

THE DISTURBANCE TIMELINE RPG

Unlimited levels, attributes, skills, no classes.

Post-apocalyptic Expansion



V. 1.5

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17+



V. 1.5

Post-apocalyptic Expansion V. 1.5
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Version history-

- 1.1: Death Race, Falling Table, and Flat Tire Table.
- 1.3: New recipes for Doctor, Explosives, Herbal, and Weaponsmithing skills, The Headsplitter, The Reaper, Missed Explosives Diagram, and an Attribute Modifier Table to 70.
- 1.33: Graphics added for the Headsplitter and Reaper. Firebomb DAM reduced.
- 1.5: New Yellowknife outline and associated items.

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INTRODUCTION

Welcome to the Post-apocalyptic expansion for the Core Rules and Post-apocalyptic Time Period (CRPTP) book. This will remain a work in progress for some time as the other two print books in the series are finished and each of their expansions are started. Once all three books and expansions are done, some time from now with one person working, they will be collected into a single volume. All extended mechanics will be carried over to the next print book if applicable.

Planned additions to this expansion:

- *More recipes.

- *More items, vehicles, and weapons.

- *More enemy NPCs and random encounter tables.

- *More detail on the named cities.

- ~~*'Corpseville' details for a cannibal campaign.~~

Corpseville will be a more extensive module rather than added here.

Thank you for playing and don't let the cannibals bite.

Jerry

9.11.14

CITY OUTLINES

These outlines are not full histories of the cities in question. Rather, they outline the time considered to be the 'Post-apocalyptic Time Period'. This is roughly from 2130, a few years after the final nuclear war, until 2340 when the United Earth Federation is founded by the New Yellowknife government. A total period of roughly 200 years of potential post-apocalyptic settings.

NEW YELLOWKNIFE

The city that would one day conquer the world as the United Earth Federation had a more peaceful start as a far northern mining city. Known for its solitude, scientists flocked there with their belongings and ideas once it became clear that man made catastrophe could not be prevented. This influx of knowledge gave the city an edge they held for centuries.

2129-Reconstruction efforts to account for rising water levels in nearby Great Slave Lake and the melting permafrost are completed.

2135-The warming weather allows large areas of land to be brought under cultivation. The population stabilizes with a slum area grown up outside the rebuilt city.

2138-A Technocracy is established with a Council rotated every three years.

2141-The Technocracy succeeds in solving the slum problem by employing people to build their own houses, schools, and roads with timber floated in on the lake.

2147-The first post-apocalyptic university is opened in the city. Classes include mathematics, metalworking, carpentry, and botany. They are free to citizens of the city. This causes an influx of people and wanting to join. Only known outlaws are refused citizenship.

2162-Increased pressure from tribal groups led to the creation of a dedicated, paid police force which had been a volunteer force before.

2170-The community has succeeded in providing free electricity, food, and education to the city with the wealth from nearby gold and silver mines. New Yellowknife is now the center of trade for the region. Their police force protects people for kilometers in all directions.

2173-The first tribe is subjugated by force after refusing to cease border raids.

2175-2225-The New Yellowknife Police Force rounds out the area around the city, claiming much ground that had once been Canada.

2250-A border rivalry between New Yellowknife and Denver starts.

2257-Denver's power is contained to the western part of the old USA as New Yellowknife use their advanced technology to hold them in check while not being strong enough to push further.

2260-New Yellowknife tightens their grip on the territory they control. All forms of alcohol and non medical drugs are prohibited, but a brisk black market provides people with anything they want.

2261-2300-The technocracy consolidates their land gains, pushing local robber barons and self styled kings aside with a police force that is now fully militarized.

2302-The first clone is released from the growth vats.

2309-Final tweaks are completed on the clone's DNA before the first battalion starts their growth cycle.

2313-The first battalion emerges from the vats.

2314-The first battalion completes their physical training and enter full duty.

2315-The cloned fighters are put to their first test helping Denver and small tribes destroy Corpseville. They prove to be strong, if unimaginable, combatants. No one decries their use or deaths.

2323-The cloned military takes over border patrol from the New Yellowknife Police Force. Resistance is crushed by the clones as they enforce the borders and by the police force as they solidate internal control.

