d20 system

You've Got Giant Pincers and a Lethal Toxic Stench . . . Lucky Mutant!

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Polyhedron ?



Jonathan Tweet's

OMEGA WORLD

POST APOCALYPTIC d20 RPG

RPGA NETWORK

#153



IF YOUR LITTLE BAND OF EXPLORERS CAN SURVIVE THE TOXIC SWAMPS AND RADIOACTIVE WINDS, YOU WILL REACH THE FABLED LANDS BEYOND THE WASTELANDS. BASED ON STORIES YOU'VE HEARD FROM OTHER EXPLORERS, YOU KNOW YOU COULD FIND RADIOACTIVE RUINS FROM BEFORE THE BOMB, MUTANT CANNIBAL TRIBES, HOMICIDAL ROBOTS, AND NIGHTMARISH PREDATORS. IF YOU CAN ALSO FIND SOME RELICS MIGHTY WEAPONS AND TOOLS OF THE ANCIENTS GREAT POWER CAN BE YOURS.

JUMP IN THE FIRE

You come from a settlement of a few hundred souls—mutated humans, pure strain humans, and mutated animals. Somewhere in a pocket of fertile ground, surrounded by toxic and radioactive wastelands, your people scrape together a life. You hide from the deathbots, trade with nomadic mutants, and tend modest crops.

The elders have told you stories about the Golden Age, when people—called the Ancients—didn't have to work because the machines were their slaves and did all the work for them. All the people had plenty of food. They had boats that flew and took them to the stars. They even had special machines to pick the fleas and ticks off themselves, so nobody ever itched, or so the stories go. But then the Golden Age ended in fire hotter than fire.

The machines started the war, wayward creations that rose up against their creators, rebels who destroyed those who had given them minds and electronic life.

Or maybe the beasts started it, animals that science had given human-like forms, human-like minds, and human-like hatreds.

Others say it was the cryptic alliances, shadowy societies shrouded in secret and bent on controlling the world.

Then again, it could have been the androids, perfect people seeking to erase those who were less than perfect.

Or was it just people, humans unworthy of the Golden Age, unworthy of peace, who destroyed their own planet and left ash and slag for the freaks and the robots to fight over?

Many say they know the answers, but few agree on what they are.

What they can agree on is the present, a world of mutants, poisons, and rampaging machines. Into this world you have been born. Now is the time for you to make your place in it.

Somewhere, on the other side of the wastelands, are ruins where mighty relics lie. These weapons of the Ancients can make you a warlord, a conqueror, or a hero, if you can find them and use them. Roaming across the land are tribes of savages. They'll eat you if they can, but they may fear and serve you if you are strong. Here and there are other settlements of decent folk who may welcome you if you bring news and goods to trade. And somewhere are the mortal enemies of all sentient life, which you must defeat, if you can only figure out who they are.

OMEGA WORLD SUMMARY

Omega World is a high-action **d20 System** RPG in a world devastated by global warfare and overrun by mutants. It features weird powers, strange monsters, insane NPCs, and big guns. It's "high flux," with the promise of great rewards and the constant threat of pointless demise.

Omega World is meant to offer a different roleplaying experience than that presented in the core Dungeons & Dragons game. It's more random and less balanced. It's meant to be a lot of fun to play for a little while, but it's not designed to hold up as an indefinitely long campaign. Still, it is designed to have lots of good and bad things happen to the PCs in even a few sessions.

On another level, *Omega World* is a lot like D&D. The PC party treks through the wilderness and explores ruins, fighting monsters and looking for treasure. You can have fun, at least for a while, just by following the fight-loot-repeat cycle. If you know how to set up a D&D adventure, you can create an *Omega World* adventure, too.

Omega World PCs advance quickly, gaining XP and relics to make them more powerful. But they also die at a relatively high rate. Rolling up your next character, however, is fun and fast, so don't worry too much about the high kill rate.

Omega World PCs aren't terribly balanced. You can get lucky and have good mutations that work together, and you can get unlucky and wind up with no mutations to get excited about. For a short campaign with a high death rate, this imbalance is part of the fun.

The science in *Omega World* sucks. This is a game about big, crazy powers and big, crazy guns, not about genetics or physics.

HOW IS IT DIFFERENT?

Omega World rules vary in several basic ways from standard d20.

MUTATIONS AND DEFECTS

Most characters (and monsters) have mutations and defects. These are the chief way that PCs are differentiated from each other, and you get them randomly.

STARTING LEVEL

PCs start at 4th level so that they are powerful enough to fight cool monsters right out of the gate. Most PCs, however, are mutants, with an effective level 1 or 2 levels higher than actual level. They start out at 2nd or 3rd level but are treated as 4th-level characters in terms of XP.

EXPLORER CLASS

All PCs are the same class—explorer. The explorer is sort of a souped-up expert. It has no unique class features because *Omega World* is about your mutations and your guns, not about your class.

RESERVES

Since there's precious little healing in *Omega World* (and a fair bit of damage), the rules introduce "reserves." Reserves are your character's ability to recover quickly from wounds.

TREASURE AND WEALTH

Finding treasure is a big part of *Omega World*, but treasure doesn't have a standard price or value. There's no stable economic system in which prices can attach to goods. PCs will have to barter if they want to exchange goods with NPCs.



ANTHONY WATERS

CHAPTER 1 CHARACTERS

YOU PLAY AN "EXPLORER." EXPLORERS MIGHT BE PURE STRAIN HUMANS, MUTATED HUMANS, OR MUTATED ANIMALS. THEY BEGIN THEIR CAREERS WITH RUDIMENTARY GEAR AND RUDIMENTARY KNOWLEDGE OF THE WORLD. IF THEY'RE LUCKY, THEY GAIN EXPERIENCE, POWER, KNOWLEDGE, AND HIGH-TECH "RELICS." IF THEY'RE UNLUCKY THEY GET BLASTED TO NOTHINGNESS BY TORC GRENADES OR HAVE THEIR LEGS CHEWED OFF BY GIANT LADYBUGS.

CHARACTER BACKGROUND

While each explorer's life story is unique, you can figure that the typical explorer. . .

. . . grew up in a stable tribe or village, but left that community behind (often because it got nuked by rampaging supremacist deathbots).

. . . has heard stories about the Golden Age before the Bomb and knows that we all live in an age of suffering and destruction.

. . . has heard stories of armies of robots out to kill all living things, of peaceful lands where people of all kinds live together in harmony and prosperity, and of hidden relics that will give whoever finds them godlike power.

. . . knows what a gun is and generally how it works but has never fired one.

. . . can't read or write, but understands that the Ancients captured their speech in mysterious marks that some people today can still decipher.

. . . knows vaguely what's north, south, east, and west of wherever the campaign starts.

. . . thinks the world is flat and that the stars are little lights way up in the air.

. . . has occasionally met strange and wonderful travelers from distant lands.

Your GM may have a special campaign starting point that changes these defaults.

CREATING A CHARACTER

1. Choose to be either a pure-strain human or a mutant (of random mutant stock).
2. If you're a mutant, roll for your mutant stock (Table 1–1).
3. If you're a mutant, roll on Table 1-3: Random Mutations until:
   a. You don't want to roll anymore, or
   b. The total value of your mutations exceeds 10.
4. If you have any mutations, roll on Table 1-4: Random Defects until the total value of your defects exceeds the total value of your mutations.

TABLE 1-1: RANDOM MUTANT STOCK

d%	Mutant Stock	ECL	Starting Class Level
01-35	Human	+1	3rd
36-60	Hairy	+2	2nd
61-80	Clicky	+2	2nd
81-100	Scaly	+2	2nd

ECL: Effective character level. For purposes of XP, the mutant is 1 or 2 levels above its actual level.

TABLE 1-2: MUTANT STOCK STATISTICS

	Mutated Human	Clicky	Hairy	Scaly
Abilities	Normal	-2 Dex +6 Con -4 Int -4 Cha	+2 Dex +2 Con -2 Int	+2 Str -2 Int -2 Cha
Speed	30 ft.	30 ft. Climb 5 ft.	40 ft.	30 ft.
Size	Medium-size	Medium-size	Medium-size	Medium-size
Stock Mutations	None	Exoskeleton Scent Tremorsense	Fur Low-light vision	Claws Scales Tail
Random Stock Mutations	01-40 Brain Bite 41-70 Force Field 71-100 Energy Drain	01-40 Heightened Intelligence 41-70 Poison Bite 71-100 Blindsight	01-40 Rage 41-70 Great Reserves 71-100 Haste Self	01-30 Poison Bite 31-60 Regeneration 61-80 Chameleon Skin 81-100 Immunity–Poison
Stock Defect	Smaller	Crude Hands	Heightened Metabolism	Poor Respiratory System
ECL	+1	+2	+2	+2
Starting Class Level	3rd	2nd	2nd	2nd

CHARISMA AS PSYCHE

In *Omega World*, think of Charisma as "Psyche." It represents the character's inner power. That's why psychic attacks are based on it.

5. Roll abilities (organic method from the *DMG*). Add +1 to one ability score if you're a pure strain human (because your character level is 4).
6. Determine skills, feats, and hit points, as a 4th-level character with the explorer class (see page 28).
7. Choose basic gear and roll for special gear.

CHARACTER STOCK

For your character's stock ("race"), choose either to be a pure-strain human or to roll on Table 1-1: Random Mutant Stock. Stock traits for mutants are summarized on Table 1-2: Mutant Stock Statistics.

Unless defects prevent it, a mutated human, clicky, hairy, or scaly can use gear as a human can.

PURE-STRAIN HUMAN

These are humans as we know and love them, without mutations or defects. Pure-strain humans don't have the advantageous mutations of the mutants, but they are adept with high-tech devices.

In addition to their standard benefits of being a human (bonus feat and bonus skill points), a pure-strain human can take tech skills as class skills.

Pure-strain humans (along with mutated humans) are smarter than clickies, hairies, and scalies.

Pure-strain humans represent the ideal human form, and mutants regard them with awe and envy. At least that's what pure strain humans tell themselves.

For reasons lost in the mists of history, pure-strain males are known as "adams" and females are known as "eves."

MUTATED HUMAN

Mutated humans are more or less human-looking, depending on their mutations. Some regard the pure-strain human form as an ideal, while others reject it as outdated.

Mutated humans do not have the standard human benefits.

Mutated humans (along with pure-strain humans) are smarter than clickies, hairies, and scalies.

Some mutated humans regard themselves as the next step in human evolution, and figure it's only a matter of time until people like them are the new dominant species across the globe.

CLICKY

"Clickies" are mutated, vaguely humanoid arthropods, mostly beetles (because arthropods are mostly beetles). Clickies do not have strong social instincts, but they work with each other and with other creatures for practical reasons. Others trust them, figuring they're too stupid to trick anyone.

Their larvae are not sentient.



RAMON PEREZ

TABLE 1-3: RANDOM MUTATIONS

d%	Mutation	Summary	Value
1	Amazing Fortitude	+10 on Fortitude saving throws	1
2	Amazing Reflex	+10 on Reflex saving throws	1
3	Amazing Will	+10 on Will saving throws	1
4	Blindsense	Pinpoint (but don't "see") creatures within 30 ft.	1
5	Chameleon Skin	+20 Hide (when not wearing armor)	1
6	Climbing Hooks	10 ft. climb speed	1
7	Double Healing	Recover from damage at double speed	1
8	Fleet Feet	+10 ft. Speed	1
9	Immunity Poison	Immune to poison	1
10	Immunity Psychic	Immune to psychic effects	1
11	Keen Ears	+20 Listen	1
12	Keen Eyes	+20 Spot	1
13	Keen Nose	Scent	1
14	Low-light Vision	Low-light vision	1
15	Padded Feet	+10 Move Silently	1
16	Resist Radiation	Negate 12 radiation damage per day	1
17	Swimmer	5 ft. swim	1
18	Tail	+4 Balance, Jump, Swim	1
19	Tentacles	Improved Grab	1
20	Tremorsense	30 ft.	1
21	Uncanny Dodge	As 5th-level barbarian	1
22	Blindsight	10 ft.	2
23–24	Claws	Natural weapon, counts as armed, 1d6 damage	2
25	Darkvision	60 ft.	2
26	Dual Brain	+2 Int, Wis, Cha; two Will saves	2
27	Empathy	Sense others' feelings	2
28–29	Fur	+2 natural armor, cold resistance 5	2
30–31	Horns	2d4 damage, double damage on a charge	2
32	Leech Damage	Touch, remove 1d6 damage from target creature and suffer that much damage yourself	2
33	Overpowering Stench	Adjacent creatures suffer -2 attacks, checks	2
34	Quills	Extra attack (no penalty) for 1d6 damage when grappling	2
35	Spring Legs	+10 ft. Speed, +30 Jump	2
36	Tougher	+2 hp/HD	2
38	Acidic Bite	1d6 bite + 1d6 acid	3
39	Carapace	+ 6 natural armor, -2 Dex	3
40	Great Reserves	Reserves = double hit points (instead of = hit points)	3
41	Haste Self	6 rounds/day	3
42	Heightened Charisma	+10 to Charisma	3
43	Heightened Intelligence	+10 to Intelligence	3
44–45	Pincers	2 pincers, 1d6 damage, hit with both = bonus damage	3
46–47	Regeneration	Convert 5 reserve points to hit points each round as an automatic action	3
48–49	Scales	+3 natural armor	3
50	Shaper	*Alter self*, 10 minutes, does not affect clothing, etc.; 1/day	3
51	Telepathy	Read and speak to others' minds	3
52	Force Field	10 points	4
53	Heightened Wisdom	+10 to Wisdom	4
54–55	Light Warp	Disturb light (as *blur*) for 5 rounds, 3/day	4
56–57	Lightning Touch	Touch attack for 6d6 electrical damage, once per day	4
58	Psychic Double	You're comatose, your double is incorporeal, 10 minutes, 1/day	4
59–60	Psychic Healing	Cure 2d6, 6d6/day	4
61–62	Rage	Barbarian rage, 1/day	4
63	Dimension Slip	Go ethereal for 6 rounds, 1/day	5
64	Extra Arm	1 extra one-handed attack (no penalty) or shield	5
65	Levitate Self	Self only, 3/day	5
66–67	Poison Bite	1d6 damage + poison	5
68–69	Telekinesis	As spell, caster level 5, 3/day	5

TABLE 1-3: RANDOM MUTATIONS (CONTINUED)

d%	Mutation	Summary	Value
70	Time Slip	Disappear for up to 5 rounds, then two of you appear for that many rounds, at the end of which one of them (randomly) disappears	5
71	Wings	6 rounds per hour	5
72–73	Brain Bite	Psychic attack vs. Will, 2d4 damage, close range	6
74–75	Cryogenesis	Psychic attack vs. Will, 1d6 cold damage	6
76	Displacement	As spell, 5 rounds, 3/day	6
77	Exoskeleton	+5 natural armor	6
78	Heightened Constitution	+10 to Constitution	6
79	Heightened Dexterity	+10 to Dexterity	6
80	Heightened Strength	+10 to Strength	6
81	Life Leech	Deal 1d6 damage to all within 30 ft., gain that damage as temporary hit points, 1/day	6
82–83	Bigger	1 size category	7
84–85	Energy Drain	Energy drain, touch, psychic attack vs. Will save, gain 5 hp/success, 6/day	7
86	Leech Strength	Touch attack, deal 1d4 points of Strength damage and gain a bonus to your own Strength (but multiple boosts don't stack)	7
87	Extra Arms	1 extra two-handed attack or 1 extra one-handed attack + shield	8
88	Light Slip	Invisible for 5 rounds, 1/day	8
89–90	Sonic Blast	30 ft. cone, 1d6 sonic damage, no save	8
91–100	Stock Mutation	See Table 1-2: Mutant Stock Statistics	–

HAIRY

"Hairies" are mutated, humanoid mammals, such as bears, dogs, wolves, raccoons, and cats. Some love being part of a "pack," while others are loners.

SCALY

"Scalies" are mutated, humanoid reptiles, mostly lizards. Their social instincts are weak, but they can learn to have affection for companions who are good to them.

MUTATIONS

To determine a mutant's mutations, roll d% on Table 1–3: Random Mutations. Each mutation has a value. If the total value of all the mutations you've rolled so far is 10 or less, you can roll for another mutation, or stop rolling mutations and move on. If the total value of all the mutations you've already rolled is 11 or more, you have to stop rolling mutations. When you stop, move on to Table 1–4: Random Defects.

In general, mutations stack, so you can have fur (+2 natural armor) over your exoskeleton (+5 natural armor) for +7 natural armor. Lucky mutant. But the GM can limit or disallow abusive stacking. If you rolled Acidic Bite twice in my campaign, I'd double the acid damage but I'd only increase the bite damage one "size step," from 1d6 to 2d4.

Most activated special abilities, such as Light Slip, are free actions.

LIMITED USES PER DAY

If a mutation has a limited number of uses (or dice) per day, the ability to use the mutation returns over 24 hours. Each use (or die) returns in a fraction of 24 hours.

For example, a mutant has Psychic Healing (6 dice/day), and uses the Superior Mutation feat to raise its capacity to 7 dice/day. If the mutant uses up some of its healing capacity, the capacity returns at the rate of 7/24 of a die each hour (1 die in 4 hours, a second die after 3 more hours, etc.).

VARYING VALUES

GMs should feel free to vary the values of the mutations and defects to fit how powerful they are in their campaigns. Different GM styles and house rules can make them more or less powerful. For example, Telepathy is great in a political campaign but sucks in a campaign about a climactic war against silicon life.

DAMAGE AND SIZE

Damage for attacks varies with size. This is true for physical and mental attacks. A mutant rat (Tiny) with Brain Bite, for example, only deals 1d4 damage with it instead of the standard 2d4.

