stymies/frustrates players with plot-important NPCs speaking languages the PCs don't know, or despite the "hundreds" of languages, everyone has a universal translator (however defined, spell or item or blessing or feat or what-not), or everyone of importance knows some Common Tongue (rending the panoply of lovingly-designed linguistic trees meaningless background noise – as it were). There's a huge wall of Harsh Reality beyond the dream of a world where the GM has laboriously plotted out how the Forgespeech taught by the Allsmith to his creations splintered into fourteen tongues and how the humans of East Shardan use the grammatical structure of the elves but borrow most of their vocabulary from goblin tradespeech, and the reality of play where either the players communicate with the NPCs in one of the handful of languages they know or the game grinds to a screeching, frustrating, halt. (Sometimes with a "language skill" roll made every sentence.)

So now we come, finally, to Earth Delta. Obviously, the core languages of Pathfinder mostly don't apply here, but how many languages are there?

While you, the GM, are free to vary, change, or ignore this, here's how languages work in Earth Delta:

Following the Cataclysm, the unified tongue of Earth, evolved out of fragments of dominant commercial languages such as English, Mandarin, Swahili, and Spanish, shattered and mutated just as life did. The passage of several centuries has left the most common elements mutually comprehensible -- barely -- but the diversity of tongues is growing. The need for some sort of base speech to handle "We give you shinies, you no kill us" has led to the development of a simplified language which almost everyone who speaks one of the many descendant tongues of the Ancestors can understand, and this is what Common is. If you know Common, you also know some regional language which may or may not have a close relationship with it. Likewise, if you know one of the primary creoles, such as Growl, you will also know one related language, such as Canine.

As new species attained awareness, they also learned to talk. Differently shaped mouths and tongues, and a lack of a common heritage, likewise led to a fragmenting of languages, but the 'deep language' structures of their newly aware brains seemed 'programmed' with some basic commonalities. As a result, many otherwise diverse species developed, just as humans did, a simplified general speech shared among many cultures, as well as deeper, richer, languages which are used within a given region and culture.

Florals followed a similar pattern, though mastering their speech is difficult for non-plants, as it involves the creation of sounds few meatsacks can master.

So here we have the core languages of Earth Delta. These are not all the languages in the world; they are creoles which allow enough mutual comprehension to get by. For each such 'common' tongue, there are dozens of variant and local languages.

Aerial (Birdcall, Featherspeech, Squawk) The language of the feathered folk, the creatures of the air (also penguinoids and emuoids).

Ancestral The ancient root language of the Ancestors, itself a semi-constructed common tongue to facilitate communication. Essential for understanding anything found in the ruins. Often spoken by robots or androids who either haven't learned "modern" speech or don't want to let on they know it. In many cases, writing will be duplicated between Ancestral and whatever languages were common in the region pre-Cataclysm. Surviving audio from the Forgotten Years will typically have multiple "tracks", with Ancestral typically among them. (Switching to another track is an easy Gadgeteering DC of the item's level.)

Branchwave (Plant, Treetongue, Barktalk, Fungish) The language spoken by most florals. This an uncommon language for non-florals.

Brutespeech (Beastial, Claw-talk) There are many intelligent creatures who lack both the ability to speak and limbs which can form complex patterns or signs. A system of simple movements, posture changes, scratched markings, and so on has evolved to make basic communication possible.

Clikclak (Bugtalk, Insectian) The language of sentient insects and other arthropods, such as spiders. This an uncommon language for anyone not a hardkind uplift.

Common (Tradespeech, Mantongue) The single most commonly known language on Earth Delta, it is a descendant of Ancestral. There are countless regional subtongues, often reflecting whatever local languages were widely spoken in the area prior to the Cataclysm.

Glub (Fishtalk, Waterspeech) A language used by several aquatic races, designed to be heard underwater. Any checks involving clear understanding (such as Diplomacy) are at a -2 circumstance modifier if this language is used on land.

Growl (Mammalian, Warmblood, Beartalk) The language of furkind uplifts. Most major families (Canines, Felines, etc.) have their own "common" tongues, as well.

Scale (Lizardish, Hiss, Ophidian) The language of sentient reptiles (Coldkind), humanoid and otherwise. Subtongues include racial languages for frog, lizard, and snake descendants.

Understanding Other Tongues

So if "Growl" is just an artificial tradespeech, what happens when a bunch of Bloodgers start to talk in Bloodgerian? If you know the "trade" version of a language, you may make a Society check to determine the *gist* of a conversation in any of the root languages, based on shared words, facial expressions/body language, and so on. The DC is trained (15) for common speakers, expert (20) for uncommon, and master (25) for rare. If the speakers deliberately try to keep you from figuring it out, the DC is based on the result of their Deception check.

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. Some of the terrain or hazards below "scales" or list variable damage based on their 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 or hazards don't magically (or radioactively) become more dangerous when the PCs are higher level. The innate assumption behind scaling 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 threats. Wet cables in an abandoned warbot factory carry a lot more current (and are more firmly secured) than similar cables in the ruins of a suburban gravcar repair station. 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. Large fields will shape life in the region, metaphorically and literally: Settlements will not be built too close; travelers will take the long way 'round. Creatures 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 condition's 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 differences 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, uplifts, mutates, and florals, 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[16], 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.)