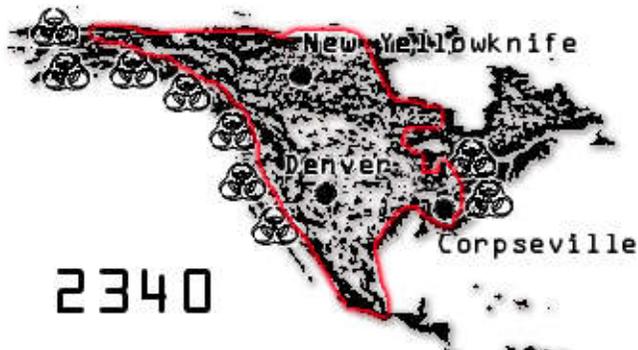
2338-New Yellowknife turns the clone army towards Denver. Half the population recognizes the futility of resistance and half want to fight.

2339-The last of those who refuse to recognize the authority from New Yellowknife are found and executed. Denver's territory is absorbed and favorable locals are put in power.

2340-The United Earth Federation is founded in New Yellowknife as they declare North America to be under their control.

REGIONAL MAP

This is the territory claimed, if not fully controlled at times, by the North American factions during the post-apocalyptic period. These borders are approximate and vary in response to local events.



ITEMS

These are items unique to New Yellowknife's territory and can be found to a varying degree of expense the further from their borders items and recipes are found. Included is an approximate 'in use' date.

Advanced Police Baton- This lightweight, easily swung melee weapon is carried by the New Yellowknife Police Force. They are not officially for sale, but many have made it into private hands and second hand dealers.

Bio-battery APC- The battery powered APC developed by New Yellowknife. Has photosynthetic paint to supply extra power during the day. A top speed of 5 kph can be

maintained without discharging the battery during the day. This is reduced to 1 kph at less than 50% sunlight. Seats 6. AC: 15. HP: 2000. Modifier: Immune to flats and storage capacity reductions from weapon installation. Exposure: 20%. Top speed: 40 kph. Fuel: Bio-battery/3000 amps. KPFU: .1. Storage: 100 kg.

Bio-battery Bike- The smallest of New Yellowknife's fleet of bio-battery vehicles quickly became a city-state staple. They will completely recharge from empty if turned off for seven hours. A top speed of 10 kph can be maintained without discharging the battery. Seats 1. AC: 5. HP: 150. Modifier: Free refuel. Exposure: 65%. Top speed: 30 kph. Fuel: Bio-battery/1000 amps. KPFU: .2. Storage: 0.

Bio-battery Car- The next larger bio-battery vehicle is designed for a small group to move around. They will completely recharge from empty if turned off for ten hours. A top speed of 5 kph can be maintained without discharging the battery. Seats 4. AC: 5. HP: 450. Modifier: Free refuel. Exposure: 45%. Top speed: 50 kph. Fuel: Bio-battery/2000 amps. KPFU: .1. Storage: 20 kg.

Bio-battery Pickup- The utility version has a single drivers seat in a sealed cab and the rest of it is taken up by the storage bed. They will completely recharge from empty if turned off for ten hours. A top speed of 5 kph can be maintained without discharging the battery. Seats 4. AC: 0. HP: 550. Modifier: Free refuel. Exposure: 35%. Top speed: 25 kph. Fuel: Bio-battery/1500 amps. KPFU: .1. Storage: 250 kg.

Bio-battery Tank- The battery powered mini-tank developed by New Yellowknife. Has photosynthetic paint to supply extra power during the day. A top speed of 5 kph can be maintained without discharging the battery during the day. This is reduced to 1 kph at less than 50% sunlight. Seats 3. AC: 20. HP: 2500. Modifier: Immune to flats and storage capacity reductions from weapon installation. Exposure: 15%. Top speed: 35 kph. Fuel: Bio-battery/4000 amps. KPFU: .09. Storage: 50 kg.

