

RPGObjects Presents:

Artifacts of the Ancients

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PART I: INTRODUCTION

THE SRD, OGL, AND D20 SYSTEM

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apocalyptic d20 game available and your help is greatly appreciated.

ARTIFACTS OF THE ANCIENTS

Every scav, raider, and trader knows that the scarred lands of the Twisted Earth, though seemingly desolate and broken to the untrained eye, are anything but "empty". Though a wild, unchecked wind howls mercilessly by day and night in some regions, and the sun is unfettered in torturing the earth with -its searing blaze, hidden among the sands, lost hills, and naked mountains are jewels of a sort. Even the dark smudges of fused glass and molten metal once known as cities, which often sprout like unexpected flowers in the sand, bear treasures worth searching for.

Artifacts Of The Ancients is a sourcebook for the post-apocalyptic d20 role-playing game DARWIN'S WORLD. Within these pages you will find a collection of useful, bizarre, and advanced technologies once utilized by the Ancients. Now, these relics are used once again by their most primitive ancestors. Treasure of a sort, these include lethal weapons, super-advanced personal armor, humming electronic devices, powerful and "magical" medicines, and other objects worthy of worship and wonder.

ARTIFACTS

This sourcebook introduces the various items of special interest that can be found among the ruined cities and lost settlements of the Twisted Earth, and their practical use in DARWIN'S WORLD.

Artifacts are, in essence, the finest goods of the post-holocaust world. Whenever characters in DARWIN'S WORLD comb an area in search of useful items, engage raiders or mutant armies, or plumb the depths of old sewers, ruined cities, or abandoned vaults and shelters, there is a chance that they will find something of a priceless nature.

Unlike in the fantasy Core Rules of the d20 system, artifacts in DARWIN'S WORLD are broken down into different categories. There are no "wands", "rods", "staffs", "scrolls", or "magic

weapon/armor”, per se. The categories generally include:

Junk Items: Junk items include a wide variety of variable objects and items of an almost unlimited number of uses. Some items (as detailed herein) are more useful and specific in their utilization.

Foodstuffs: Rarely an object of much interest beyond a single use, foodstuffs are the surviving meals and nutrients used in the resource-weakened world before the Fall. These include nutrient syrups and drinks, dehydrated “meal pills”, and rubber-wrapped ready-to-eat packaged foods. Super-advanced preservation techniques and chemicals have made such lost items edible even so far in the future.

Good Juju: To the primitive mind, the super-advanced medicines and drugs of the Ancients were nothing less than “magic”. Good juju items include miracle cures to diseases, poisons, and instant healing chemicals that help to repair damage done to man and mutant alike. Good juju, though highly prized for their medical applications, often have adverse effects on mutants.

Arcanum: Arcanum is a dwindling form of treasure, becoming less and less common as the years pass. Old books, writings, magazines, texts, films, and the like fade, decay, and rot with time.

Gizmos: “Gizmo” is a generic term for miscellaneous electronic or powered items, ranging from calculators to flashlights, autographnels to radiation-suppression sprays.

Advanced Weapons: These are by far the most coveted and recognizable remnants of the Ancients left among the ruins. Heavy plasma rifles, X-ray lasers, grenades, and mass driver automatic weapons are only a few example of these high-tech, high-powered and extremely lethal weapons.

Advanced Armor: Advanced armor types are exceptionally rare artifacts, since most were destroyed during the great wars. Still, every now and again a rare piece will turn up, giving credit to the technical skills and ingenious armorcraft of the Ancients.

Vehicles: Vehicles are among the most common artifacts scavenged from the wasteland and drawn back into use by the few surviving communities or individuals of the Fall. These include automobiles, motorcycles, trucks, etc. Vehicles are always highly prized not only as symbols of power and influence, but also for their

ability to carry heavy loads long distances and defending against or outrunning the common raider gangs and armies of the wastes.

Certain pieces of equipment (including weapons) require a power source to operate. This will be listed at the end of an item’s description as *Power Source*.

ARTIFACTS AS TREASURE

Again, artifacts are the equivalent of “treasure” in the non-magical, post-apocalyptic world. Though there are no wands or scrolls to be found, there are instead particle-beam weapons, advanced curative chems, and useful electronic devices lost among radiated ruins or used to lethal effects by bandit-princes.

Just like in fantasy-based games, artifacts are generally the real, tangible rewards to facing the dangers of the mutant world. Artifacts are rare and few, their numbers decreasing with each passing year as more and more advanced devices break, run out of power, or simply vanish to the stockpiles of secret societies.