TOXIC WATERWAYS

While the Ancestors did a decent job of removing industrial wastes from their rivers and lakes, this was largely accomplished by extracting and storing it elsewhere. When the Cataclysm arrived, not only were such "secure" stockpiles rent asunder, but the weapons used carried their own polluting payloads. Industrial centers blasted to ruin spilled the many exotic chemicals they used into the ground around them. As a result, any body of water can be extremely hazardous, even those far from obvious sources of pollution. Extreme concentrations are considered hazards, but for "light" concentrations, those whose dangers require more than just an instant's exposure, use these rules. These assume swimming or wading (including slogging through toxic bogs). Minor contact will sting a little but won't inflict damage. Anyone foolish enough to *drink* this sludge will take the damage internally and will be sickened 2.

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[16] 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…

Toxic Waterways	
Description	**Damage**
Mildly Toxic	1d6 acid damage every hour
Toxic	1d6 acid damage every 10 minutes
Extremely Toxic	4d6 acid damage every minute

The water may also do poison damage instead, or half poison/half acid. Creatures native to the water or which rely on it for their only source of liquid will have natural immunity to it, but not to acidic attacks in general (though they may have resistance up to half their level).

Worn gear (save that which is acid-proof or resistant, such as most ceramics) will take one point of damage per die, ignoring hardness, per time period (so swimming through extremely toxic liquid will do 4 points of damage per minute to your equipment).

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….

Scaling The suggested calculations are designed to be used when improvising a higher-level threat of the same basic type as a lower-level one. Feel free to adjust as needed if the results seem too easy or too difficulty (or change XP granted to match the actual challenge faced).

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 a 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.

Scaling For every additional level, increase damage by 1d8 +1, the save DC by 1, and disable DCs by 1. Add a further +1 to damage and DCs for every 4 levels. (So at level 5 (+4 levels), it does 6d8+9, requires a DC 23 Reflex save, and disabling it is a DC 23 Thievery check or a DC 25 Gadgetry check. Proficiency required becomes expert at 8th level and master at 16th.

Cleansing Spray   Hazard 2
Mechanical Acid 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 likely to be 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, disturbing the nesting swarm. **Effect** The swarm engulfs the triggering creature, doing its normal attack. It then rolls for initiative 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 initiative, 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.

Vampire Sponge   Hazard 6

Environmental **Trap**

Stealth DC 28 (expert)

Description Sponges lurking in shallow pools have become quite lethal to anyone or anything that draws too near. They will usually grow in scattered patches in such a way as to make it difficult to simply circle around. They come in a range of shapes, and their color when "hungry" varies greatly, often mottled brown, grey, and/or ochre, but when "fed", they become a bright scarlet. A mix of "fed" and "hungry" vampire sponges in a patch might tip off a knowledgeable explorer (+2 on Perception checks if the searcher is Expert in Nature, Survival, Underwater Lore, Fishing Lore, etc.)

Disable Survival DC 25 (expert) to carefully uproot the sponge; Fishing (or other appropriate) Lore DC 22 (trained) to distract the sponge by guiding nearby creatures to it to feed on.

AC 24; **Fort** +18; **Ref** +11

HP 58 **Immunities** critical hits, object immunities, precision damage

Blood Absorption ↻ (attack) **Trigger** Someone moves adjacent to or swims over (within 5 feet) of the sponge patch. **Effect** The sponges stretch and extend, performing a blood drain attack. The target must make a DC 25 Fortitude save

Success The target takes 1d4 persistent bleed damage.

Failure The target takes 2d4 persistent bleed damage and is drained 1.

Critical Failure The target takes 4d4 persistent bleed damage and is drained 2.

Blood Healing ◈ (healing) **Trigger** A creature within 10 feet of the sponge takes bleed damage (regardless of the source). **Effect** The vampire sponge heals hit points equal to the damage taken by the triggering creature. This triggers only the first time a given creature takes bleed damage in a round, but may trigger multiple times in one round if there are multiple bleeders in range. If there is more than one sponge in range of a bleeding creature, randomly determine which benefits; only one can benefit from a given bleeder in a round. If a sponge is at full hit points when this ability triggers, see blood spawn.

Blood Spawn ◈ **Frequency** One success per day. **Trigger** A fully-healed vampire sponge would benefit from blood healing. **Effect** The vampire sponge makes a flat check, with a DC of 10 + the amount of healing they would have gained. If the check succeeds, a new vampire sponge spawns in the nearest empty square (roll randomly if there are multiple potential spots). This "sponge spawn" has 20 fewer hit points than its "parent" and all stats (AC, saves, DCs, etc.) are reduced by 2. The spawn cannot spawn further sponges. If the flat check fails or if the sponge has already spawned today, it gains temporary hit points instead of healing.

Reset The vampire sponge's spores will grow new sponges in 1d4 days if it is uprooted; if it is distracted, it will "refocus" and become dangerous again in 1d4 x 10 minutes. If it is killed outright, 10 minutes time and a DC 22 Survival check will prevent it from respawning by damaging rooting spots and scattering tiny fragments and spores.

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.

