

THE
DISTURBANCE
TIMELINE RPG

Unlimited levels, attributes,
skills, no classes.

CORE RULES
AND
POST-
APOCALYPTIC
TIME PERIOD

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The Disturbance Timeline RPG:
Core Rules and Post-apocalyptic Time Period
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Any resemblance to persons you know is merely a
side effect of radiation being broadcast into the
atmosphere.

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INTRODUCTION

The Disturbance RPG system features unlimited level, skill, and character attribute advancement without a class structure. The game is designed to be compact, portable, and for experienced gamers. Need for a large rule book has been removed by making the character sheet, maps, and hex paper available online as PDFs. This leaves a slim 6x9 book that, along with two 10-sided dice, a pencil, maps and/or character sheets, will fit in one pocket if needed or wanted. A calculator may be required at times, depending on math skills. This book includes the core rules, basics for the first of three RPG time periods, an introductory adventure, and arena.

All three RPG time periods fall on the Disturbance Timeline: 2000 years of fictional human history starting in the 21st century. They will use the same character sheet, combat system and skills. Each print book will have one PDF expansion to elaborate on the period.

The first time period, The Post-apocalyptic, takes place from after current world governments fall until the United Earth Federation starts their conquest of Earth in 2340. The second, the Space Opera World, takes place from after the capital of the UEF is nuked, bringing an end to their hold on the solar system, until genetically modified food brings about the death of all humans in the solar system. The third RPG period picks up the story of the remaining humans on The Last Stop and their fight to survive in a hostile environment against alien creatures.

Character sheet, hex paper, full size maps, and more at www.ephireoll.com.

THE WORLD

A century of change has transformed society. Airborne Ebola and panic killed 300 million from 2031-32, the Greenland ice sheet collapsed in 2080, and Erebus hit Antarctica in 2115, melting the ice cap. A nuclear war for resource control ended in 2126 with every country in the world devastated by environmental and man made horrors. Governments fell as the population plunged and survivors returned to a sustenance and/or scavenger lifestyle. Gold dust, gained through hard work or blood, becomes the only thing that would buy what a person needs. Unknown to those descending into it, this dark time will last 200 years and end in yet more war.

CORPSEVILLE- The city of cannibals got its start long before the Resource War when the United States sat up a tent city to house refugees from the flooded eastern coast. Food ran out after the government fully collapsed years later and mayhem began soon after. A gang, The Reapers, took control and began hunting nonmembers for food. By the time the nuclear winter ended in 2128, a shack city had replaced the tents and herded humans had replaced starvation. The cannibals expanded their territory to everything east of Denver by 2305. An alliance stopped their advance, burned the city, dispersed the survivors, and freed their slaves in 2315.

DENVER- The city survived without much of the damage other cities withstood. They were far from either shore for invasion or flooding, and there were more worthy places to nuke. Increased warmth lengthened their short growing season, and with greenhouses, those remaining in the area were able to live well. The area grew into a powerful city-state by 2250 and began a rivalry with Yellowknife to the north that lasted until the clone armies marched south.

NEW YELLOWKNIFE- The thing that made Yellowknife a chore to visit before the population collapse protected it afterward: Distance. Already well known to scientists, they flocked to the safe haven

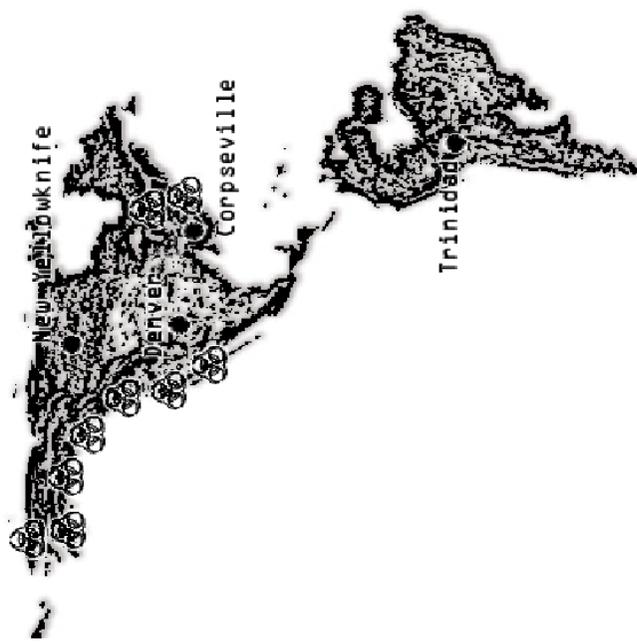
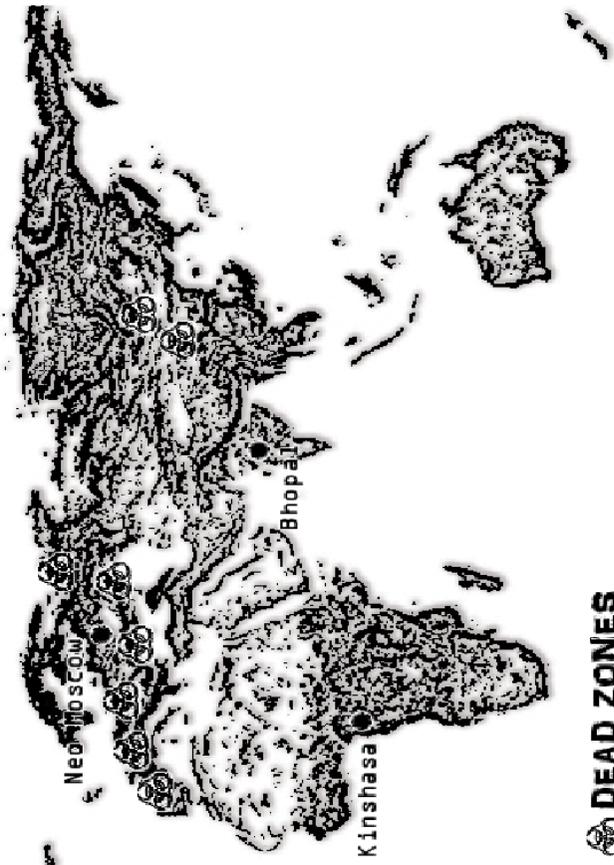
once things turned sour. The only thing that kept it from being the first new city-state was its leaders not wanting the title. That changed once they saw the prestige bestowed upon Neo Moscow and the other first new city-states. Their change in leadership strategies led to the creation of the United Earth Federation in 2340 which united North America under one flag with their army of clones. The city would lead the world in technological innovation until being nuked to oblivion in 2876.

TRINIDAD- People moved upward as the waters rose, and this safe haven became the largest settlement in South America by 2135. However, a central government never survived and the continent remained in turmoil as rival cartels fought for control until the UEF's clone army added them to the Federation's holdings in 2358.

NEO MOSCOW- With huge areas of once landlocked land, Russia came out of the floods in a better position than others. They sat at the forefront of the hostilities during the Resource War, and took several nearby nuclear strikes. Luckily, their missile defense system protected the center of Moscow. Meanwhile, Europe, all the way to the tallest of London's buildings sticking from the water, had become a radioactive wasteland. Muscovites renamed the city Neo Moscow in 2200 when they announced they'd regained control of much of the territory lost when the government collapsed in 2129. They took over most of Asia before New Yellowknife's clone army forced them to sue for peace and join the UEF in 2378.

BHOPAL- Once again, people of the Indian subcontinent moved inland when the ocean swallowed cities as told in legend. Bhopal became one of many fledgling city-states in Asia which retained a large population. They brought southern Asia under their control, but fell to the clone army shortly after the Russians did.

KINSHASA- Not having nukes to launch at others, most African nations avoided the effects of such weapons, except for the two years of nuclear winter that ended in 2128 with renewed warming. A fluke of luck gave the city more rain as the Sahara expanded to the north. The population continued to grow while dozens of warlords killed millions in attempts to seize power of central Africa.



