

## MUTANT SCAVENGERS OF THE RUINED EARTH!

### Building a Player Character (PC)-

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 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:**

\* **Psycher** (+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

### Fighting-

**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, 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.).

### Basic Scavenger Equipment-

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

\* **OxylMask:** 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.