Coolant Leak   Hazard 10
Complex Mechanical

Stealth DC 35 (master)

Description Long-empty pipelines or silent cylinders offer no obvious threat, though the faint condensation on their surface might offer a small hint of what lies in wait, when the actions of explorers disturb the delicate stasis and strained sealants and rusting rivets finally give way, unleashing clouds of freezing vapors.

Disable DC 33 Thievery or Craft (master) to plug the holes just long enough to get away, DC 35 Athletics (expert) to bend the pipes or kick the tanks out of the way. Three success (total) are needed to fully disable the leak; each success reduces the save DCs by 2 and the total emanation area by 5 feet.

AC 27; **Fort** +22; **Ref** +16

Hardness 18; **HP** 70 (BT 35) **Immunities** critical hits, object immunities, precision damage, cold; **Weaknesses** fire 10

Cold Jet ⤴ (cold) **Trigger** Someone walks within 10 feet of the coolant leak. **Effect** The initial leak produces a sudden sharp lance of superchilled liquids. A random creature within 30 feet must make a basic DC 33 Fortitude save against 4d12+15 cold damage. On a failure, they are slowed 1 until the end of their next turn. On a critical failure, they are slowed 1 for one minute or until they succeed at a DC 33 Fortitude save. (Applying sources of heat via an Aid action will grant a suitable bonus.)

Routine (2 actions) On its initiative, the coolant leak sprays more fluid and produces a cloud of chilling mists.

Action 1: Cold Jet. A random creature within 30 feet is struck by the coolant, which fortunately grows weaker as pressure drops. Use Cold Jet, as above, but reduce the die size one step each turn, to a minimum of d6. (So the first jet after the initial reaction is d10, the next d8, the third and subsequent d6.)

Action 2: Expanding Mist: A 15 foot emanation surrounds the source of the leak. All entering or beginning their turn in the area must make a basic DC 33 Fortitude save against 6d6+6 cold damage. All within the mist are Slowed 1; this ends after one full turn outside the area. Each round, the emanation size increases by 5 feet. The mist provides concealment, and coats the floor with ice, making it difficult terrain.

After four rounds, the pressure drops and the effects stop.

Reset Over 1d4 days, it is possible some maintenance drone or local resident (who doesn't like intruders) will repair breaches and reconnect plumbing, allowing pressure to build up again. Oddly, the seams *always* hold right up until some PCs wander by. Funny, that.

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[17] 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.

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[17] Unless the swarm exists in a Blight field to start with, and has adapted to it. In such a case, additional blight might strengthen it.

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 **NANO** **ROBOT**

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 **NANO** **ROBOT**

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 4
DISEASE **PROCESSING** **ROBOT**

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 or 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 5
DISEASE **PROCESSING** **ROBOT**

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 8
DISEASE **PROCESSING** **ROBOT** **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 in their "local area network", that is, other PCs or NPC traveling with the group. The victim must be within 10 feet for a period of 1 minute. One such infection attempt will occur per day, the GM picking the target or rolling randomly. 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

In Earth Delta, there is no mysterious mystical force requiring you attune your inner spirit to some gewgaw 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 system 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[18].

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[18] Lest anyone think this is a ridiculous justification for a game mechanic, please note it's already happening: https://www.vice.com/en/article/93yyyd/this-motorcycle-airbag-vest-will-stop-working-if-you-miss-a-payment . Note also: I came up with the excuse prior to reading that article. My attempt at a semi-satirical rationalization for a game balance mechanic was overtaken by reality almost instantly. We live in the Neuman Singularity: The point where reality becomes ridiculous faster than satire can keep up.

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 172).

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. This is a deviation from the PF2 standard that weapons/armor must have fundamental runes before they can gain property runes. The balance issue from changing this for lower-level gear (players should be done with 'scrap' or non-improved items fairly early) are minor, and this change gives mechanical weight to the flavor changes from 'magic' to 'super-science'.

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 as 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	Energy	Advanced, deadly d8, force, unbalancing
Scream Pistol (3)	150 bp	1d8 sonic	90 ft.	10	1	L	1	Energy	Advanced, 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	Energy	Advanced, deadly d10, force, unbalancing
Scream Rifle (3)	250 bp	1d10 sonic	90 ft.	8	1	1	1	Energy	Advanced, 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 maximum 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%. **Special** If you are holding this weapon while not yet in combat and take a Move action, or roll a Coerce check, make a DC 5 flat check. On a failure, the weapon fires. If this happens due to a Move, randomly determine the target based on the direction of the triggering move; if this happens due to Coercion, it will target the creature you're coercing. The attack is at a -4 circumstance penalty and does not add to your multi-attack penalty. The results of this, whether it hits anyone or not, are up to the tender mercies of the GM.

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 Circumstance bonus to Stealth checks and DCs to hide or conceal the weapon. Reduce damage die by 1 step. **Cost** Increase cost by 10%. **Special** This cannot be added to weapons which already have the 'Concealable' trait.

Rugged

> **Applies to** rifle, pistol; **Effect** The weapon is solidly built. Increase Hardness and Hit Points by 10% (round up). **Cost** Increase cost by 5%.