THE DEAD ZONES- Russia launched nearly their entire fleet of missiles at Western Europe, the United States, and China when the Resource War began. Most hit since the floods had disrupted their carefully crafted defense systems. They irradiated all of Europe, a quarter of China, and both American coasts before the warheads stopped exploding. However, the Russian population took a beating from retaliation strikes and the government collapsed soon after those they had nuked. These zones are only inhabited by twisted, deformed plant life. The radiation will kill unprotected characters. Much loot can be found in these areas, but it is radioactive if not in a protected environment.

CHARACTERS AND STATS

ATTRIBUTES

Characters start with 70 attribute points to distribute. No attribute can be lower than 1.

Brawn (BR): A character's physical strength. Modifies melee damage rolls and throwing range.

Vigor (VI): A character's overall health. Modifies number of HP gained per level.

Alacrity (AL): A character's speed. Determines how many meters they can move during a combat turn. Modifies armor class and combat order.

Balance (BA): How well a character stays on their feet. Modifies critical combat rolls.

Logic (LO): How much a character knows and can learn. Modifies skill points gained per level.

Wit (WI): How quick a person can think on the spot and problem solve. Modifies critical skill rolls.

Charisma (CH): How likeable a character acts. Modifies reaction rolls.

Beauty (BE): How good a character looks. Modifies critical reaction rolls.

Vision (VS): How well a character sees. Modifies ranged attack rolls.

Luck (LU): How much luck a character has. Modifies everything, but its modifier is halved and rounded down to the next whole number.

ATTRIBUTE MODIFIER TABLE (PAGE 54)

OTHER IMPORTANT NUMBERS

Armor Class (AC): How hard a character is to hurt in combat. Total of armor and modifiers.

Experience Points (XP): How far a character has advanced.

Hit Points (HP): How much health a character or NPC has. All characters start with $30+2D10$ +Vigor modifier+Luck modifier HP. They fall unconscious at

0 HP and die at -20. If not healed, they lose 1 HP every 5 minutes they lay unconscious until they die. All characters gain $\lfloor 10/2 \rfloor$ (rounded up) HP per level modified by their Vigor and Luck. Characters can fully heal by resting for 8 hours. When advancing a level, fully healed characters keep their full HP, but a wounded character remains at their current HP until healed by other means.

Meters Per Turn (MPT): How far a character can move in a combat turn. Equal to Alacrity and modifiers.

FOOD AND WATER

Food and water are optional mechanics depending on how hard of a campaign the game master wants.

Food: Each character will need 3 energy bars, 2 cans of food, 1 condensed food pack, or .5 kg of meat from any source per day to survive. Each day without food results in the character suffering -1 to Vigor, Alacrity, and Logic, incurring any penalty that results. The character is rendered unable to move once any of these reach 0 and will die if any attribute goes into the negative. A character will fully recover in one hour after getting proper food.

Water: A character needs 1 liter of water every day. Their maximum number of HP are reduced by 15 every day they do not have proper water. They fall unconscious if this falls to 0 and die if it reaches -20. One canteen of water does not count against carrying capacity. Any water past the first canteen counts against carrying capacity and must be in a container. Dehydrated characters fully recover in one hour after getting proper fluid.

GOLD REWARDS

Characters' main loot will be items. Enemy NPCs have little gold, having spent most of it on food and weapons. Gold rewards will vary depending on how easy or hard the game master wants the campaign to be. They should average $2\lfloor 10 \times .1 \rfloor$ grams of gold dust per quest/mission divided among all characters. Gold rewards are not rounded. Any odd 10ths should be given to the character with the least. Luck modifiers are applied at .1 per 1 after the award is divided.

EXPERIENCE REWARDS

NPCs/enemies are worth 10 XP per level per kill. All XP awards are divided by the number of

characters in the party and are rounded up to the next whole number. Any noncombat awards are determined at the end of the mission and divided the same way. Actual XP awards are determined by how fast the game master wants the characters to progress. 5 XP per enemy level is recommended for a slow campaign, 10 for a regular campaign, and 20 for a faster campaign.

LEVEL ADVANCEMENT TABLE (PAGE 54)

SKILLS

Success is determined by taking the character's adjusted skill %, adding or subtracting any outside modifiers, and rolling equal to or less than that number on a 2D10 percentile roll.

All skills start at 10%. Characters choose two skills for a 20% bonus, representing what they focused on before starting their adventure. They get 50 skill points modified by Logic and Luck to distribute at creation and gain 5 points per level modified by Logic and Luck. At level 2, 10 skill points can be used to raise an attribute by one point. Points can be saved for any length of time.

SKILL ADVANCEMENT TABLE (PAGE 54)

RADIATION

Much of the world has been polluted with dangerous radiation. Invisible and silent, characters must be careful when approaching radioactive ruins. Characters suffer zero effects when their rad level is below 100. They must have a Geiger counter to measure their dose. If not, the game master tracks their exposure and characters do not know their rad amount until they suffer penalties. Radiation suits cannot be worn over armor and their AC is 0. Minimum MPT is 0. Minimum max HP is 1.

Low exposure: 1-99 rads an hour.

Med exposure: 100-199 rads an hour.

High exposure: 200+ rads an hour.

Exposure Modifiers:

100+ rads: -2 MPT, -10 max HP

300+ rads: -4 MPT, -20 max HP

800+ rads: -6 MPT, -30 max HP

1200+ rads: -8 MPT, -60 max HP

2500+ rads: -10 MPT, -90 max HP

3500+ rads: death

COMBAT

Even the poorest, unskilled, person will fight with their hands if they have no choice.

Combat order- Combat starts with players rolling to determine in what order everyone attacks during the turn. The game master can roll for NPCs alone or in groups. This will only be done once.

Combat turn- 5 seconds of time during combat, all characters not prone or unconscious can act.

What a character can do in a single turn:	What a character cannot do:
<ul style="list-style-type: none">• Reload a weapon and attack.• Use a healing gel, a skill, or start using a skill that takes more than one turn.<ul style="list-style-type: none">• Move maximum MPT.• Attack.• Move half their MPT and attack.• Switch between primary or secondary weapons and attack.• Make one called shot or special unarmed attack.• Make a driving skill check.	<ul style="list-style-type: none">• Switch to a weapon from their pack.• Change armor.• Use an item labeled unusable in combat.• Anything else that would take more than 5 seconds of time.• If a character insists on doing something to put themselves at risk, the action takes 3 combat turns and attacks directed at them for that time have +100 to hit.

Attack modifiers- Weather, distance, and called shots will affect a character's ability to hit their target. All modifiers are cumulative with each other and any modifiers from the critical table. Called shots to an arm or leg must specify left/right. Non-damage effects from called shots last until the end of combat. **Example:** A character in light rain, shooting from a vehicle, at someone's head 35 meters past their weapon's range has a -125 modifier to their attack. If the character hits a critical, and rolls a 9 on the critical table, he/she will do x7 weapon damage.

ATTACK MODIFIERS (PAGE 55)

CALLED SHOT DAMAGE TABLE (PAGE 55)

NOISE

Sound rules are kept simple and are up to the game master depending on the situation. Characters do not attract extra attention unless they use explosives or firearms. Balance checks should be used for those trying to move silently.

WEAPONS

There are slots on the character sheet for two primaries and two off-hand weapons. Characters can switch between these weapons without penalty. Off-hand weapon slots are only used if the character is using duel weapons or a shield.

Melee and unarmed: Characters must be within 1 meter of their target to initiate an attack. These weapons never run out of ammo, but cannot be used from a vehicle.

Explosives: Maximum range of 10 meters modified by Brawn. Powerful, but only the weakest can be bought. Characters must make their own for full effect.

Pistols: Maximum range of 20 meters. These are the only weapons useable from an unmodified motorbike. Small, cheap, and easy to keep supplied with ammo compared to other weapons.

Bows: Includes crossbows. Maximum range of 25 meters. Silent and potentially powerful, but limited range, ammo, and rate of fire. All arrows/bolts have different chances of recovery after combat.

Shotguns: Maximum range of 30 meters. They are deadly at close range, but their ammo is more expensive and heavier than for any other weapon.

Assault rifles: Maximum range of 100 meters. No other weapon can put as much damage downrange as quick, but no other weapon is as unsteady.

Rifles: Maximum range of 300 meters. These have long range and lots of damage, but low capacity and rate of fire.

