

MUTANT SCAVENGERS OF THE RUINED EARTH!

Characters!

PCs are hardy mutant scavengers picking through the radioactive wastes of a far-future 'mutant-eat-mutant' Earth or Earth-like planet. Works well with other games in this series, especially Scavengers & Spacewrecks.

1) Choose armour: This gives your Player Character (PC) an armour class (AC) and a movement rate (MV).

Armour	AC	MV
No armour	9	12
Padded Shroud, Mutant Hide, Thick Fur	7	9
Body Armour, Partial Mutant Shell (soft belly)	5	6
Alloy Armour, Full Mutant Shell	3	3
Technological or Mental Force Field	-1	-1

2) Roll for hit points: 1d6+2 (HD) per level, with 1d6+2 for a PC starting at level 1.

3) Choose two weapons:

- * Axe 1d8 damage; Stunt to throw, +2 damage if successful; 10' range
- * Bow 1d8 damage; Add Level to damage; 100' range
- * Sword 1d8 damage; Stunt disarms hand-held item/weapon of opponent
- * 3 x Micro-Missiles 1d4 damage in 10' radius; 30' range
- * Laser Sword 1d6 damage; target Saves or loses 1 round of action
- * Blaster Pistol 2d8 damage, one shot every 2 rounds; 50' range

4) Number of attacks (AT): 1 at start, increased to 2 at level 5, 3 at level 9 and so on. *Special Rule:* When a PC kills a mutant, he can make another attack at the end of the same round.

5) Choose a name and a speciality:

- * **Psyker** (+1 to Initiative, +1 to opponent's morale roll); Requires 1 Mental Mutation (M).
- * **Render** (-1 to Hit, and +1 Damage); Requires 1 Physical Mutation (P).
- * **Scout** (-1 to Stealth/Stunts roll)
- * **Tech** (-1 to all Tech Saving throws: disarm bomb, hack computer)

6) Roll Mutations (1d20, twice): if same rolled twice, re-roll for new

- 01 (M) **Sense Life:** Detects living things in 30'x15' cone; 1 combat action
- 02 (P) **Mutant Hide:** as per the Armour table; cannot be removed
- 03 (P) **Extra Head:** +1d4 to Initiative; -1 to Hit with Ranged attacks; etc.
- 04 (M) **Telepath:** Send/receive thoughts to detected life form; 30' Radius
- 05 (M) **Booster:** 1x/day +/-1 all rolls for 1d4+Level Rounds; Other or Self
- 06 (P) **Partial Mutant Shell:** as per the Armour table; see Mutant Hide
- 07 (P) **Gills:** Can breathe in and out of water; +2 to Swim Saves/Stunts
- 08 (M) **Anti-Telepath:** Selectively block Telepathy; Morale -1
- 09 (M) **Force Field:** as per the Armour table; self and personal gear only
- 10 (P) **Vampiric Touch:** Open hand strike steals 1d4 HP as healing
- 11 (P) **Thick Fur:** as per the Armour table; +2 Save versus Cold damage
- 12 (M) **Lucky:** Once per session can flip a bad roll for the best result
- 13 (M) **Rebounding Field:** 6- on d20, the strike bounces, & hits attacker
- 14 (P) **Darklight Eyes:** Can see up to 90' even in pitch black darkness
- 15 (P) **Climbing/Clinging:** +3 to Climbing/Clinging Saves/Stunts
- 16 (M) **Hide Life:** Defeats Sense Life; 10' radius; voluntary; free action
- 17 (M) **Levitation:** HD x 15' movement, ascend/descend only; 3x/day
- 18 (P) **Bomb Pods:** 1d4 per day; 1d4 damage 10' radius; 30' range attack
- 19 (P) **Full Mutant Shell:** as per the Armour table; cannot be removed
- 20 (M) **Mental Invisibility:** 6- on d20 to Sneak past 2d6 HD of creatures

Combat!

1) Initiative: Everyone rolls (1d10 + AC). The best score has initiative, then each attacker in descending order. So a lighter fighter has better chances to strike first. If one has several attacks (AT), initiative is rolled several times.

2) Attack: roll 1d20. If the score is under your opponent's (AC + your level), it is a successful strike.

--Example: to hit a mutant with AC 6, a 3 level scavenger needs a 9 or less.

3) Damage: When you hit an opponent, roll the damage dice. Deduct the result from your opponent's hit points (hp). At or below 0, non-PC mutants are dead, and PC's are knocked out. Mutants could easily kill them, but they usually won't, and instead, keeping them as slaves.

4) Morale: If outnumbered; after the first death; or when reduced to one-half number or hit points, a mutant checks for morale. The DM rolls 1d10. If the result is over the mutant's hit dice, it will withdraw to get a better position, or (less likely) surrender.

