Mutazoids3e™ Player's Guide

The Mutants are back and this time the bugs may be hunting them…

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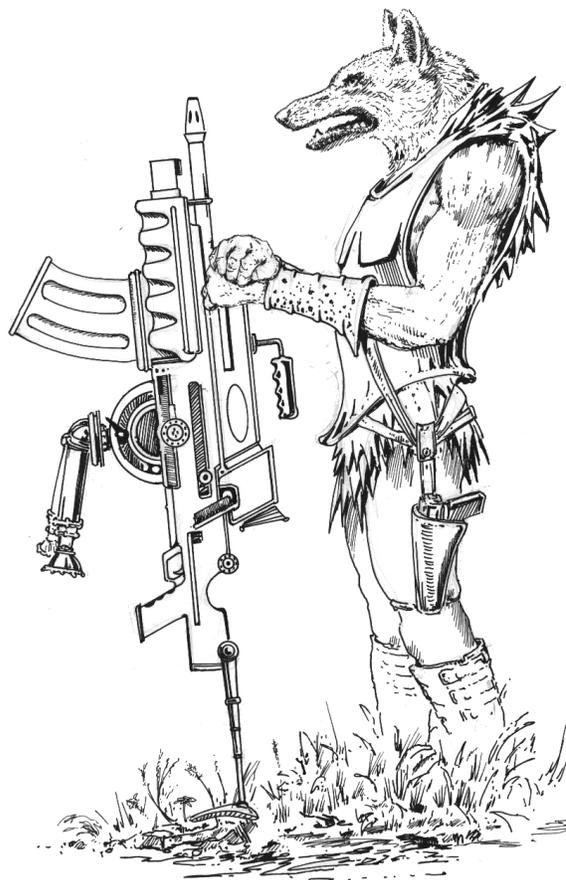Dan Frazier
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Player's Introduction

Welcome to the wild and dangerous, post apocalyptic world of Mutazoids3e[TM]!

This all-new game has its roots in the work of Ken Whitman, Christopher Clark and many others, originally released in the late 1980s and early 90s.

The game in your hand is a concerted effort by 21st century post apocalyptic role-players to create the finest in 22nd century post apocalyptic gaming. In creating this new game, we kept the rich historical references and unique flavor of the original Mutazoids[TM], while adding layers of complexity and depth by implementing and expanding upon Open Game Content.

We hope you enjoy the fruits of our labor with many hours of exciting role-playing!

Editor's note: The World of Mutazoids3e is an alternate Earth in a parallel universe. They once shared the same landmasses, life-forms and general histories, but they are not identical in every way.

History of the World

The late twentieth and early twenty-first centuries saw a major shift in politics of the northern hemisphere toward worldwide cooperation, global trade and international unification. While northern nations were experiencing ever more rapid advances in science and technology, many nations in the southern hemisphere began to fear northern domination. Despite the example set by the European Economic Community, where various member nations maintained a wide range of diversity, they believed that their individual cultures would disappear into the "decadent" international framework, and viewed their northern counterparts with growing uneasiness and open mistrust.

The International Resolution against Terrorism, Russia's entry into NATO, and the lingering War on Terrorism, merely served to fan the flames of nationalism in the southern hemisphere, resulting in the formation of several strong groups actively opposed to international organization. The Organization for Cultural Freedom, or OCF, was one such terroristic group. When a faction claimed responsibility for the bombing of four U.S. and three Russian embassies in Argentina, Vietnam, Lebanon, and South Africa, the OCF lost all public sympathy and was added to the list of Most Wanted Terrorist Groups. The OCF is thought to be responsible for creating the "Mutazoid Plague" to strike at the world's major powers through biological warfare. Scientific breakthroughs in genetic engineering during the early 21st century paved the way for the development of the Plague, and the OCF was one of only a handful of organizations with the resources required to carry on such advanced research.

The "Plague" is a family of man-made, mutagenic virii and serums that seek DNA. Infection creates a reaction in the host that resembles a form of highly active cancer. The Plague breaks down genetic stability by destroying the structural integrity of the existing DNA, and then uses the broken down DNA molecules as building blocks for reproducing itself. The Plague seems capable of infecting the DNA of any tissue type.