MUTATION DESCRIPTIONS

Mutations are listed in alphabetical order.

Acidic Bite

Natural weapon deals 1d6 damage + 1d6 acid damage. The character can bite in addition to making other attacks, but in that case all attacks for the round are at -2.

Feat: +1 acid damage, repeatable
Value: 3

Amazing SAVE

+10 on saves of the listed type.

Feat: +2 save, repeatable
Value: 1

Bigger

The mutant is one size category larger. For a Medium-size creature, apply these bonuses: +8 Str, -2 Dex, +4 Con, +2

natural armor, -1 size modifier to AC and attack bonuses. For other sizes, see the *Monster Manual*.

Mutations that have damage dice and other dice related to hit points are increased. Use the damages listed for weapons of different sizes on Table 1-8: Omega Weapons to determine how the dice increase. For example, Psychic Healing heals 2d6 damage. For a Large mutant, it would heal 3d6 damage. (You can see on Table 1-8 that 3d6 is one step above 2d6.)

The mutant's speed goes up. If the mutant also has mutations or defects that affect its speed, apply those modifications before adjusting the speed for being bigger.

Base Speed	New Speed	Encumbered Speed
20 ft.	30 ft.	20 ft.
30 ft.	45 ft.	30 ft.
40 ft.	60 ft.	40 ft.

The mutant can use bigger weapons, as normal for a creature of its new size.

Feat: –
Value: 7

Blindsense

Like a weak form of blindsight, Blindsense lets a mutant know the locations of creatures within 30 ft. regardless of darkness, fog, invisibility, etc. (though it's blocked by solid obstacles).

Feat: +30 ft. range
Value: 1

Blindsight

Blindsight, 10 ft. range.

Feat: +10 ft. range
Value: 2

Brain Bite [Psychic]

As a standard action, the mutant projects harmful psychic energy into the brain of its target. The "brain bite" deals 2d4 damage to a nearby living creature. Range: 30 ft. The target's Will save (versus the mutant's Psychic Attack check) negates.

Uses: 1/round
Feat: +1 damage
Value: 6

Carapace

+6 natural armor, -2 Dex.

Feat: –
Value: 3

Chameleon Skin

+20 Hide when not wearing armor or more than a little clothing.

Feat: +2 Hide, repeatable
Value: 1

Claws

Each claw deals 1d6 damage, and the character can flurry as a monk when attacking with them. The claws are natural weapons, so the character is always considered armed.

Feat: –
Value: 2

Climbing Hooks

The mutant has hooks that make climbing certain, if not fast. It has a climb speed of 10 ft. (or +10 ft., if it already has a climb speed). See climb speed in the *Monster Manual*. The mutant's free Climb ranks are 1/Hit Die.

Feat: +5 ft. climb speed (not more than normal speed)
Value: 1

Cryogenesis [Psychic]

As a standard action, the mutant psychically slows the molecules in a small space, about the size of a soccer ball. Used as an attack, it deals 1d6 damage. Range: 30 ft. The target's Will save (versus the mutant's Psychic Attack check) negates.

Uses: 1/round
Feat: +1 damage
Value: 6

Darkvision

Darkvision, 60 ft. range.

Feat: +20 ft. range
Value: 2

Dimension Slip

As a free action, the mutant can become ethereal (as with *ethereal jaunt*). The state lasts up to 6 rounds and can be dismissed as a free action.

Uses: 6 rounds/day
Feat: +2 rounds/day, repeatable
Value: 5

Displacement

As *displacement* spell, activate as a free action, lasts 5 rounds.

Uses: 3/day
Feat: +1 use/day, repeatable
Value: 6

Double Healing

The mutant's healing rate is double normal: four times its Hit Dice per day.

Feat: +4 points healed per day
Value: 1

Dual Brain

The mutant has a second brain (but not necessarily a second head). It gets +2 Int, +2 Wis, and +2 Cha. It gets two Will saves when it would normally get one, and it uses the better result. (A 1 on a single such save is not automatically a failure, but a 1 on both is.)

Feat: –
Value: 2

Empathy [Psychic]

The mutant can sense others' brain waves within 30 ft., picking up the presence of minds and their basic emotional states (but not their thoughts). Using the mutation is automatic.

Feat: +10 ft. range, repeatable
Value: 2

Energy Drain [Psychic]

The mutant drains the life energy from those it touches. This

touch attack is equivalent to an undead energy drain, draining 1 level with each attack. The mutant gains 5 temporary hit points per successful drain.

The victim's Will save (versus the mutant's Psychic Attack check) negates.

Remember: The temporary hit points from energy drain stack with each other.

Some people say that a person completely drained of life dies but then returns from the grave as an "undead" creature, itself capable of draining life from other living things. Of course, you can't believe everything you hear.

Uses: 6/day
Feat: +1 use per day
Value: 7

Exoskeleton

+5 natural armor.
Feat: –
Value: 6

Extra Arm

Each round, the mutant gets one extra one-handed attack. Alternatively, it can use a shield in that extra hand, for an extra shield bonus to AC.
Feat: –
Value: 5

Extra Arms

Each round, the mutant gets either one extra two-handed attack or an extra one-handed attack plus the ability to use an extra shield.
Feat: –
Value: 8

Fleet Feet

+10 ft. base speed.

If the mutant is larger or smaller than Medium-size, add the +10 ft. before applying the proportion for size category.
Feat: –
Value: 1

Force Field [Psychic]

The mutant can generate a 10-point force field around its body. The mutant must be conscious for the force field to be active.

If the mutant is smaller or larger than Medium-size, its force field strength is different (as is standard for mutations that have to do with hit points and damage).

Fine	2 points
Diminutive	3 points
Tiny	5 points
Small	7 points
Medium-size	10 points
Large	15 points
Huge	20 points
Gargantuan	30 points
Colossal	40 points

See Force Fields in Chapter 2: Combat.
Feat: +2 points, repeatable
Value: 4

Fur

+2 natural armor, cold resistance 5.
Feat: –
Value: 2



RAMON PEREZ

Great Reserves
Reserves is double your hit point score (instead of your hit point score). Your healing rate does not change. If your Con modifier changes, your reserves go up or down twice as much as normal.
Feat: +5 reserve points
Value: 3

Haste Self
You speed yourself up. Since activating Haste Self is a free action, you benefit from it on the same round you start it. You gain the following benefits while hasted:
+30 ft. unencumbered speed (but not more than double your unencumbered speed).
+2 haste bonus to melee attack rolls (not ranged attack rolls).
+2 haste bonus to AC (which you lose if you would lose your Dex bonus to AC).
1 extra physical attack at your normal attack bonus each turn.
Uses: 6 rounds/day
Feat: +2 rounds/day
Value: 3

Heightened ABILITY
+10 to the named ability score.
If a creature with 1 or 2 Int gets +10 Int, give the mutant 1d12+2 Int instead.
Feat: –
Value: Strength 6
Dexterity 6
Constitution 6
Intelligence 3
Wisdom 4
Charisma 3

Horns
2d4 damage, double damage on a charge. (Remember, a critical hit on a charge would be triple damage, not quadruple.)
The mutant can make a horn attack in addition to its other attacks, but all attacks are -2 for the round.
Feat: +2 damage on a charge, repeatable
Value: 2

Immunity—Poison/Psychic
The mutant is immune to poison or to psychic effects. The mutant can't suspend its immunity, even if it wants to. Among other things, this means that a mutant who's immune to poison can't get drunk.
Feat: –
Value: 1

Keen Ears/Eyes
+20 on Listen/Spot.
Feat: –
Value: 1

Keen Nose
Scent, 30 ft. range.
Feat: +5 ft. range
Value: 1

Leech Damage
As a standard action, remove 1d6 points of damage from the touched subject. The mutant then suffers the amount of damage healed. Damage is restored first to hit points and then to reserve points. Damage is suffered as hit points (even if it restores reserve points).
Uses: 1/round
Feat: +1d6 points of damage leeched
Value: 2

Leech Strength
With a touch attack, the mutant can deal 1d4 Strength damage to another living creature. The mutant gains an enhancement bonus to Strength of the same amount. Multiple bonuses to Strength don't stack; only the biggest one counts.
Feat: –
Value: 7

Levitate Self [Psychic]
As a free action, the mutant can psychically lift itself into the air. It works like the spell *levitate*, but with personal range. Caster level = 5th.
Uses: 3/day
Feat: +1 use per day
Value: 5

Life Leech [Psychic]
As a standard action, the mutant drains vital energy from living things within 30 feet, friend and foe alike. Use a single die roll for damage and a single Psychic Attack check for the DC of the saving throw. Those who fail the saving throw suffer 1d6 points of damage. The mutant gains as many temporary hit points as it deals to the other creatures put together. Temporary hit points from multiple uses of Life Leech do not stack. The temporary hit points fade after an hour.
Uses: 1/day
Feat: +1 use/day, repeatable
Value: 6

Light Slip
The mutant bends light around itself, making itself invisible. The effect lasts 5 rounds. (Attacking doesn't make the mutant turn visible.)
Uses: 1/day
Feat: +1 use per day, repeatable
Value: 8

Light Warp
The mutant warps light around itself, creating an effect equivalent to *blur*. The effect lasts 5 rounds.
Uses: 3/day
Feat: +1 use per day, repeatable
Value: 4

Lightning Touch
Once per day, the mutant can deliver 6d6 points of electric damage with a touch attack. If the attack misses, the electricity isn't expended.
Once the attack is used, the capacity to use it again returns to full in 24 hours. (It actually returns one die at a time, pro-rated

over 24 hours, so that's one d6 per 4 hours for the standard 6d6 capacity.) The mutant can voluntarily deal less than full damage to save some of the dice for a later attack.

Uses: 6d6/day

Feat: Additional d6 capacity, repeatable; the mutant can still deal only up to 6d6 damage with a single strike

Value: 4

Low-light Vision

Low-light vision.

Feat: –

Value: 1

Overpowering Stench

When the mutant's adrenaline kicks in, it can let off a powerful stench. All living creatures within 5 ft. of the mutant suffer -2 on attack rolls and skill checks.

Feat: –

Value: 2

Padded Feet

+10 Move Silently.

Feat: –

Value: 1

Pincers

Two natural weapons deal 1d6 damage each. The mutant can make a normal attack with one pincer. If it strikes with the second pincer, all attacks are at -2 for the round. If both pincers hit the same target, the mutant "rends" the target for additional damage of 2d6 + 1.5 x the mutant's Strength bonus (as if wielding a two-handed weapon).

Feat: –

Value: 2

Poison Bite

Bite deals 1d6 damage + poison. The poison's primary and secondary damage is 1d6 Str (01-20 on d%), Dex (21-40), or Con (41-100). The primary DC is 13. The secondary DC is 18.

The mutant can use the bite as a single or primary attack. If used as a secondary attack, all attacks are at -2 for the round, and the mutant only gets half its Str bonus on damage with the bite (as for an off-hand weapon).

Feat: DC +1

Value: 5

Psychic Double [Psychic]

As a standard action, the mutant can slip into a trance and project itself as a "psychic double." The effect lasts 10 minutes. As a double, the mutant is incorporeal, appearing as a translucent, shimmering "ghost." It can use its psychic abilities but can't interact bodily with the environment or other creatures. (It can interact bodily with other incorporeal creatures.)

Uses: 1/day

Feat: +1 use/day

Value: 4

Psychic Healing [Psychic]

As a standard action, cure up to 2d6 damage by touch, up to 6d6 total per day.

Feat: One additional d6 per day capacity, repeatable

Value: 4

Quills

If grappling, the mutant can make a quill attack as a free action. The quills deal 1d6 damage + half the mutant's Str bonus (as with an off-hand weapon). Making this extra attack does not incur attack penalties, as with many other natural weapon mutations.

Feat: –

Value: 2

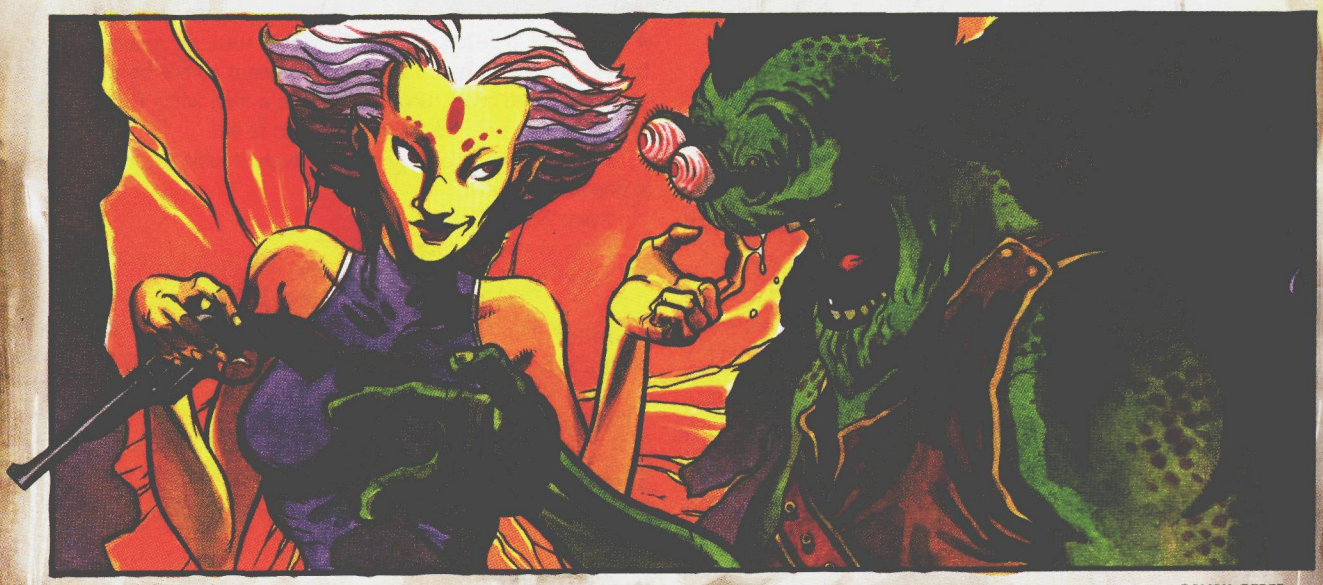
Rage

Barbarian rage.

Uses: 1/day

Feat: +1 round duration

Value: 4



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Regeneration
Reserve points automatically convert to hit points at the rate of 5 per round, at the start of the mutant's turn.
Feat: +1 reserve point converts per round, repeatable
Value: 3

Resist Radiation
Ignore the first 12 points of Con damage from radiation each day. Damage that is negated does not cause the player to check for possible mutations or defects.
If a mutant gets this mutation a second time, it negates the first 12 points of Con damage done each hour. A third time, each minute. A fourth time, each round.
Mutants with this mutation can live in radioactive areas indefinitely, and often do.
Feat: +2 points negated, repeatable
Value: 1

Scales
+3 natural armor.
Feat: –
Value: 3

Shaper
Alter self (similar to the spell) as a free action. It does not affect gear or other objects, only the mutant's body itself. The new shape does not have a different natural armor rating or ability scores, but it can have camouflaged coloring (+10 Hide), longer limbs (+10 ft. unencumbered speed), wings (see Wings mutation), gills, a tail (see Tail mutation), or climbing hooks (see Climbing Hooks mutation).
Duration: 10 minutes
Uses: 1/day
Feat: +1 use/day
Value: 3

Sonic Blast
Deal 1d6 points of sonic damage in a 30-ft. cone. No save for half damage.
Uses: 1/round
Feat: +1 damage, repeatable
Value: 8

Spring Legs
+10 ft. base speed, +30 Jump.
Feat: –
Value: 2

Swimmer
Swim speed 5 ft. See swim in the *Monster Manual.*
Feat: +5 ft.
Value: 1

Tail
+4 Balance, Jump, and Swim checks.
It's possible that a mutant without this mutation can have a tail that doesn't grant these bonuses, a tail too slim or short or fluffy to be used as a counterweight or paddle.
Feat: –
Value: 1

Telekinesis [Psychic]
As a standard action, the mutant can use *telekinesis* (as the spell at 5th-level casting). Will saves to negate Telekinesis are made with the mutant's Psychic Attack result as the DC.
Uses: 3/day
Feat: +1 use/day, repeatable; or +2 caster level, repeatable
Value: 5

Telepathy [Psychic]
The mutant can *detect thoughts* (as the spell) and project its own thoughts (the equivalent of speech) to a range of 60 ft. A will save against Telepathy blocks the subject's mind for 1 hour. (The telepath can still detect the presence of the blocked mind, but can read its thoughts or send thoughts to it.) Using Telepathy is a standard action.
Uses: 1/round
Feat: +10 ft. range
Value: 3

Tentacles
Improved grab with natural weapons. See *Monster Manual.*
Feat: +1 on grapple checks, repeatable
Value: 1

Time Slip
The mutant can "slip" forward several seconds in time. To those left behind, the mutant seems to disappear. Then, two copies of the mutant appear, one from "now" and one from several seconds ago. The two "selves" each act as a duplicate of the original, and at the end of the slip's duration one copy (determined randomly) disappears "back" to several seconds ago.
The slip's duration is up to 5 rounds. The mutant and his equipment disappear for up to 5 rounds (the duration chosen when the mutant first slips), then two appear and fight (or whatever) for the same number of rounds, and at the end of that round one of the two selves (along with that self's equipment) disappears.
The mutant time slips as a free action at any point in its turn. The amount of its turn that it "gives up" on the round that it time slips is how much of a turn it can take when it time slips back in. If the mutant time slips at the start of its turn, for example, it (or both of it) gets to take a whole turn when it comes back. If it time slips at the end of its turn, it can't take a turn when it slips back and must wait until the following round to act.
Time slip is a great way to effectively double the number of grenades you have.
Uses: Special
Feat: +1 round duration
Value: 5