Laser Pistol/Rifle- These weapons were based on plans stolen by high ranking scientists from their respective governments before they arrived at New Yellowknife. The best parts of multiple ideas went into their redesign while focusing on portability rather than power. A bio-battery produces electricity to recharge at the rate of one shot per combat turn in each model. The weapon is able to be fired at a rapid rate, but there is 10% chance of an explosion for each five shots fired in a single turn. Any explosion destroys the weapon, does 2D10x2 damage to the person holding it, and D10 of damage to everyone within one meter.

| NAME | KG | VALUE GR/G | DAM | AMMO | MODIFIER | ROF | #HANDS/ CREW |
|-------------------------------------|----|---------------|-------|------|---|-----|-----------------|
| Pistol- Laser Pistol | 2 | 30 | D10 | 5 | c. 2130, free recharge, -10 to hit | 5 | 1 |
| Rifle- Laser Rifle | 5 | 40 | D10x2 | 10 | c. 2130, free recharge, -10 to hit | 10 | 2 |
| Melee- Ad. Police Baton | .5 | .1 | D10 | - | c. 2162, -15 to hit | 4 | 1 |
| Tool- Bio-battery Coder | .5 | 25 | - | - | c. 2130 | - | - |
| Vehicles- Bio-battery APC | - | 500 | - | - | c. 2150, free refuel, immune to flats | - | - |
| Bio-battery Bike | - | 50 | - | - | c. 2130, free refuel | - | - |
| Bio-battery Car | - | 150 | - | - | c. 2130, free refuel | - | - |
| Bio-battery Pickup | - | 130 | - | - | c. 2130, free refuel | - | - |
| Bio-battery Tank | - | 400 | - | - | c. 2150, free refuel, immune to flats | - | - |

BIO-BATTERY RECIPES

Reconfiguring the bio-battery settings for a weapon or vehicle is done with the following recipes. These recipes should be considered rare and expensive to the point of being 'quest' items since they are direct leaks from New Yellowknife's research. All of these recipes require a 'Bio-battery Coder' tool to interface with the battery's electronic brain. These tools are also rare and expensive. These codes cannot be added to each other. The battery must be reset to default and recoded whenever changes are made. This means that resetting an item with a higher upgrade than the character knows or can pay for will cost them that upgrade until they can get it again. Yellowknife Police Force vehicles and weapons are always programmed with the highest level of codes for the time frame.

ELECTRICAL

All these codes take five minutes to input.

Bio-battery Reset: C. 2130. Resets a bio-battery in a weapon or vehicle back to default in preparation for new settings. Modifier: -10.

Bio-battery Amperage 1: C. 2130. Configures the battery to more efficiently store and refresh its charge. Adds 300 amps to a vehicle's storage or one shot to a weapon's total reserve. Modifier: -20.

Bio-battery Amperage 2: C. 2140. Configures the battery to more efficiently store and refresh its charge. Adds 600 amps to a vehicle's storage or two shots to a weapon's total reserve. Modifier: -40.

Bio-battery Amperage 3: C. 2160. Configures the battery to more efficiently store and refresh its

charge. Adds 1200 amps to a vehicle's storage or four shots to a weapon's total reserve. Modifier: -60.

Bio-battery Amperage 4: C. 2200. Configures the battery to more efficiently store and refresh its charge. Adds 2400 amps to a vehicle's storage or eight shots to a weapon's total reserve. Modifier: -80.

Bio-battery Amperage 5: C. 2240. Configures the battery to more efficiently store and refresh its charge. Adds 4800 amps to a vehicle's storage or sixteen shots to a weapon's total reserve. Modifier: -100.

Bio-battery Current 1: C. 2130. Configures the battery to more efficiently discharge energy. Adds 5 kph top speed to a vehicle or a +2 damage modifier to a weapon. Modifier: -20.

Bio-battery Current 2: C. 2140. Configures the battery to more efficiently discharge energy. Adds 10 kph top speed to a vehicle or a +4 damage modifier to a weapon. Modifier: -40.

Bio-battery Current 3: C. 2160. Configures the battery to more efficiently discharge energy. Adds 20 kph top speed to a vehicle or a +6 damage modifier to a weapon. Modifier: -60.

Bio-battery Current 4: C. 2200. Configures the battery to more efficiently discharge energy. Adds 35 kph top speed to a vehicle or a +8 damage modifier to a weapon. Modifier: -80.