In July of 2014, medical authorities reported a dramatic increase in the various forms of cancers. This occurred primarily in the South Pacific and Indian Oceans. The rapid development of these cancers startled researchers. Many victims were dead within a matter of weeks or a few months. By September, despite much skepticism, members of the medical community proposed the existence of a mutagenic virus that attacked human DNA molecules. The news media quickly began referring to this as the "Plague". Panic gripped the world, and governments reacted by restricting movement in and out of infected regions. This proved in-

effective. The Plague had already spread across the entire globe and into the Off World Colonies. Scholars theorize that the original Mutazoid Plague was released in South America, the Philippines, or southern Africa. This is referred to as the "Incident". The Incident is a theoretical event without a location in time or place. It is a term used as an explanation for the sudden appearance of the Plague. An estimated nine-month incubation period would place the Incident somewhere around November of 2013. Most theorists believe the Incident was an accident, and that the Plague was released before those involved could develop a vaccine.

Based on information from salvaged hospital records and post-Plague censuses in the U.S. and Southern Canada, an estimated 30% of the world's population had died of the Plague by the summer of 2015. The unburied dead served as both a reminder of the Plague and an ideal breeding ground for many other diseases. The rising death toll prompted people to move away from the cities to areas they believed were safe from the Plague, and many governments declared Martial Law or a State of Emergency.

The eight years between 2015 and 2023 was a period of major civil unrest, marked by riots, looting, and destruction, which went largely unchecked by the severely weakened police and military forces. Efforts by local governments to keep people in the cities for easier control resulted in disease, famine, and further riots. People who fled from the cities joined together in the Outlands under charismatic leaders for safety and protection.

Survival of the Plague did not mean that a person was completely unscathed, and only very few Humans gained immunity to the Plagues' mutagenic effects. As early as 2015, infants were being born with a wide range of deformities and mutations. Some mutations were terminal, while most were simply inconvenient or disfiguring. A few were quite bizarre. The medical authorities attributed these deformities to the Plague, and these births were among the first Mutazoids. The treatment of Mutazoids varied widely as people tried to fit them into, or remove them from, society. Infanticide and segregation were not uncommon.

It was during this time, in 2018 or 2019, which an extremist group of eco-terrorists, calling themselves the New Earth Movement, or NEM, opposed the genetic research that the OCF was continuing to conduct. The Mutazoid_P virus was subsequently released during an NEM attack on a remote OCF research laboratory. This event is the little-known Second Incident. The Mutazoid_P, or Power Plague, was similar in many ways to the Mutazoid Plague, but contained embedded nanite technology. The nanites of the Power Plague were highly adaptable and self-programmable.

The Power Plague was not as lethal, killing only a small percentage of its victims, and rapidly mutating those that survived the initial sickness. No longer did it take one generation or more for mutations to appear. Unbeknownst to many, some infected populations of humans and animals became amphibious, and began living in undersea communities as early as the mid 2020's. The nanites of the Power Plague are able to remodify themselves to effectively attack the DNA of nearly any living organism on Earth, and change its physical structure almost immediately. The nanite enhanced Power Plague virus is responsible for many of the more bizarre life forms found in the world of Mutazoids3e™, and remains one of the most feared mutagenic substances that can be encountered.

Many scholars believe that by 2023, the entire Human population had been exposed to at least one form of the Plague. Approximately 60% of the world's human population had been wiped out by the Plague, and another 20%-30% had died from riot, famine, or diseases other than the Plague.

The year 2025 is considered the start of The Great Migration; a mass exodus of people back into the old urban areas, and by 2030, Humans had all but abandoned the Outlands. Charismatic leaders became rulers of various sized city-states. These leaders referred to themselves as Lords, Warlords, Governors, Mayors, Generals, Presidents or even Kings. The legitimacy of these leaders varied widely, as did their policies toward one another. This time period (between 2025 and 2045) is referred to as the Period of Localism. To many, the Period of Localism represented a period of uncertainty, disaster, and occasional freedom. Each

leader set their own laws and treated Mutants within their jurisdiction differently.