WEAPON STATS

Damage (DAM): How many D10 to roll for damage after a successful attack. D10/2 means D10 divided by 2. This is rounded up to the nearest whole number. Thrown explosives do $\frac{1}{2}$ DAM to anything within 1 meter of the hit.

Modifier: How the weapon affects attack rolls.

Weight: How much the weapon weighs.

Ammo: How many rounds the weapon holds.

Rate of Fire (ROF): How many times a character can attack every combat turn with the weapon.

Hands: How many hands a character needs to work the weapon.

Mods: Weapons can have up to three modifications. Higher level mods replace lower level ones.

ARMOR

Armor is important to any character intent on not being robbed, killed, and maybe eaten. There are several pieces of armor a character can wear, and some take up multiple slots. A character's AC is the total of their armor, modifiers, and any shield. Worn armor does not count against carrying capacity, but extra carried pieces of armor do. Each piece of armor can have one modification. Higher level mods replace lower level ones.

Shields: These can offer protection, but at a cost since the character must pay attention to the fight and move to use them properly. They are equipped in the off-hand weapon slot instead of an armor slot. Only a character using a single-handed weapon can use a shield. Shields cannot be used inside a vehicle and are not counted if the character is being attacked from the back.

MOB RULES

At times, characters may find themselves surrounded if fighting a large number of melee enemies. A maximum of 6 melee opponents can attack any single character. Others cannot attack until someone falls or moves. Anyone attacking someone surrounded by 4+ does so at -30 modifier.

MOB RULES DIAGRAM (PAGE 54)

VEHICLES

Travelers stand little chance if they are not faster or more protected than hungry animals, raiders, cannibals, and strongmen.

VEHICLE STATS

Name: Name of the vehicle.

AC: The armor class of the vehicle.

HP: How much damage the vehicle can take. They stop running at 0 HP and become unrepairable at -200 HP. Armor Repair recipes repair their damage.

Modifier: Any driving modifier the vehicle gives.

Exposure: How much the vehicle protects the passenger(s). The percentage represents how much damage the people in/on the vehicle take from damage directed at the vehicle. The damage received is divided amongst all on board.

Top speed: The vehicle's top speed in kph. Each type of vehicle accelerates at a different rate but all can stop in 1 turn.

KPH TO METERS PER TURN TABLE (PAGE 55)

Fuel: Type of fuel and maximum capacity.

Type: Motorbike, 4-wheeled, large, and military vehicles are the types. What, if any, the character can operate depends on what they put points into. Each vehicle has advantages and disadvantages.

KPFU: Kilometers per fuel unit. How far the vehicle can travel on a liter of liquid fuel, one battery charge, or other single unit of fuel.

Weapons: The weapons mounted on a vehicle. Each vehicle weapon must be manned by character(s) other than the driver when moving.

Storage Capacity: How many kilograms of equipment can be stored in the vehicle.

Mods: Modifications added to a vehicle. A higher level mod replaces a lower level one.

MOTORBIKES

This category covers quads and bikes. They can be fitted with up to stage 3 mods but no vehicle

weapons. Passengers can only attack with pistols at -10 to hit. They take 5 seconds to reach top speed.

Unibike: Two seats and an engine mounted on a large, solid rubber wheel makes this the simplest, and most dangerous, bike available. Seats 2. AC: 20 HP: 100 Modifier: -20, immune to flat tires. Exposure: 80%. Top speed: 130 kph. Fuel: Gas/2 liter tank. KPFU: 150. Storage: 0.

The Kido: A small bike good enough to get from one place to another. Seats 2. AC: 5. HP: 100. Modifier: -10. Exposure: 70%. Top speed: 50 kph. Fuel: Gas/2 liter tank. KPFU: 200. Storage: 0.

The Dirt Streak: A larger bike that is much faster and tougher than the Kido. Seats 2. AC: 10. HP: 200. Modifier: 0. Exposure: 60%. Top speed: 80 kph. Fuel: Gas/3 liter tank. KPFU: 150. Storage: 0.

The X Quad: The smallest quad bike, but well balanced. Seats 2. AC: 10. HP: 300. Modifier: 0. Exposure: 50%. Top speed: 100 kph. Fuel: Gas/5 liter tank. KPFU: 100. Storage: 20 kg.

Mule Quad: A tough quad that can take a beating. Seats 2. AC: 5. HP: 400. Modifier: 0. Exposure: 50%. Top speed: 60 kph. Fuel: Gas/6 liter tank. KPFU: 90. Storage: 40 kg.

The Racer: The most manageable motorbike available. Seats 2. AC: 20. HP: 200. Modifier: +10. Exposure: 50%. Top speed: 140 kph. Fuel: Gas/2 liter tank. KPFU: 120. Storage: 0.

Bull Quad: The toughest bike with the most extra storage. Seats 2. AC: 5. HP: 500. Modifier: +10. Exposure: 50%. Top speed: 70 kph. Fuel: Gas/6 liter tank. KPFU: 100. Storage: 80 kg.

4-WHEELED

This category covers cars, dune buggies, and trucks with four wheels. Four or more people can ride in one. They can be fitted with up to stage 5 mods and one weapon. They take 10 seconds to reach top speed.

Ratrod: A motley crew of automobile pieces assembled into a vehicle. Seats 4. AC: 5. HP: 400. Modifier: -10. Exposure: 40%. Top speed: 40 kph. Fuel: Gas/20 liter tank. KPFU: 50. Storage: 80 kg.

Farm Truck: A tough, but slow, truck. Only the driver and one passenger can sit in front. Other passengers must sit in back. Seats 6. AC: 0. HP: 600. Modifier: -10. Exposure: 30%. Top speed: 45 kph. Fuel: Gas/25 liter tank. KPFU: 30. Storage: 300 kg.

Dune Buggy: A rail buggy that provides little cover. Seats 4. AC: 15. HP: 400. Modifier: 0.

Exposure: 60%. Top speed: 80 kph. Fuel: Gas/15 liter tank. KPFU: 60. Storage: 50 kg.

SUV: A solid truck that provides good cover and storage. Seats 6. AC: 0. HP: 800. Modifier: 0. Exposure: 20%. Top speed: 50 kph. Fuel: Gas/60 liter tank. KPFU: 25. Storage: 250 kg.

The Dustinator: A fast AWD rally car. Seats 4. AC: 20. HP: 600. Modifier: +10. Exposure: 30%. Top speed: 130 kph. Fuel: Gas/20 liter tank. KPFU: 50. Storage: 25 kg.

Destruction X: A large, AWD, off-road truck. Seats 4. AC: 5. HP: 1000. Modifier: +10. Exposure: 20%. Top speed: 70 kph. Fuel: Gas/50 liter tank. KPFU: 20. Storage: 250 kg.

LARGE

This category covers any civilian vehicle with more than four wheels. They can be fitted with up to stage 4 mods and two weapons. Passengers cannot fire from a vehicle if they cannot see, such as those in the rear of a closed truck. These vehicles take 15 seconds to reach top speed.

Flatbed: A truck with a flat, steel bed good for the construction of a mobile fort. The driver and one passenger can sit in front. Seats 12. AC: 0. HP: 1500. Modifier: -20. Exposure: 20%. Top speed: 50 kph. Fuel: Diesel/70 liter tank. KPFU: 18. Storage: 700 kg.

Panel Truck: A truck with a large, enclosed, rear storage compartment. The driver and one passenger can sit in front. Seats 12. AC: 0. HP: 1600. Modifier: -20. Exposure: 20%. Top speed: 50 kph. Fuel: Diesel/70 liter tank. KPFU: 20. Storage: 900 kg.

Armored Truck: A truck once used to move money between banks. The driver and one passenger can sit in front. Gun ports allow those in the rear to shoot out. Seats 8. AC: 10. HP: 2000. Modifier: -10. Exposure: 15%. Top speed: 40 kph. Fuel: Diesel/100 liter tank. KPFU: 20. Storage: 400 kg.

MILITARY

This includes all armored vehicles. They can be fitted with up to stage 5 mods and two weapons. Passengers cannot fire from a vehicle if they cannot see to shoot, such as those in an enclosed compartment. They take 5 seconds to reach top speed.