When distributing artifacts as treasure, use the “Building a Treasure” rules (Encounter Level dictating the treasure per encounter) presented in the d20 Core Rules.

TABLE 1-1: RANDOM ARTIFACT GENERATION

Minor	Moderate	Major	Item
01-20	01-15	01-10	Junk Items
21-30	16-25	-	Foodstuffs
31-60	26-45	11-25	Good Juju
61-65	46-55	26-30	Arcanum
66-80	56-70	31-60	Gizmos
81-00	71-85	61-80	Advanced Weapons
-	86-90	81-90	Advanced Armor
-	91-00	91-00	Vehicles

PART II: JUNK ITEMS

There are various items of minor interest to the characters and creatures of DARWIN'S WORLD, the majority of which are called "junk". Items of this kind are typically non-combative in nature, and their use is generally limited as novelty or trivial niches (to say the least). Some may simply be inert objects, others mechanical toys and contraptions, while still others may be electronically powered with flashing lights and impressive colors. All in all, however, they are ultimately best discarded for more important finds (like food and water). However, cunning traders can often find a way to sell even these items to the rubes convinced they need that odd resin object with the flashing lights.

Clothing: Some finds consist of rare and weird clothing that only harks back to a time when mankind was able to be frivolous and wasteful. Rare and exotic textiles were used to create fantastic and futuristic clothing in the years leading up to the Fall; from fancy three-piece suits made of black shimmer velvet to liquid gold gowns for the ladies. Other textiles included *Synthisilk* (just like the real thing, all but impossible to get after Red China spread the Silk Plague), *SexySatin* (a cross between satin and crushed velvet), *Luminessence* (glowing and color-shifting fabric), and *Neosamite* (synthesized gold thread intertwined with real fur follicles – the latter a real rarity prior to the Fall).

Hologram Projector: This item appears similar to a flat black trophy stand, with a button or dial concealed inconspicuously on the front, back, or bottom. When the button is pressed an emitter creates a 3D holographic-image, floating roughly three inches to a foot above the unit. The image created rotates a full 360 degrees over the course of thirty seconds. The image programmed into the hologram projector can be virtually anything; a commemorative image of a popular movie star, medical diagrams, flashy advertisements, an American flag billowing in the wind, etc. A small port on the side permits a different

image card to be inserted if desired, but such cards are exceedingly rare finds so long after the Fall. *Power Source:* Cell.

Identity Card: The Ancients used a variety of identification cards for a variety of reasons; credit management, purchasing of goods, and access to certain areas. These cards come in a variety of degrees, and were only issued to those who had the right clearance - some allow passage into police armories, others into medical facilities, others into personal homes. They are typically color-coded, and allow passage into areas monitored and kept secure by robots and electronic security systems. Variations of these types were known, and thus their usage is not always universal.

Example uses: *White* cards were used for front-door access to almost all private residences, from houses to apartments. *Yellow* cards were reserved for access to underground storage, maintenance tunnels, etc. *Lead* cards were limited to soldiers in the field, permitting the holder to bypass security locks and enter abandoned households during the fighting.

Keep in mind that keycards will only work on doors and portals that still have electric power.



TABLE 1-2: IDENTITY CARDS

Color	Rank	Notes	Access
White	Stage IC	Typical citizen's ID card	IC
Yellow	Stage IIC	Technician's access card	IIC
Blue	Stage IIIC	Civil Authority access card	IC, IIC, IIIC
Purple	Stage IVC	Federal Authority access card	IC, IIC, IIIC, IVC
Red	Stage VC	Regional Governor's access card	VC
Black	Stage VIC	Presidential access card	VC, VIC
Lead	Stage IM	Enlisted Military ID card	IM/C
Copper	Stage IIM	NCO access card	IM/C, IIM/C
Bronze	Stage IIIM	Officer access card	IM/C, IIM/C, IIIM
Silver	Stage IVM	Base Armory access card	IVM
Gold	Stage VM	Base Commander access card	IM/C, IIM/C, IIIM, IVM, VM
Platinum S	Stage VIM	Military Research access card	VIM

PART III: FOODSTUFFS

What Ancient foodstuffs that exist in DARWIN'S WORLD are, in general, those products that were made mostly with preservatives to withstand the years since civilization's fall. As a result, the value of certain food items may vary considerably. For example, even though a certain food has the same nutritional value as another, the fact that it is canned (and thus less likely to have been tampered with) may increase its appeal.