Local leaders eventually sought to re-establish a central government by allying with each other. Orbital communications satellites were offline, but limited trans-oceanic communication was re-established via normal phone-lines during this time. Leaders from around the world joined to draft and sign the International Agreements of Cooperation. By these agreements, each member state formed a Congress, which would convene in 2038. The goal of these Congresses was to re-unify their former nations in any manner possible. During the subsequent War of Reunification, this alliance, known worldwide as the Second Republic, quickly grew in power as it subjugated smaller territories. It made use of any remaining police and military equipment not already destroyed or used for scrap materials. Opposition groups, most notably the Barsonists, also made use of such technology when it was available. The Second Republic, however, held strategic positions that gave them access to critical information on the operation and maintenance of such equipment. Opposition groups did not usually enjoy such an advantage. Though much opposition remained, by 2050, the Second Republic was clearly in power over the majority of the world's population, and the years spanning 2050-2109 are referred to as the Second Republican Era.

The "Humazoid serum" was genetically engineered in the late 2040's by a renegade group of latter-day, mad scientists. They isolated the original Mutazoid and Mutazoid_P virii in their laboratories, and designed a serum to produce specific mutations in its "victims". The serum grants a normal animal intel-

ligence, a voice and a stable humanoid form. Containing nanites, it is able to affect nearly all life forms by way of a multi-faceted, molecular bonding system. Once bonded to the victim's DNA, the victim's offspring would also be born intelligent, with humanoid stance and a voice. One problem with the Humazoid Serum, it worked too well. When genetically altered humanoid animals destroyed several labs worldwide nearly simultaneously, the serum was released into nature, where the modified nanites again encountered natural strains, and continued to evolve. The serum was nearly never lethal, and produced more stable types of Mutants than any other known strain of the Plague.

In the mid 2060's, the first non-Human Mutazoids were sighted in the Outlands. In the years since that time, the diversity of mutant species has been staggering. As previously stated, the nanites of the Power Plague are able to remodify themselves to attack the DNA of nearly any living organism. This includes the original Mutazoid virus. The nanites in the Mutazoid_P virus combined with and reprogrammed the Mutazoid virus to infect Animals. Mutazoid Animals are the result. Born with intelligence, modified life-span, and some human-like traits, they maintain a non-humanoid stance. Their DNA is unstable and subject to further mutation.

Humazoid Animals, though born in the Outlands, are sometimes inexplicably drawn to the Human cities and swelled the Mutazoid labor forces of the 2080's and 2090's.

Despite mounting social problems concerning the growing variety of Mutazoids in its cities, the Second Republican Era was a period of relative stability, and even minor technological advancements were made.

In 2109, things changed, suddenly, drastically and violently. A terrorist group known as the Vultures fulfilled their self-proclaimed destiny. They gained access codes for several hundred nuclear missiles and launched them at the largest cities of the Second Republic around the world. Many missiles failed to launch, flew off course, or were struck down by the Second Republic's anti-missile systems. However, several did strike Antarctica, melt-

The Outlander

Base Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Track, Trailblazing
2	+2	+3	+3	+0	Uncanny Dodge (Dex bonus to AC)
3	+3	+3	+3	+1	
4	+4	+4	+4	+1	Chosen Prey +1
5	+5	+4	+4	+1	Uncanny Dodge (cannot be flanked)
6	+6/+1	+5	+5	+2	
7	+7/+2	+5	+5	+2	
8	+8/+3	+6	+6	+2	Chosen Prey +2
9	+9/+4	+6	+6	+3	
10	+10/+5	+7	+7	+3	Uncanny Dodge (+1 against traps)
11	+11/+6/+1	+7	+7	+3	Master of the Outlands, Damage Reduction 1/--
12	+12/+7/+2	+8	+8	+4	Chosen Prey +3
13	+13/+8/+3	+8	+8	+4	Master of Reconnaissance, Uncanny Dodge (+2)
14	+14/+9/+4	+9	+9	+4	Damage Reduction 2/-
15	+15/+10/+5	+9	+9	+5	Master of Stealth
16	+16/+11/+6/+1	+10	+10	+5	Chosen Prey +4, Uncanny Dodge (+3)
17	+17/+12/+7/+2	+10	+10	+5	Damage Reduction 3/--
18	+18/+13/+8/+3	+11	+11	+6	
19	+19/+14/+9/+4	+11	+11	+6	Uncanny Dodge (+4)
20	+20/+15/+10/+5	+12	+12	+6	Chosen Prey +5, Damage Reduction 4/--