Bio-battery Current 5: C. 2240. Configures the battery to more efficiently discharge energy. Adds 50 kph top speed to a vehicle or a +10 damage modifier to a weapon. Modifier: -100.

Bio-battery Recharge 1: C. 2130. Configures the battery to more efficiently recharge. Weapons recharge an extra shot on every 5th combat turn, and vehicles take one less hour to fully charge. Modifier: -10.

Bio-battery Recharge 2: C. 2140. Configures the battery to more efficiently recharge. Weapons recharge an extra shot on every 4th combat turn, and vehicles take two less hours to fully charge. Modifier: -20.

Bio-battery Recharge 3: C. 2160. Configures the battery to more efficiently recharge. Weapons recharge an extra shot on every 3rd combat turn, and vehicles take three less hours to fully charge. Modifier: -30.

Bio-battery Recharge 4: C. 2200. Configures the battery to more efficiently recharge. Weapons recharge an extra shot on every 2nd combat turn, and vehicles take four less hours to fully charge. Modifier: -40.

Bio-battery Recharge 5: C. 2240. Configures the battery to more efficiently recharge. Weapons recharge an extra shot on every combat turn, and vehicles take five less hours to fully charge. Modifier: -50.

DEATH RACE

This is a side game that can be played with or without a game master for practice, experience, or to pass time. Characters can race each other, team up against others, or place bets on other contestants that the players race.

The oblong dirt track has been carved into an overgrown field. Trees, bushes, and rocks threaten anyone who ventures off course. The actual world location is wherever the characters are.

THE RULES

Starting positions are determined by each contestant or two-person team rolling D10 and lining up two by two in order of highest to lowest. These rolls are modified by Luck. Any number of teams or single drivers can be in a single heat and single driver races are full contact. A buzzer signals the start of the race when everyone is ready. Races end when only one team vehicle remains running or the first team/driver completes five laps. Characters cannot leave their vehicle or use heals during the fight or they will be disqualified and forfeit any bets. Characters cannot loot weapons, armor, or vehicles from contestants. They gain half the experience points they would for a normal kill. A driver only NPC will not race against a regular death race team. Contestants and spectators police themselves and will shoot, to kill, any trouble maker(s) who attack anyone outside a race. Anyone who starts trouble forfeits any bets they placed. Sybil Kerns owns the track and handles all the books along with her guards.

THE LOCATION

The track- The track is approximately a 275 meter, or .275 kilometer, oval. *Vehicle pieces scattered along the outside perimeter and infield speak of the number of races held here. The trees are scarred by thousands of bullets and explosions.*

Office- This is where Sybil and her guards stay during races. The building is made of unevenly laid cinder blocks with layers of sandbags protecting all but the south wall where the only steel door allows entry.

Starting line- All racers line up facing east and proceed counter-clockwise around the track.

Spectators circle- This is a 2.5 meter high armored circle with viewing slots for those inside to watch the race from. No one is required to use the circle, but neither is anyone allowed in the office.

THE PEOPLE

Death Race regulars- These are the people most likely to be at the track. Sybil does not have to be present for races to take place, but only weapons back up such bets.

Sybil Kerns: 250 HP, 31 AC, 6 MPT, shotgun 91%, automatic shotgun 2D10 DAM, 3 ROF, Dura Tuch vest, combat boots, leather gloves, tactical pants, XP value: 500.

Sybil's Guards x2: 130 HP, 24 AC, 7 MPT, unarmed 83%, spiked knuckles 2D10 DAM, 2 ROF, leather armor, fine boots, combat fatigues, XP value: 200 each.

Death Race teams- There are several teams that hang around waiting for someone looking to race. NPC team members have the same skills so they can take either seat during a race or be split for driver only races.

DAN AND MARV

This combo is lightly armed with pistols and will normally try to use their speed to finish the five laps as quick as possible rather than fight. Whoever is in the passenger seat will normally aim for tires to slow down the opposition.

Level 5: 50 HP, 0 AC, 6 MPT, driving 37%, pistol 57%, Jr. Killer D10 DAM, 1 ROF, XP value: 50 each. **Vehicle:** Unibike, 100 HP, 20 AC, 80% exposure, 130 kph top speed.