Shoddy

> **Applies to** pistol or rifle; **Effect** The weapon is poorly made, a knockoff or bargain model. Any critical miss not only produces a jam/power drain (even if not otherwise using the optional rule on page 180), but the wielder must make a DC 10 flat check or the weapon gains the broken condition. Reduce hardness and hit points by 10% (round up). **Cost** Reduce cost by 10% if the condition is known. A moderate Craft check of the weapon's level is needed to notice this if the seller is dishonest. So, always.

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 a 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 *exceptional 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.

JETPACK   PLUGIN 13+
TECHNOLOGICAL

Usage: attached to back of armor, with an activation switch placed within easy reach

---

When not in use, the "jetpack" (actually a contragrav lifter with stabilizing airfoils and "Do What I Mean" adaptive controls that make it possible to perform aerobatic maneuvers with minimal training) is a small device a few inches across. Upon activation, the folded wings shoot out, and the propulsion system likewise unfolds and begins to glow slightly.

Activate ❖❖ command, Interact; **Frequency** Once per hour; **Effect** You speak a user-defined security phrase and tap the activator. The jetpack unfolds itself and you soar skyward, gaining a fly Speed of 25 feet or your land Speed, whichever is slower. The internal battery (no need for a power cell) will last for five minutes, but it can be Dismissed sooner. Upon dismissal, the wings and propulsion system fold back into the base attachment, and it cannot be reactivated for another hour.

Type *Junior Birdman*; **Level** 13; **Price** 2,500 gbp

Type *Top Gun*; **Level** 19; **Price** 35,000 gbp

A self-regenerating matter/anti-matter reactor provides unlimited power; once activated, the pack will function indefinitely. You can Dismiss it and re-activate it without any waiting period.

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.

Reinforced Plating   Plugin 12+
Technological

Usage slabs of variable-density memory plasteel inserted into the armor

---

A set of slabs of sensor-laden, semi-motile, ultra-dense plasteel are added to your armor where it protects your most vital parts. When a sufficiently powerful attack strikes the protected spots, the *reinforced plating* reacts in nanoseconds, taking on the best shape to cushion or deflect the blow. Each time you're critically hit while wearing armor with this plugin, attempt a DC 17 flat check. On a success, it becomes a normal hit. This property thickens the armor, increasing its Bulk by 1 and the Strength required to reduce its penalties by 2.

Type *standard reinforced plating*; **Level** 12; **Price** 2,000 gbp

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Type *milspec reinforced plating*; **Level** 18; **Price** 24,000 gbp

The flat check DC is 14.

Self-Assembling   Plugin 6+
Technological

Usage multiple small modules attached to armor pieces

The nature of conflict prior to the Cataclysm demanded rapid response. This was one such solution. These small modules affix to armor pieces, and use short-distance communication, a variety of visual and positional sensors, and momentary contragrav to aid you in getting armored up. You can don light armor as a ❖❖❖ activity, or medium or heavy armor in one minute.

Type *guard duty*; **Level** 6; **Price** 200 gbp

Type *rapid response force*; **Level** 11; **Price** 1,200 gbp

You can don light armor as a ❖ action, and heavy or medium armor as a ❖❖❖ activity.

Weapon Plugins

Disintegrating   Item 8+

Technological

Usage fits along barrel of any improved or better ranged energy weapon

---

When applied, this plugin adds charged mu-mesons to the main beam. These particles sunder atomic bonds, causing an additional 1d6 damage. On a critical hit, the target's armor also takes 3d6 damage. If the target has a shield raised, it takes this damage instead.

Type *disintegrating*; **Level** 8; **Price** 500 gbp

Type *greater disintegrating*; **Level** 15; **Price** 6,500 gbp

The disintegration ignores any damage reduction the target may possess, and the extra damage done to armor or a shield becomes 6d6.

Electrified   Item 8+

Technological

Usage fits along barrel of any improved or better ranged energy or ballistic weapon, or on hilt and surface of an improved or better melee weapon

---

A powerful array of miniaturized batteries and energy collectors, combined with superconducting rails, adds a potent electric jolt to your attacks with this weapon, adding 1d6 electrical damage. On a critical hit, you produce an arc of energy that deals the same damage to up to two additional creatures of your choice within 10 feet of the original target.

Type *electrified*; **Level** 8; **Price** 500 gbp

Type *greater electrified*; **Level** 15; **Price** 6,500 gbp

The additional electrical damage ignores electricity resistance.

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, such as the elephantom.

Plasma Sheathe   Plugin 8+

Technological **Fire**

Price: 140 gbp

Usage: built into the hilt and striking surface of an improved or better melee weapon

---

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.

POWER PULSE   PLUGIN 10+
TECHNOLOGICAL **FORCE**

Usage near the grip of an improved or better melee weapon; barrel attachment on an improved or better ranged energy weapon.

This useful add-on comes in two forms, one for melee weapons that fits somewhere near the grip, and one for ranged energy weapons that is attached to the barrel. It contains a submicroscopic bit of neutronium encased in a null-grav field. When the weapon is fired, a picosecond flicker in the containment field unleashes a shaped wave of gravitic energy, doing 1d6 additional force damage on a successful Strike. On a critical hit, you can choose to have the target make a DC 27 Fortitude save or be pushed 5 feet away from you.