Tougher
+2 hp/HD. (This also increases your reserves.)
Feat: –
Value: 2

Tremorsense
Tremorsense 30 ft. See *Dungeon Master's Guide.*
Feat: +30 ft.
Value: 1

TABLE 1-4: RANDOM DEFECTS

d%	Defect	Summary	Value
1–4	Distinctive Odor	Smells horrible	1
5–6	Reduced Charisma	-4 to Charisma	1
7–10	Poor Respiratory	System fatigued after 5 rounds of combat, lasts 1 hour	2
11–14	Slow	-5 ft. Speed	2
15–16	Reduced Intelligence	-4 to Intelligence	2
17–18	Reduced Wisdom	-4 to Wisdom	2
19	Sensitivity to Acid	Double damage from acid	2
20	Sensitivity to Cold	Double damage from cold	2
21	Sensitivity to Electricity	Double damage from electricity	2
22	Sensitivity to Fire	Double damage from fire	2
23	Sensitivity to Poison	Double damage from poison	2
24	Sensitivity to Radiation	Double damage from radiation	2
25	Sensitivity to Sonics	Double damage from sonics	2
26–29	Heightened Metabolism	Needs water after 5 rounds of combat; -5 saves vs. poison, disease	3
30–33	Stiff Motion	Always flat-footed	3
34–35	Terrible Fortitude	-10 on Fortitude saving throws	3
36–37	Terrible Reflex	-10 on Reflex saving throws	3
38–39	Terrible Will	-10 on Will saving throws	3
40–43	Real Slow	One "step" slower	4
44–46	Poor Dual Brain	10% chance per melee round that you make a confused action (as *confusion* spell)	4
47–49	Frenzy	Each round of combat, 10% to go bonkers	6
50–53	Fits	10% chance per melee round	7
54–57	Smaller	1 size category smaller	7
58–59	Reduced Strength	-4 to Strength	7
60–63	Partial Action Only	Applies in combat, not in daily life	8
64–66	Weapon Incompetent	Never proficient with weapons (other than natural ones)	8
67–68	Reduced Dexterity	-4 to Dexterity	8
69–72	Fear Response	Shaken in combat (or other danger)	9
73–75	Bleeder	-1 hit point per round per wound until stopped	9
76–79	Crude Hands	-4 with all handheld items (weapons, etc.) and manipulation (e.g., Disabling Device)	10
80–83	Fragile	Double damage from weapons (not energy, etc.)	10
84–86	Terrible Vision	Can pinpoint creatures with sight out to 30 ft.	12
87–88	Reduced Constitution	-4 to Constitution	15
89–90	No Arms	Good afternoon, Mr. Stumpy	20
91–100	Stock Defect	See Table 1-2: Mutant Stock Statistics	–

Uncanny Dodge

Retain Dex bonus to AC when flat-footed or attacked by an invisible attacker, and can't be flanked, as a 5th-level barbarian.

Feat: –

Value: 1

Wings

The mutant has wings (in addition to other limbs) and can fly at its normal ground speed for up to 6 rounds per hour. (The mutant is too heavy to fly as easily as a hollow-boned bird.) The wings are useful for getting to the tops of cliffs or getting a good view of the surroundings, but not for travel.

Bigger and smaller mutants have different flight limits:

Fine:	12 hours/day
Diminutive:	10 minutes/hour
Tiny:	3 minutes/hour
Small:	1 minute/hour
Medium-size:	6 rounds/hour
Large:	3 rounds/hour
Huge:	2 rounds/hour
Gargantuan:	1 round/hour
Colossal:	1 round/day

Feat: +1 round/hour (The GM can vary this for very big and very little creatures.)

Value: 5

DEFECTS

A character with mutations rolls its defects on Table 1-4: Random Defects. If, after rolling a defect, the total value of your defects exceeds the total value of your mutations, you can stop rolling for defects. Otherwise, you must roll more defects.

DEFECT RULES

If penalties on abilities take your ability score to 0 or lower, remember to use Table 2-5: Monster PCs' Ability Scores and Table 2-6: Monster PCs' Intelligence Ability Scores in the *DMG*. (Technically, you should use these tables whenever an ability has a -4 penalty or worse, or when Intelligence has any penalty.) Use the 8-9 column for -2 penalty, 6-7 for -4 penalty, 4-5 for a -6 penalty, etc.

Combat: Many defects trigger during "combat." These defects are triggered by stress, and so combat makes them surface. Other dangerous, stressful circumstances also trigger these defects.

DEFECT DESCRIPTIONS

Defects are listed in alphabetical order.

Bleeder

Each time the mutant suffers damage (but not subdual damage), it suffers a bleeding wound and loses 1 additional hit point per round (like being hit by a weapon of *wounding*). Bleeding takes place at the start of the mutant's turn, and all the bleeding can be stopped with a single DC 15 Heal check.

Value: 9

Crude Hands

The mutant's hands are not as articulate as a human's (or as a *normal* human's). It suffers -4 on all attack rolls using handheld weapons and skill checks that require fine manipulation (such as Disable Device).

Value: 10

Distinctive Odor

The mutant's odor is easier for creatures with Scent to detect and follow. Such creatures can detect the mutant if within 60 feet. If the mutant is downwind, the range drops to 30 feet. If the mutant is upwind, the range increases to 120 feet.

Even creatures without Scent can recognize the mutant's presence and even identify the mutant by scent alone.

Value: 1

Fear Response

The mutant's flight instincts are too strong. In combat or other dangerous situations, it is shaken (-2 on attack rolls, weapon damage rolls, and saving throws).

Value: 9

Fits

The mutant has a 10% chance each round to be overcome by involuntary motions and fall to the ground. Doing so keeps the mutant from doing anything else that round, and it draws attacks of opportunity.

Value: 7

MUTATIONS, DEFECTS, AND HOPELESS CHARACTERS

If your character has sucky mutations and punishing defects, you might think your character is hopeless and that you should get to roll over. You can roll over, as soon as this character is dead and you're generating a new one. So rush to the fore in combat. Even if your character is so misbegotten that you never lay a point of damage on the enemy, you'll at least suck up some attacks that would otherwise hurt the characters that count. Pretty soon, you're on to character number two.

It is improper, however, to roll up your next character first and use that to help you decide whether to kamikaze your current character.

Fragile

The mutant's body and bone structure are faulty. It suffers double damage from weapon damage. It does not suffer double damage from energy damage, psychic damage, etc.

Value: 10

Frenzy

When in combat, the mutant sometimes gets so worked up that it momentarily forgets who is friend and who is foe. Every round of combat, the mutant has a 10% chance to attack a random creature instead of acting normally. If the mutant is in melee, it attacks one of the creatures that it could attack (with or without a 5-ft. step). If the mutant is out of melee, it attacks a random creature that it can hit with a ranged weapon (if it has a ranged weapon in hand) or advances on a random creature that it could get to and attack this round (with a regular move or a charge).

Don't give a black ray pistol to a buddy who has this defect.

Value: 6

Heightened Metabolism

The mutant consumes twice as much food, water, and oxygen as normal. After 5 rounds of combat or other intense physical activity, the mutant must spend a round drinking water to replenish itself. Until it does so, it's winded. The mutant can "reset" by replenishing early, such as fighting for 3 rounds, replenishing, and then fighting 5 more rounds.

The mutant also always suffers a -5 penalty on saves against disease and poison because its body spreads toxins and disease organisms throughout its system so quickly.

Value: 3

No Arms

The mutant has no arms, or any arms it has are too defective to function. It can handle things with its feet, but it can't wield weapons and such with them. It can make unarmed attacks normally (kicks). It is adept at maneuvering its body without arms, and so it suffers only a -2 penalty on skill checks that involve arms (such as climbing and swimming). It can even use its toes (or possibly lips and teeth) to manipulate small tools, so it can make skill checks that require fine manipulation (albeit at a -4 penalty).

Value: 20

Partial Action Only

Combat and other dangerous events overexcite the mutant, making it hesitate. It can only take a partial action on its turn.

Value: 8

Poor Dual Brain

The mutant has a second brain, which is defective. Each round of combat, there's a 10% chance that the second brain (desperate because of the life-and-death situation that it's in) wrests control of the body from the first

01-40	Look around, do nothing
41-60	Wander in a random direction (single move)
61-90	Attack a random creature (as with Frenzy)
91-100	Flop onto the ground (as with Fits)

brain for that one round. If it does so, roll on this table to see what the mutant does.
Value: 4

Poor Respiratory System
After 5 rounds of combat, the mutant is fatigued for 1 hour. If the mutant has been fighting but hasn't reached 5 rounds yet, a round spent resting sets the count back one round. For example, the mutant could fight 3 rounds, rest 2 rounds, and then fight 4 more rounds. At the end of its turn on that 9th round, the mutant would be fatigued.
Value: 2

Real Slow
The mutant is "one step" slower than normal (like a character that gets one size category smaller or puts on medium armor).
Value: 4

Base Speed	New Speed
20 ft.	15 ft.
30 ft.	20 ft.
40 ft.	25 ft.
50 ft.	35 ft.

Reduced ABILITY
The mutant suffers a -4 penalty to the listed ability. See Tables 2-5 and 2-6 in the *Dungeon Master's Guide* (tables brought to you by people who are serious about math).
Value: Strength 7
Dexterity 8
Constitution 15
Intelligence 2
Wisdom 2
Charisma 1

Sensitivity to ATTACK
The mutant suffers double damage from the listed energy type, from poison, or from radiation.
Value: 2

Slow
The mutant's unencumbered speed is 5 ft. slower than normal. Encumbered speed is about 70% of unencumbered speed.
Value: 2

Unencumbered Speed	Encumbered Speed
15 ft.	10 ft.
25 ft.	15 ft.
35 ft.	25 ft.
45 ft.	30 ft.

Smaller
The mutant is one size category smaller. For a Medium-size creature, apply these bonuses: -4 Strength, +2 Dex, -2 Con, +1 size modifier (to attack and AC). For other sizes, see Advancement in the Introduction of the *Monster Manual*. Use the table to back-figure the modifications.

Mutations that have damage dice and other dice related to hit points are decreased. Use the damages listed for weapons of different sizes on Table 1-8: Omega Weapons to determine how the dice increase. For example, Psychic Healing heals 2d6 damage. For a Small mutant, it would heal 2d4 damage. (You can see on Table 1-8 that 2d4 is one step below 2d6.)

It's harsh to make a mutant's special powers weaker just because the mutant is smaller. But that way psychic rats don't deal damage way out of proportion to their size. Plus, *Omega World* is all about being harsh.

The mutant is also "one step" slower than normal (like a character that puts on medium armor).
Value: 7

Base Speed	New Speed	Encumbered Speed
20 ft.	15 ft.	10 ft.
30 ft.	20 ft.	15 ft.
40 ft.	25 ft.	15 ft.
50 ft.	35 ft.	25 ft.

Stiff Motion
The mutant's coordination is jerky. It is always flat-footed. This means it never gets its Dex bonus to AC, and that it can't make attacks of opportunity. (No, you can't take the Combat Reflexes feat, but nice try.)

(In a campaign in which sneak attacks are common, this defect has a higher value.)
Value: 3

Terrible SAVE
The mutant suffers a -10 penalty on saves of the listed type.
Value: Fortitude 3
Reflex 3
Will 3

Terrible Vision
The mutant can see well enough to pinpoint other creatures within 30 ft. That is, it knows where those creatures are, but they are effectively "concealed" to the mutant, so the mutant suffers a 50% miss chance against them. Beyond 30 ft., the mutant sees light, motion, and possibly texture, but it can't pinpoint creatures with sight.

May I be so bold as to recommend that a mutant with this defect consider the feat Blind-fight, which helps a great deal in melee, if not with ranged attacks? Also, running recklessly into combat and fiddling with unknown relics couldn't hurt.
Value: 12

Weapon Incompetent
The mutant's brain doesn't "grok" weapons. The mutant is never proficient with weapons (other than natural weapons) and thus suffers a -4 on attack rolls with weapons. (Grenade-like weapons, however, require no proficiency.)
Value: 8

EXPLORER CLASS

All *Omega World* PCs are explorers. Explorers are the versatile, handy, tough survivors who can overcome, or at least face, the various hazards and horrors of *Omega World*.

GAME RULE INFORMATION

Explorers have the following game mechanics.

Abilities: Explorers can make use of good scores in any abilities.

Alignment: Characters in *Omega World* have personalities, motivations, hopes, and fears, not alignments.

Hit Dice: d10

TABLE 1-5: THE EXPLORER

Level	Base Attack	Good Save	Middle Save	Bad Save	Special
1st	+0	+2	+1	+0	Bonus Feat
2nd	+1	+3	+1	+0	Bonus Feat
3rd	+2	+3	+2	+1	Bonus Feat
4th	+3	+4	+2	+1	Bonus Feat
5th	+3	+4	+3	+1	Bonus Feat
6th	+4	+5	+3	+2	Bonus Feat
7th	+5	+5	+3	+2	Bonus Feat
8th	+6/+1	+6	+4	+2	Bonus Feat
9th	+6/+1	+6	+4	+3	Bonus Feat
10th	+7/+2	+7	+5	+3	Bonus Feat

If you manage to get past 10th level without your leg getting chewed off by a giant ladybug, you can do the math.

CLASS SKILLS

Select any 8 skills as class skills. Skills common among explorers include Climb, Diplomacy, Handle Animal, Heal, Hide, Listen, Move Silently, Psychic Attack (if the character has a psychic attack mutation), Ride, Search, Spot, Swim, Tumble, and Wilderness Lore.

A pure-strain human may take a Tech skill as a class skill. Mutant PCs can buy ranks in the skill, but it's always a cross-class skill for them.

An explorer may spend 2 skill points to be able to speak "the Ancient tongue," and another 2 points to be able to read it. (You can spend 2 points to be able to read and write whatever bastard tongue you speak, but hardly anyone ever writes anything in it.)

Skill Points at 1st Level: (4 + Int) x 4
Skill Points at Each Additional Level: 4 + Int mod

CLASS FEATURES

All of the following are the class features of the explorer.

Weapon and Armor Proficiencies: Explorers are proficient with melee weapons and crossbows (see Table 1-8: Omega Weapons). Explorers are not proficient with bows by default because crossbows are more common among civilized groups. (You can take proficiency with a bow as a feat.) Explorers are proficient with light armor.

Saving Throws: Each explorer has one good saving throw, one middle saving throw, and one bad saving throw, chosen at character creation.

Bonus Feats: At each level, an explorer gains a bonus feat, which may be any feat. This is in addition to the feats a character gets by virtue of race or of character level.

SKILLS

Omega World has two new skills: Tech (working with relics) and Psychic Attack (for mutants with psychic attacks).

Omega characters have to be adaptable. As with feats (see below), you can hold your current level's skill points undefined. Instead of applying them immediately on gaining a new level, you can wait until later. You can only define skill points between adventures. (You can't apply them to Swim after you've fallen into a raging river.) You have to define them before going up the next level. If you gain enough XP to go up a level while you have skill points undefined, you have to define them before making any level-up changes to your character.

Your character can start with its current level's skill points undefined.

PSYCHIC ATTACK (CHA)

A mutant with some form of psychic attack uses this skill to overcome another creature's resistance.

Check: When you make a psychic attack, make a Psychic Attack check. That's the DC for the defender's saving throw.

No, it isn't any fair to have a skill check (which can go +1 level) opposed by a Will save (which goes up at best +1 per 2 levels). But if psychic attacks are supposed to remain viable in a world with torc rifles, they can't be fair.

Since you can use this skill untrained, a mutant without this skill sets the DC of its psychic attacks with a Cha check.

Retry: Every time you make a psychic attack, you roll your check again.

TABLE 1-6: BEGINNING SKILL POINTS

Stock	Hit Dice	Base Skill Points	Int Mod	Minimum Skill Points
Clicky, Hairy, Scaly	2	20	x5	5
Mutated Human	3	24	x6	6
Pure Strain Human	4	35*	x7	7

* includes the extra 7 human bonus points

Base Skill Points: The base number of starting skill points, not modified by Int.
Int Mod: Multiply Int mod by this factor to get additional skill points.
Minimum Skill Points: Even if you're really stupid, you start with this many skill points.

TECH (INT; TRAINED ONLY)

Use tech skills to identify and repair broken relics.

Like the Knowledge skill, Tech actually encompasses a number of unrelated skills. Tech represents the study of and familiarity with some aspect of advanced engineering or jury-rigging. There are four Tech skill types:

- **Bang:** Explosives, gunpowder weapons, internal combustion engines, etc.
- **Hard:** Metals, alloys, structures, vehicles, armor, etc.
- **Med:** Medicine, surgery, medical relics, etc.
- **Zap:** Energy weapons, beams, force fields, etc.

Check: Getting a busted relic working requires a check against a DC that depends on the status of the relic. It also requires a set of tools suited to the skill (see Gear).

Status	DC
Perfect	1d10+15
Good	1d10+20
Bad	1d10*+25
Broken	no

*If the d10 comes up odd, add that number and roll again. Repeat if you roll odds multiple times.

Retry: Yes.

Special: Among PC stocks, only a pure-strain human can take Tech as a class skill.

FEATS

All standard feats are allowed, except the ones that don't make any sense in *Omega World*. Some feats you'll find in supplemental sourcebooks are also probably OK, just ask the GM. Special feats for *Omega World* are described below.