Level 20: 120 HP, 0 AC, 6 MPT, driving 58%, pistol 78%, Death Master 2D10 DAM, 1 ROF, XP value: 200 each. **Vehicle:** Unibike, 100 HP, 30 AC, 80% exposure, 145 kph top speed. Mods: Engine Intake 2, Vehicle Spikes 2.

Level 50: 225 HP, 0 AC, 6 MPT, driving 76%, pistol 101%, Death Master Pro 2D10 DAM, 2 ROF, XP value: 500 each. **Vehicle:** Unibike, 350 HP, 30 AC, 70% exposure, 145 kph top speed. Mods: Engine Intake 2, Vehicle Spikes 2, Vehicle Armor 2, Super Charger 2.

LONNIE AND DONNIE

These two brothers will use their size to knock smaller vehicles out of the race and shoot at the rest.

Level 5: 60 HP, 0 AC, 6 MPT, driving 57%, vehicle weapon 50%, front mounted machine gun 2D10 DAM, 3 ROF, XP value: 50 each. **Vehicle:** SUV, 800 HP, 0 AC, 30% exposure, 50 kph top speed.

Level 20: 140 HP, 0 AC, 6 MPT, driving 78%, vehicle weapon 60%, front mounted machine gun 2D10 DAM, 3 R0F, XP value: 200 each. **Vehicle:** SUV, 800 HP, 10 AC, 30% exposure, 65 kph top speed. Mods: Targeting System 2, Vehicle Spikes 2.

Level 50: 250 HP, 0 AC, 6 MPT, driving 96%, vehicle weapon 70%, front mounted heavy machine gun 2D10x2 DAM, 3 R0F, XP value: 500 each. **Vehicle:** SUV, 800 HP, 20 AC, 30% exposure, 65 kph top speed. Mods: Targeting System 4, Vehicle Spikes 4, Engine Intake 4.

NIKKI AND JENNY

This lesbian couple are normally the toughest opponents hanging around. Their battle scarred Bulldog has a series of slashes on the side to tally their wins. Front and rear mounted weapons make them a terror on the track regardless of if they are in the lead or not.

Level 5: 70 HP, 0 AC, 6 MPT, driving 57%, vehicle weapon 50%, front and rear mounted machine guns 2D10 DAM each, 3 R0F each, XP value: 50 each. **Vehicle:** Bulldog, 3500 HP, 30 AC, 10% exposure, 45 kph top speed.

Level 20: 145 HP, 0 AC, 6 MPT, driving 78%, vehicle weapon 50%, front and rear mounted heavy machine guns 2D10x2 DAM each, 3 R0F each, XP value: 200 each. **Vehicle:** Bulldog, 3750 HP, 40 AC, 0% exposure, 35 kph top speed. Vehicle Armor 2, Vehicle Spikes 2, AP ammo (-10 DAM/+20 exposure).

Level 50: 270 HP, 0 AC, 6 MPT, driving 96%, vehicle weapon 60%, front and rear mounted heavy machine guns 2D10x2 DAM each, 3 R0F each, XP value: 500 each. **Vehicle:** Bulldog, 4300 HP, 50 AC, -20% exposure, 35 kph top speed. Vehicle Armor 4, Vehicle Spikes 4, Engine Intake 4, Targeting System 2, AP ammo (-10 DAM/+20 exposure).

Note: Vehicles with 0% or less adjusted exposure take all damage from successful hits.

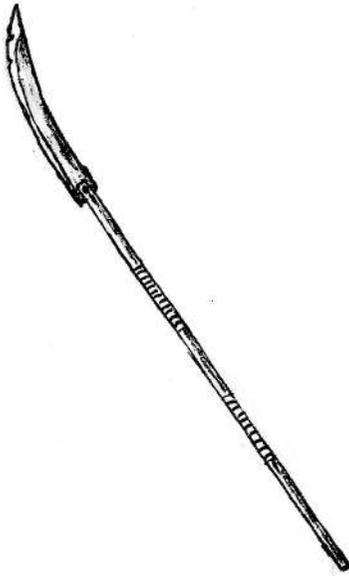
ITEMS

WEAPONS

| | KG | VALUE | DAM | AMMO | MODIFIER | ROF | #HANDS/ CREW |
|------------------|-----|-------|--------|------|------------------------------|-----|-----------------|
| Melee- | | | | | | | |
| The Headsplitter | 6 | 3 | 2D10x4 | - | -15 to hit | 1 | 2 |
| The Reaper | 4.2 | 5 | 2D10x4 | - | -10 to hit, 2 meter range | 1 | 2 |