Vocational Abilities

Two-Weapon Fighting:

When wearing Light Armor or no Armor, an Outlander can fight with two weapons as if she had the Feats Ambidexterity and Two-Weapon Fighting. The Outlander loses this special bonus when fighting in medium or heavy Armor, or when using a double-headed weapon (such as a double sword).

Track:

An Outlander gains Track as a bonus Feat.

Trailblazing:

At 1st level, the Outlander gains the ability to find the best route through unfamiliar areas or difficult terrain. When traveling overland, the Outlander can make a Wilderness Lore check to reduce travel time. With a result of 15 or better, the total travel time is reduced by 25%. On a 25 or better, the time is reduced by 50%. Up to three individuals may be guided by the Outlander with no penalty. For every additional three individuals (or fraction thereof), apply a -2 penalty to the Outlanders Wilderness Lore check.

Uncanny Dodge:

Starting at 2nd level, the Outlander gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 2nd level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to AC if immobilized).

At 5th level, the Outlander can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies an enemy the ability to use a flank attack to sneak attack the Outlander. The exception to this defense is that a Lifter at least four levels higher than the Outlander can still flank. At 10th level, the Outlander gains a +1 bonus to

Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 13th level, these bonuses rise to +2. At 16th, they rise to +3, and at 19th, to +4.

Chosen Prey:

At 4th level, the Outlander becomes a master hunter. He can study a particular opponent and designate it as his prey. Against that opponent, the Outlander gains a +1 bonus to Attack rolls and Bluff, Listen, Search, Sense Motive, Spot, and Wilderness Lore (for tracking only) checks. This bonus increases by +1 every four levels after 4th level (+2 at 8th, +3 at 12th, +4 at 16th, and +5 at 20th).

The chosen prey bonus normally applies to a single, intelligent individual or a species of Animal-intelligence creature (Intelligence 3 or less, such as lions, tigers, or bears). The bonus may also be applied to a small group of related targets (total number of individuals cannot exceed the Outlander's Vocational level), such as a team of bandits or a particular family of monsters terrorizing the region. The chosen prey bonus may be applied to a large group, such as all the members of particular army or a type of creatures (All Mutant Humans, or all Mutant Animals). In this case, the bonus is halved, round down. Before a gaming session starts, the player of an Outlander must declare his chosen prey. Generally, the prey must be a creature or individual with which the Outlander is familiar. If the character does not know about a particular group, he cannot choose it. The chosen prey cannot be changed until a particular adventure ends; usually, a couple of weeks are necessary for the Outlander to change his focus. (The GM approves all chosen prey selections.) Outlanders may not have more than one chosen prey at a time.

Improved Two-Weapon Fighting:

An Outlander with a base attack bonus of at least +9 can choose to gain the Improved Two-Weapon Fighting Feat even if he does not have the other prerequisites for the Feat. The Outlander must be wearing Light Armor or no Armor in order to use this benefit.

Master of the Outlands:

At 11th level, an Outlander masters survival Skills. When making a Skill check with Intuit Direction or Wilderness Lore, he may take 10 even if stress and distractions would normally prevent him from doing so.

Master of Reconnaissance:

At 13th level, an Outlander masters observation Skills. When making Listen or Spot checks, he may take 10 even if stress and distractions would normally prevent him from doing so.

Master of Stealth:

At 15th level, an Outlander masters stealth-related Skills. When making a Skill check with Hide or Move Silently, he may take 10 even if stress and distractions would normally prevent him from doing so.