Canned Foods: Super-advanced food preservation techniques developed years prior to the Fall (even beyond modern methods) permitted the canning of perishable and non-perishable goods alike. Though so far in the future such delectable foods are increasingly rare, they are nonetheless valued as a commodity and as trade goods everywhere. Canned foods, if intact, are almost impervious to outside contamination, the effects of age, and tampering. In addition, they contain *real* food, fruit, etc. – considered a luxury by most wasteland communities. A single can of food provides for about one meal's worth of nutrition.

Dehydrated Pills: Developed for use in long-range space missions, these food items are small colored pills that are simply meals reduced in size due to the extraction of all moisture. Although they are tasty and quite good (they come in various flavors, such as french fries, hamburger, etc), these meals are not very filling, and provide no moisture nutrition.

Goo Tube: A so-called "goo tube" is a disposable plastic container filled with a nutrient-rich "mush". This mush comes in one of three flavors – green, red, yellow, and white (though what these flavors were once meant to duplicate, one can only guess). The product of super-advanced food-processing techniques, the goo tube is only the size of a roll of quarters but is enough to feed a man for an entire day. Goo tubes also have the benefit of never spoiling, and their packaging protects them fully from chemical contamination. Goo tubes were an increasingly-common food item during the latter years of civilization as food resources worldwide became more and more scarce, replacing Rendi-Meals as real food grew rare.

HEVE Candy: The name stands for "high-energy vitamin-enriched", but was also a common nickname used by soldiers to describe what the taste made them want to do. This candy supplements nutrition intake (each candy cube provides for one full meal).

Power Bars: These large candy bars are packaged in silver wrapping, and can remain preserved for a great deal of time. Although the taste is far from delicious, these bars are full of protein and vitamins (much like HEVE candy); each provides for about one-half a meal's worth of nutrients.

Rendi-Meal: These excellent items come in either tray, envelope, or cylinder form, and are the ultimate in preserved foods. At one end of the package (regardless of shape and size) is a pull ring, which when peeled off creates a chemical reaction in the package that either heats, cools, or rehydrates the food within (depending, of course, on the type of dish). In addition, a "spork" (a spoon-like utensil with fork-like serration, allowing it to be used both as a fork and a spoon - in effect, a universal utensil) is usually attached to the package. Rendi-Meals remain preserved for centuries due to space-age packaging, and are actually quite tasty and nutritious. The nutrition value of one meal is equal to a full day's nutritional requirements.

Salt Pills: These pills increase the salt content in the body, which helps retain ingested moisture. One pill, taken daily, reduces the need for ingested moisture by *one half* for 1-4 weeks.

Soup Mixes: A variety of soup mixes (most from Oriental companies) are available even so long after the Fall. Dehydrated and vacuum-packed, these mixes are hearty and nutritious (equal to about one full meal), but require mixing with a certain amount of heated, drinkable water.

TABLE 1-4: FOODSTUFFS (MARKET PRICES)

Minor	Moderate	Foodstuffs	Market Price
01-10	-	Soup Mix	1 cp
11-50	01-20	Canned Food	5 cp
51-65	21-25	Dehydrated Food Pill	5 cp
66-00	26-40	Goo Tube	5 cp
-	41-45	Power Bars	5 cp
-	46-50	HEVE Candy	10 cp
-	51-80	Rendi-Meal	10 cp
-	81-90	Synthiol (Bottle)	10 cp
-	91-00	Salt Pill	10 cp

PART IV: GOOD JUJU

Medicines are known by many names in the post-holocaust world. To primitive wasteland dwellers, they are "good juju", or "good magic", while to those who hold some semblance of civilization they are known as drugs or simply "meds."

Medicine, though vastly misunderstood by the witless survivors of the great holocaust, are still considered priceless because of their "magic" - they are some of the few things that maintain their value over time (due to futuristic preservation techniques), and cannot generally be fabricated with the few remaining tools available.

INCOMPATABILITY

It is important to note that the medicines of the Ancients were made for *humans* - not *mutants*. As a result, medicines will have a different effect on mutants, depending on their "generation" (i.e. the closeness of the mutant to the unaltered human form; non-mutants will always be affected by drugs and medicines as they were supposed to, while those of successively varying genetic dispositions may only receive diluted effects or even toxic consequences).