The Headsplitter



The Reaper

RECIPES

These are general recipes that may or may not be used during initial character selection, depending on the game master.

DOCTOR

Resuscitate: Revives a character to -17 HP if they have been dead less than 5 minutes. Takes 3 combat turns. Modifier: -50.

Stitches 1: Closes bad wounds in one combat turn. Heals 2D10 HP. Requires: .1 spool of thread, 1 needle. Modifier: 0.

Stitches 2: Closes bad wounds in one combat turn. Heals 2D10x2 HP. Requires: .2 spool of thread, 1 needle. Modifier: -10.

Stitches 3: Closes bad wounds in one combat turn. Heals 2D10x4 HP. Requires: .3 spool of thread, 1 needle. Modifier: -20.

Stitches 4: Closes bad wounds in one combat turn. Heals 2D10x6 HP. Requires: .4 spool of thread, 1 needle. Modifier: -30.

Stitches 5: Closes bad wounds in one combat turn. Heals 2D10x8 HP. Requires: .5 spool of thread, 1 needle. Modifier: -40.

EXPLOSIVES

All explosives recipes take 10 minutes to attempt. Hand held explosive weapons do $\frac{1}{2}$ DAM to anyone within 1 meter of the target hit.

Firebomb 1: Makes a giant Molotov cocktail out of a fuel jug that does D10x10 DAM, weighs 1.1 kg, and burns for half DAM for a second turn. Only 1 can be carried at a time. Merchants will not buy this dangerous contraption. Requires: small fuel jug, 2 rags, .5 liter each of gasoline and diesel. Modifier: 0.

Firebomb 2: Makes a giant Molotov cocktail out of a fuel jug that does D10x15 DAM, weighs 1.5 kg, and burns for half DAM for a second turn. Only 1 can be carried at a time. Merchants will not buy this dangerous contraption. Requires: small fuel jug, 2 rags, .7 liter each of gasoline and diesel. Modifier: -10.

Firebomb 3: Makes a giant Molotov cocktail out of a fuel jug that does D10x20 DAM, weighs 2.1 kg, and burns for half DAM for a second turn. Only 1 can be carried at a time. Merchants will not buy this dangerous contraption. Requires: small fuel jug, 2 rags, 1 liter each of gasoline and diesel. Modifier: -20.

Firebomb 4: Makes a giant Molotov cocktail out of a fuel jug that does D10x25 DAM, weighs 3.1 kg, and burns for half DAM for a second turn. Only 1 can be carried at a time. Merchants will not buy this dangerous contraption. Requires: small fuel jug, 2 rags, 1.5 liter each of gasoline and diesel. Modifier: -30.

Firebomb 5: Makes a giant Molotov cocktail out of a fuel jug that does D10x30 DAM, weighs 4.1 kg, and burns for half DAM for a second turn. Only 1 can be carried at a time. Merchants will not buy this dangerous contraption. Requires: small fuel jug, 2 rags, 2 liter each of gasoline and diesel. Modifier: -40.

HERBAL

Smoke of Life 1: An area of effect healing mixture. Those within 1 meter heal 2D10 HP and those within 2 meters heal D10 HP. Not usable in combat. Requires: herb pipe, .01 kg each of Red Clover and Parsley. Modifier: 0.

Smoke of Life 2: An area of effect healing mixture. Those within 1 meter heal 2D10x2 HP and those within 2 meters heal 2D10 HP. Not usable in combat. Requires: herb pipe, .02 kg each of Red Clover and Parsley. Modifier: -10.