Damage Reduction:

Starting at 11th level, the Outlander gains the extraordinary ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the Outlander takes each time the Outlander is dealt damage. At 14th level, this damage reduction rises to 2. At 17th, to 3. At 20th, to 4. Damage reduction can reduce damage to 0 but not below 0.

Chapter 04- Skills and Feats

Selecting Skills

Players should think carefully about what Skills they want their characters to possess, as these will play an important role in the character's development. Each Vocation receives an allotment of Skill Points at first level, which can be used to purchase Skill Ranks. Besides these initial points, characters may receive a bonus (or penalty) to Skill points for Intelligence and Classification.

Once a player has determined his starting Skill Points, he can begin purchasing Skill Ranks. A good place to start is by looking at the Vocational Skills. These Skills are associated with the character's Vocation, and are more easily learned than other skills. A character may purchase one Skill Rank for each Skill Point spent on Vocational Skills. A first level character can have no more than 4 Ranks in any of his Vocational Skills. Some players may wish to purchase just one or two ranks in a large selection of Skills, but keep in mind that it is often better to master a few Skills than to be mediocre at many. Characters are not limited to the list of Vocational Skills. Any other Skill that is not designated as Exclusive (limited to a specific Vocation) is open to the character as well, although it is more difficult to learn these Skills. Characters must spend two Skill Points to obtain one Rank in these other Skills. Level 1 characters are limited to 2 Ranks in these Skills (a character can obtain half a Rank in these other Skills, but only full Ranks benefit the character; i.e. a character with 1 and 1/2 Ranks in Spot is treated as if he had just one Rank).

There is no benefit from 'saving' Skill Points. Points not used are lost.

Skills and Skill Points

A Skill is an ability or area of knowledge or expertise, which can be improved over time. Characters have a number of Skill points based on their Classification and their Vocational levels. Depending on a character's Classification and Vocation, some Skills are "Racial Skills", or "Vocational Skills" and some Skills are "Cross-Vocational Skills". Cross-Vocational Skills require 2 Skill points per rank; Vocational and Racial Skills require 1 Skill point per rank.

The maximum number of ranks a character can have in a Vocational Skill is equal to that character's level +3. The maximum ranks a character can have in a Cross-Vocational Skill is half that number.

Using Skills: When using a Skill, the character makes a Skill check to see how well the character does. The higher the result on the character's Skill check, the better the character does. Based on the circumstances, the character's result must match or beat a particular number to use the Skill successfully. The harder the task, the higher the number the character needs to roll.

Skill Checks: To make a Skill check, roll 1d20 and add the character's Skill modifier for that Skill. The Skill modifier incorporates the character's rank with that Skill, the character's ability modifier for that Skill's key ability, and any other miscellaneous modifiers the character has, including Racial bonuses and any Armor check penalty. The higher the result, the better. A natural 20 is not an automatic success, and a natural 1 is not an automatic failure.

VS. A Difficulty Class: Some checks are SDC is a number that the character must score as a result on the Skill check to succeed.

VS. Opposed Checks: Some Skill checks are opposed checks. They are made against a randomized number, which is usually another character's Skill check result. Whoever gets the higher result wins the contest. For ties on opposed checks, the character with the higher key ability score wins. If these scores are the same, flip a coin.

Retries: In general, the character can try a Skill check again if the character fails, and can keep trying indefinitely. Some Skills, however, have consequences of failure that must be taken into account. Some Skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most Skills, when a character has succeeded once at a given task, additional successes are meaningless. If a Skill carries no penalties for failure, the character can take 20 and assume that the character goes at it long enough to succeed eventually.

Untrained Skill Checks: Generally, if the character attempts to use a Skill the character does not possess, the character makes a Skill check as normal. The character's Skill modifier does not have the character's Skill rank added in because the character does not have any ranks in the Skill. The character does get other modifiers added into the Skill modifier, though, such as the ability modifier for the Skill's key ability.

Many Skills can only be used if the character is trained. Skills that cannot be used untrained are marked with a "No" in the "Untrained" column of the Master Skill Table.