Type *power pulse*; **Level** 10; **Price** 1,000 gbp

Type *greater power pulse*; **Level** 17; **Price** 15,000 gbp

The save DC is 37, and the target is pushed 10 feet from you on a failed save.

UNNERVING   ITEM 5+
TECHNOLOGICAL **EMOTION** **FEAR** **MENTAL**

Usage attached to hilt of an improved or better melee weapon; fitted on barrel of an improved or better energy or ballistic weapon

This plugin generates a mix of subliminal signals that it projects towards your foe. When you critically hit, the target becomes frightened 1.

Type *unnerving*; **Level** 5; **Price** 160 gbp

Type *very unnerving*; **Level** 12; **Price** 2,000 gbp

When you critically hit, the target becomes frightened 2.

SPECIFIC ARMOR

The basic armor types, when combined with upgrades and plugins, provide a good range of defensive options, but just as the weapons of the Ancestors were widely varied, so, too, were their defenses, and a range of armors suited for specialized roles, or which possessed features considered experimental or restricted, were manufactured.

EXTRACTION ("RUNAWAY") ARMOR   ITEM 10

TECHNOLOGICAL **INVESTED** **CHARGED**

Price 830 gbp

Usage: worn armor; **Bulk:** 3; **Charges** 1

This suit of *+1 improved reinforced securiplate* not only does a good job of protecting you from harm, it even handles cases when it fails to do so... mostly. The armor contains an interior framework that attaches to key muscles, controlled by a sophisticated pseudo-AI capable of recognizing allies, enemies, and performing basic situational analysis. (Designation of allies is generally done during the investment process.)

Branded as "Extraction Armor", it was better known (and mocked) as "Runaway Armor", a term the manufacturer could not erase, despite the successful erasure of a few of the more prominent popularizers of that name. There were also liability issues, as the suit's rapid motion allegedly aggravated injuries that might have been treated if the wearer had remained immobile.

Activate ◈ **Trigger** An attack or effect causes you to become unconscious. This includes, but isn't limited to, gaining the Dying condition. **Requirement** You are not grabbed, paralyzed, or would otherwise be unable to move if not for the 'unconscious' condition. **Effect** You are Controlled by the armor. If the trigger occurred when it was not your turn, it will immediately make you Stride or Step so as to get you away from the source of the triggering condition. This occurs *before* you fall Prone. (If you were already Prone, it will make you Stand.) If the trigger occurred on your turn, it will use your remaining actions to move to as safe a spot as possible. At the start of your next turn, if you are still unconscious and not in a safe spot, it will use all your actions to continue moving to safety. The controlling AI is competent and will not mindlessly run you through lava or into a horde of foes that are opposite the enemy which felled you; it will try to find a spot near allies or behind cover. It is, however, not concerned with tactical positioning, and will not move you someplace unsafe *now* because an ally has a plan to make it safe *soon*. At the end of your turn, the armor's charge is expended and you gently lay Prone.

♕The armor's definition of 'safe' is highly situational and up to the GM; a baseline is at least 30 feet from any enemy and with at least one ally between you and the nearest foe. The armor understands that allies can provide healing and protection, and will not move you more than 25 feet from the nearest ally unless the terrain is inherently dangerous.

Special Being treated like a marionette and run pell-mell across a battlefield when you're already badly damaged is not comfortable. Your Dying value increases by 1 *before* you make your first recovery check.

FIREBUG ARMOR   ITEM 8+

TECHNOLOGICAL **INVESTED**

Price 500 gbp

Usage: worn armor; **Bulk:** 2

This suit of *+1 improved reinforced carboplate* is often found decorated with orange and red flame motifs. It offers fire resistance 5, along with an additional ability. Once it has absorbed 15 points of fire damage, it can vent the excess heat in a glowing aura (the user remains insulated). The stored heat, if not used to activate the aura, is expended after one hour.

Activate ❖ verbal ("Flame on!", "Burn, baby, burn!", or "Smokin'!"; **Frequency** Once per day; **Effect** You are surrounded by a 5 foot aura of heat (DC 25, 2d10 fire) which lasts until the end of your next turn.

Special Age (and possibly shoddy manufacturing) has left some suits with a tiny quirk. If the stored heat is not discharged within one round of reaching capacity, it self-radiates dangerously, producing the aura effect but also exposing the wearer to identical damage. The GM may make a secret DC 5 flat check the first time the armor reaches the activation threshold; if it fails, the suit has this manufacturing defect.

Type *firebug armor*; **Level** 8; **Price** 500 gbp

Type *inferno armor*; **Level** 12; **Price** 2000 gbp

The armor is exceptional +2 reinforced carboplate, the resistance is increased to 10, the aura extends to 10 feet, the DC is 30, and the damage is 4d10 fire. It must absorb 30 points of fire damage to charge up.

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* (deadly d10, 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** 2,200 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 **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.

Solar Blade   Item 18
Rare Technological Invested Fire Charged

Price 40,000 gbp

Usage held in one hand; **Bulk** L; **Charges** 10

The pre-Cataclysm origins of the fabled *solar blade* are obscure, at best. While mesonic energy weapons are rare, they are documented in a handful of verified Ancestral records, but nothing like the solar blade is known, and the specimens that exist show no corporate or national logos. Each is unique in design, though not nearly as varied as *omega pistols*. Some speculate they and the *omega pistol* have an identical source, but the connections are tenuous at best. The weapon is exceptionally powerful in the hands of anyone skilled with a blade, and it reveals additional lethality when wielded by one lost in the throes of primal fury.