Whenever medicine is taken by a character in DARWIN'S WORLD, she must make an immediate Fortitude check or suffer an Incompatibility result (DC depends on the medicine being taken). If the check is successful, the medicine works as normal. Incompatibility results are rolled randomly (see **table 1-5**).

Advanced Drugs And Chemicals

Numerous drugs and chemicals were devised by

the Ancients, some capable of saving lives, others capable of enhancing mankind's inherited abilities - impinging upon what was once the sole domain of God. These items, though limited in uses (i.e. they are consumed) are among the greatest treasures.

Taking any kind of medication requires a full-round action, unless administered through a Ready Syringe (see below), in which case the administration only requires a standard action.

Antitox (Immune Booster Alpha): This drug, usually found in a *Ready Syringe* (see below), completely dilutes and cleanses poisons and chemical toxins from the system 1-2 rounds after injection. DC 20.

Filter-Dose (Immune Booster Beta): This is an injected drug that dissolves and breaks-down foreign chemicals, toxins, and organisms in the bloodstream. It works just like Antitox (above), but also works against biological agents as well (including parasites). DC 30.

Halazone Tablets: One of these tablets, when combined with one liter of water, will purify it of most simple contaminants and parasites. Heavily-contaminated water sources (GM's discretion) may require the use of two tablets per liter. Halazone tablets will not work on salt water, or water tainted with gritty minerals.

Hemochem (Hemoglobin Regenerative Supplement A): This injected drug affects the spleen and liver, accelerating blood production. The chemical itself is a mariculous catalyst, acting to duplicate and multiply produced blood geometrically. When administered, hemochem heals all hit point lost due to *bleeding* effects (e.g. "wounding"), and automatically stabilizes any victim at -1 or fewer hit points. DC 10.

Hercurin (Adrenaline Tap A): This drug found in capsule or shot form increases muscle output - a character injected with this drug receives an increase of +1d4 Strength and Constitution for a full 1d8 hours. There are no side-effects once the effects wear off. DC 30.

K-O Shot (Super Sodium Tiopental III): This potent

TABLE 1-5: MEDICINAL INCOMPATABILITY

D20	Effect
1	Death (character is killed by the improper use of the chemical)
2	Major nerve system damage (initial damage paralysis *, secondary damage 0)
3	Brain damage (initial damage 1 Int *, secondary damage 2d6 Con)
4-5	Nerve system damage (initial damage 1 Str *, secondary damage paralysis)
6-7	Muscular damage (initial damage 1 Str *, secondary damage 2d6 Str)
8-9	Muscle spasms (initial damage 3d6 Dex, secondary damage 1d2 Str)
10-14	Dizziness and nausea (initial damage 1d2 Dex, secondary damage 1d2 Dex)
15-19	Ineffective (medicine has no effect)
20	Diluted effect (normal effect is halved)

* Ability score damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes unless marked with an asterisk (*), in which case it is permanent.

PART V: ARCANUM

The books, propaganda, and other educational devices of the Ancients are called "arcanum" and are as revered as firearms, fancy armor, and other gizmos. Some cults actually worship old books and readings - "Archie" comics and Disney storybooks have spawned a number of odd cults in the wasteland.

Books: Books are among the last evidence that a culture beyond the warring, desperate civilizations of today once existed on the Twisted Earth. Books can range from comics to classic literature, and their value can range widely from community to community depending on literacy, interest, or pure curiosity. Still, books are widely considered rare and eccentric finds, and generally fetch a handsome value among the wasteland communities and trade centers.

Cerebral Bioelectronic Implants: Cerebral Bioelectronic Implants, or "CBIs", were advanced forms of educational implants used with moderation just prior to the fall of civilization. Other CBIs were also made to enhance physical and mental performance. CBIs appear as small half- or quarter-spherical electronic boards, complete with insulated processor chips encased in non-reactive bioelectronic-compliant gels and coatings. CBIs were used by literally implanting them on the exterior of the brain, with electrodes connecting with the brain at key points to stimulate certain brain functions; in effect, the CBI prompts the brain to react at a higher level to certain situations. The kinds of CBIs are as follows:

Agility Implant: This type of CBI is typically colored green, and fits

snugly around the motor cortex, the part of the brain that controls basic and skilled movements of the body. The coordination implant stimulates the brain to prompt advanced and complex agility and dexterity. This CBI provides a permanent +1 to Dexterity while installed.