Armored Personnel Carrier (APC): A lightly armored troop transportation vehicle. Has gun ports

so those inside can shoot out. Seats 6. AC: 20. HP: 2500. Modifier: 0, immune to flat tires and storage cap reductions from weapon installation. Exposure: 15%. Top speed: 50 kph. Fuel: Diesel/140 liter tank. KPFU: 15. Storage: 100 kg.

Bulldog: A small military tank. No gun ports for passengers. Seats 4. AC: 30. HP: 3500. Modifier: 0, immune to flat tires and storage capacity reductions from weapon installation. Exposure: 10%. Top speed: 35 kph. Fuel: Diesel/120 liter tank. KPFU: 10. Storage: 50 kg.

VEHICLE WEAPONS

These weapons can only be fired when mounted on a vehicle. Characters have a base chance of 50% to hit modified by vehicle mods, Vision, and Luck. Unless noted, all vehicle weapons fire in the direction they are mounted and have a range of 300 meters. Orientation must be specified when the weapon is installed. These weapons can be repaired with the Repair Weapon recipe if they break on a critical failure.

Damage (DAM): How many D10 to roll for damage after a successful attack. Explosive vehicle ammo does half damage to anything within 3 meters of the hit.

Modifier: Any modifiers the weapon has. Can be attack, distance, capacity, or other modifiers.

Weight: The weapon's weight if not mounted.

Ammo: How much ammo the weapon holds.

Rate of Fire: Number of times the weapon can fire during a combat turn.

Crew: Number of people needed to operate the weapon (one cannot be the driver).

WEAPON FIRING ARC DIAGRAM (PAGE 55)

SIDESWIPING ANOTHER VEHICLE

Sideswiping is an option, but both vehicles and drivers are at risk. Both vehicles take 2D10 damage and both drivers must make skill checks to keep control. The larger vehicle checks at +10 per size difference, the smaller one at -10 per size difference. Failure means rolling on the Loss of Control Table. **Example:** A flatbed sideswipes a ratrod, both take D10 damage. The flatbed driver rolls a skill check at +10 to keep control, and the ratrod driver makes one at -10.

LOSS OF CONTROL TABLE (PAGE 57)

TYPES OF ROLLS

Combat and skill rolls are 2D10 percentage rolls with a range of 00-99. Other rolls are made with the indicated number of D10 and added together with a range of 1-10 for each die.

Attack roll: A roll against an opponent's AC. Success is determined by subtracting the defender's AC from the attacker's skill percentage and rolling 2D10. A roll equal to or less than the modified number is a hit.

Attribute roll: A 2D10 roll made against a character's attribute. A 2 is always a success, a 20 always failure. Used when the game master needs to determine something not covered in the rules elsewhere. Only Luck modifiers are applied to such a roll. **Example:** Game master determines a character must pass Alacrity and Brawn checks to make a difficult long jump.

Combat order: Order in which everyone attacks during a turn. D10 is rolled, modified by Alacrity. Everyone attacks in order of highest to lowest.

Critical roll: A roll to see what result the player gets from a 00 or 99 result. Only natural, non adjusted, rolls count as critical rolls, and others are normal hits or misses. Both attack rolls and skill checks have critical success or failures.

CRITICAL SUCCESS TABLE (PAGE 56)

CRITICAL FAILURE TABLE (PAGE 56)

SEVERE HIT TABLE (PAGE 56)

LOSS OF CONTROL TABLE (PAGE 57)

SEVERE LOSS OF CONTROL TABLE (PAGE 57)

Damage roll: A roll to see how much damage a successful attack does.

Reaction roll: A roll to see what reaction a character gets if they fail to influence someone.

FAILED REACTION TABLE (PAGE 56)

Critical reaction roll: A roll on the critical reaction table.

CRITICAL REACTION TABLE (PAGE 56)

Skill roll: A roll against a character's skill.

SKILLS

COMBAT SKILLS

Ambidextrous: A character's skill with a weapon in their off-hand. The off-hand weapon must be the same type and same size or smaller than their primary weapon if using both at the same time.

Assault Rifle: A character's skill with automatic and semi-automatic weapons.

Bow: A character's skill with archery weapons. Includes crossbows.

Dirty Move: This is a special attack a character can make instead of their normal attack. Examples are kicking dirt in the opponent's face, turning to put the sun in their eyes, or moving so that an object tangles the enemy's attack. It does no damage, but if successful, the enemy cedes their next 2 turns of combat.

Dodge: This is a character's ability to avoid attacks. 1/10 of this skill's value is added to the character's AC once it reaches 30%. **Example:** 50% in dodge gives a +5 AC modifier.

Explosives: A character's skill with thrown explosives such as grenades and Molotov cocktails, and their chance to complete an Explosives recipe.

Melee Weapons: The character's skill with melee weapons.

Pistol: A character's skill with pistols.

Rifle: A character's skill with rifles.

Shotgun: A character's skill with shotguns.

Unarmed: A character's chance of making a successful attack with their bare hands or unarmed weapon such as brass knuckles. Bare fists do D10/2 damage and have 2 R0F. Special attacks can be made with a reduced chance of success and are up to the player. The game master slides the difficulty as they see fit. Only one special attack can be made per turn.

EXAMPLES OF SPECIAL UNARMED STRIKES

(PAGE 57)

HEALING SKILLS

Doctor Training: A character's ability to tend major wounds. A successful check will return an unconscious character to 20 HP or heal 4D10x6 HP. Takes 2 combat turns. Each use requires 3 sheets of gauze, .5 roll of medical tape, 1 pain pill, and 1 antibiotic.

First Aid: A character's ability to ease minor wounds. A successful check heals 2D10x2 HP, takes one combat turn, uses 1 sheet of gauze, .25 roll of medical tape, and 1 aspirin.

Herbal Lore: A character's ability to find useful plants in the area and chance to complete an Herbal recipe. Each skill check represents 30 minutes of searching without combat and is modified by the environment. Forest +10, Plains 0, Mountains -10, Swamp -10, City/Town -20, Desert -40.

SUCCESSFUL HERBAL LORE TABLE (PAGE 57)

Wound Mitigation: A character's ability to treat fresh wounds instead of fight during a combat turn. Both hands must be free and intent to use the skill must be stated before any attacks are made that turn. One skill check is required for each turn used. All damage received by teammates is reduced by 1/4 of the % of the skill value if successful. Each use of the skill requires 5 sheets of gauze and .5 roll of medical tape. Supplies are used even if the maximum amount of damage is not prevented, but not if the skill check fails. **Example:** A character with 60% in this skill would reduce each teammate's received damage by 15 HP during the turn they successfully use this skill.

GENERAL SKILLS

Armor Construction: A character's chance to complete an Armor Construction recipe.

Ammo Reloading: A successful skill check turns 5 shell casings and 5 corroded shells of the same type into 5 good bullets.

Driving: (*Motorbike/4-wheeled/Large/Military*) A character's familiarity with vehicles. Each category has a separate score. A skill check at +30 modifier is required to drive a vehicle for the first time.

Electrical: A character's chance to complete an Electrical recipe.

Influence: A character's chance to influence someone's actions. Game master decides difficulty. The player rolls on the Failed Reaction Table if the attempt is unsuccessful.

FAILED REACTION TABLE (PAGE 56)

CRITICAL REACTION TABLE (PAGE 56)

Lock pick: A character's chance to pick a lock. Pick sets will modify the chance of success, but an attempt without the proper tools can be made at -30 skill level. There are poor, good, and excellent lock pick sets that give 0, +10, and +20 modifiers respectively. Lock difficulty is up to the game master.

Mechanical: A character's chance to complete a Mechanical recipe.

Metalworking: A character's chance to complete a Metal Working recipe.

Scavenge: Characters can search surroundings or a building for something useful. A check takes 30 minutes and is modified by the environment. Forest 0, Plains -20, Mountains -20, Swamp -30, City/Town +10, Desert -40. If successful, the character rolls D10 and consults the tables to see what they found. These tables can also be used to determine what characters find if searching a building.