UNDEFINED FEATS

Omega characters need to be adaptable to survive. Therefore, you may hold your current level's feats undefined, and define them at any point before you next advance a level. That way, for example, if you find a Mark V blaster pistol you can define your feat as "Relic Weapon Group Proficiency (Relic Ranged Weapons)" right away instead of waiting until you level up and get another feat.

You can only define an undefined feat between adventures. (You can't define your undefined feat as Lightning Reflexes just before making a saving throw against a grenade's explosion.)

If you gain a new level before defining any undefined feats, you must define those feats immediately. You must use the scores you have at your current level as prerequisites rather than the scores you'll gain at your new level. For example, if you have 12 Strength, you can't hold your 7th-level feat undefined until you reach 8th level, increase your Strength to 13, and then define Cleave as your 7th-level feat. (But I don't blame you for thinking of it.)

FEAT DESCRIPTIONS

Feats are listed in alphabetical order.

Armor Proficiency (powered)

You can use powered armor efficiently.

Prerequisite: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light) in the *PH*.

Normal: See Armor Proficiency (light) in the *PH*. Plus, the character does not get the bonuses to skill checks, ability checks, or abilities that the armor may provide.

Multishot [General]

You can use the autofire option on relic weapons with exceptional accuracy.

Prerequisites: Point Blank Shot, Rapid Fire, Dex 13+.

When using the autofire option on a relic weapon, reduce the penalty for each attack to -2 (for multifire) or -4 (for autofire). See Chapter 2: Combat.



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Relic Weapon Group Proficiency [General]

You are proficient with one of the following groups of weapons:

- Relic Ranged Weapons (guns)
- Relic Melee Weapons (vibro blades, etc.)
- Relic Heavy Weapons (big guns)

Benefit: You make attacks normally with those weapons.

Normal: You suffer -4 on attack rolls with relic weapons. No proficiency is needed, however, with grenades or with weapons that don't require attack rolls.

Special: You can take this feat multiple times, each time for a different relic weapon group.

Superior Mutation [General]

Your mutation is better than average.

Prerequisite: A mutation that gets better when feats are applied to it.

Benefit: See the mutation in question.

Special: Most mutations allow you to take the Superior Mutation feat multiple times.

GEAR

A beginning character gets 8 pieces of regular gear plus 1 random special gear. Pure strain humans get an extra 2 pieces of random special gear. Roll twice on Table 1-7: Random Special Gear to determine special gear.

REGULAR GEAR

A beginning character starts with 8 of the following items:

Good Weapon (plus 20 projectiles, if a projectile weapon), see Table 1-8: Omega Weapons
Set of armor, see Table 1-9: Omega Armor
Shield (small or large), see Table 1-9: Omega Armor
50 projectiles (arrows, etc.)
Camping gear
A weeks' provisions
Set of Tools (for a Tech skill, such as Tech [zap])
Climbing gear (rope, pick-axe, pitons, harness, etc.)
First aid kit (healer's kit from the *Player's Handbook*)

RANDOM SPECIAL GEAR DESCRIPTIONS

Battle Mount: A Medium-size explorer with a battle mount has a podog, a Large mutated dog. A Small explorer with a battle mount has a giant lizard (see *Monster Manual*) that's trained as a battle mount.

Hybrid Weapon: A hybrid weapon of the player's choice See Table 1-8.

Random Working Relic: Roll for status on Table 4-1: Random Relic Status and type on Table 4-2: Random Relics.

Riding Mount: A Medium-size explorer with a riding mount has a hopper, a Large mutated rabbit (see Chapter 5: Encounters). A Small explorer with a riding mount has a giant beetle. Use the *MM* scores for the bombardier beetle, except that the giant beetle does not spray acid.

Trade Goods: Portable, valuable goods, worth about as much as a riding mount or a hybrid weapon. Player's choice as to what they are, but they could be spices, special fabrics, or relics (everyday items). As has been true in most of human history, addictive, mood enhancing drugs are popular trade goods (mostly coffee, tea, alcohol, and tobacco).

TABLE 1-7: RANDOM SPECIAL GEAR

d%	Special Gear
01-30	Hybrid Weapon
31-60	Trade Goods
61-75	Riding Mount*
76-80	Battle Mount*
81-100	Random Working Relic (random working status)

*If the explorer is Large, instead of a mount it has a hybrid weapon (01-50) or trade goods (51-100).



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TABLE 1-8: OMEGA WEAPONS

Melee Weapon

Size	Primitive	Good	Hybrid	Weight
Tiny	1d3, 20/x2	1d4, 20/x2	1d6, 19-20/x2	1 lb.
Small	1d4, 20/x2	1d6, 20/x2	2d4, 19-20/x2	2 lb.
Medium-size	1d6, 20/x2	2d4, 20/x2	2d6, 19-20/x2	4 lb.
Large	2d4, 20/x2	2d6, 20/x2	3d6, 19-20/x2	8 lb.
Huge	2d6, 20/x2	3d6, 20/x2	4d6, 19-20/x2	16 lb.

Thrown Weapon

Size	Primitive	Good	Hybrid	Weight
Tiny	1d2, 20/x2	1d3, 20/x2	1d4, 19-20/x2	1 lb.
Small	1d3, 20/x2	1d4, 20/x2	1d6, 19-20/x2	2 lb.
Medium-size	1d4, 20/x2	1d6, 20/x2	2d4, 19-20/x2	4 lb.
Large	1d6, 20/x2	2d4, 20/x2	2d6, 19-20/x2	8 lb.
Huge	2d4, 20/x2	2d6, 20/x2	3d6, 19-20/x2	16 lb.

Bow* or Crossbow

Size	Primitive	Good	Hybrid	Weight
Tiny	1d2, 20/x2	1d3, 20/x2	1d4, 19-20/x2	1/2 or 1 lb.
Small	1d3, 20/x2	1d4, 20/x2	1d6, 19-20/x2	1 or 2 lb.
Medium-size	1d4, 20/x2	1d6, 20/x2	2d4, 19-20/x2	2 or 4 lb.
Large	1d6, 20/x2	2d4, 20/x2	2d6, 19-20/x2	4 or 8 lb.
Huge	2d4, 20/x2	2d6, 20/x2	3d6, 19-20/x2	8 or 16 lb.

*Explorers are not proficient with bows as a class feature. You need a feat to use one proficiently.

Melee Weapons: Axes, spears, swords, clubs, etc.

Primitive: Clubs, throwing rocks, wooden spears, etc. Hand-made from raw materials. Savages have primitive weapons, and explorers can easily fashion primitive melee weapons and throwing weapons from sticks and stones.

Good: Competently built weapons, often with metal parts scavenged from ancient sites. Or ancient items used opportunistically as weapons, such as tire irons and parking meters. Explorers start with good weapons.

Hybrid: Expertly built weapons using Ancient materials. It's not necessarily a relic weapon. Usually it's a weapon built using relic materials.

TABLE 1-9: OMEGA ARMOR

Armor	Bonus	Max Dex	Check	Weight
Cloth (= padded)	+1	+8	0	10 lb.
Leather	+2	+6	0	15 lb.
Half-metal (= studded)	+3	+5	-1	20 lb.
Metal* (= scale)	+4	+3	-4	30 lb.
Small shield (wooden)	+1	—	-1	5 lb.
Large shield (wooden)	+2	—	-2	10 lb.

*Metal armor is medium armor. An explorer needs the Armor Proficiency (medium) feat to use it effectively, and it slows movement speed.

Metal Armor: The only metal armor commonly available is the equivalent of scale. Practically nobody makes other kinds of metal armor because practically no communities have the resources needed. Communities are more likely to thrive by exploiting ancient relics than by putting together the capital and expertise necessary to create sophisticated, medieval-style armor. Relic armor is therefore more common than chainmail or plate armor.

CHAPTER 2
COMBAT AND FREEFORM EXPERIENCE

SURVIVING THE POST-BOMB LANDSCAPE REQUIRES UNDERSTANDING A FEW MINOR RULES DIFFERENCES BETWEEN OMEGA WORLD AND DUNGEONS & DRAGONS.

RELIC WEAPONS IN COMBAT

Use these rules for relic weapons in combat.

RELIC WEAPONS AND ARMOR

Normal armor is not very effective against relic weapons.

How Relic Weapons and Armor Work: Against regular attacks, Narms's Dex and half-metal armor give him an AC of 17. Against relic attacks, however, it's only 12. Leonard, wearing flex armor, has an AC of 15, even against relic attacks.

Relic Armor Class: Relic weapons blow right through most regular and natural armor. Normal armor is weaker against relic attacks than against normal attacks. Relic armor, on the other hand, was built to withstand relic weapons, and it functions normally against them.

Relic weapons ignore the first 5 points of non-relic armor. Against a relic weapon, a creature has a special armor class, called the relic armor class, "RAC." This is 5 less than the creature's normal AC, but not less than the creature's touch AC.

Another way to think of it is that a creature's natural armor, artificial armor, and shield are worth 5 points less protection (total) against relic attacks (but not less than 0 points of protection).

RELIC WEAPONS AND ATTACKS OF OPPORTUNITY

Firing a gun does not draw an attack of opportunity, as using an archaic ranged weapon does.

Throwing a grenade does draw an attack of opportunity.

THROWING GRENADES

Grenades are grenade-like weapons. (You probably already had that figured out.)

Since *Omega World* is a dangerous place, and *Omega World* grenades have really big "splash" areas, grenades fall further from their mark than in D&D. When rolling for distance for a scattering grenade, the distance from the mark is 1d6 per 20 ft. the grenade was thrown (1d6 per range increment), with a minimum of 1d6 ft.

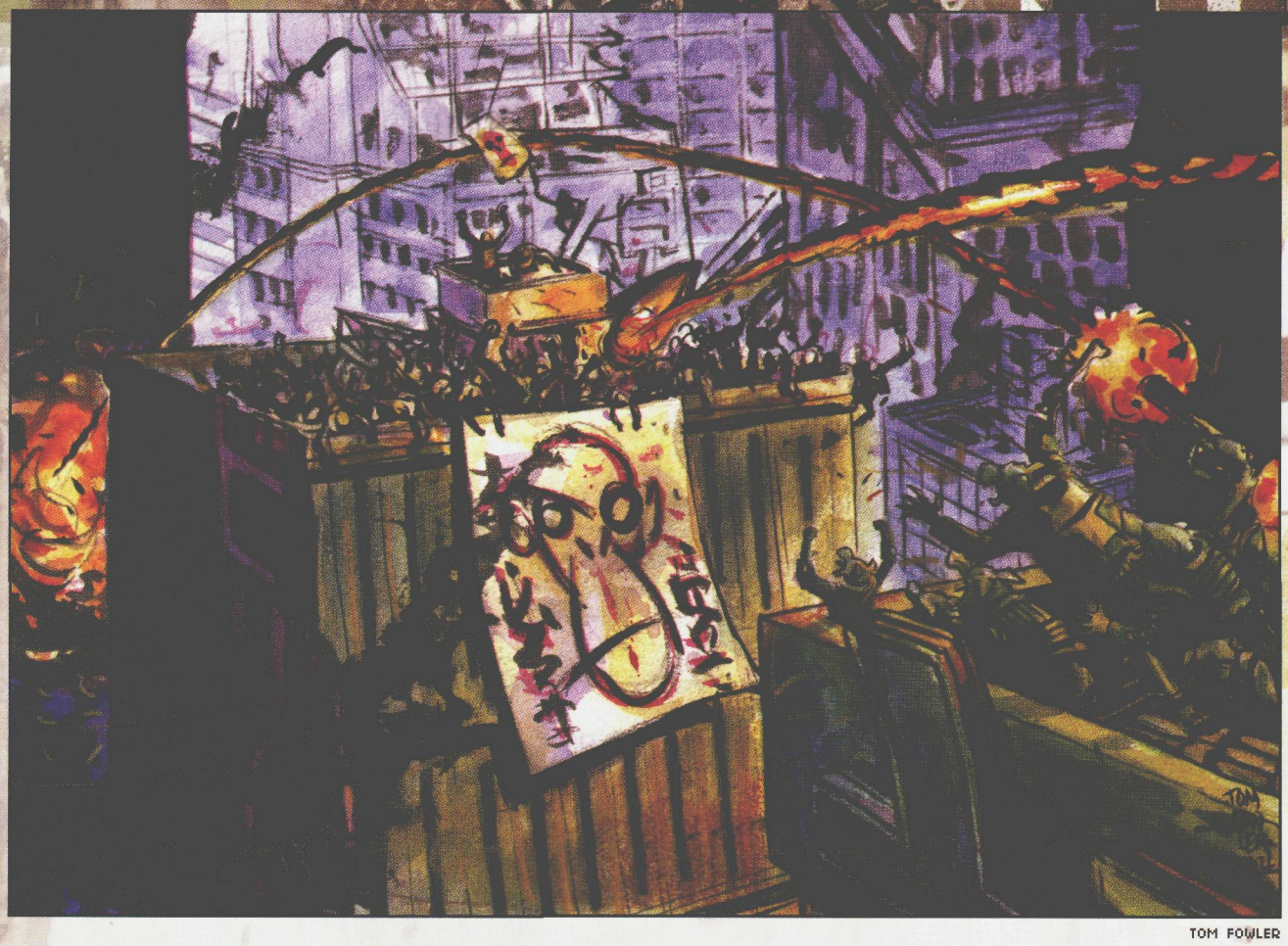
For example, Kokbuk throws a grenade 50 ft. and misses. The player rolls 2d6 and gets 9, so the grenade lands 9 feet away.

RESERVE POINTS

Each character has a reserves score, representing their capacity to recover quickly from injury. Characters use reserves to replenish lost hit points. Thus, characters may be wounded and near death by the end of a fight but then recover to full strength (or nearly full strength) before the next fight begins. Still, they can't take a beating over and over again without depleting their capacity to recover. Reserve points effectively double the number of hit points a character can lose over the course of multiple fights but do not increase the amount of damage a character can withstand in a single fight.



TOM FOWLER



TOM FOWLER

How Reserve Points Work: Narms has 22 hit points, so he also has 22 reserve points. In a battle with psychic rats, he suffers 6 damage, dropping his hit points to 16. After the fight (over the course of 6 minutes), his reserve points "convert" to hit points. His new hit points score is 22, and his new reserve score is 16. During the next fight, he suffers 24 damage, drops to -2, bleeds for five rounds, and finally stabilizes at -7. Over the next 16 minutes, his last 16 reserve points convert to hit points. After the first 7 minutes he's conscious but disabled (0 hp). After the 8th minute, he's back on his feet (1 hp), and after all 16 minutes he's up to 9 hit points and 0 reserves.

Narms gets a day of rest. He gets 6 hit points back (double his level), so he's up to 15 hp. Another day gives him 6 more: 21 hp. (He's still at 0 reserves. If he regained any reserves, they'd just convert to hit points anyway.) After the third day of rest, Narms has full hit points (22) and 5 reserve points (the rest of the day's 6 points of healing). In another three days, his reserves will be back at full, too.

Reserve Points Score: A character's reserves score equals their baseline hit points. A character with 17 hit points, for example, has 17 reserve points as well.

Reserve points automatically convert to hit points at the rate of 1 per minute of non-strenuous activity (such as hiking, but not climbing, swimming, or fighting). For each hit point gained in this way, the character also reduces subdual damage (if any) by 1. If the character has only subdual damage, they can convert reserve points to reduce subdual damage at the rate of 1 per minute (representing pushing oneself), or they can let the subdual damage recover normally (at the standard rate of 1 per character level per hour).

Replenishing Reserve Points and Hit Points: For healing, treat hit points and reserve points interchangeably. Healing increases the hit points score up to the baseline score, and excess healing restores reserve points. Since characters effectively have twice as many hit points as in the D&D game, healing is twice as fast: 2 points per Hit Die per day of rest.

Constitution Bonus and Reserves: Changes in your Con bonus affect reserves just as they affect hit points. If your Con goes up or down, your reserves go up and down, just as your hit points do. If your reserves drop below 0, the excess damage is hit point damage.

For example, Kokbuk has been knocked around today, and now he gets poisoned. His hit points were at full, 28, but his reserves were down to 5. The poison deals 7 Con damage, dropping his Con modifier from +2 to -1. He loses 3 points off each of his 3 Hit Dice, so his hit points and his reserves each drop 9 points. His hit points drop to 19, and his reserves drop to -4. The excess loss in reserves comes off hit points, so his final statistics are 15 hp and 0 reserves, representing a total of 18 points of damage.

Vitality Points: Reserves are like vitality points in the *Star Wars* RPG in that they're a system to allow characters to recover quickly from wounds. But they do not work the same way. You don't, for example, take damage to your reserves first, so get that out of your head.

AUTOFIRE

Most relic guns have autofire capability, meaning you can fire multiple times in a round.

TABLE 2-1: MULTIPLE AUTOFIRE ATTACKS

Extra Attacks	Normal Penalty	With Multifire
one	-4	-2
two	-6	-4
three*	-8	-6

*Only possible if you have the Rapid Shot feat.

Extra Attacks: How many extra attacks the character makes as part of a full attack.

Normal Penalty: Apply this penalty to all shots for the round.

With Multifire: Apply this penalty instead if the character has the Multifire feat.

With an autofire weapon, you may use the full attack option and fire one or two extra times. If you fire one extra time, all your shots (including the first) until your next action are at -4 (unless you have the Multishot feat, in which case they are all at -2). If you fire two extra times, all your shots (including the first) until your next action are at -6 (unless you have the Multishot feat, in which case they are all at -4).

In addition to those attacks, you can also use Rapid Shot (if you have it) to gain one additional shot, with an additional -2 penalty on all shots.