Smoke of Life 3: An area of effect healing mixture. Those within 1 meter heal 2D10x3 HP and those within 2 meters heal D10x2 HP. Not usable in combat. Requires: herb pipe, .03 kg each of Red Clover and Parsley. Modifier: -20.

Smoke of Life 4: An area of effect healing mixture. Those within 1 meter heal 2D10x4 HP and those within 2 meters heal D10x3 HP. Not usable in combat. Requires: herb pipe, .04 kg each of Red Clover and Parsley. Modifier: -30.

Smoke of Life 5: An area of effect healing mixture. Those within 1 meter heal 2D10x5 HP and those within 2 meters heal D10x3 HP. Not usable in combat. Requires: herb pipe, .05 kg each of Red Clover and Parsley. Modifier: -40.

WEAPONSMITHING

Recipes take 1 hour to attempt. Those for firearms require a gunsmith kit, and those for melee weapons require a welding/cutting torch.

Armor Penetration 1: Improve the efficiency of the impacting surface(s) of a melee or unarmed weapon. Gives weapon +5 to hit. Modifier: -20.

Armor Penetration 2: Improve the efficiency of the impacting surface(s) of a melee or unarmed weapon. Gives weapon +10 to hit. Modifier: -40.

Armor Penetration 3: Improve the efficiency of the impacting surface(s) of a melee or unarmed weapon. Gives weapon +15 to hit. Modifier: -60.

Armor Penetration 4: Improve the efficiency of the impacting surface(s) of a melee or unarmed weapon. Gives weapon +20 to hit. Modifier: -80.

Armor Penetration 5: Improve the efficiency of the impacting surface(s) of a melee or unarmed weapon. Gives weapon +25 to hit. Modifier: -100.

Melee Balance 1: Slightly reshape a melee or unarmed weapon for a combat advantage. Gives 1 extra R0F every 5th combat turn. Modifier: -30.

Melee Balance 2: Slightly reshape a melee or unarmed weapon for a combat advantage. Gives 1 extra R0F every 4th combat turn. Modifier: -40.

Melee Balance 3: Slightly reshape a melee or unarmed weapon for a combat advantage. Gives 1 extra R0F every 3rd combat turn. Modifier: -50.

Melee Balance 4: Slightly reshape a melee or unarmed weapon for a combat advantage. Gives 1 extra R0F every 2nd combat turn. Modifier: -60.

Melee Balance 5: Slightly reshape a melee or unarmed weapon for a combat advantage. Gives 1 extra R0F every combat turn. Modifier: -70.

Melee Damage 1: Increase a melee or unarmed weapon's weight for more damage. Increases DAM by D10 and increases weight by .1 kg. Requires: .1 kg steel sheets. Modifier: 0.

Melee Damage 2: Increase a melee or unarmed weapon's weight for more damage. Increases DAM by D10x2 and increases weight by .2 kg. Requires: .2 kg steel sheets. Modifier: -10.

Melee Damage 3: Increase a melee or unarmed weapon's weight for more damage. Increases DAM by D10x3 and increases weight by .3 kg. Requires: .3 kg steel sheets. Modifier: -20.

Melee Damage 4: Increase a melee or unarmed weapon's weight for more damage. Increases DAM by D10x4 and increases weight by .4 kg. Requires: .4 kg steel sheets. Modifier: -30.

Melee Damage 5: Increase a melee or unarmed weapon's weight for more damage. Increases DAM by D10x5 and increases weight by .5 kg. Requires: .5 kg steel sheets. Modifier: -40.

The Headsplitter: Makes a sturdy ball and chain that can be upgraded. Requires: chain, 2 kg of steel rods. Modifier: -10.

The Reaper: Makes a long handled, bladed weapon that can be upgraded. Requires: 4 kg of steel rods, machete. Modifier: -10.