Coordination Implant: Restricted to military use before the Fall, this type of CBI is typically colored red, and fits around the upper-forward part of the cerebrum, connecting to the center of the brain controlling emotion and behavior. This type of implant acts to dull certain electric impulses originating in the brain arising from danger situations, in effect controlling and diffusing fear and terror, allowing the creature to operate without inhibition in combat. The CBI gives the character a +2 bonus to his Initiative rolls, and a +4 enhancement bonus to saves vs. fear.

TABLE 1-8: ARCANUM (MARKET PRICES)

Minor	Moderate	Major	Arcanum	Market Price
01-90	-	-	Book (any subject)	250 cp
91-00	01-15	-	Map	1,000 cp
-	16-20	-	Manual (Climb)	3,000 cp
-	21-25	-	Manual (Disguise)	3,000 cp
-	26-30	-	Manual (Forgery)	3,000 cp
-	31-40	-	Manual (Perform)	3,000 cp
-	41-45	-	Manual (Swim)	3,000 cp
-	46-50	-	Manual (Use Rope)	3,000 cp
-	51-55	-	Manual (Decipher Script)	5,000 cp
-	56-70	-	Manual (Heal)	5,000 cp
-	71-85	01-15	Manual (Knowledge, Vehicle Operations)	5,000 cp
-	86-90	16-20	Manual (Open Locks)	5,000 cp
-	91-00	21-25	Manual (Wilderness Lore)	5,000 cp
-	-	26-30	Manual (Craft, Electrician)	7,500 cp
-	-	31-35	Manual (Craft, Mechanics)	7,500 cp
-	-	36-40	Manual (Craft, Weaponsmithing)	7,500 cp
-	-	41-45	Manual (Disable Device)	7,500 cp
-	-	46-50	Manual (Knowledge, Ancient Lore)	7,500 cp
-	-	51-55	Manual (Knowledge, Computers)	7,500 cp
-	-	56-60	Manual (Knowledge, Medicine)	7,500 cp
-	-	61-62	Manual (Knowledge, Technology)	7,500 cp
-	-	63-67	Manual (Profession, any)	7,500 cp
-	-	68-72	Manual (Speak Language, Computer)	7,500 cp
-	-	73-74	Manual (Craft, Cybernetics)	10,000 cp
-	-	75-76	Manual (Craft, Robotics)	10,000 cp
-	-	77-81	Manual (Craft, Technician)	10,000 cp
-	-	82-83	Manual (Knowledge, Genetics)	10,000 cp
-	-	84-89	Manual (Knowledge, Pharmacy)	10,000 cp
-	-	90-91	Manual (Knowledge, Pathology)	10,000 cp
-	-	92-93	Cerebral Bioelectronic Implant (Education)	12,500 cp
-	-	94-95	Cerebral Bioelectronic Implant (Agility)	27,500 cp
-	-	96	Cerebral Bioelectronic Implant (Memory)	27,500 cp
-	-	97-98	Cerebral Bioelectronic Implant (Coordination)	30,000 cp
-	-	99	Cerebral Bioelectronic Implant (Brain Wipe)	36,000 cp
-	-	00	Cerebral Bioelectronic Implant (Preservation)	72,000 cp

PART VI: GIZMOS

The glory that was once the Ancients is now only a remnant, found in the few devices and electronic equipment that remains. These items, gizmos that work a strange magic understood by few, are among the greatest objects of worship by the survivors of the holocaust. *Note that all items that require power (cells, packs, etc) have a 50% chance of coming with one inside, with a random charge remaining, if discovered as part of a treasure horde.*

Advanced Breathing Apparatus: This is a generic term used to describe a variety of breathing-assistance devices, such as diver's air tanks, firefighter's oxygen masks, or internal air supply systems for spacesuits, radiation suits, etc. Most apparatus include a backpack-mounted air tank (not always the case, as in the case of the most advanced - which employ oxygen recycling systems, negating the need for tanks), good for 1 hour of use (some are even good for up to 10 hours of use). Unlike a gas mask, which only filters air, the apparatus generates or carries it's own supply.