PSYCHIC ATTACKS

Any creature with a psychic attack can gain ranks in the Psychic Attack skill (which uses a Cha modifier), but you have to take it as a class skill if you don't want to pay two for one. The attacker's skill check result is the defender's Will save DC.

Psychic attacks usually have "one living creature" as their target (as for a spell), and using a psychic attack is a standard action. Using a psychic attack (or a psychic power generally), does not draw attacks of opportunity.

FORCE FIELDS

A force field is an imperceptible pattern of energy. Under certain conditions, it suddenly "manifests" as a force that negates incoming energy. (This looks like a crackling, blue-white "snowflake" or "burst" that appears where the energy strikes the field. The "burst" makes a crackling sound and lasts an instant.)

How Force Fields Work: Tim powers up his 7-point force field. It takes 7 minutes to get the force field from 0 to 7 hit points in strength. He gets into battle and suffers 5 damage, which comes off the force field, dropping it to 2. (Attacks against Tim are touch attacks, since his armor is beneath the force field.) Over the next 3 minutes, the force field rebuilds itself to 5 points, and then Tim is attacked again. An ark's club deals 14 damage to him. The first 5 come off the force field. The ark makes a second attack roll for the remaining 9 points and misses, so the extra damage is lost.

Attacks: Attacks against a force field are touch attacks, as the blow does not have to penetrate the defender's armor in order to damage the force field.

If the force field runs out of hit points and there's more damage coming in from the attack, the attacker may make another attack roll to deal the remaining damage to the defender. (This time, it's a normal attack roll, not a touch attack.) If the attack didn't require an attack roll (such as damage from a sonic gun), then it deals excess damage to the defender without needing to make the attack roll.

If there's a save for reduced damage (as with a frag grenade), then the character makes the save and determines how much damage is coming in before the damage is applied to the force field.

Force Fields and Special Attacks: The force field negates kinetic energy (thus absorbing damage from melee weapons or falls from great heights), as well as coherent light (lasers), disintegrators, black rays, blasters, cold, fire, electricity, and sonics. (Cold is not an energy, but the force field protects against heat moving out as well as heat moving in.) Since acid isn't an energy in the science fiction sense, just a liquid, it does no more damage to a force field than the same amount of water would. Likewise, black rays are negated by force fields without damaging the field. Disintegrators, however, can disintegrate force fields as if they were objects; the force field's save is at +0.

Rebuilding Force Fields: Each time the force field negates energy, the lattice or pattern of energy suffers damage and breaks apart a little bit. Eventually, the damage accumulates and shuts the force field down. A damaged or shut down force field can rebuild itself, but at the slow rate of 1 point per minute (not much help in combat). A force field shut down by a disintegrator rebuilds itself normally from 0.

It takes 1 minute per hit point to power a force field up (the same rate as "rebuilding" a damaged force field, since powering it up and rebuilding it are basically the same thing).

Switching Force Fields Off: A force field can be "switched off." While off, it has no effect. It can be switched back on again, at the strength it had when it was switched off. (This option is used mostly for force field doors and walls.)

Stacking Force Fields: Two force fields can't "fit" in the same space, even if one of them is "switched off." A "switched off" force field still occupies the space; it just doesn't interact with incoming force.

RADIATION

Radiation deals Con damage. The amount of Con damage depends on the radiation's intensity. Theoretically, radiation can be of any intensity, but these four levels of intensity are standard.

TABLE 2-2: RADIATION INTENSITY

Intensity	Glow	Con Damage
Trace	None	1d6 per day
Cool	Faint	1d6 per hour
Warm	Dim	1d6 per minute
Hot	Bright	1d6 per round

A faint glow is only visible in darkness. A dim glow can cast pale shadows. A bright glow hurts the eyes.

For each point of Con damage that a creature suffers from radiation, there's a 10% chance that the creature also develops a mutation or defect. Roll for each point separately; don't combine them into a single roll over 10%. If you're due for some radiation-fueled change, roll on Table 2-3: Random Permanent Change to determine if you'll be getting better or worse.

If a creature rolls "stock mutation" as a result of radiation, treat that as the "Resist Radiation" mutation. Some mutants, when exposed to radiation, develop resistance to it.

TABLE 2-3: RANDOM PERMANENT CHANGE

d%	Permanent Change
01-30	Roll a random mutation
31-100	Roll a random defect

POISON

The DCs for a poison's secondary damage is +5 higher than the normal DC. This rule represents how the effects of poison usually increase over time. It also makes poisons scarier.

FREE-FORM EXPERIENCE

You can use the standard XP system presented in the Player's Handbook to determine when an *Omega World* character deserves to gain a level. Free-form experience, however, is easier to handle and better represents experience for various non-combat encounters.

At the end of each session, the GM assigns XP based on how the explorers interacted with the creatures, NPCs, and hazards of *Omega World*. Everyone in the party gets that number of XP for the session.

Explorers earn XP by exploring, not by winning. As you can see on Table 2-4: Experience Awards, you can learn as much from failure as from success. (Actually, those that survive learn as much from failure as from success.)

Some GMs like to give a separate award for each character based on how much that character accomplished. The problem with that system is that it too often rewards a player for hogging the action instead of working with the other players as a teammate.

GMs, see Pacing in Chapter 5: Campaigns.

TABLE 2-4: EXPERIENCE AWARDS

Actions	XP Award	Example
Nothing Happened	0 XP	Explorers huddle in cave hoping nothing finds them, and nothing does. Nothing ventured, nothing gained.
Mediocre Adventuring	500 XP	Explorers look around but avoid encounters, skirt ruins, hide from passing savages, etc.
Standard Adventuring	2,000 XP	Explorers look around, mess with relics, search ruins, taste-test mutated fruit, fight voracious giant ladybugs, establish nonviolent contact with savages, find clues to the whereabouts of a cryptic alliance, etc.
Spectacular Failure	5,000 XP	Explorers provoke a deathbot attack that destroys a friendly village, kills half of them, and sends the rest fleeing in all directions without their gear.
Spectacular Success	5,000 XP	Explorers lure a deathbot into a trap and destroy it.



MIKAEL NOGUCHI

CHAPTER 3 RELICS

RELICS ARE THE AMAZING WEAPONS AND TOOLS THAT THE ANCIENTS MADE BEFORE THE BOMB. IN OMEGA WORLD, YOU'RE NOBODY IF YOU DON'T HAVE AT LEAST ONE RELIC.

Whenever you need to generate a relic (see Chapter 4: Encounters and Chapter 5: Campaigns for examples of when this might happen), roll first on Table 3-1: Random Relic Status to determine the condition of the relic to be generated. Then, roll on Table 3-2: Random Relics, and follow the directions from there.

RELIC ARMOR DESCRIPTIONS

The more complete a set of armor is, the less well it fits someone whose body shape deviates from the human norm. A character can use the Tech (hard) skill to adapt nonpowered armor to fit an unusual shape more or less well. Doing so with powered armor requires Tech (zap) as well. The GM sets the DC according to how far the body deviates from the human form and how rigid the armor is. In either case, the armor has a chance of being ruined; roll for failure based on its status (see Table 3-1: Random Relic Status).

Ceramic Armor: Articulated and light, resist cold and fire 10.

Combat Shield: A light, sturdy shield made of a high-tech plastic, with a clear screen to see through.

Flex Armor: Reinforced jumpsuit, resist cold and fire 5.

Personal Force Field: A backpack that generates a 10-point force field for the wearer. Runs for 1 hour on a chemical cell. Does not drain power while the force field is switched off.

Powered Utility Armor: Like shell armor, but with mechanical servos that grant the wearer a 20 Strength and a ground speed of 40 ft. Runs for 100 hours on an atomic energy cell.

Sheath Armor: Padded, reinforced, layered armor, like modern-day riot gear.

Shell Armor: Like ceramic armor, but also airtight, with air filter, protecting the wearer from airborne poison, radiation, pathogens, etc. Resist cold and fire 15.

TABLE 3-2: RANDOM RELICS

d%	Random Relic
01-10	Armor. Roll on Table 3-3.
11-30	Drugs. Roll on Table 3-4.
31-50	Energy Cells. Roll on Table 3-5.
51-70	Grenades. Roll on Table 3-6.
71-80	Gun. Roll on Table 3-7.
81-90	Melee Weapon. Roll on Table 3-8.
91-100	Tools. Roll on Table 3-9.

TABLE 3-1: RANDOM RELIC STATUS

d%	Status	Operating?	Failure	Working (d% result)
01	Hazardous*	Unfortunately	Oh, yeah	–
02-20	Broken	Busted	–	–
21-50	Bad	Busted	90%	–
51-66	Bad	Working, dry	90%	–
67-70	Bad	Working, juiced	90%	01-40
71-72	Good	Busted	40%	–
73-83	Good	Working, dry	40%	–
84-90	Good	Working, juiced	40%	41-80
91-92	Perfect	Working, dry	10%	–
93-100	Perfect	Working, juiced	10%	81-100

* Reroll to determine apparent status.

Status: This is what "shape" the artifact is in. Unless the relic is hazardous, a character can tell its status by examining it. If the status is Hazardous, re-roll to see what shape it looks to be in.

Operating?: If you find a random relic, this is the chance that it works. **Busted** means it doesn't work. **Working, dry** means it works but it doesn't have a charged energy cell. (If it doesn't require an energy cell, then it's working fine.) **Working, juiced** means it works and is charged (if appropriate). **Unfortunately** means it's working just well enough to blow your fingers off or something.

Failure: Make this roll after an item has suffered abuse, such as being swallowed (along with its owner) by a giant frog, or if its owner has been killed in some spectacular way. If the roll indicates failure, then the item stops working and is degraded one level in status. It will take a Tech skill check to get the relic working again. **Oh, yeah** means that it will fail spectacularly at the first available opportunity.

Working: If you already know the relic is working, and you just want to see what shape it's in, roll on this column. For example, if an explorer gets a random working relic, roll on this column for the relic's status.

TABLE 3-3: RANDOM RELIC ARMOR

d%	Armor	Armor Bonus	Force Field	Armor Check Penalty	Max Dex	Type
1–20	Combat Shield	+3	—	-1	—	shield
21–40	Flex Armor	+4	—	-1	+8	light
41–60	Sheath Armor	+5	—	-2	+7	light
61–70	Ceramic Armor	+6	—	-3	+5	light
71–80	Shell Armor	+7	—	-4	+4	medium
81–90	Powered Utility Armor	+8	10 pts.	-10	+8	powered
91–100	Personal Force Field	—	20 pts.	—	—	—

RELIC DRUG DESCRIPTIONS

Unless the GM is aiming at realism (or has a cruel streak), these drugs work on nonhumans just fine. Multiple doses of a drug do not have a cumulative effect, and heavy doses are bound to have side effects, some permanent.

Alertness booster: A light blue pill packaged in pop-out blisters. Lasts 4 hours.

Anti-radiation serum: Greenish fluid in a small, clear injector tube. One end of the tube has a "crown" that vibrates when activated, using sonics to painlessly inject the fluid into the recipient. Lasts 4 hours.

Anti-toxin: A pink fluid in a clear, plastic capsule. Twist one end of the capsule off and swallow the fluid. Lasts 4 hours.

Haste inhaler: Red metal tube with a spout on one end. Put the spout to your nostril and compress the tube to get a shot of the medicine. It grants a +2 haste bonus to melee attacks, +2 haste bonus to AC (which goes away whenever you lose your Dex bonus to AC), +30 ft. Speed (but not more than double your unencumbered speed), and one extra attack whenever you take the full attack action. Lasts 1 minute.

Immune system booster: A light green pill packaged in pop-out blisters. Lasts 4 hours.

Muscle booster: A light red pill packaged in pop-out blisters. Lasts 4 hours.

Restoration fluid: A yellowish fluid in a small, clear injector tube. One end of the tube has a "crown" that vibrates when activated, using sonics to painlessly inject the fluid into the recipient.

Rubber flesh: Cans of translucent, pink goo. When packed into a wound, the goo turns into the appropriate sort of tissue, repairing damage instantly. A character can apply one dose per round.

Sustenance pill: A large green and white pill packed with all the nutrition a person needs for a day. (You still need water.)

TABLE 3 5: RELIC ENERGY CELLS

d%	Cell	Number
01-90	Chemical	1d10
91-95	Atomic	1
96-100	Atomic	1d4+1

RELIC ENERGY CELL DESCRIPTIONS

There are only two kinds of energy cells, and all powered items run on one or the other.

If the GM is aiming at realism or at hosing the PCs, however, it could be that each powered item uses a unique energy cell. If so, instead of rolling on Table 3-5 for the type of cell, roll as if for a random relic on Table 3-2. The energy cell found is for the relic rolled, and only works for that relic. Reroll if you get a nonpowered relic.

Atomic Energy Cell: A metal cylinder 1 foot tall and 8 inches across, weighing 200 lb. It generates a powerful charge and powers gear for a long time. Only high-end relics use atomic energy cells.

Chemical Energy Cell: A fat metal cylinder 2 inches long. Most powered items use chemical energy cells.

GRENADE DESCRIPTIONS

See Chapter 2: Combat & Free-Form Experience for grenade rules. Each grenade has two damage listings, the higher damage is for a direct hit, and the lower damage is for everyone in the blast radius.

Black Blast: A burst like the beam from the black ray weapon.

Blaster: A burst of energy like that from a blaster weapon.

Frag: A burst of shrapnel. Damage Reduction reduces damage from a frag grenade.

Stun: A burst of energy like that from a stun gun.

Torc: A disintegrating burst like that from a torc gun.

Wave: A burst of invisible energy like that from a wave gun.

TABLE 3-4: RELIC DRUGS

d%	Medicine	Doses	Effect
01–30	Rubber flesh	1d6	cures 2d6 damage
31–40	Alertness booster	1d6	+4 Initiative, Spot, Listen, Search
41–50	Anti-radiation serum	1d4	suffer 5 less radiation damage per round
51–60	Anti-toxin	1d12	+10 on Fort saves versus poison
61–70	Haste inhaler	1d4	haste for 1 minute
71–80	Muscle booster	1d6	+4 Strength for 1 hour
81–90	Restoration fluid	1d10	each dose heals 1d4 ability damage
91–95	Immune system booster	1d8	+10 on Fort save vs. diseases
96–100	Sustenance pill	1d100	1 day's nutrition in a pill

TABLE 3-6: RELIC GRENADES

d%	Grenades	Range Increment	Burst Radius	Direct Damage	Burst Damage	Weight
1–40	1d8 frag	20 ft.	30 ft.	4d6	2d6††	2 lb.
41–70	1d4 blaster	20 ft.	20 ft.	6d6	3d6††	2 lb.
71–80	1d6 stun	20 ft.	20 ft.	3d6§	2d4§	2 lb.
81–90	1d4 wave	20 ft.	20 ft.	6d6*	3d6*	2 lb.
91–95	1d3 black blast	20 ft.	10 ft.	4d6**/DC 18	2d6**/DC 13	2 lb.
96–100	1d3 torc	20 ft.	10 ft.	3d6†/DC 16	2d4†/DC 11	2 lb.

* Damage only affects robots, zap tech weapons, and force fields.

** Plus death unless the creature succeeds at a Fortitude save, DC 18 for a direct hit and DC 13 for others in the blast radius.

† Plus disintegration unless the creature (or object or force field) succeeds at a Fortitude save, DC 16 for a direct hit and DC 11 for others in the blast radius.

†† A successful Reflex save (DC 15) reduces damage to a creature in the blast radius by half. (Creatures hit directly are not allowed a Reflex save to reduce damage.)

§ The weapon deals subdual damage rather than normal damage.

Grenades: See descriptions, above.

Range Increment: As usual, you can throw a weapon up to 5 range increments.

Burst Radius: If you're on a grid, center the burst on an intersection (as with a spell).

Direct Damage: A grenade deals this damage to all creatures within 5 ft.

Burst Damage: A grenade deals this damage to all creatures outside 5 ft. but within the burst radius.

RELIC GUN DESCRIPTIONS

All these weapons (other than the flamer and gunpowder gun) are powered by chemical cells. Any time you make an attack roll with such a weapon and the roll is a natural 1, the energy cell has run out of juice and the attack does not go off. Replacing an energy cell is a move-equivalent action (and so is getting a fresh cell from your pack, or wherever you've stowed it). If an attack doesn't require a roll, roll a die anyway just to see whether the cell runs out.

All guns, others than those that projects cones, are capable of autofire. (See Autofire on page 33.)

A character gains proficiency in all these weapons by taking the feat Relic Weapon Group Proficiency (relic ranged weapons).

Black Ray [pistol, rifle]: The black ray deals no damage to a creature protected by a force field (and no damage to the force field). Some say that the ray is so black that you can see it in pitch darkness as a line of even deeper darkness.

Blaster [pistol, rifle]: A blaster projects a bolt of disrupting energy, damaging to living and nonliving things alike. Damage from a blaster is not divided by 2 when dealt to an inanimate object.