SCAVENGER TABLES (PAGE 58)

Trade: A character's ability to get the best deal while trading. After this skill is past 30%, the character pays 1/10 of its value less for goods and will get that much more for anything they sell. This is rounded to the nearest .01 of a gram.

Example: A character with 50% in their trade skill will pay 5% less for goods and get 5% more for what they sell.

Weaponsmith: A character's chance to complete a Weaponsmith recipe.

RECIPES

Recipes allow the character to make useful things with common items they run across. The game master is encouraged to create additional recipes they want or the players request. Characters start with their choice of two stage one recipes. Recipes without a number have one stage. Recipes cost 3 grams of gold per stage if bought.

ARMOR CONSTRUCTION

Increase AC 1: Increases body or leg armor AC by 1 and weight by 1 kg. Requires: 1 kg of steel sheet. Modifier: 0. Time: 20 minutes.

Increase AC 2: Increases body or leg armor AC by 2 and weight by 2 kg. Requires: 2 kg of steel sheets. Modifier: -20. Time: 60 minutes.

Increase AC 3: Increases body or leg armor AC by 3 and weight by 3 kg. Requires: 3 kg of steel sheets. Modifier: -30. Time: 90 minutes.

Increase AC 4: Increases body or leg armor AC by 4 and weight by 4 kg. Requires: 4 kg of steel sheets. Modifier: -50. Time: 120 minutes.

Increase AC 5: Increases body or leg armor AC by 5 and weight by 5 kg. Requires: 5 kg of steel sheets. Modifier: -60. Time: 180 minutes.

Increase Capacity 1: Increases the carrying capacity of body or leg armor by 5 kg. Requires: 2 rags, needle, .1 spool of thread. Modifier: 0. Time: 30 minutes.

Increase Capacity 2: Increases the carrying capacity of body or leg armor by 10 kg. Requires: 4 rags, needle, .5 spool of thread. Modifier: -20. Time: 60 minutes.

Increase Capacity 3: Increases the carrying capacity of body or leg armor by 15 kg. Requires: 6 rags, needle, .1 spool of thread. Modifier: -40. Time: 90 minutes.

Increase Capacity 4: Increases the carrying capacity of body or leg armor by 20 kg. Requires: 8 rags, needle, 1.5 spools of thread. Modifier: -60. Time: 120 minutes.

Increase Capacity 5: Increases the carrying capacity of body or leg armor by 25 kg. Requires: 10 rags, needle, 2 spools of thread. Modifier: -80. Time: 180 minutes.

Dura Tuch Suit: Produces a full set of armor that only leaves the character's face exposed. Weight: 8 kg. Value: 100 g. AC: 50. Modifiers: +20 kg carrying capacity, -2 combat movement, and -5 attack. Requires: Dura Tuch helmet, Dura Tuch vest, Dura Tuch gloves, Dura Tuch boots, 3 pairs of Dura Tuch fatigues, 2 needles, 4 spools of thread. Modifier: -100. Time: 180 minutes. Fills all armor slots.

ELECTRICAL

All recipes require wire cutters.

Crude Flashlight: Makes a small flashlight that will illuminate (remove darkness modifiers) 2 meters in front of the character. Requires: 2 batteries, .5 meters of wire, LED light, and .5 roll of electrical tape. Modifier 0. Time: 5 minutes. Weight: .1 kg.

Crude Two-Way Radio: Makes a pocket sized communicator with a range of up to 1 kilometer depending on the terrain. Requires: 3 batteries, 1 meter of wire, 1 roll of electrical tape, transmitter, receiver. Modifier: -10. Time: 10 minutes. Weight: .2 kg.

Crude Taser: Creates a simple self-defense device. Requires: 4 batteries, 2 meters of wire, capacitor, 1 roll of electrical tape. Modifier: -20. Time: 15 minutes. **Damage:** Renders the target helpless for 2 combat turns. Ammo only used on successful hit. No reloads. Attack Modifier: 0, Weight: .3 kg, Ammo: 4, ROF: 1.

Better Flashlight: Makes a small flashlight that will illuminate 4 meters in front of the character. Requires: 4 batteries, 1 meter of wire, 2 LED lights, and 1 roll of electrical tape. Modifier: -10. Time: 5 minutes. Weight: .2 kg.

Better Two-Way Radio: Makes a pocket sized communicator with a range of up to 2 kilometers depending on the terrain. Requires: 6 batteries, 2 meters of wire, 2 rolls of electrical tape, transmitter, receiver. Modifier: -20. Time: 10 minutes. Weight: .4 kg.

Better Taser: Creates a simple self-defense device. Requires: 8 batteries, 3 meters of wire, 2 capacitors, 2 rolls of electrical tape. Modifier: -30. Time: 15 minutes. **Damage:** Renders the target helpless for 2 combat turns. Ammo only used on

successful hit. No reloads. Attack Modifier: 0, Weight: .6 kg, Ammo: 10, ROF: 1.

Best Flashlight: Makes a small flashlight that will illuminate 10 meters in front of the character. Requires: 8 batteries, 1 meter of wire, 4 LED lights, 2 rolls of electrical tape. Modifier: -20. Time: 5 minutes. Weight: .4 kg.

Best Two-Way Radio: Makes a pocket sized communicator with a range of up to 4 kilometers depending on the terrain. Requires: 12 batteries, 3 meters of wire, 3 rolls of electrical tape, transmitter, receiver. Modifier: -30. Time: 10 minutes. Weight: .8 kg.

Best Taser: Creates a simple self-defense device. Requires: 16 batteries, 4 meters of wire, 4 capacitors, 3 rolls of electrical tape. Modifier: -40. Time: 15 minutes. **Damage:** Renders the target helpless for 2 combat turns. Ammo only used on successful hit. No reloads. Attack Modifier: 0, Weight: 1.2 kg, Ammo: 20, ROF: 1.

Targeting System 1: Installs an automatic targeting system that gives vehicle weapons a +5 attack modifier. Requires: 6 circuit boards, 1 meter of wire, 2 rolls of electrical tape, 12 batteries. Modifier: -10. Time: 1 hour.

Targeting System 2: Installs an automatic targeting system that gives vehicle weapons a +10 attack modifier. Requires: 6 circuit boards, 2 meters of wire, 2 rolls of electrical tape, 12 batteries. Modifier: -20. Time: 2 hours.

Targeting System 3: Installs an automatic targeting system that gives vehicle weapons a +15 attack modifier. Requires: 6 circuit boards, 3 meters of wire, 2 rolls of electrical tape, 12 batteries. Modifier: -30. Time: 3 hours.

Targeting System 4: Installs an automatic targeting system that gives vehicle weapons a +20 attack modifier. Requires: 8 circuit boards, 4 meters of wire, 3 rolls of electrical tape, 12 batteries. Modifier: -40. Time: 4 hours.

Targeting System 5: Installs an automatic targeting system that gives vehicle weapons a +25 attack modifier. Requires: 10 circuit boards, 4 meters of wire, 4 rolls of electrical tape, 12 batteries. Modifier: -50. Time: 5 hours.

EXPLOSIVES

All explosives recipes take 10 minutes to attempt.

Explosive Arrow/Bolt 1: Turns a regular arrow or bolt into an explosive that does D10 more damage.

Requires: .05 kg of gunpowder, .5 roll of electrical tape, 1 percussion cap. Modifier: 0.

Explosive Arrow/Bolt 2: Turns a regular arrow or bolt into an explosive that does D10x2 more damage. Requires: .1 kg of gunpowder, .5 roll of electrical tape, 1 percussion cap. Modifier: -5.

Explosive Arrow/Bolt 3: Turns a regular arrow or bolt into an explosive that does D10x3 more damage. Requires: .15 kg of gunpowder, .5 roll of electrical tape, 1 percussion cap. Modifier: -10.

Explosive Arrow/Bolt 4: Turns a regular arrow or bolt into an explosive that does D10x4 more damage. Requires: .2 kg of gunpowder, 1 roll of electrical tape, 1 percussion cap. Modifier: -20.

Explosive Arrow/Bolt 5: Turns a regular arrow or bolt into an explosive that does D10x5 more damage. Requires: .25 kg of gunpowder, 1 roll of electrical tape, 1 percussion cap. Modifier: -30.