Advanced Weapon Parts: A number of advanced high-technology weapons may require special parts to repair in the case of being damaged or broken. Example parts include the following (these are generally considered rarer items, and are in themselves valuable finds):

- Power Bus (a power connector used in energy weapons)
- Refining Crystal (a high-chromium gemstone used in laser weapons)
- Flash Lamp (a high-luminosity flash bulb used in laser weapons)
- Flashtube (a tube filled with xenon that amplifies ion activity)
- Ion Injector (a high-speed ion injection device used in plasmas)
- Magnetic Field Generator (a device used in plasma weapons)
- Yttrium Target (a device bombarded by energy to emit X-rays)
- Magnetron Tube (a device that emits microwaves)
- Synchrotron (subatomic particle accelerator)
- Betatron (electron accelerator)

Using one of these parts to repair a damaged item requires either a Craft (weaponsmithing) check at DC 18, a Craft (electrician) check at DC 20, or a Knowledge (technology) check at DC 25.

Astronaut Pen: This is a fantastic pocket pen made from high-durability titanium, with a 1,000 year guarantee of operation. An astronaut pen can write on wet surfaces (even underwater), upside down, and for an unlimited period of time.

Autograpnel: This piece of equipment appears to be a plastic rectangular device with a hard steel grapnel on one end, and an internal coil of tensile plastic rope. The autograpnel may be used to fire the grapnel (which draws the rope with it) up to 75 ft. straight into the air; the device may be used to slowly retract 5 ft. per round (it can, for example, be used to draw a person up into the air after the grapnel; the rope is strong enough to support the weight of roughly two Medium-sized beings). *Power Source:* Cell.

Biomechanical Targeter: This advanced piece of electronic equipment was used to augment the soldiers of the Ancients during the Fall. The *biomechanical targeter* is a bodily modification that requires one eye of the recipient to be surgically removed and replaced with an advanced optical lens that acts as a miniaturized computer targeting system. The biomechanical targeter requires no power (it runs off an ingenious power system fed by natural electric impulses), and acts to increase accuracy at a range.

A biomech targeter gives the user +20 in bonuses, divisible as she wishes among any and all ranged attacks each round (rounded down). For instance, one attack at +20, two attacks at +10, three attacks at +6, etc. The targeter can only be applied to existing attacks; it cannot *give* additional attacks.

Installation of these devices is difficult, requiring a Knowledge (medicine) check at DC 30 (and in any case, one of the recipient's natural eyes is forever lost).

Bioplaymate: This type of commodity, once legal in the United States, was eventually deemed illegal due to concerns about bioplaymate rights. A bioplaymate is a kind of clone, grown in a lab, but only programmed with a virtual encyclopedia of social and sexual talents, and sculpted merely for beauty and

PART VII: ADVANCED WEAPONS

Advanced weapons comprise a broad category of rare and precious articles of war – the implements of destruction used on a mass scale by the arrogant Ancients in their insane wars that led to the inevitable Fall. Most weapons survive though finding them is certainly a difficult and dangerous undertaking. Most have long been held as heirlooms or prizes by warlike communities or raider gangs, while others remain buried in dust, sand, or rubble among the ruins of Ancient cities and installations.

**The rest of this section is OGL.*

ADVANCED WEAPONS

These weapons were the finest America had to offer before the fall of civilization - lasers, gauss weaponry, and special devices mostly used for military applications. They are the most priceless of artifacts in DARWIN'S WORLD.

Chainsaw: Not exactly an "advanced" weapon, the chainsaw is nonetheless commonly found in a combative role in the post-apocalyptic world. Most models are bulky and cumbersome, prone to shorts or fuel failures, but their damage capability is nonetheless impressive. *Power Source:* Clip, beltpack, or backpack.

Chainsword: This type of device, simple but remarkably brutal in effect, is in essence a chainsaw/sword combination. It works just like a chainsaw, but has a narrower, razor-sharp blade, and a handle more receptive to swinging about in pitched combat. *Power Source:* Beltpack or backpack.

Energy Pike: A very common weapon of the U.S. Army during the years of foreign invasion (especially useful in the spontaneous execution of

prisoners of war), this appears to be a dull black or gray staff, universally 8' long, but when activated (usually through pressing a button or switch on the pommel), the last three feet or so begins to glow brightly. The reason for this is that the pike has a powerful ion emitter that ionizes the air around the weapon, in effect creating a high-energy "power field" around it. The weapon attacks like a regular melee weapon (base damage is as the normal melee weapon), but is far more deadly when it hits (increased critical range). In addition, it emits a *glow* up to 30 ft. around the user. As with all reach weapons, the energy pike has reach (10 feet, but cannot be used against an adjacent foe). *Power Source:* Beltpack or backpack.