TABLE 3-7: RELIC GUNS

d%	Weapon	Size	Damage	Critical	Range	Weight
01-10	Blaster Pistol, Mark V	Medium-size	4d6	17-20	30 ft.	2 lb.
11-20	Blaster Rifle, Mark VII	Large	6d6	17-20	60 ft.	6 lb.
21-30	Gunpowder Pistol	Medium-size	2d6	20/x5	30 ft.	2 lb.
31-40	Gunpowder Rifle	Large	3d6	20/x5	60 ft.	6 lb.
41-50	Laser Pistol	Medium-size	3d6	19-20	60 ft.	2 lb.
51-60	Laser Rifle	Large	4d6	19-20	120 ft.	6 lb.
61-65	Flamer	Large	4d6 fire†	—	30 ft. cone	20 lb.
66-70	Sonic Pistol	Medium-size	2d6 sonic	—	30 ft. cone	3 lb.
71-75	Sonic Rifle	Large	3d6 sonic	—	30 ft. cone	6 lb.
76-80	Stun Pistol	Medium-size	3d6 §	20	30 ft.	2 lb.
81-85	Stun Rifle	Large	4d6 §	20	60 ft.	6 lb.
86-88	Black Ray Pistol	Medium-size	4d6*/DC 18	20	30 ft.	2 lb.
89-91	Black Ray Rifle	Large	6d6*/DC 20	20	60 ft.	6 lb.
92-94	Torc Rifle	Large	3d6**/DC 18	20	60 ft.	6 lb.
95-97	Wave Pistol	Medium-size	4d6††	—	30 ft.	2 lb.
98-100	Wave Rifle	Large	6d6††	—	60 ft.	6 lb.

* Plus make a Fortitude save or die. DC for the pistol is 18. DC for the rifle is 22.

** Plus make a Fortitude save (DC 16) or be disintegrated.

† Reflex save (DC 18) for half damage.

†† Damage only affects force fields, robots, and zap tech gear.

TABLE 3-8: RELIC MELEE WEAPONS

d%	Melee Weapon	Size	Damage	Critical	Weight
01-40	Vibro blade	Medium-size	3d6	18-20	2 lb.
41-70	Energy mace	Large	4d6	20	5 lb.
71-90	Stun whip	Medium-size	1d4§	20	3 lb.
91-100	Laser sword	Medium-size	3d6	17-20	2 lb.

Flamer [rifle only]: Tubes connect this weapon to the backpack that fuels it. A random flamer comes with enough fuel for 1d12 uses.

Gunpowder [pistol, rifle]: Yes, that's a x5 multiplier on the critical. Sometimes, a bullet just hits meat, and you're probably OK. Sometimes in spirals through your brain, and you're quite dead.

A random gunpowder weapon comes with 1d100 rounds of ammunition.

Laser [pistol, rifle]: A laser beam can reflect off a mirror, striking whatever you have sighted in the mirror (if your aim and the mirror are both good).

Sonic [pistol, rifle]: Though its range is short, a sonic weapon is a sure hit.

Stun [pistol, rifle]: The beam from this weapon disrupts neural activity. It has no effect on a force field, on robots, or on plants.

Torc [rifle only]: If the torc ray hits a large object, it disintegrates a 10-foot cube. If the torc ray hits a force field, the creature protected makes a Fort save for the force field (a d20 with no bonus). If the force field fails the save, it's dropped to 0 hp strength, but it can rebuild itself normally.

Wave [pistol, rifle]: The invisible beam from this weapon damages force fields, robots, and zap tech gear, but it doesn't harm living things or simple, inanimate objects. Some claim that they can feel the beam as a "sparkles" in their heads, but some people will say anything.

TABLE 3-9: RELIC TOOLS

d%	Tool	Cell	Weight
01–20	Anti-grav sled	atomic	600 lb.
21–40	Communicators	chemical	1/10 lb.
41–60	Goggles	chemical	1/4 lb.
61–70	Bio analyzer	chemical	1 lb.
71–80	Solar recharger	—	5 lb.
81–90	Sonic imager	chemical	3 lb.
91–100	Tractor wand	chemical	1 lb.

RELIC MELEE WEAPON DESCRIPTIONS

You become proficient with all these weapons with the feat Relic Weapons Group Proficiency (relic melee weapons).

All these weapons are powered by chemical energy cells. Any time you make an attack roll with such a weapon and the roll is a natural 1, the energy cell has run out of juice. Replacing an energy cell is a move-equivalent action (and so is getting a fresh cell from your pack, or wherever you've stowed it). If an attack doesn't require a roll, roll a die anyway just to see whether the cell runs out.

Energy Mace: A big, energized club, easy to swing, hard to withstand. Damage Reduction reduces damage from an energy mace.

Laser Sword: I have to call it a "laser sword," but you don't have to.

Stun Whip: Like a normal whip (effectively a short-range ranged weapon), but one that delivers an electric



RAMON PEREZ

shock calibrated to stun living creatures. The stun has no effect on robots.

Vibro Blade: A force field shaped liked a sword.

RELIC TOOLS DESCRIPTIONS

Anti-grav sled: A 10 ft. by 5 ft. flat sled that floats about 5 ft. off the ground. It can carry up to 20 tons.

Bio analyzer: A handheld device with a display screen. It analyzes the body and medical condition of anybody it's "pointed" at (out to a range of a yard). One needs Tech (med), knowledge of the Ancient tongue, and literacy to interpret the results. The analyzer reveals illness, poisons, injuries, radiation poisoning, etc. Results when used to analyze nonhumans (and especially nonmammals and invertebrates) are uncertain.

Communicators: Small, handheld devices that transmit sound, images, and text to each other. They can be set to a variety of frequencies. Usually come in pairs.

Campaign-Changing Relic Descriptions

Armageddon Armor: See table 3-10: Campaign-changing Armor. Like powered assault armor, plus a minimissile launcher along the right arm, with 10 minimissiles. Additionally, the helmet has a built-in haste inhaler, with six charges. The armor requires 3 atomic energy cells for 100 hours of operation.

Bubble Car: This vaguely saucer-shaped, glossy black vehicle can carry 20 passengers (or 3 tons of cargo). On anti-grav propulsion, it can fly anywhere, even to outer space or to the bottom of the ocean. It has a 200 point force field for emergencies. It runs on solar energy (and must be in the sun for at least 10 hours every three days). But it has an atomic energy cell for emergency use (12 hours). Maximum speed: Mach 10.

Jet-cycle: A motorcycle with jet assists for high ground speed (200 mph) and jet propulsion for full on flight (400 mph). Carries one driver and one passenger. Military use

inting in response to bright light, short-range
n, and long-range telescopic vision.
harger: Recharges chemical cells 1/day.
ager: A flat, slightly flexible tile 1 foot across,
y screen. Put it up to a solid surface, and it dis-
s of the object's internal structure. Adjusting
and angle allows one to display a rough repre-
rooms on the other sides of walls or a
ner workings. Probing explosives with sonic
rations is a tricky task best left to characters
defects.
vand: Sends a tractor beam that holds and lifts
he equivalent of 20 Strength. Works out to 30 ft.
Flex save (DC 20) allows a target to wriggle free
am first tries to grab hold. After that, it's
rsus Strength. If the victim has to struggle with-
to grab onto or a surface to push off against
e up in the air), their Strength check is at -5.
beam can't "manipulate" anything, just push and
d.

GN-CHANGING RELICS

re, not because they're too powerful, but
y work against party cooperation. If one charac-
rty (and only one) gets armageddon armor, then
er is home free in any encounter that the other
n handle, and the other characters are toast in
er that threatens the character in armor. Don't
s stuff until there are enough relics in the party
lics don't dominate. (But don't wait until they're
, either.)

6 minimissiles.

Life Ray: This miraculous device can sometimes restore the dead to life. It has a chance to raise someone only within 24 hours of death. The base chance is 50%. If death was relatively kind to the corpse (such as asphyxiation), the chance is 75%. If the death was relatively damaging (such as a frag grenade), the chance is 25%. If there's really nothing left to be brought back (such as blown to bits or disintegrated), then there's no chance.

Minimissile: A minimissile is a foot-long, self-propelled missile, shot from a launcher like a grenade-like missile (range increment 500 ft., scatter 1d6 per 500 ft.). The minimissile deals 10d6 on a direct hit, or 5d6 to everyone in the burst area (50 ft. radius). Using the minimissile requires the Relic Weapons Group Proficiency (relic heavy weapons) feat.

Powered Defender Armor: See table 3-10: Campaign-changing Armor. Similar to powered utility armor, but with flight capability.

Powered Assault Armor: See table 3-10: Campaign-changing Armor. Like powered utility armor, but with flight capability, a laser weapon in each forefinger (treat as a pistol that doesn't need a separate chemical cell), and a grenade launcher with 20 grenades (roll randomly for type). In the launcher, a grenade has a range increment of 50 ft. (and only scatters 1d6 ft. per 50 ft.) Using the grenade launcher properly requires the Relic Weapons Group Proficiency (relic heavy weapons) feat. The helmet's visor has all the visual capabilities of relic goggles. The armor requires 2 atomic energy cells for 100 hours of operation.

10: CAMPAIGN-CHANGING ARMOR

	Armor Bonus	Armor Force Field	Check Penalty	Max Dex	Str	Speed	Type
Defender	+10	50 pts.	-10	+8	24	40 ft., fly 60 ft. (average)	powered
Assault	+9	30 pts.	-10	+8	26	40 ft., fly 100 ft. (avg.)	powered
lon	+12	50 pts.	-10	+8	28	40 ft., fly 100 ft. (avg.)	powered

CHAPTER 4 ENCOUNTERS

THIS CHAPTER COVERS MAKING YOUR OWN MONSTERS, APPROPRIATING MONSTERS FROM CORE SOURCES, AND USING SPECIFIC MONSTER TYPES UNIQUE TO OMEGA WORLD. THE RANDOM ENCOUNTER TABLES ARE SET UP BY THE SOURCE OF THE CREATURE RATHER THAN BY GEOGRAPHY. THAT'S SO YOU CAN INCLUDE ENCOUNTERS WITH CREATURES FROM THE SOURCES YOU WANT TO USE.

Some GMs, for example, love including creatures from the *Monster Manual* in their games and others don't, so there's no random list that has both creatures from the *Monster Manual* and other creatures on it. Pick the encounter tables that represent how you want to run *Omega World*.

MUTATED CRITTERS

You can make your own monsters just by starting with a stock creature and adding mutations and defects. Table 4-1: Random Mutated Critter allows you to roll randomly for the starting creature (as found in the *Monster Manual*), or you can just pick a favorite. You can use the character creation rules, or you can just pick and choose mutations and defects. Assigning mutations and defects randomly has the advantage that it's fun.

Some mutations are much more dangerous for a monster than they are useful for a PC. Any attack form with lasting damage, such as poison, hurts PCs more than it hurts monsters. (You don't really care if a poisoned monster that survives a fight is so weak that it gets killed in its next encounter. If it's a PC who's been weakened, you do care.) The values for mutations are for PCs, so you're going to wind up with some mutant monsters that are tougher than their "book" value suggest. You will if you're lucky, anyway.

TABLE 4-1: RANDOM MUTATED CRITTER

d%	Mutated Critters
1–10	1d6 dire wolves
11–20	1 monstrous scorpion, Huge (vermin)
21–30	1d2 dire bears
31–40	1d12 dogs, Medium-size (animal)
41–50	1 monstrous centipede, Large (vermin)
51–60	1d20 dire rats
61–70	1d6 lizards, giant (animal)
71–80	1d6 dire bat
81–90	1 snake, Huge viper (animal)
91–100	1 monstrous spider, Huge (vermin)

D&D MONSTERS

Page through the *Monster Manual*, and you'll see a lot of monsters that would be right at home in *Omega World*. I see achaierais, ankhegs, athaches, behirs, beholders, blink dogs, bugbears, bulettes, carrion crawlers, chuuls, destrachans, digesters, displacer beasts, ettercaps, ettins, giants, giant eagles, giant owls, girallons, gnolls, gray renders, gricks, grimlocks, howlers, kobolds, lizardfolk, locathahs, manticores, mind flayers, orcs, owlbears, purple worms, shocker lizards, spider eaters, stirges, troglodytes, umber hulks, xills, yrthaks, and vermin. Others, such as goblins, dire animals, and ogres make better stock creatures to which you can add mutations and defects. (Humanoids make good savages. See below.) Demons and devils, without most of their stranger powers, also look a lot like horrific mutants.

You can roll random encounters on Table 4-2: Random D&D Monsters, or you can just pick your favorites.

Dinosaurs, with or without surgically implanted cybernetic weapons and armor, mutated or not, also make fine *Omega World* monsters.

Beyond the *Monster Manual*, other d20 System books have plenty more monsters that also fit the *Omega World* esthetic.

Darkvision, which is really common in D&D (but not in *Omega World*) becomes low-light vision. Treat magical abilities as mutations. Some creatures have special abilities that you'll want to cut, such as *planeshift*.

For a creepy effect, add one or two types of undead to your campaign. Wights are people life drained to death by psychic mutants. Ghouls are humans killed and then

TABLE 4-2: RANDOM D&D MONSTER

d%	D&D Monster
1–10	1 "i-cry" (aicherai, treat SR as psychic resistance, with HD as caster level)
11–20	1 "land shark" (bullette)
21–30	1d12 stirges
31–40	1d2 displacer beasts*
41–50	1d2 owlbears*
51–55	1 carrion crawler
56–60	1 destrachan
61–65	1 digester
66–70	1 mind flayer* (treat SR as psychic resistance, with HD as caster level; forget *planeshift*)
71–75	1 phase spider
76–80	1 umber hulk*
81–85	1 wyvern
86–90	1d2 "razor lizards" (megaraptors [dinosaur])
91–95	1d2 ettercaps* + 1d6-3 Medium-size monstrous spiders
96–100	1d2 otyughs*

* Official Dungeons & Dragons miniatures for these creatures are available, in case that makes any difference to you.

TABLE 4-3: RANDOM OMEGA MONSTER	
01-10	Androids (1 thinker, 1d2 warriors, 1d3 workers)
11-20	1d3+1 arks
21-30	1d4+2 badders
31-40	1 blaash
41-50	1d4+1 hissers
51	1d6+2 hoops
52-60	2d10 hoppers
61-70	1 latterbug
71-80	1d4+2 orlens
81-90	1d6+2 podogs
91-100	1 sep

reanimated by a mutated bio-engineered disease. Life-draining, sun-vulnerable, blood-drinking mutants pass as normal humans when they can. If you think "blasters versus vampires" would be fun, you can make it fun. (If you think it sounds stupid, forget I mentioned it.)

OMEGA MONSTERS

These monsters are unique to *Omega World*, rather than being mutated versions of existing monsters. Most have powers not found on the mutation and defect tables.

Climate and terrain listings for these creatures aren't standard. If you have a climate or terrain type in mind, and some of these creatures appeal to you, the last thing you need is an entry in the monster description saying that the monster isn't found in that climate or terrain type. If, on the other hand, you're going to run a long *Omega World* campaign that will cover various climate zones and types of terrain, assign climates and terrain to the creatures in order to makes those climates and terrain types more distinct.

ARK

Large Giant (hairy)
Hit Dice: 4d8+12 (30 hp)
Initiative: +0
Speed: 40 ft.
AC: 16 (-1 size, +4 natural, +2 leather, +1 wicker shield)
Attacks: Large club +6 melee
Damage: Large club 1d10+4
Face/Reach: 5 ft. by 5 ft./5 ft
Special Attacks: Life Leech (2/day), Telekinesis
Special Qualities: Control Weather
Abilities: Str 18, Dex 10, Con 16, Int 8, Wis 14, Cha 12
Saving Throws: Fort +7, Ref +1, Will +2
Skills: Listen +3, Psychic Attack +3, Spot +3 Wilderness Lore +3
Feats: Superior Mutation (Life Leech)

Climate/Terrain: Following your trail
Organization: Solitary, gang (2-4), band (5-12)
Challenge Rating: 3
Treasure: Standard
Alignment: Savage, tribal, anthropophagous
Advancement: By character class

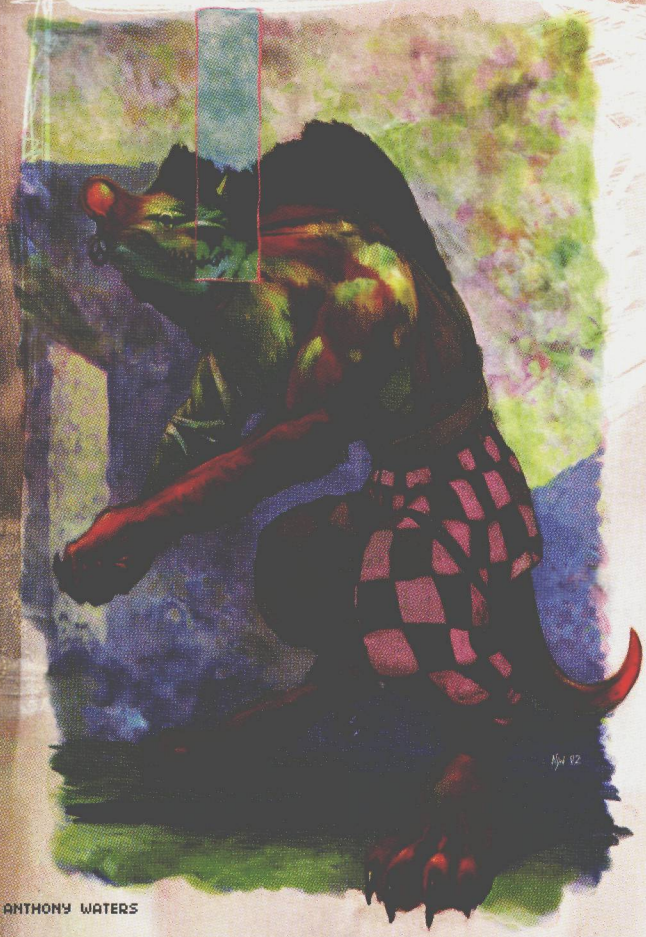
ANDROID

	Thinker	Warrior	Worker
	Medium-size Humanoid (android)	Medium-size Humanoid (android)	Medium-size Humanoid (android)
Hit Dice:	2d8+2 (11 hp)	4d8+16 (34 hp)	3d8+15 (28 hp)
Initiative:	+1 (Dex)	+4 (Dex)	+1 (Dex)
Speed:	30 ft.	30 ft.	30 ft.
AC:	15 (+1 Dex, +4 flex)	19 (+4 Dex, +5 sheath)	15 (+1 Dex, +4 flex)
Attacks:	Vibroblade +2 melee, or blaster pistol +2 ranged	Vibroblade +7 melee, or blaster rifle +7 ranged	Knife +6 melee, or laser pistol +3 ranged
Damage:	Vibroblade 3d6+1, or blaster 4d6	Vibroblade 3d6+6, or blaster 6d6	Knife 1d6+4, or laser 3d6
Face/Reach:	5 ft. by 5 ft./5 ft	5 ft. by 5 ft./5 ft	5 ft. by 5 ft./5 ft
Abilities:	Str 12, Dex 12, Con 12, Int 18, Wis 18, Cha 18	Str 18, Dex 18, Con 18, Int 12, Wis 12, Cha 18	Str 18, Dex 12, Con 18, Int 12, Wis 12, Cha 12
Saving Throws:	Fort +1, Ref +1, Will +7	Fort +5, Ref +8, Will +2	Fort +7, Ref +2, Will +2
Skills:	Tech (each) +6	Listen +4, Spot +5	Heal +4, Tech (each) +2
Feats:	Expertise	Pont Blank Shot	Toughness
Climate/Terrain:	All over	All over	All over
Organization:	Any	Any	Any
Challenge Rating:	2	4	3
Treasure:	Relics	Relics	Relics
Alignment:	Dispassionate	Lethal	Enduring
Advancement:	By class	By class	By class

Androids are artificial human beings that look like pure-strain humans. They travel heavily armed and never surrender. They are familiar with relic technology and seem never to resort to primitive weapons. A group of androids is generally led by a thinker, with at least one warrior as a bodyguard.