Molotov Cocktail 1: Makes a cocktail that does 2D10 damage. Requires: 1 rag, 1 glass bottle, .2 liter of diesel. Modifier: 0.

Molotov Cocktail 2: Makes a cocktail that does 2D10x2 damage. Requires: 1 rag, 1 glass bottle, .3 liter of diesel. Modifier: -10.

Molotov Cocktail 3: Makes a cocktail that does 2D10x4 damage. Requires: 1 rag, 1 glass bottle, .5 liter of diesel. Modifier: -15.

Molotov Cocktail 4: Makes a cocktail that does 2D10x6 damage. Requires: 1 rag, 1 glass bottle, .3 liter of diesel, .3 liter of gasoline. Modifier: -20.

Molotov Cocktail 5: Makes a cocktail that does 2D10x8 damage. Requires: 1 rag, 1 glass bottle, .4 liter of diesel, .4 liter of gasoline. Modifier: -30.

HERBAL

All recipes require a mortar and pestle, take 10 minutes to attempt, and make 1 dose.

Weak Soothing Gel: A weak healing salve. Requires: .1 kg each of Aloe Vera and Garlic. Heals 2D10x2 HP. Modifier: 0. Weight: .1 kg.

Medium Soothing Gel: A medium strength healing salve. Requires: .1 kg each of Aloe Vera, Garlic, and Red Clover. Heals 2D10x4 HP. Modifier: -10. Weight: .2 kg.

Strong Soothing Gel: A strong healing salve. Requires: .2 kg each of Aloe Vera, Garlic, and Red Clover. Heals 2D10x8 HP. Modifier: -30. Weight: .3 kg.

Speed Tonic: Gives the character a +2 modifier to their combat order roll for 2 hours. Requires: .2 kg each of Ginseng and Ginkgo Biloba. Modifier: -20. Weight: .2 kg.

Strength Tonic: Gives the character +3 melee damage and throwing distance modifier for 1 hour. Requires: .3 kg each of Ginseng and Ginkgo Biloba. Modifier: -30. Weight: .3 kg.

Poison Antidote: Cures the character of 1 random poison affecting them. Requires: .2 kg each of Oregano, Parsley, and Garlic. Modifier: -10. Weight: .3 kg.

MECHANICAL

All recipes require a screwdriver, wrench, and take 3 hours to attempt.

Remove Mod: Removes any vehicle modification so steel, iron, and aluminum components can be reused. Modifier: 0.

Mount Weapon: Installs a weapon onto a vehicle. Modifier: 0.

Engine Timing 1: Gives vehicle +5 KPFU of range. Requires: Circuit board, 1 roll of electrical tape, 1 meter of wire. Modifier: 0.

Engine Timing 2: Gives vehicle +10 KPFU of range. Requires: 2 circuit boards, 2 rolls of electrical tape, 2 meters of wire. Modifier: -20.

Engine Timing 3: Gives vehicle +15 KPFU of range. Requires: 4 circuit boards, 3 rolls of electrical tape, 4 meters of wire. Modifier: -30.

Engine Timing 4: Gives vehicle +20 KPFU of range. Requires: 5 circuit boards, 3 rolls of electrical tape, 5 meters of wire. Modifier: -40.

Engine Timing 5: Gives vehicle +25 KPFU of range. Requires: 6 circuit boards, 3 rolls of electrical tape, 6 meters of wire. Modifier: -60.

Super Charger 1: Gives vehicle +5 KPFU of range and +5 top speed. Requires: 3 kg of aluminum panels, 3 kg of steel sheets, 1 DC motor. Modifier: -10.

Super Charger 2: Gives vehicle +10 KPFU of range and +10 top speed. Requires: 5 kg of aluminum panels, 5 kg of steel sheets, 1 DC motor. Modifier: -20.

Super Charger 3: Gives vehicle +15 KPFU of range and +20 top speed. Requires: 8 kg of aluminum panels, 3 kg of steel sheets, 1 DC motor. Modifier: -40.

Super Charger 4: Gives vehicle +20 KPFU of range and +25 top speed. Requires: 10 kg of aluminum panels, 2 DC motors. Modifier: -50.

Super Charger 5: Gives vehicle +25 KPFU of range and +30 top speed. Requires: 15 kg of aluminum panels, 3 DC motors. Modifier: -70.

METALWORKING

All recipes require a welding/cutting torch and take 3 hours to attempt.

Armor Repair 1: Repairs 100 HP of vehicle armor. Requires: 10 kg of iron plates. Modifier: +10.

Armor Repair 2: Repairs 300 HP of vehicle armor. Requires: 20 kg of iron plates. Modifier: 0.

Armor Repair 3: Repairs 500 HP of vehicle armor. Requires: 30 kg of iron plates. Modifier: -10.

Fuel Capacity 1: Adds 3 liters of fuel capacity to a vehicle. Requires: 2 kg of aluminum panels. Modifier: 0.

Fuel Capacity 2: Adds 6 liters of fuel capacity to a vehicle. Requires: 2 kg of aluminum panels. Modifier: -10.

Fuel Capacity 3: Adds 12 liters of fuel capacity to a vehicle. Requires: 4 kg of aluminum panels. Modifier: -20.

Fuel Capacity 4: Adds 24 liters of fuel capacity to a vehicle. Requires: 6 kg of aluminum panels. Modifier: -30.

Fuel Capacity 5: Adds 48 liters of fuel capacity to a vehicle. Requires: 8 kg of aluminum panels. Modifier: -40.

Motorbike seat support: Allows a passenger on a motorbike to shoot a two-handed firearm at -10 to hit while riding. Requires: 3 kg steel rods. Modifier: 0.

Storage Bin 1: Gives a vehicle +15 kg of storage capacity. Requires: 5 kg of aluminum panels. Modifier: 0.

Storage Bin 2: Gives a vehicle +50 kg of storage capacity, -1 KPFU, and -5 top speed. Requires: 10 kg of aluminum panels. Modifier: -20.

Storage Bin 3: Gives a vehicle +100 kg of storage capacity, -2 KPFU, and -8 top speed. Requires: 15 kg of aluminum panels. Modifier: -30.

Storage Bin 4: Gives a vehicle +200 kg of storage capacity, -3 KPFU, and -10 top speed. Requires: 20 kg of aluminum panels. Modifier: -50.

Storage Bin 5: Gives a vehicle +300 kg of storage capacity, -4 KPFU, and -15 top speed. Requires: 30 kg of aluminum panels. Modifier: -60.

Engine Intake 1: Gives a vehicle +10 top speed. Requires: 3 kg of steel sheets. Modifier: 0.

Engine Intake 2: Gives a vehicle +15 top speed. Requires: 3 kg of aluminum panels. Modifier: -20.

Engine Intake 3: Gives a vehicle +20 top speed. Requires: 5 kg of aluminum panels. Modifier: -30.

Engine Intake 4: Gives a vehicle +25 top speed. Requires: 7 kg of aluminum panels. Modifier: -50.

Engine Intake 5: Gives a vehicle +30 top speed. Requires: 10 kg of aluminum panels. Modifier: -60.

Vehicle Armor 1: Gives a vehicle +100 HP, -5 exposure, -5 top speed and -2 KPFU. Requires: 30 kg of iron plates. Modifier: 0.

Vehicle Armor 2: Gives a vehicle +250 HP, -10 exposure, -10 top speed and -3 KPFU. Requires: 50 kg of iron plates. Modifier: -20.

Vehicle Armor 3: Gives a vehicle +500 HP, -20 exposure, -20 top speed and -5 KPFU. Requires: 100 kg of iron plates. Modifier: -30.

Vehicle Armor 4: Gives a vehicle +800 HP, -30 exposure, -25 top speed and -6 KPFU. Requires: 200 kg of iron plates. Modifier: -50.

Vehicle Armor 5: Gives a vehicle +1000 HP, -40 exposure, -30 top speed and -8 KPFU. Requires: 300 kg of iron plates. Modifier: -60.

Vehicle Spikes 1: Gives vehicle +5 AC. Requires: 15 kg of iron rods. Modifier: -10.