5) Rest and bandages: After combat, all hit points (hp) are restored to their initial value. Hit Points, after all, reflect the capacity to escape damage. If a PC has been sent below 0hp, they may need a longer period of rest, or even a medic robot because of actual wounds.

Adventure!

1) Stealth & stunts: actions like sneaking past mutants, hiding in shadows, moving silently, or climbing are all easier in lighter armour. For each such an action, roll 1d20 under the character's (AC + level). So, a 4th level scavenger wearing a shroud, and carrying a shield must roll a 10 or less to creep past a mutant. For easier actions, the DM may choose different dice (2d8, 2d6, 1d10, etc.), instead.

2) Saving-Throws: when such a roll is needed for any reason, roll 1d20 under the character's (level + 4). So, a 7th level scavenger must roll under 11 to resist the charms of a mutant with the powers of a temptress.

This "level+4" rule applies to every other action which isn't covered by the "stealth & stunts" rule, but fits the common scavenger knowledge like searching for secret panels or deactivating a laser tripwire.

3) Dangers: If the danger could kill a man (falling, fire, or a trap), it does at most 1d8 points of damage. If the danger is great enough to kill a horse, then the damage is rated at 2d8. If the danger could destroy a vehicle, then damage is 4d8, never any more.

4) Power Phrases: Most power phrases found in Ancient tomes are self descriptive; their range is confined to one room, and only affects one person unless stated otherwise. Only scavengers with an (M) mutation can use Power Phrases: *Phrase Level = 1 + (Scavenger Level / 3)* round down.

Experience!

PCs start at level 1 (1 Hit Dice). Each time they defeat an opponent, by killing him or another method, they get 100 experience points x its hit dice, shared between the party members.

The number of experience points needed to level up is 2000 x the current level. There are no limits to levels. Gaining a new level means better rolls for fight/save/actions, and 1d6+2 more hit points.

Additional Specialties can be added, but each new one costs a number of HD to be permanently sacrificed equal to the new number of Specialties possessed. HD given up to gain a new Specialty affect all listed HD-based effects (HD, Attack, Saves/Stunts, Power Phrases, etc.).

Cool Gear!

PCs start with their choice of three items on this partial list. More loot should be the reward for successful adventuring in the Ancient ruins.

- * **Android Mask:** User can pass for an Android if they make a Save.
- * **Bottle, Unbreakable:** Just what it says; holds 1 gallon's volume.
- * **Coat, Duster:** Can conceal a lot inside; 3d6 external pockets as well.
- * **Flare Beacon:** Reusable; 100' height; no-damage; bright light; 1 minute.
- * **GlowGoggles:** User sees energy (living/non-living) up to 30' in darkness.
- * **MultiTool:** +1 to Tech Saves of all sorts; knife blade does 1d4 in combat.
- * **Noise Toy:** tiny device emits loud sounds; can be set for 1-10 rounds.
- * **OxyMask:** User can breathe well in poison gas, or even underwater.
- * **Pole, Duralite:** Telescoping 10' pole; nearly indestructible; for prodding.
- * **Radium Torch:** Illuminates 30' rad.; burns for 6 hours even underwater.
- * **Steelsilk Rope:** Can hold ½ ton; 50' length; grafts together as one unit.
- * **Termite Mask:** Allows chewing through wood, rock; 1 Hour/foot of rock.
- * **Umbrella Field:** Screens out sun, rain, debris, etc.; hovers, hands free.
- * **Water Purifier:** Even poison, radioactive, sludge potable in 10 minutes.

Robots (non-living)!

- * **Android:** AC6, MV8', HD3, #AT2, Fists (1d4) or by weapon type.
- * **Combat Robot:** AC3, MV3', HD2, #AT1, Claws (1d8) or Optical Ray (1D10, 3- on d20 chance of malfunction). No Morale checks.
- * **Medic Robot:** as above but no weapons, heals 1d6 hp per round.
- * **Robot Vehicle:** AC6, MV7', HD1, #AT1, Smash (1d4 per ' Movement).

Sample Mutants (living)!

- * **Floating Brain:** AC5, MV22', HD1, #AT1, Psychic Attack (1d8, armour is useless)
- * **Giant Insectoid:** AC3, MV3', HD4, #AT4, 4 Claws (1D8). No Morale checks.
- * **Generic Monster:** AC4, MV5', HD2, #AT3, Claws (1d6), Bite (1d10).

Kyrinn S. Eis based upon **Nicholas Dessaux**' *'Searchers of the Unknown'*, and **Sean Wills**' *'Scavengers & Spacewrecks'*, and *'CYBORG SAMURAI ARE GO!'* This is a not-for-profit fan work and is believed to reside within Fair Use.