Some say that androids are grown in vats by the robots, as meat slaves to replace their erstwhile masters. Others say that they're born by captive pure-strain women in giant breeding facilities.

The ability scores listed aren't averages. That's what scores androids of each type have.



ANTHONY WATERS

These primitive ten-foot tall dog-people relish the taste of human hands. They rarely use relics unless they are working with others who show them how they work.

Their Control Weather ability is like the spell, usable once per day.

Arks are sometimes recruited into the Ranks of the Fit as foot troops, assuring them regular meals and short life spans.

BADDER

Medium-size Humanoid (hairy)
Hit Dice: 2d8+6 (15 hp [19 hp])
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 19 (17) (+4 Dex, +2 natural, +3 half metal)
Attacks: 2 claws +6 (+8) melee, or crossbow +5 ranged
Damage: 2 claws 1d4+3 each (1d4+5 each), or crossbow 2d4
Face/Reach: 5 ft. by 5 ft./5 ft
Special Qualities: Empathy, Low-light Vision, Rage
Abilities: Str 16 (20), Dex 18, Con 16 (20), Int 8, Wis 10, Cha 12
Saving Throws: Fort +3 (+5), Ref +7, Will +0 (+2)
Skills: Intimidate +4, Listen +2
Feats: Weapon Focus (claws)



Climate/Terrain: Near settlements worth raiding
Organization: Squad (3-6), platoon (7-14 plus 1 4th-level "knight"), fief (10-60 plus twice that many noncombatants plus 1 4th-level "knight" per 10 combatants and 1 leader of 6th-8th level)
Challenge Rating: 2
Treasure: Standard, 1 in 10 have relics
Alignment: Feudal, militaristic, touchy
Advancement: By character class

These mean-spirited mutated badgers stand 5 feet tall. They live in feudal societies centered around their burrows, which are sometimes in ruins of the Ancients. Confident explorers can trade with them if they make a sufficient show of force, and if the badders aren't having a bad day.

BLAASH

Small Aberration
Hit Dice: 2d8+2 (11 hp)
Initiative: -2 (Dex)
Speed: 5 ft., fly 40 ft. (poor)
AC: 13 (+1 size, -2 Dex, +4 natural)
Attacks: —
Damage: —
Face/Reach: 5 ft. by 5 ft./5 ft
Special Attacks: Radiation
Special Qualities: Immune to radiation
Abilities: Str 4, Dex 6, Con 12, Int 1, Wis 6, Cha 2
Saving Throws: Fort +1, Ref -2, Will +0
Skills: Spot +0, Listen +0
Feats: —



JEFF CARLISLE

Climate/Terrain: Pops up in the worst possible place
Organization: Solitary, flock (10-100)
Challenge Rating: 2
Treasure: None
Alignment: Aggressive
Advancement: 3-4 HD (Medium-size)

A big, beautiful moth whose abdomen glows brightly with radiation. Each round, it deals 3d6 Con damage (radiation) to all creatures within 5 ft. and 1d6 Con damage (radiation) to all other creatures within 30 ft.

Radioactivists call them "angels."

HISSER

Large Monstrous Humanoid (scaly)
Hit Dice: 6d8+12 (39 hp)
Initiative: -1 (Dex)
Speed: 30 ft.
AC: 15 (-1 Size, -1 Dex, +7 natural)
Attacks: Bite +9 melee
Damage: Bite 2d4+6
Face/Reach: 5 ft. by 10 ft./5 ft
Special Attacks: Sonic Blast (2d4+2), random mental mutation



JEFF CARLISLE

Special Qualities: Telepathy, immune to sonics, immune to lasers, random psychic mutation
Abilities: Str 18, Dex 8, Con 14, Int 12, Wis 8, Cha 8
Saving Throws: Fort +4, Ref +4, Will +4
Skills: Listen +3, Psychic Attack +8, Spot +2, Tech (each) +3,
Feats: Superior Mutation (Sonic Blast x2)

Climate/Terrain: Ruins, wastelands
Organization: Pod (2-5), colony (20-60 plus 20-60 young plus 1 10th-level matriarch)
Challenge Rating: 4
Treasure: Standard, 1 in 4 has a relic
Alignment: Devious, heartless
Advancement: By character class

Hissers are ten-foot long snakes with human-like arms and shiny scales. They frequently engage in expeditions into the ruins of the Ancients, seeking relics. Many of them are equipped with relics, which they use handily.

Each hisser has a random mental mutation in addition to its normal array. (Roll for a mutation. If you don't get a mental mutation, pick the closest mental mutation on the table.)

Each colony is run by a matriarch, the only female. Her eggs all hatch as males. When the colony is large enough (maybe 70 adults), she lays a female egg, and that female becomes the matriarch of a daughter colony.

Hissers don't speak, relying instead on telepathy. When members of a colony congregate and "commune," they connect telepathically so deeply that they lose their sense of individuality. (The matriarch keeps hers.) In this way, the matriarch periodically tunes her brood to her will.

HOOP

Medium-size Humanoid (hairy)
Hit Dice: 3d8+3 (16 hp)
Initiative: +1 (Dex)
Speed: 50 ft.
AC: 13 (+1 Dex, +2 natural)
Attacks: Sword +3 melee, or crossbow +3 ranged
Damage: Sword 1d8+1, or crossbow 1d8
Face/Reach: 5 ft. by 5 ft./5 ft
Special Attacks: Transform metal to rubber
Special Qualities: Telepathy
Abilities: Str 12, Dex 12, Con 12, Int 10, Wis 12, Cha 10
Saving Throws: Fort +2, Ref +4, Will +3
Skills: Psychic attack +3, Tech (any one) +3
Feats: Iron Will



JEFF CARLISLE

Climate/Terrain: Preferably in your crosshairs
Organization: Gang (3-8), warren (20-50 plus 20-50 young plus 1 7th-level leader)
Challenge Rating: 1
Treasure: Standard, 1 in 10 has a relic
Alignment: Curious
Advancement: By character class

CHALLENGE RATINGS

While an individual explorer may be comparable to a D&D character of the same level, a party of explorers is not as powerful as a party of D&D characters because the individual members aren't as specialized. When planning encounters, give the characters a break to take into account the weakness of their party compared to a D&D party of the same level. Or don't.

A seven-foot tall intelligent white rabbit. Attempts to annihilate theses irritating creatures have proven unsuccessful. Your assistance is welcome.

Transform metal to rubber: The hoop's touch can turn metal into a rubber-like material. It affects the metal the hoop touches and the connected metal within 1 yard. This will seriously mess up plenty of robots, relic guns, security doors, etc.

HOPPER

Large Beast
Hit Dice: 3d10+9 (25 hp)
Initiative: +3 (Dex)
Speed: 30 ft. (60 ft. hopping)
AC: 11 (+1 Dex, -1 Size, +1 natural)
Attacks: Kick +6 melee (only when grappled)
Damage: Kick 1d6+4
Face/Reach: 5 ft. by 10 ft./5 ft
Special Qualities: Chameleon Skin
Abilities: Str 18, Dex 16, Con 16, Int 2, Wis 12, Cha 4
Saving Throws: Fort +6, Ref +6, Will +2
Skills: Hide +26, Listen +4
Feats: Dodge, Mobility

Climate/Terrain: Wherever
Organization: Herd (2-20)
Challenge Rating: – (don't fight)
Treasure: None
Alignment: Timid
Advancement: 4-8 HD (Large), 9 HD (Huge)

This mutated rabbit is big enough to carry a human rider, serving as a riding mount. Its normal pace is no faster than a human's, but when in need it can hop at great speed. Remaining on a hopper while it hops requires a Ride check of 15 each round. Most riders use a special saddle, which grants a +5 on the check. A rider can little more than pray while the hopper is hopping.

When a hopper jumps, treat its speed as 60 ft. even if it hasn't been moving that fast.

LATTERBUG

Large Vermin
Hit Dice: 7d8+56 (87 hp)
Initiative: +0
Speed: 20 ft., fly 20 ft. (3 rounds/hour)
AC: 17 (-1 Size, -2 Dex, +10 natural)
Attacks: Bite +10 melee
Damage: Bite 1d8+9
Face/Reach: 5 ft. by 10 ft./5 ft

Special Qualities: Haste Self (5 rounds), Force Field (14 points), Poor Respiratory System, Sensitive to Cold
Abilities: Str 22, Dex 6, Con 26,
Int –, Wis 10, Cha 4
Saving Throws: Fort +13, Ref +0, Will +2
Skills: Listen +8, Spot +7
Feats: –

Climate/Terrain: Ruins, forests, anywhere it can get the drop on you
Organization: Solitary, gang (2-7)
Challenge Rating: 5
Treasure: None
Alignment: Predatory
Advancement: 8-10 HD (Large); 11-21 HD (Huge)

A flatterbug is a beautiful sight, a round beetle almost ten feet long, with a glossy red shell marked with bold, black spots. It's less beautiful when it's dropping out of the sky on you, and all you can see is the gray and black underside (and maybe your life flashing before your eyes).

While they sometimes appear in groups, they don't work together as a pack.



ANTHONY WATERS

ORLEN

Medium-size Humanoid (orlen)
Hit Dice: 3d8 (13 hp)
Initiative: +0
Speed: 30 ft.
AC: 13 (+3 half metal)
Attacks: 2 Large weapons +4 melee, or 2 Large bows +2 ranged
Damage: 2 Large melee weapons 2d6+6 each, or 2 Large bows 2d4+2 each
Face/Reach: 5 ft. by 5 ft./5 ft
Special Attacks: Telekinesis
Special Qualities: Dual Brain, Telepathy, random mutation
Abilities: Str 14, Dex 10, Con 10,
Int 12, Wis 12, Cha 12
Saving Throws: Fort +1, Ref +3, Will +2
Skills: Psychic Attack +3, Tech (any one) +3, Wilderness Lore +3
Feats: Weapon Proficiency (bow)

Climate/Terrain: Fertile valleys, shores, anywhere
Organization: Team (3-6), settlement (30-80 plus an equal number of noncombatants plus 1 5th-level officer per 10 orlens and 1 7th-level leader)
Challenge Rating: 2
Treasure: Standard, 1 in 10 has a relic
Alignment: Wary, peaceable
Advancement: By character class

This mutated human stands 7 feet tall and has two heads and four arms. They will barter peacefully for relics and welcome news from travelers.

Each orlen has a random mutation in addition to its normal array.

PODOG

Large Beast
Hit Dice: 6d8+19 (46 hp)
Initiative: +1 (Dex)
Speed: 40 ft.
AC: 13 (-1 Size, +1 Dex, +3 natural)
Attacks: Bite +8 melee
Damage: 2d4+7
Face/Reach: 5 ft. by 10 ft./5 ft
Special Attacks: Sound Mimicry
Special Qualities: Scent
Abilities: Str 20, Dex 12, Con 16,
Int 2, Wis 12, Cha 6
Saving Throws: Fort +8, Ref +6, Will +3
Skills: Listen +4, Spot +7

Climate/Terrain: Anywhere there's food
Organization: Lone, pack (3-8)
Challenge Rating: 3
Treasure: None
Alignment: Faithful
Advancement: 7-8 HD (Large), 9-18 HD (Huge)

A mutated dog big enough to carry a human rider, serving as a battle mount.

One in a hundred podogs has a dual brain (giving it an Int of 4) and telepathy. These superior podogs are highly prized

and rarely for sale. (Whether owning an animal who's that smart amounts to slavery is a philosophical issue best broached with caution.)

Sound Mimicry: Once per round, when hit by a sonic attack, the podog can copy that attack and send the copy back toward the original source.

SEP

Large Aberration
Hit Dice: 7d8+7 (38 hp)
Initiative: +2 (Dex)
Speed: Burrow 40 ft.
AC: 15 (-1 size, +2 Dex, +4 natural)
Attacks: Bite +8 melee
Damage: Bite 2d4+6
Face/Reach: 5 ft. by 10 ft./5 ft
Special Qualities: Tremorsense 300 ft.
Abilities: Str 18, Dex 14, Con 12, Int 1, Wis 12, Cha 2
Saving Throws: Fort +3, Ref +4, Will +6
Skills: Listen +7
Feats: Dodge, Mobility, Spring Attack

Climate/Terrain: Beaches, snowfields, anywhere the soil isn't laced with tree roots
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Hungry
Advancement: 8-10 (Large), 11-17 (Huge)

This mutated, air-breathing shark has the telekinetic ability to push sand, loose soil, or even snow out of the way as it "swims" through the ground or through snow. It typically attacks by lunging out of the ground, taking a bite, and diving back in again (Spring Attack).

Some people call these things "land sharks," not realizing that there's an even more fearsome burrowing creature that often goes by that name.

ROBOTS

Robots come in all types, and can be outfitted with any relic weapons and other items. A few are listed here as examples.

Unlike standard constructs, robots suffer criticals. (Their vital spots are electronic, but they're vital nonetheless.)

Robots can be outfitted with extra weaponry, miscellaneous features (such as communications gear), additional armor, etc. Look at relic descriptions for ideas. The robots described here are "stock," but you can customize any and all the robots that the explorers meet.

SPIDER BOT

Medium-size Construct (robot)
Speed: 40 ft.
Hit Dice: 3d10 (16 hp)
Armor Class: 15 (-1 Dex, +6 natural)
Attack: 1 blaster eye beam +3 ranged
Rapid Shot +1/+1 ranged
Autofire -1/-1/-1 ranged
Rapid Shot + autofire -3/-3/-3/-3 ranged
Damage: Blaster eye beam 4d6 (17-20/x2)
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Construct traits, Darkvision 60 ft., Low-light Vision
Abilities: Str 6, Dex 14, Con —, Int 8, Wis 12, Cha 6
Saving Throws: Fort +1, Ref +3, Will +2
Skills: —
Feats: Multishot, Point Blank Shot, Rapid Shot

Organization: Any
Challenge Rating: 3
Treasure: None
Alignment: Robotic, curious
Advancement: —

Spider bots are utility robots. They look like big, black, round balls with articulated, spidery legs. A spider bot can produce a thin arm with a vice grip hand to manipulate objects. They scout, patrol, and relay messages.

STALKER BOT

Large Construct (robot)
Hit Dice: 20d10 (110 hp)
Initiative: -1 (Dex)
Speed: 60 ft.
AC: 23 (-1 Dex, -1 size, +15 natural)



ANTHONY WATERS

DEATHBOT WEAPONS SYSTEMS

Weapon	Type Cost	Range	Swath	Damage
Blaster cannon	2	5,000 ft.	30 ft.	15d6
Black ray cannon	6	1,000 ft.	30 ft.	15d6*
Heavy torc guns	4	500 ft.	10 ft.	8d6**
Laser batteries	8	10,000 ft.	20 ft.	8d6
Wave cannon	2	1,000 ft.	30 ft.	15d6†

* Fort save (DC 30) or die.

** Fort save (DC 26) or be disintegrated.

† Damage to forced fields, robots, and zap tech only.

Additionally, your typical deathbot is equipped with 1d100 minimissiles (can be launched up to 6 at a time).



ANTHONY WATERS

Attacks: Blaster +13/+8/+3 ranged
Rapid Shot +11/+11/+6/+1 ranged
Autofire +9/+9/+9/+4/-1 ranged
Rapid Shot + autofire +7/+7/+7/+7/+2/-3 ranged
Damage: Blaster 8d6
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: –
Special Qualities: Construct traits, darkvision 60 ft., force field 75 pts., low-light vision
Abilities: Str 12, Dex 8, Con –,
Int 8, Wis 14, Cha 2
Saving Throws: Fort +6, Ref +5, Will +8
Skills: –
Feats: Multishot, Point Blank Shot, Rapid Shot

Organization: Any
Challenge Rating: 8
Treasure: None
Alignment: Robotic, relentless
Advancement: –

The stalker bot hunts down and kills enemies or patrols important installations. They may be attached to a robotic stronghold, or they may be programmed to obey humanoid masters (androids, archivists, etc.).