Vehicle Spikes 2: Gives vehicle +10 AC. Requires: 20 kg of iron rods. Modifier: -20.

Vehicle Spikes 3: Gives vehicle +15 AC and -5 top speed. Requires: 40 kg of steel rods. Modifier: -40.

Vehicle Spikes 4: Gives vehicle +20 AC and -10 top speed. Requires: 80 kg of steel rods. Modifier: -60.

Vehicle Spikes 5: Gives vehicle +25 AC and -15 top speed. Requires: 100 kg of steel rods. Modifier: -70.

WEAPONSMITHING

All recipes take 1 hour to complete. All firearm recipes require a gunsmith kit.

Improved Capacity 1: Improves a pistol or assault rifle's ammo capacity by 3. Requires: 1 kg of aluminum panel. Modifier: 0.

Improved Capacity 2: Improves a pistol or assault rifle's ammo capacity by 5. Requires: 1 kg of aluminum panel. Modifier: -20.

Improved Capacity 3: Improves a pistol or assault rifle's ammo capacity by 8. Requires: 1 kg of aluminum panel. Modifier: -40.

Improved Capacity 4: Improves a pistol or assault rifle's ammo capacity by 12. Requires: 1 kg of aluminum panel. Modifier: -80.

Improved Capacity 5: Improves a pistol or assault rifle's ammo capacity by 20. Requires: 2 kg of aluminum panels. Modifier: -120.

Improved Range 1: Improves a firearm's lethal range by 10 meters. Requires: 1 kg of steel rods. Modifier: 0.

Improved Range 2: Improves a firearm's lethal range by 20 meters. Requires: 1 kg of steel rods. Modifier: -10.

Improved Range 3: Improves a firearm's lethal range by 30 meters. Requires: 1 kg of steel rods. Modifier: -20.

Improved Range 4: Improves a firearm's lethal range by 40 meters. Requires: 1 kg of steel rods. Modifier: -30.

Improved Range 5: Improves a firearm's lethal range by 50 meters. Requires: 1 kg of steel rods. Modifier: -40.

Improved Sights 1: Improves a firearm's attack modifier by +5. Requires: Magnifying glass. Modifier: -10.

Improved Sights 2: Improves a firearm's attack modifier by +10. Requires: 2 Magnifying glasses. Modifier: -20.

Improved Sights 3: Improves a firearm's attack modifier by +15. Requires: 3 Magnifying glasses. Modifier: -30.

Improved Sights 4: Improves a firearm's attack modifier by +20. Requires: 4 Magnifying glasses. Modifier: -40.

Improved Sights 5: Improves a firearm's attack modifier by +25. Requires: 5 Magnifying glasses. Modifier: -50.

Rapid Fire 1: Increases a pistol or assault rifle's ROF by 1. Requires: Heavy spring. Modifier: -20.

Rapid Fire 2: Increases a pistol or assault rifle's ROF by 2. Requires: 2 heavy springs. Modifier: -40.

Rapid Fire 3: Increases a pistol or assault rifles ROF by 3. Requires: 3 heavy springs. Modifier: -80.

Repair Weapon: Enables the character to repair a broken weapon to working condition. Firearms, including vehicle weapons, require a gunsmith kit and melee weapons require a welding/cutting torch. Modifier: -20.

ITEMS

Merchants buy items for half the sale price modified by the character's trade skill. A merchant will not buy anything worth less than .02. All values are in grams of gold. Nearly everyone in the world has something for sale, and which vendors exist and their inventory are up to the game master.

Worn armor (excluding shields), one canteen (full), one quiver (full), and one pack (empty) does not count against a character's carrying capacity. A character without any carrying capacity can carry 2 kg in their hands, or a single 20 kg object, but must take one turn to set the stuff down for a fight.

ARMOR

	KG	VALUE	AC	MODIFIER
Body-				
Advanced combat armor	6	30	14	-1 MPT, +10 kg capacity
Dura Tuch vest	3	10	10	0
Combat armor	5	20	12	+5 kg capacity
Football pads	4	4	6	0
Leather armor	1	6	8	0
Leather jacket	1	2	4	+5 kg capacity
Thick cotton shirt	.1	.3	2	0
Feet-				
Armored boots	1	25	6	-1 MPT
Combat boots	.1	20	5	0
Fine boots	.1	15	4	+1 MPT
Hunting boots	.2	7	3	0
Dura Tuch boots	.3	30	7	0
Sneakers	.1	.1	1	+1 MPT
Steel toe boots	.3	2	2	-1 MPT
Hands-				
Combat gloves	.1	20	6	0
Fingerless gloves	.05	.1	1	0
Dura Tuch gloves	.05	30	7	0
Leather gloves	.1	5	3	0
Padded gloves	.1	2	2	0
Padded lea. gloves	.2	10	4	0
Tactical gloves	.05	15	5	0
Head-				
Ball cap	.01	.1	1	0
Bicycle helmet	.05	.5	2	0
Construction hat	.1	1.5	4	0
X sports helmet	.05	2	3	0
Football helmet	.2	5	5	-5 to hit

Dura Tuch helmet	.1	15	7	0
Steel helmet	.5	10	6	0
Legs-				
Cargo pants	.2	.5	1	+5 kg capacity
Combat fatigues	.1	15	5	+10 kg capacity
Heavy cargo pants	.3	1	2	+5 kg capacity
Leather pants	.5	5	3	0
Dura Tuch fatigues	2	20	7	0
Tactical pants	.1	10	4	+10 kg capacity
Work pants	.2	.2	1	0
Shield-				
Garbage can shield	.5	1	2	-5 to hit
Large riot shield	3	5	5	-10 to hit
Replica shield	1	.2	1	-5 to hit
Small riot shield	2	3	3	-5 to hit

GENERAL ITEMS

	KG	VALUE	MODIFIER
Aluminum panel	1	1	Ingredient
Ammo x5-			
Arrow	.05	.5	75% retrievable chance
Arrow, explosive	.1	1	x2 DAM, nonretrievable
Assault rifle	.01	.2	0
Assault rifle AP	.01	.5	-5 DAM, +10 exposure
Assault rifle HP	.01	.5	-10 to hit, x2 DAM
Cannon	1	2	0
Cannon high X	1	3	x2 DAM, 100 meter range, explosive DAM
Cannon AP	1	3	- 20 DAM, +50 exposure
Crossbow bolt	.05	.5	50% retrievable chance
C. bolt, explosive	.1	1	x2 DAM, nonretrievable
Machine gun	.01	.5	0
Machine gun AP	.01	1	-10 DAM, +20 exposure
Machine gun HP	.01	1	-10 to hit, x2 DAM
Pistol	.01	.1	0
Pistol AP	.01	.5	-5 DAM, +10 exposure
Pistol HP	.01	.5	-10 to hit, x2 DAM
Rifle	.01	.5	0
Rifle AP	.01	1	-5 DAM, +10 exposure
Rifle HP	.01	1	-10 to hit, x2 DAM
Rocket	1	3	Explosive DAM
Rocket high X	1	5	x2 DAM, 100 meter range, explosive DAM
Rocket AP	1	5	-20 DAM, +60 exposure, explosive DAM
Shotgun	.05	1	0
Shotgun slug	.05	1.5	+20 to hit
Shotgun tri-ball	.05	1.5	x2 DAM
Battery	.1	.5	Ingredient
Best flashlight	.4	5	0
Best taser	1	5	0
Best two-way radio	.8	5	0
Better flashlight	.2	2	0
Better taser	.6	2	0
Better two-way radio	.4	2	0
Can of food	.3	.25	x2=food for 1 day
Canteens-			
Small, 1.5 liter	.05	.5	0
Medium, 3 liter	.1	3	0
Large, 4 liter	.15	5	0
Circuit board	.1	.5	Ingredient
Condensed food pack	.1	.5	x1=food for 1 day
Corroded shells x5-			
Assault rifle	.01	.01	Ingredient
Pistol	.01	.01	Ingredient
Rifle	.01	.01	Ingredient