Power Sword: This item appears (and operates) much like an *energy pike*, except that it possesses a special charge-building device that causes the energy within to accumulate in a special power storage unit. Every few minutes this unit can be discharged, shooting the cycled power out in a *blast*. This type of weapon inflicts the listed damage in melee combat, but also once every five rounds the user may *discharge* a beam of energy (as a *ranged touch attack*) that duplicates the effects of a laser pistol Mk2. *Power Source:* Beltpack or backpack.

Shock-Field Glove: This item, used only by the military when first made, appears to be a metallic "hand" - which fits over the user's hand like a glove. The glove produces a strong electric charge with every power cycle, allowing the user to "zap" a nearby target without having to actually touch it (treat this as a *ranged touch attack* with a maximum range of 20 ft.; it can be used to shock in contact as well). Using the

TABLE 1-14: ADVANCED MELEE WEAPONS

Exotic Weapons - Melee

Weapon	Damage	Critical	Range Increment	Weight	Type**
Unarmed Attacks					
Shock-Field Glove *	1d8	-	20	1 lb.	Special
Shock Gloves *	*	*	-	1 lb.	*
Small					
Stun Baton §	2d6	*	-	3 lb.	*
Medium-size					
Chainsaw	3d4	18-20/x2	-	12 lb.	Slashing
Chainsword	3d6	18-20/x2	-	8 lb.	Slashing
Power Sword *	2d6	19-20/x2	-	4 lb.	Slashing
Warp-Field Sword *	1d8	19-20/x2	-	15 lb.	Slashing
Large					
Energy Pike † ^a	2d8	18-20/x2	-	15 lb.	Slashing

PART VIII: ADVANCED ARMOR

Advanced armor types include the fanciful protective devices of civil and military agencies, as well as the advanced and foreboding military-issue powered armors that were used in mankind's final wars with itself. Since none remember the events that drove original man extinct, these items stand only as silent reminders of his former greatness.

**The rest of this section is OGL.*

Advanced Metal: Advanced metal armor includes a number of high-technology creations, utilized by advanced societies, associations, and brotherhoods. Advanced metal armor is typically composed of superior materials like ferroalloy, super-titanium, etc, covering the body not unlike a suit of medieval plate armor.

Ballistic Nylon: This kind of armor usually consists of a vest, but sometimes involves an entire body suit (vest, gorget, leg armor, and arm gauntlets). The armor itself is made of advanced Kevlar fibers, woven to create an impact-resistant armor. Ballistic nylon provides damage reduction 10 against projectiles and ranged ballistic attacks, but not energy or elemental attacks.

LazAb: Short for "laser ablative", this type of experimental armor appears to be a highly-reflective form of metallic plate. LazAb is especially effective in the diffusion and reflection of energy-type attack forms. When defending from directed energy-based attacks (lasers, masers, etc), LazAb provides damage reduction 10.

Metal-Insert: Metal insert armor sandwiches metal plates behind a layer of simple ballistic cloth or leather, creating a near-bulletproof layer

of armor protection. It is, however, very bulky. Metal-insert armor provides damage reduction of 5 against projectiles and ranged ballistic attacks, but not energy or elemental attacks.

NBC Suit: These precious suits protect against a wide variety of biochemical agents and most low-levels of gamma and UV radiation. They come in a variety of types, from rugged special military suits to thin military pull-over suits, to heavy and cumbersome civilian suits used in industry and power-plant maintenance. Some are simply overalls, while others have an internal framework of light aluminum to keep the suit rigid, while advanced forms also have internal and external lighting (like flashlight beams from the side of the head). Some forms, designed for work in certain facilities, have a flexible umbilical (connected to a static installation's own air supply) and an interior pressure system which causes the suit to "inflate" - the higher pressure inside keeping chemical and biological particles out (hence the bulkiness of the suit). Most protect against all agents, others only one or two. In general, however, a NBC suit found by characters will likely be suited for exploration of all three environments (just to make things easy), with a maximum protection of up to 1000 Rads.