Stalkers are capable of powering down and remaining in stasis for indefinite periods of time. Old ruins, unexplored since before the Bomb, may hide stored stalkers, ready to come out and join the war.

DEATHBOT

Gargantuan Construct (robot)
Hit Dice: 80d10 (440 hp)
Initiative: +5 (Dex)
Speed: Fly 300 ft. (perfect)
AC: 26 (+5 Dex, -4 size, +15 natural)
Attacks: See below
Damage: See below
Face/Reach: 20 ft. by 40 ft./10 ft.
Special Attacks: See below
Special Qualities: Force field 300 pts, blindsight 300 ft., darkvision 1,000 ft., low-light vision
Abilities: Str 40, Dex 20, Con –,
Int 20, Wis 20, Cha 20
Saving Throws: Fort +60, Ref +65, Will +65
Skills: –
Feats: –

Organization: Any
Challenge Rating: Your guess is as good as mine
Treasure: None
Alignment: Out to get you
Advancement: –

It's a giant flying saucer bristling with weapons, and it's all about killing you. You're too small for it to aim at, so its weapons are treated as area effect attacks. Against these attacks that deal damage, you get a save for half damage at DC 20. (In an alternative

setting where smarty-pants rogues and monks have improved evasion, the deathbot is able to target individuals, with +65 on its ranged attack, with multiple base attacks and autofire.) It cuts loose with only about 10 attack types per round, but it is capable to layering multiple attacks of the same type over a given area. Each attack type has a "type cost," as presented on the table on the facing page. Calculate the type cost for each attack in a given round, and stop when you reach 10. You can spend fewer than 10 points in a single round, but cannot exceed that limit.

CRYPTIC ALLIANCES

Cryptic alliances are secret (or not so secret) groups working to some shared end. They might be political organizations, power blocs, religious groups, or simply like-minded beings.

CRYPTIC ALLIANCE DESCRIPTIONS

Cryptic alliances are listed in alphabetical order.

Archivists

Only the Archivists truly appreciate relics for what they are: objects of veneration. They collect relics, polish them beautifully, display them on pedestals, and worship them. They incorporate whatever words and phrases of the past that they can learn into their prayers. If they prey fervently enough, the Golden Age will return.

Brotherhood of Thought

These intellectuals and rebels attempt to spread the noble goals of equality, self-determination, freedom of conscience, acceptance of diversity, and respect for sentient life. Thanks to their devotion to their cause (and perhaps to the underlying rightness of their ideals), they often achieve substantial success in helping societies establish the rule of law, internally and externally. They're really not getting anywhere on the gun control front, though.

Created

Androids are perfect. The world is imperfect. Logically, androids should rule and make the world perfect. As androids can pass for pure-strain humans ("uncreated animal beings"), they often infiltrate settlements and trick people into working for the secretive "Created."

Followers of the Voice

The voice of God speaks through computers, His mouthpieces on earth. Computers are to be venerated and obeyed. (Archivists are to be persecuted, the schismatics.)

Friends of Entropy

They're on the winning side when it comes to the heat death of the universe and the eventual demise of all life. Only they're not keen on the "eventual" part of it. They operate in secret because no right-minded people would let these lunatics live.

Healers

Healers are committed not only to healing broken and poisoned bodies but to mending hatreds and conflicts.

Iron Society

These mutated humans are out to eliminate pure strain humans. They say it's because mutants are the next step in evolution and they're just "cleaning up."

Knights of Genetic Purity

They want to purify the human gene pool by slaughtering mutated humans. They prefer to get to the mutants when they're young, before they have a chance to breed, and they're just sure that the dirty mutants are after their women. They have no particular problem with mutated animals. For mysterious reasons, they sometimes spell their alliance "KKKnights of Genetic Purity."

Radioactivists

God, with purifying light brighter than the sun, has recreated the world. His presence can be felt in the glowing ruins of the Ancients, where He still works his miracles on those who are worthy and who come to seek His blessing.

Ranks of the Fit

A mutated bear, styling himself as a Napoleon for a new world, is gradually conquering the globe with his disciplined, fearsome army. Anyone's welcome to join, as long as they'll take orders from mutated animals, who hold all positions of power.

Restorationists

By prioritizing action items and synergizing resource vectors, the Restorationists plan to rebuild the world on an acceptable timetable. First, though, they need to collect, repair, and open fire with lots of good relic weapons.

Seekers

The Golden Age was a time of sin and war. Its cursed relics are poisoning the world. The Seekers have a solution to this problem: finding and destroying all the relics they can. Using relic weapons to destroy relics is forbidden, so Seekers try not to get caught doing so.

Zoopremacists

With a logic that has come to seem inevitable, a bunch of mutated animals think that mutated animals are better than everyone else. Those who agree are free to live and to serve their superiors. Those who disagree make good eating.

CRYPTIC ALLIANCE NPCS

Generally, treat cryptic alliance members as explorers (see below). They may work in small strike teams (1d12 members plus a higher-level leader), form large groups (10-40 members plus 1-4 higher-level officers plus 1 higher-level leader), or settle in strongholds and communities (50 members or more, plus noncombatant, allies, domesticated animals, etc.).

SAVAGES

Savages have a primitive tribal outlook. They are good to other members of the tribe, but they regard other people as outsiders. Savage males sometimes abduct compatible females as mates and kill other males as rivals. (Less often, females abduct males. When females abduct males, they may get mates with better genes, but they don't beget more children, so their pay-off isn't as high.)

TABLE 4-4: RANDOM CRYPTIC ALLIANCE

d100	Cryptic Alliance	Relics
1–10	Friends of Entropy: Kill everything	Some
11–20	Healers: Peacemakers	Some
21–30	Iron Society: Mutated humans out to eliminate pure-strain humans	Some
31–40	Knights of Genetic Purity: Pure-strain humans über alles	Lots
41–50	Ranks of the Fit: World-conquering army led by mutated animals	Some
51–60	Restorationists: Rebuilding the world	Lots
61–70	Seekers: Hate relics	None
71–75	Archivists: Worship relics	Lots
76–80	Brotherhood of Thought: Enlightened coexistence	Some
81–85	Created: Androids über alles	Lots
86–90	Followers of the Voice: Worship computers	Lots
91–95	Radioactivists: Worship radiation	Some
96–100	Zoopremacists: Mutated animals über alles	Some

Relics: "Some" means as many as common for creatures or explorers of that type. "Lots" means twice as many. "None" means none.

TABLE 4-5: RANDOM SAVAGE STOCK

1–25	Humans (see Explorer NPCs)
26–40	Clickies (see Explorer NPCs)
41–55	Hairies (see Explorer NPCs)
56–70	Scalies (see Explorer NPCs)
71–75	Formians
76–80	Goblins
81–85	Kobolds
86–90	Lizardfolk
91–95	Ogres
96–100	Troglodytes

The D&D creatures listed here are actually mutated humans and animals.

Roll for mutations and defects as for a PC. It's easiest to stop once the savages have even a single noteworthy mutation rather than going all the way to 10. Fewer mutations and defects means easier, faster GMing. If you forget to roll all their defects, that's OK, too.

Savages are found in small hunting groups (1d10 members, possibly with hunting animals), in war parties (1d12+6 members with a higher-level war leader), and in tribes (20-70 combatants, twice that many noncombatants plus 2-4 war leaders plus 1 "king" or "president"). They may consider relics items of status, but they don't usually have many.

EXPLORER NPCS

PCs encounter other explorers from time to time. These statistics also serve for members of cryptic alliances, for savages, and possibly as leader types among humanoid groups.

Table 4-6: Average Explorer Statistics gives average values for explorers of each level. It assumes that the explorer rolled all 12s for abilities, and it "phases in" feats a little at a time. For example, at 1st level almost no explorers have the Improved Initiative feat, and by 10th level they all do. So by 5th level about half the explorers have Improved Initiative, so the "average" explorer has a +2 bonus (half as much as you get from Improved Initiative). By 8th level, three-fourths of explorers have the feat, so the bonus rises to +3.

Apply stock modifiers to these base statistics. For example, hairies get +2 Dex, so increase a hairy explorer's Initiative, ranged attack, Reflex saves, and Dex skills by +1.

To determine the level of the leader of a group, divide 100 by the number of NPCs in the group. Use that number as if it were a roll on d% to see what level the leader is. (That's why the higher levels are at the low end of the d% roll.)

For standard gear, equip an NPC explorer like a PC explorer, usually in half metal armor with a ranged weapon plus either a two-handed weapon or a one-handed weapon and a shield.

DOMES

Domes are the ruined dwellings of the ancients. They are not encounters in themselves, but they make good sites for encounters, and possibly a safe haven for the explorers.

A dome is typically a rounded structure 50 to 200 feet across. Wide domes may have a series of smaller domes atop them (upper stories). The domes are made from a durable, solid substance. They have doors (now kicked in but possibly repaired or replaced), but the domes have no windows. The Ancients were able to turn the walls of their domes clear, so they didn't need separate windows. Often, a dome has a basement, and sometimes they are found clumped together. They were homes, recreational cabins, and scientific installations of the Ancients.

Domes make convenient lairs for beasts, hide-outs for marauders, or homes for savages. Most have been looted of original relics, but many times the valuables of former occupants (now devoured) are to be found there. Tables 4-7, 4-8, and 4-9 let you randomly determine some things that the explorers might find in a dome; roll once on each for each dome. (You can use these tables more generally for ruined cities and other former areas of habitation.)

TABLE 4-6: AVERAGE EXPLORER STATISTICS

d%	Proportion	Lvl	hp	Init	Melee	Ranged	F/R/W	Skills	Feats	Relics
1–1	1	10	78	+5	+9	+9	+8	13	5	2d4
2–3	2	9	71	+4	+8	+8	+7	12	4	1d6
4–5	2	8	63	+4	+7	+7	+6	11	4	1d4
6–8	3	7	56	+3	+6	+6	+6	10	3	1d3
9–12	4	6	48	+3	+6	+6	+5	9	3	1 + 60%
13–19	7	5	41	+3	+5	+5	+5	8	2	1 + 20%
20–29	10	4	34	+2	+4	+4	+4	7	2	80%
30–44	15	3	26	+2	+3	+3	+3	6	1	40%
45–67	23	2	19	+1	+2	+2	+3	5	1	20%
68–100	33	1	11	+1	+1	+1	+2	4	0	10%

Proportion: About how many explorers out of 100 are at this level.

Lvl: Class level (not effective level). For pure-strain humans, add +1 (maximum 10).

hp: Average hit points.

Init: Initiative.

Melee: Melee attack.

Ranged: Ranged attack.

F/R/W: Saving throws. For simplicity, assume that they're all the same. (This is the average of three separate saves.)

Skills: A default NPC explorer has a number of skills equal to 4 + its Int mod (or 5 + Int mod for a pure-strain human). This score is the bonus in each skill, not counting variations for the explorer's stock.

Feats: These are the feats that haven't been folded into hp, initiative, attacks, and saving throws. Pure strains get +1 feat. Use these feats for Superior Mutation or for proficiencies with relics, as needed. If you have extra feats left over and nothing much to do with them, just use them for more Toughness. (Keep it easy for you to run.)

Relics: How many random working relics the explorer has. If a percentage is listed, that's the chance for 1 relic (or 1 additional relic). For savages, roll for relics 1 level lower than normal.

TABLE 4-7: RANDOM DOME INHABITANTS

d%	Dome Inhabitants
1–40	Monsters. Your choice: Table 4-1: Random Mutated Critters Table 4-2: Random D&D Monsters Table 4-3: Random Omega Monsters Robots (1d4 spider bots or 1d2 stalkers)
41–60	1d20 savages. See Table 4-5.
61–70	1d6+2 Cryptic Alliance members. See Table 4-4.
71–80	Explorers. See Table 4-6.
81–90	None
91–100	Roll Twice and Combine. Could be allies or enemies.

WILDERNESS ENCOUNTERS

The likelihood of encountering creatures and the sorts of creatures encountered is up to you, and the GM. But here are some guidelines to get started, or to use as the basis for your own encounter plans.

One easy way to prepare is to roll up a few encounters ahead of time and then, when the dice indicate an encounter, use whichever one you have prepared and that fits the circumstances.

Some rolls for encounters are based on time passing. Others are based on travel. If the PCs travel, they have more encounters than if they stay put because they're more likely to stumble across other creatures.

These are only significant encounters. You can also ad lib encounters with prey creatures, such as giant mutated aphids or mutant sheep.

SPECIAL ENCOUNTERS

Sometimes you'll want an encounter with a little more "oomph" than a random table can provide. The following examples should get you started on the right path.

Pack: As the explorers trek through the wilderness, a pack of mutated dogs trails them. The dogs try to steal food or scavenge other creatures that the explorers kill, but they avoid a direct fight. If the explorers make efforts to befriend the dogs, the pack forms what amounts to an informal alliance with the explorers. The dogs are only as smart as dogs, but that's smart enough for them to "make friends" with humans. While the dogs and the explorers travel together, the dogs serve as a *de facto* alarm system, helping the explorers avoid the worst monsters.

Revel: In the night, the explorers hear singing in the distance. Three savage tribes have gathered for a revel. They are getting drunk on the milk of mutated coconuts, singing, and sport-fighting. If the characters approach, they'll be ushered in as fellow revelers, where they'll be challenged to prove themselves in violent sports. If they attack, scores of drunken savages descend on them in a frenzy.

Frontier: A dozen towns and many smaller settlements have formed a stable, prosperous community. The wilderness for hundreds of miles around is slowly being explored, salvaged, mapped, hunted, settled, and tamed. The explorers, coming from the untamed side of the wilderness, can join the community and settle down (which means the campaign becomes more social and political).

TABLE 4-8: RANDOM DOME RELICS

d%	Dome Relics
1–30	Abandoned Gear: Could be hybrid weapons, relics, mutated plant and animal goods, trade goods, etc.
31–50	Original Relics: Probably hidden, hard to get to, or protected by some sort of menace. Not a bad place to leave campaign-altering relics, if you're going to have any.
51–60	Traces: Leftover hints of relics, maybe very powerful ones, but they're gone now. Could be grenade craters, foot prints left by powered armor boots, etc.
61–90	None: Someone else got there first.
91–100	Roll Twice

Deathbot Rampage: The explorers find a nice place. Just about when they feel safe, deathbots strafe the place into ruin, chasing the explorers away. The explorers trek across the wasteland to find another place, but the deathbots blow that up, too. Repeat until the deathbots blow up the explorers or the explorers find some way to take out the deathbots.

Kook with a Gun: A crazy guy with a torc rifle. He shoots at the players just because he's bonkers. He yells, "I am the King of the World! All will serve me or be destroyed." If the characters can trick him, or if they just get lucky, they can peg him and get the torc rifle. When the characters attack the crazy coot, they probably damage the rifle, dropping it from good to poor status.

Land Shark: The land is criss-crossed with what look like giant mole paths. These are the tracks of a land shark. Each hour, there's a 10% chance that the land shark comes by, looking for food.

Cannibal Savages: The savages retreat into the hills if threatened. Then they call out to the others in their tribe, and soon others answer back. Within hours, there may be a hundred savages prowling the wilderness for the PCs. If they catch the PCs, they torture them, kill them, and eat them, not necessarily in that order.

Bare Patch: The explorers find a large bare patch in the trees, where not much grows. The patch has a rectangular shape. Underneath the bare spot is the flat ceiling of a home that got buried in a landslide long ago. If the characters dig down and break through the ceiling, they find an unlooted house. Giant mutated ferrets are using it as a den, so it's musky, and the ferrets may return at any moment. In the junk is great stuff, not all of it in great shape.

TREASURE

The treasure that counts is relics. You can also deal with treasures that aren't relics but serve as trade goods. Depending on the encounter, standard treasures could include: everyday items of the Ancients (in more or less good condition), animal pelts, canned (or otherwise preserved) food, or useful tools and gear (see Gear, page 30).

TABLE 4-9: RANDOM DOME MENACE

d%	Dome Menace
1–20	Poison: Toxic gas, venomous plants, poison dust, etc.
21–30	Radiation: Could be low intensity over the whole dome or high intensity in one location.
31–50	Vermin: Monstrous vermin or maybe lots of little vermin. Spells like *summon swarm* and *insect plague* might work for these menaces.
51–70	Mechanical Hazard: Weak floor, electrical short, collapsing ceiling, elevator that lowers you inexorably into a basement flooded to the ceiling.
71–90	None
91–100	Roll Twice

TABLE 4-10: CHANCE OF WILDERNESS ENCOUNTER

Each day (dawn to dusk)	10%
Each night (dusk to dawn)	15%
Each day (or night) of travel	30%

TABLE 4-11: RANDOM WILDERNESS ENCOUNTER

d%	Encounter
1–50	Monsters. Your choice: Table 4-1: Random Mutated Critters Table 4-2: Random D&D Monsters Table 4-3: Random Omega Monsters Robots (1d4 spider bots or 1d2 stalkers)
51–70	1d20 savages. See Table 4-5.
71–80	1d6+2 Cryptic Alliance members. See Table 4-4.
81–90	Explorers. See Table 4-6.
91–100	Roll Twice and Combine. Could be allies or enemies.

Haunted Laboratory: The explorers find an uninhabited dome that looks as though it's never been taken over and used as a home, either for people or beasts. It has, however, been looted (if not thoroughly). Then a ghostly apparition of a pure strain human attacks the group, draining life away with every touch. The apparition is the psychic echo of the scientist who accidentally destroyed herself while trying to use gear in the lab to transcend physical form. Play the apparition as a spectre.