Each solar blade appears as a hilt formed of a single gem, such as emerald or sapphire. Flashes of energy are visible at the heart of it, and the pinions are shaped into beast forms such as serpents or crouching lions. It does not have a chamber in which to insert a power cell, but holding a cell adjacent to the hilt and speaking a command will instantly drain the cell and charge the weapon. (The command is considered part of the charge action.)

When you have invested the *solar blade*, you activate it with a thought as a free action. The glowing blade manifests instantly, casting bright light in a 30 foot radius and dim light out to sixty feet. A *solar blade* is not a weapon for the stealthy! It is a +3 *premium mesonic longsword*. It is extremely effective against two distinct types of targets: Blightspawn and robots.

Against blightspawn, it deals an additional 2d6 positive energy, and on a critical hit, the blightspawn must make a DC 40 Fortitude save:

Critical Success Blightspawn is enfeebled 1 until the end of your next turn.

Success Blightspawn is enfeebled 2 until the end of your next turn.

Failure Blightspawn is enfeebled 3 until the end of your next turn.

Critical Failure Blightspawn is destroyed if it is the solar blade's level or lower, otherwise treat as failure.

Against robots, the *solar blade* ignores all damage reduction, regardless of type. When used to attack objects, the *solar blade* halves the object's hardness.

Activate ⟳ envision; **Requirement** You must be a barbarian with the Fury instinct and are currently raging. **Trigger** You critically hit an enemy. **Effect** The solar blade gains *deadly d10*.

Special The solar blade's unusual energy signature has the odd side effect of attracting electricity. You suffer a -2 status penalty to AC or saves (as appropriate) against attacks or effects with the electricity trait. If you are critically hit or critically fail a save against an effect with the electricity trait, the solar blade loses all charges and gains the *broken* condition. None of this applies if the solar blade is not active.

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.

Tachyon Rifle   Item 15

Uncommon Technological Charged Invested

Price 6,500 gbp

Usage held in two hands **Bulk** 2; **Charges** 6

Forged of a deep blue alloy, with rows of brightly colored inset crystals providing status readouts by their hue and brightness alone, this *+2 exceptional overpowered* graviton rifle demonstrates its unique nature as soon as it is powered on. When it moves, it leaves flickering after images behind it... and ahead of it. It exists in multiple moments, fractions of a second in both past and future. It fires a secondary beam of time-shifting tachyons, building on gravitational effects to alter the flow of chronal energy around the target. On a successful attack, the target suffers a five foot circumstance penalty to all Speeds until the start of your next turn. On a critical success, the target is additionally Slowed 1 for the same period.

Activate ↻ manipulate; **Charges** 1; **Trigger** You critically hit a target with this weapon. **Frequency** 1/day **Effect** The target is removed from time and space, cast into a chronal vortex. They return at the start of your next turn and are placed just after you in the initiative order. During this time, they effectively do not exist. They can take no actions, and cannot be targeted or perceived. On their return, they must make a DC 34 Will save or be flat-footed until the end of their next turn, as the world will have seemed to have jumped around them and they must review their surroundings.

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 Visual

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 Ballistic

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 Ballistic

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 Ballistic

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 Ballistic

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. A charging cylinder is a 5th or 10th level consumable that can be produced with a Craft (Chemical) check in downtime.

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 **EDIBLE**

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 drinks 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 concoction, 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.

FISHMASTER ULTIMATE ITEM 3+
TECHNOLOGICAL

Price 35 gbp

Usage held in one hand; **Bulk:** L when stored, 2 when in use

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Intended for survival or camping, not for competitive fishing, this useful tool looks very similar to an early 21st century fishing rod, with a few exceptions. The base has a holographic display and an assortment of controls (virtual, touch-screen, or skeuomorphic physical mechanisms were all options). There is no reel, line, or hook. At the tip of the rod is a sphere adorned with tiny lenses. When you cast over a body of water, the sphere flies free and scans for edible fish swimming within a few feet of the surface. If such is detected, it activates a myriad of lures, such as flashing lights or special sounds, to draw the prey close, then activates a gravitic "net" to carry the fish to a pre-determined spot, typically a bucket. The fish is unharmed by this process. You gain a +1 item bonus to Subsist checks if you are in an area where fishing is generally possible. If there are edible fish to be had, even a failed Subsist check will provide sufficient food for one person. (A critical failure is not changed; perhaps the device's pre-Cataclysm definition of 'edible' doesn't apply to the mutated inhabitants of the streams of Earth Delta!)

Type *hobbyist*; **Level** 3; **Price** 25 gbp

Fishable water must be within 30 feet of where you can safely stand during exploration.

Type *outdoorsman*; **Level** 9; **Price** 575 gbp

The bonus increases to +2, and on a normal or critical success, twice the food is found. The lure/net can fly up to 100 feet from your position.