Plastex: Plastex is an advanced form of armor that was developed just months before the Fall. It was a development of cheaply-made plastic armor that far exceeded most basic armor types, but at a fraction of the cost of powered armor suits. Plastex is relatively lightweight, however, giving it a definite advantage even over powered armors. Plastex is generally transparent or translucent like glass, and is rigid in format; most plastex armors consisted of breastplates, arm

TABLE 1-24: ADVANCED ARMOR TYPES

Armor	Armor Bonus	Max Dex Bonus	Check Penalty	Speed 30ft.	20 ft.	Weight
Medium armor						
Metal insert *	+5 *	+2	-5	20 ft.	15 ft.	30 lb.
Ballistic nylon *	+5 *	+3	-4	20 ft.	15 ft.	20 lb.
Heavy armor						
NBC suit *	+4	+1	-6	20 ft.	15 ft.	50 lb.
LazAb *	+7 *	+0	-7	20 ft.	15 ft.	50 lb.
Plastic plate	+7	+1	-6	20 ft.	15 ft.	25 lb.
Advanced metal	+9	+0	-6	20 ft.	15 ft.	50 lb.
Plastex	+10	+2	-5	20 ft.	15 ft.	30 lb.
Scout armor *	+12 *	+1	-6	50 ft.*	35 ft.*	500 lb.*
Powered armor	+14 *	+1	-6	20 ft.	15 ft.	750 lb.*

PART IX: VEHICLES

Before the fall of civilization, America was at the forefront of car manufacturing - Cadillac, Chevy, and Ford were all still big names. Ground cars, chugging gasoline or powered with super-advanced electric cells, were prevalent but sleek air and hover cars were also increasingly common on the great American highways before the bombs began to drop.

Vehicles in the wasteland are somewhat of a rarity and are generally considered highly-valuable weapons of war - entire bandit armies mounted on motorcycles and souped-up cars roam the deserts looking for more to add to their collections. Merchants who can afford to use them as high-speed "fortresses on wheels", crossing huge distances of country along the few operable roadways. Others - scavengers, rogues, and vagabonds - sometimes take possession of a single vehicle and use it to roam the world like castaways on a turbulent sea.

There are various types of vehicles in DARWIN'S WORLD, most of which are generally self-explanatory. Vehicles are pretty useful to PCs in the wasteland because fuel is still an existing commodity and thus they remain as an excellent means of getting around the desert.

**The rest of this section is OGL.*

VEHICLES IN COMBAT

Vehicular combat should be handled like regular combat. Vehicles are only mounts for mounted warriors. In some cases they can be made to ram, run over opponents, or even mount weapons for car-to-car skirmishes.

The unconventional nature of vehicular battles, especially in large numbers and at high speeds, often warrants the use of miniatures, cardboard counters, and grid maps. The use of grid maps is especially convenient concerning movement, range calculations, and attacks.

Attacking A Vehicle: Firing at a vehicle is like attacking a held, carried, or worn object (including half damage from acid, fire, and electricity attacks), but doing so does not provoke attacks of opportunity.

When his vehicle is being targeted, the driver applies his own Dex bonus to the vehicle's total AC for determining the difficulty to hit.

If a vehicle is struck, all damage must overcome its Hardness (just like a normal object), but then it goes straight to the vehicle's hit points.

Vehicle Destruction: A vehicle reduced to zero hit points or lower quickly comes to a stop, though passengers and crew are unharmed. It decreases speed by 25 feet per round until its speed reaches 0 feet per round; during this time it can only move in a straight line. If the vehicle is prohibited from going straight during its deceleration (for instance, an obstacle is in the way), it *crashes*.

If a vehicle is ever reduced to -10 or less it is immediately *destroyed*, without slowing to a stop.

Vehicle Crashes: If a vehicle is *destroyed* (or *crashes*) while in motion, all within must make a Reflex save (DC 30). Failure indicates catastrophic damage; success indicates injury to a lesser degree. Unless otherwise specified, all damage incurred is half-fire, half-bludgeoning.

Flanking A Vehicle: Vehicles can only be *flanked* if there are no passengers on board (if there are, a vehicle's crew is considered to be warned of any side or rear attacks).

Targeting The Crew: Attackers can attempt to target the driver, crew, or passengers of a vehicle instead of attacking the vehicle itself. Doing so is difficult, however, since a driver receives his normal AC bonuses (though he can't dodge in his seat, he can make the entire vehicle slip aside, and thus he retains any dodge bonus;

the only exception is if he's been flanked), and both driver and passengers receive a

Table 1-26: Vehicle Crashes

Crashed Vehicle	Failed Save	Successful Save
Motorcycle	Death	9d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Racer	Death	9d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Small Car	Death	9d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Medium Car	11d6	9d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Large Car	9d6	7d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Pickup	7d6	5d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)
Truck	5d6	3d6; second Reflex save (DC 15) or catch on fire (see <i>DMG</i> , pg. 86)