Favorable and Unfavorable Conditions: Some situations may make a Skill easier or harder to use, resulting in a bonus or penalty added into the Skill modifier for the Skill check or a change to the DC of the Skill check. The GM can alter the odds of success in four ways to take into account exceptional circumstances. The GM may give the Skill user a +2 circumstance bonus to represent circumstances that improve performance, or a -2 circumstance penalty to represent conditions that hamper performance, or the GM can reduce the DC by 2 to represent circumstances that make the task easier, or increase the DC by 2 to represent circumstances that make the task harder.

A bonus to the character's Skill modifier and a reduction in the check's DC has the same result: they create a better chance that the character will succeed. However, they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks: Using a Skill might take a round, take no time, or take several rounds or even longer. Most Skill uses are standard actions, move-equivalent actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some Skill checks are instant and represent reactions to an event, or are included as part of an action. These Skill checks are not actions. Other Skill checks represent part of movement. The distance the character jumps when making a Jump check, for example, is part of the character's movement. Some Skills take more than a round to use, and the Skill descriptions often specify how long these Skills take to use.

Practically Impossible Tasks: In general, to do something that's practically impossible requires that the character have at least rank 10 in the Skill and entails a penalty of -20 on the character's roll or +20 on the DC (which amounts to about the same thing). Practically impossible tasks are hard to delineate ahead of time. They are the accomplishments that represent incredible, almost logic-defying Skill and luck. The GM decides what is actually impossible and what is merely practically impossible.

Extraordinary Success: If the character has at least rank 10 in a Skill and beats the DC by 20 or more on a normal Skill check, the character has completed the task impossibly well.

Taking 10: When the character is not in a rush and is not being threatened or distracted, the character may choose to take 10. Instead of rolling 1d20 for the Skill check, calculate the character's result as if the character had rolled a 10. This reduces the chance of failure on certain Skill checks by assuming an average die roll result (10 on a 1d20 roll).

Taking 20: When the character has plenty of time (generally 2 minutes for a Skill that can normally be checked in 1 round, one full-round action, or one standard action), and when the Skill being attempted carries no penalties for failure, the character can take 20. Instead of rolling 1d20 for the Skill check, calculate the character's result as if the character had rolled a 20. Taking 20 means the character is trying until the character gets it right. Taking 20 takes about twenty times as long as making a single check would take. This greatly reduces the chances of failure for certain Skill checks by assuming that a character makes sufficient retries to obtain the maximum possible check result (as if a 20 were rolled on 1d20).

Combining Skill Checks: When more than one character tries the same Skill at the same time and for the same purpose, their efforts may overlap.

Individual Events: Often, several characters attempt some action and each succeeds or fails on her own.

Helping the Leader: Sometimes the individual PCs are essentially reacting to the same situation, but they can work together and help each other out. In this case, one character is considered the leader of the effort and makes a Skill check while each helper makes a Skill check against DC 10. (the character cannot take 10 on this check.) For each helper who succeeds, the leader gets a +2 circumstance bonus (as per the rule for favorable conditions). In many cases, a character's help will not be beneficial, or only a limited number of characters can help at once. The GM limits cooperation as she sees fit for the given conditions.

Skill Synergy: It is also possible for a character to have two Skills that work well together. In general, having 5 or more ranks in one Skill gives the character a +2 synergy bonus on Skill checks with its synergistic Skills, as noted in the Skill description.

Ability Checks: Sometimes the character tries to do something to which no specific Skill really applies. In these cases, the character makes an ability check. An ability check is the roll of 1d20 plus the appropriate ability modifier. Essentially, the character is making an untrained Skill check. The GM assigns a Difficulty Class.