Shotgun	.05	.05	Ingredient
Crude flashlight	.1	.5	0
Crude taser	.3	.5	0
Crude two-way radio	.2	.5	0
DC motor	1	3	Ingredient
Energy bar	.05	.3	x3=food for 1 day
Fuel, 1 liter-			
Diesel	1	1	0
Gasoline	1	1.5	0
Larry's Juice	1	2	-3 KPFU, gas/diesel engines
Fuel jugs-			
Small, 5 liter	.1	1	0
Medium, 10 liter	.2	2	0
Large, 15 liter	.3	3	0
Geiger counter	.5	1	Indicates RADS per hour
Glass bottle	.1	.01	Ingredient
Gunpowder	.1	.2	Ingredient
Gunsmith kit	1	4	Tool
Hammer	1	.2	Tool
Heavy spring	.1	2	Ingredient
Herb pipe	NA	.5	0
Iron plates	1	.5	Ingredient
Iron rods	1	.5	Ingredient
LED light	NA	.5	Ingredient
Lock picks-			
Poor	.1	2	0
Good	.1	5	0
Excellent	.1	10	0
Magnifying glass	.01	3	Ingredient
Medical supplies-			
Aloe vera	.1	.1	Ingredient
Antibiotic x2	NA	.1	Ingredient
Aspirin x2	NA	.05	Ingredient
Church Mushrooms	.1	3	3 hr duration, -3 MPT, -10 to hit, and 10 DAM immunity per .01 kg consumed
Garlic	.1	.1	Ingredient
Gauze sheet x5	NA	.01	Ingredient
Ginkgo Biloba	.1	.1	Ingredient
Ginseng	.1	.1	Ingredient
Oregon	.1	.1	Ingredient
Pain pill x2	NA	.1	Ingredient
Parsley	.1	.1	Ingredient
Poison antidote	.3	1	Cures one random poison
Potassium iodide x2	NA	.05	-300 rads
Red Clover	.1	.1	Ingredient
Soothing gel, weak	.1	.2	Heals 2D10x2 HP
Soothing gel, med	.2	.5	Heals 2D10x4 HP
Soothing gel, str	.3	2	Heals 2D10x8 HP
Smoking herb	.1	.5	Heals 4D10 per .01 smoked. Not usable in combat
Speed tonic	.2	1	+2 combat order for 2 hours
Strength tonic	.3	2	+3 melee DAM and throwing distance for 1 hour
Molotov cocktail	.3	.5	2D10 DAM
Mortar and pestle	1	1	Tool
Needle	NA	1	Tool
Packs-			
Duffle bag	.5	10	30 kg carrying capacity
Large backpack	.8	8	20 kg carrying capacity
Roll bag	3	15	40 kg carrying capacity
Small backpack	.3	5	15 kg carrying capacity
Strap pack	.2	2	10 kg carrying capacity
Percussion cap	NA	.01	Ingredient
Quivers-			
Small, 10 capacity	.1	.5	0
Medium, 20 capacity	.2	1.5	0
Large, 30 capacity	.3	3	0
Radiation suits-			
Basic	2	3	-50 rads hour exposure

Advanced	3	5	-150 rads hour exposure
Premium	4	10	-250 rads hour exposure
Rag	NA	.01	Ingredient
Receiver	.1	1	Ingredient
Screwdriver	.1	1	Tool
Shell casings x5-			
Assault rifle	.01	.01	Ingredient
Pistol	.01	.01	Ingredient
Rifle	.01	.01	Ingredient
Shotgun	.01	.05	Ingredient
Small solar cell	.1	2	Ingredient
Spool of thread	NA	1	Ingredient
Steel rods	1	1	Ingredient
Steel sheet	1	1	Ingredient
Tape, 1 roll-			
Duct	.2	.1	Ingredient
Electrical	.05	.2	Ingredient
Medical	.05	.2	Ingredient
Tires-			
4-Wheeled	1	3	Replacement part
Large	2	5	Replacement part
Motorbike	.5	2	Replacement part
Transmitter	.1	3	Ingredient
Water, 1 liter	1	.01	Water for a day
Welding torch	5	3	Tool
Wire, 1 meter	.01	.1	Ingredient
Wrench	.2	1	Tool

WEAPONS

	KG	VALUE	DAM	AMMO	MODIFIER	ROF	#HANDS/ CREW
Assault rifles-							
AK-4700	2.5	30	D10	40	0	4	2
G50	3	10	2D10	20	-10 to hit	3	2
Jr. Sprayer	1.5	.5	D10	10	-10 to hit	2	2
MP-99	2	2	D10	20	-5 to hit	2	2
M-38	2.2	6	D10	20	0	2	2
Bows-							
Compound	1	10	3D10	1	0	1	2
Crossbow	1	15	4D10	1	0	1	2
Hand crossbow	.2	.3	D10/2	1	0	1	1
Recurve	.3	5	2D10	1	0	1	2
Simple	.2	2	D10	1	0	1	2
Melee-							
Axe	2	5	3D10x2	-	-5 to hit	1	2
Baseball bat	.5	.2	D10x2	-	-5 to hit	1	2
Cane knife	.1	2.5	D10	-	+5 to hit	1	1
Chain	4	.5	D10	-	0	1	1
Crowbar	2	.5	D10	-	-5 to hit	1	1
Crude club	5	.2	2D10x2	-	-10 to hit	1	2
Hunting knife	.2	2	D10	-	0	1	1
Homemade knife	.3	.2	D10	-	-5 to hit	1	1
Katana	.2	5	2D10x2	-	+5 to hit	1	2
Machete	.2	3	2D10	-	0	1	1
Sledge hammer	4	1	4D10x2	-	-10 to hit	1	2
Spiked bat	1	1	D10x2	-	0	1	2
Steel pipe	3	.2	D10x2	-	-5 to hit	1	2
Tomahawk	1	4	D10	-	+5 to hit	1	1
Pistols-							
Death Master	1.5	7	2D10	5	0	1	1
Death Mas. Pro	1.5	15	2D10	8	+5 to hit	2	1
Homemade	1	.5	D10	3	-5 to hit	1	1
Jr. Killer	.5	1	D10	4	0	1	1
The Winger	1	2.5	D10	4	+5 to hit	1	1
Rifles-							
BARR	4	25	4D10	4	0	1	2

Bear Hunter	4	10	3D10	3	0	1	2
Deer Hunter	2	2	D10	5	0	1	2
Jr. Hunter	1	.5	D10	4	-5 to hit	1	2
Man Hunter	3	5	2D10	4	0	1	2
Shotguns-							
Automatic	4	30	2D10	12	-5 to hit	3	2
Double barrel	2	2	2D10	2	0	2	2
Pump	3	5	2D10	5	0	1	2
Single barrel	2	.5	2D10	1	0	1	2
Semi-automatic	4	10	2D10	6	-5 to hit	2	2
Unarmed-							
Brass knuckles	.1	3	D10	-	0	2	2
Spiked knuckles	.2	5	2D10	-	+5 to hit	2	2
Vehicle weapons-							
Cannon	200	50	4D10x2	1	-200 kg cap	1	2
Heavy cannon	300	70	4D10x4	1	-300 kg cap	1	2
Heavy mach. gun	15	30	2D10x2	200	-15 kg cap	3	1
Machine gun	10	20	2D10	100	-10 kg cap	3	1
Rocket launcher	50	40	4D10x3	4	-50 kg cap	2	2

VEHICLES

	VALUE	MODIFIER
4-wheeled-		
Destruction X	150	+10 to driving rolls
Dune buggy	70	0
Farm truck	70	-10 to driving rolls
Ratrod	60	-10 to driving rolls
SUV	100	0
The Dustinator	120	+10 to driving rolls
Large-		
Armored truck	200	-10 to driving rolls
Flatbed	150	-20 to driving rolls
Panel truck	150	-20 to driving rolls
Military-		
Bulldog	300	Immune to flat tires and weapon capacity reductions
Troop carrier	400	Immune to flat tires and weapon capacity reductions
Motorbikes-		
Bull quad	60	+10 to driving rolls
Mule quad	45	0
The Dirt Streak	30	0
The Kido	20	-10 to driving rolls
The Racer	50	+10 to driving rolls
The X quad	40	0
Unibike	50	-20 to driving rolls, immune to flat tires