Type *survivor*; **Level** 17; **Price** 12,000 gbp

The bonus increases to +3, and on a normal or critical success, twice the food is found. A critical failure still provides food for you, but the other effects are not negated. The lure/net can fly up to a mile from your position, provided you can see a suitable body of water.

WORN ITEMS

It may seem odd that so many of the Ancestors' devices were manufactured as inobtrusive clothing or jewelry. What little is known of their culture, however, indicates that it was one of countless factions and divisions, of plots and counter-plots, so that the power struggles which have plagued humanity since Og hit Grog over the head with a rock would not be settled via planet-annihilating[19] open warfare, but by subterfuge, assassination, and the occasional microconflict that rarely leveled more than a few city blocks. The vast excess productivity the Ancestors' technology gave them did not lessen these struggles; if anything, it heightened them. If everyone has instant and effectively free access to all of life's tangible necessities, then, the only way to establish status and superiority is through intangibles such as prestige and influence, and humanity's tribalistic, hierarchical nature shaped the Ancestors as much as it shaped the plains apes they descended from.

Another such intangible is, of course, *style*. A *cloak of authority* isn't just a way to gain an edge in a conflict, it *looks good*. A side effect of this is that many functionally-identical devices were manufactured in a vast array of forms and fashions. An *adrenal booster* could be a plain gold ring, an earpiece, a crystal oval that painlessly embeds itself in the back of the user's hand and pulses with their heartbeat, or dozens of other things. Even items that require a specific body part to be worn on, such as *gyrogravitic boots*, might be found in any form from reinforced hiking boots to boardroom dress shoes.

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;

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[19] The existence of this game setting tells you how well *that* worked out.

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, fastened with an 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, which 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.

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.

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.

DEFLECTOR BANDS
ITEM 8+

Technological **Invested**

Usage worn bracers; **Bulk:** L

These wristbands take many forms, often being manufactured to look like decorative bracelets or wrist-worn technological devices such as communicators or health monitors. While some did contain minor additional functionality, their main purpose was to project a skin-tight force field around the wearer, offering them discreet and unencumbering protection. As such, they were favored by those without extensive combat training, but who felt some need for protection from violence. They were also seen as "better than nothing" in situations where open wearing of carbochain suits would be dèclassè. When worn and invested, they grant a +1 item bonus to AC, Fortitude, and Reflex saves, with a maximum Dex bonus of +5. Harvests can be attached as if they were light armor.

Type *civilian*; **Level** 8; **Price** 425 gbp

Type *security*; **Level** 14; **Price** 3600 gbp

The item bonus for AC and saves increases to +2.

Type *elite*; **Level** 20; **Price** 55,000 gbp

The item bonus for AC and saves increases to +3.

GYROGRAVITIC BOOTS
ITEM 5+

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.

MULTI-MASK
ITEM 2+

Technological **Invested** **Visual**

Usage: worn headgear; **Bulk:** L

This is a piece of flexible plastic that looks somewhat like the peeled skin of a human face. When applied (it will easily fit any human, or a mutate with no mutations greatly altering their facial structure; how well it works on uplifts is at the GM's discretion, and it probably doesn't work on florals or robots without some downtime modifications), it conforms perfectly to the wearer's features, and a menu of options and settings appears, projected on the wearers eyes, and controlled by a mix of eye motions and spoken commands.

Activate 1 minute; interact; **Frequency** Once/day **Effect** The mask projects an illusion which causes you to appear as another creature of the same body shape, and with roughly similar height (within 6 inches) and weight (within 50 pounds), as yourself. The disguise is typically good enough to hide your identity, but not to impersonate a specific individual. The spell doesn't change your voice, scent, or mannerisms. You can change the appearance of your clothing and worn items, such as making your spiky leather armor look like a worn rags. Held items are unaffected, and any worn item you remove returns to its true appearance. Activating the hologram counts as setting up a disguise for the Impersonate use of Deception; it ignores any circumstance penalties you might take for disguising yourself as a dissimilar creature (though the GM may wish to rule on how much the mask can do; it's actually capable of projecting a wide range of uplift faces, found under the "Furries" menu, but there's fewer options for florals or for more extreme variants, such as sharkoids with the Helicoprion heritage), it gives you a +4 status bonus to Deception checks to prevent others from seeing through your disguise, and you add your level even if you're untrained. You can Dismiss this effect at will.

Type *partygoer's mark*; **Level** 2; **Price** 30 gbp

Type *infiltrator's mask*; **Level** 7; **Price** 340 gbp

An enhanced model intended for more serious uses. It can be activated as 2 action activity, and it can be used as often as desired. It includes a small choker that alters your voice, and a repository of chemical compounds it can combine to mimic a desired scent.

PERSONAL NANOFAC ITEM 19
TECHNOLOGICAL INVESTED

Price 19,000 gbp

Usage: worn garment; **Bulk:** 2

This device seems to be a slick and almost featureless vest of silver metal, with a few glowing traceries of readouts and status reports scrolling along the surface or manifesting at a touch. Once you invest the personal nanofac, it spawns multiple tentacles, each tipped with virtually any tool you wish for, from adaptive magnifying lenses to diamond-tipped drills to gravitic vices to hold things in place with nanometer precision. (None of these are remotely useful as weapons, due to safety protocols written by the best AI lawyers the Ancestors had.)