EXTENDED MECHANICS

ATTRIBUTE MODIFIER TABLE

| | | | |
|---------|---------|---------|---------|
| 1: -5 | 23: +5 | 39: +13 | 55: +21 |
| 2: -4 | 24: +6 | 40: +14 | 56: +22 |
| 3: -3 | 25: +6 | 41: +14 | 57: +22 |
| 4: -2 | 26: +7 | 42: +15 | 58: +23 |
| 5: -1 | 27: +7 | 43: +15 | 59: +23 |
| 6-12: 0 | 28: +8 | 44: +16 | 60: +24 |
| 13: +1 | 29: +8 | 45: +16 | 61: +24 |
| 14: +1 | 30: +9 | 46: +17 | 62: +25 |
| 15: +2 | 31: +9 | 47: +17 | 63: +25 |
| 16: +2 | 32: +10 | 48: +18 | 64: +26 |
| 17: +3 | 33: +10 | 49: +18 | 65: +26 |
| 18: +3 | 34: +11 | 50: +19 | 66: +27 |
| 19: +4 | 35: +11 | 51: +19 | 67: +27 |
| 20: +4 | 36: +12 | 52: +20 | 68: +28 |
| 21: +4 | 37: +12 | 53: +20 | 69: +28 |
| 22: +5 | 38: +13 | 54: +21 | 70: +29 |

FALLING DAMAGE TABLE

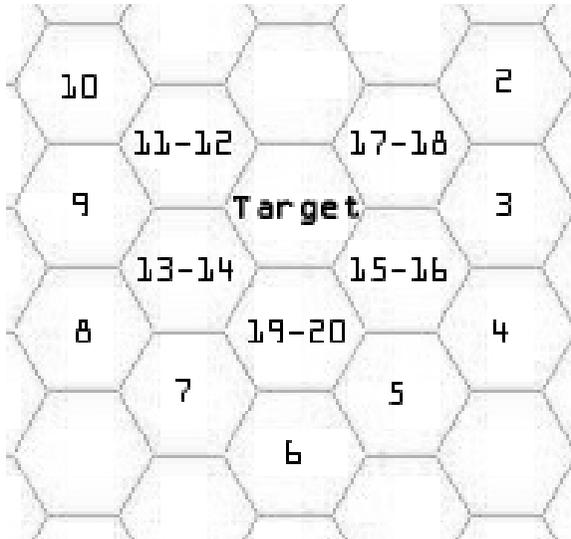
| Seconds | Distance | Velocity | DAM |
|---------|----------|----------|-----------------|
| 0.5 | 1.2 m | 4.9 m/s | None |
| 0.75 | 2.8 m | 7.4 m/s | D10 |
| 1 | 4.9 m | 9.8 m/s | 2D10 |
| 1.5 | 11 m | 14.7 m/s | 2D10x2 |
| 2 | 19.6 m | 19.6 m/s | 2D10x6 |
| 2.5 | 30.7 m | 24.5 m/s | 2D10x10 |
| 3 | 44.1 m | 29.4 m/s | 2D10x15 |
| 4 | 78.5 m | 39.2 m/s | 2D10x20 |
| 5.5 | 148.3 m | 53.9 m/s | 2D10x30=max DAM |

*Table is for uncontrolled falls. Characters making controlled jumps take half damage depending on checks required by the game master.

FLAT TIRE EFFECT TABLE

| 2-wheeled | 4-wheeled, including quads | 6+ wheels/large vehicles |
|---|--|--|
| 1 flat: -20 driving checks, -10 top speed. 2 flats: -50 driving checks, -25 top speed. | 1 flat: -10 driving checks, -5 top speed. 2 flats: -30 driving checks, -15 top speed. 3 flats: -60 driving checks, -30 top speed. 4 flats: -80 driving checks, -40 top speed. | 1 front flat: -30 driving checks, -15 top speed. 2 front flats: -60 driving checks, -30 top speed. 1 rear flat: -5 driving checks 2 rear flats: -10 driving checks 3 rear flats: -20 driving checks, -10 top speed. 4+ rear flats: -50 driving checks, -25 top speed. |

*6+ wheeled vehicle front and rear modifiers are cumulative. 1 front flat and 2 rear flats gives a penalty of -40 on driving checks and -15 top speed. Minimum top speed is 1 kph for any vehicle.

MISSED EXPLOSIVES DIAGRAM

*If a player's attack roll with an explosive weapon is a miss, but is within 20 of hitting, then they roll 2D10, modified by Luck, to see where the explosive lands in relation to their target. NPCs or characters at the hit location take full DAM and those around the location take normal explosive damage for the weapon.