When using the personal nanofac, you gain a +3 item bonus to Crafting checks to Craft, Earn Income, and Repair, and you reduce the minimum time required to Craft an item to 1 day. If you succeed at your Crafting check and spend more downtime to continue work on the item after the minimum number of days, each day you spend reduces the remaining raw material cost by an amount based on your level + 1 and your proficiency rank in Crafting; on a critical success, each day reduces the remaining raw material cost by an amount based on your level + 2 and your proficiency rank. If you are 20th level, on a critical success your progress is 50 gbp, 100 gbp, 200 gbp, or 350 gbp for trained, expert, master, or legendary proficiency, respectively.

The personal nanofac comes with a pseudo-personality AI that helps guide you and will suggest the best tools or techniques. Popular personality types include the obsequious "Igor", the gruff "Mechanic", and the oddly-accented "Engineer".

Activate ◆◆◆ command, interact; **Frequency** 1/day; **Effect** You command the nanofac to rapidly jury-rig an item you hold or that's within 5 feet of you. The item is repaired, as a 3rd-level repair nanites device. This lasts for 10 minutes, after which the item returns to its previous state of disrepair unless you've Repaired it before then.

Presser Ring   ITEM 6+
Technological **Force** **Invested**

Usage worn ring; **Bulk:** L

This marvel of advanced engineering contains a powerful repulsor engine, activated by simple hand gestures (but not so simple as to risk accidental activation!). It is useful for clearing blockages, moving heavy objects, and tossing your rival for the position of Assistant Second Vice-President in Charge of Logo Colors out the window of the top-floor executive suite.

Activate ❖,❖❖ or ❖❖❖ interact; **Frequency** once per minute; **Effect** A cylindrical bolt of gravitic energy shoots at a creature or object you can see within 60 feet. The number of actions you spend to Activate this Item (from 1 to 3) determines the intensity of the force. The blow deals 2d6 force damage per action spent and pushes the target 5 feet per action spent. The target must attempt a DC 22 Fortitude save.

> **Critical Success** The target is unaffected.
>
> **Success** The target takes half damage and is pushed half the distance.
>
> **Failure** The target takes full damage and is pushed the full distance.
>
> **Critical Failure** The target takes double damage and is pushed twice the distance.

Activate ❖❖❖ interact; **Frequency** once per minute; **Effect** "Safe Mode". This produces a gravitic beam that is broader and slower moving, intended for shifting heavy items safely. Roll a Fortitude save for the target object (the GM should assign an appropriate value based on the item's mass and if its firmly attached). No damage is normally done, but the object moves the specified distance if it is medium or large, half that if it is huge, and twice that if it is small or smaller. Particularly fragile objects, such as a ceramic vase, or objects with many loose parts, such as a clock, may take damage at the GM's discretion.

Type *standard presser ring*; **Level** 6; **Price** 220 gbp

Type *advanced presser ring*; **Level** 13; **Price** 2,700 gbp
The ring deals 3d6 force damage per action spent, and the save DC is 32. When you activate the ring using 3 actions, you can disperse the force into multiple beams, targeting all creatures in a 30-foot cone instead of one target within 60 feet.

Res-Q Ear Cuff   ITEM 3
Technological **Invested**

Price 25 gbp

Usage: worn clipped to ear; **Bulk:** -

This small, mostly unobtrusive pair of ear cuffs painlessly insert microthin fibers which connect to the balance centers of the inner ear. Their internal positioning sensors track the wearer's motions and make subtle corrections, granting you a +1 item bonus to Acrobatic checks. They were marketed under many brands and were allegedly aimed at first responders who had to move rapidly, balance on unstable terrain, or pass through confined spaces. However, the bulk were sold to minor criminals who needed to run from authorities, scurry on thin ledges, and bound over and around anyone in their way.

Activate ❖ command; **Frequency** 1/day; **Effect** Upon speaking a phrase determined when the item is invested each day, you trigger a signal that kicks your metabolism into high gear, granting a +10 foot status bonus to Speed for one minute.

S-Cape   ITEM 10
Uncommon **Technological** **Invested**

Price 980 gbp

Usage: worn cloak; **Bulk:** L

This device, manufactured primarily as a cape (hence the brand name), represents the peak of pre-Cataclysm technology, at least as far as mass-produced consumer goods (as opposed to very secret military or espionage items). Knock-offs took the form of overcoats or hooded cloaks. Its surface ripples with slowly changing colors, or sometimes complete scenes, such as a colorful tropical reef. The constant motion of images is very distracting, making it easier to fool someone, so the wearer gains a +2 item bonus to Deception checks.

That is, however, not the bleeding-edge part. The cloak is also fitted with a miniaturized teleportation system, capable using quantum gravity to force a short-range space-fold, exchanging matter within its field – that is, the wearer – with some other matter, hopefully air.

Activate ◆◆ interact; **Frequency** Once per day; **Effect** You teleport 120 feet to an location you can see. The warp effect scrambles photons between the two locations, creating a confusing, mirage-like field of rippling air and flickering colors. This provides concealment to anyone in either the source or destination squares for one round.

Tractor/Repulsor Gauntlet ITEM 2
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, finger, 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.