Master Skill Table

Skill Name	Untrained?	Key Ability	Notes
Administration	No	Wis	
Animal Empathy	No	Cha	Outlander, Shaman Excl.
Appraise	Yes	Int	
Balance	Yes	Dex	Armor penalty
Bluff	Yes	Cha	
Boating	Yes	Dex	
Chemistry	No	Int	
Climb	Yes	Str	Armor penalty
Communications	No	Int	
Computer Operation	No	Int	
Computer Programming	No	Int	Tech-mech excl.
Concentration	Yes	Con	
Craft	Yes	Int	
Deduction	No	Int	
Demolitions	No	Int	
Diplomacy	Yes	Cha	
Disable Device	No	Int	
Disguise	Yes	Cha	
Drive	Yes	Dex	
Electronics	No	Int	Tech-mech excl.
Escape Artist	Yes	Dex	Armor penalty
Explosive Technician	No	Int	Tech-mech Excl.
First Aid*	Yes	Wis	
Forgery	Yes	Int	
Gambling	Yes	Cha	
Gather Information	Yes	Cha	
Handle Animal	No	Cha	
Heal*	Yes	Wis	
Herbalism	No	Wis	
Hide	Yes	Dex	Armor penalty
Innuendo	No	Wis	
Instruction	Yes	Int	
Interrogation	Yes	Cha	
Intimidate	Yes	Cha	
Intuit Direction	No	Wis	
Jump	Yes	Str	Armor penalty
Knowledge	No	Int	
Listen	Yes	Wis	
Mechanics	No	Int	
Move Silently	Yes	Dex	Armor penalty
Open Lock	No	Dex	
Perform	Yes	Cha	
Pharmacy	No	Int	Medico exclusive
Pick Pocket	No	Dex	Armor penalty
Pilot	No	Dex	
Preach	Yes	Cha	
Profession Skill	No	Wis	
Read Lips	No	Int	Lifter exclusive
Ride	Yes	Dex	
Safecracking	No	Dex	Lifter exclusive

Master Skill Table Continued

Search	Yes	Int	
Security System	No	Int	Lifter or Tech-mech Excl.
Seduction	Yes	Cha	
Sense Motive	Yes	Wis	
Speak Language	No	None	
Spot	Yes	Wis	
Streetwise	No	Cha	
Swim	Yes	Str	Weight penalty
Tactics	No	Int	
Torture	Yes	Cha	
Tumble	No	Dex	Armor penalty
Use Rope	Yes	Dex	
Wilderness Lore	Yes	Wis	

Skill Descriptions

This section describes each Skill, including common uses and typical modifiers.

Skill Description Format

Skill Name ([KEY ABILITY]; Trained ONLY; ARMOR CHECK PENALTY; [VOCATION NAME] ONLY)

The Skill name line includes the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the Skill check. *Exception:* Speak Language has "None" listed as its key ability because the use of this Skill does not require a check.

Trained Only: If "Trained Only" is included in the Skill name line, the character must have at least 1 rank in the Skill to use it. If it is omitted, the Skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Special section (see below).

Armor Check Penalty: Apply any Armor check penalty to Skill checks for this Skill. [Vocation Name] Only: The Skill is exclusive to a certain Vocation or Vocations. No character of another Vocation can take the Skill. If omitted, the Skill is not exclusive. The Skill name line is followed by a general description of what using the Skill represents. This information includes three parts.

- **Check:** What the character can do with a successful Skill check, how much time it takes to make a check, and the check's DC.

- **Retry:** Any conditions that apply to successive attempts to use the Skill successfully. If this paragraph is omitted, the Skill can be retried without any inherent penalty other than consuming additional time.

- **Special:** Any extra facts that apply to the Skill, such as rules regarding untrained use, or if this Skill has a synergistic relationship with other Skills, or benefits that certain characters receive because of vocation or classification.

The Skills

Administration (WIS; Trained ONLY)

Check: This Skill provides a character with knowledge concerning the forms and procedures for running an office or organization of any type. Governments, corporations, guilds, and even military organizations all use the same basic systems to operate.

This Skill may be used to influence large bureaucratic systems, whether or not the character is actually a part of the organization he is attempting to influence. Organizations are usually classed as civil, military, or corporate. The typical DC for influencing a civil system is 15, 20 for a corporate system, and 25 for a military system. If the character is obviously an outsider (a foreigner or a competitor), the DC increases by +5.

Typical uses of the administration Skill would include gaining access to public records, acquiring a permit, or preventing a rival from getting the same.

In some cases a character may actually be a member of an organization. In this case, the administration Skill may be used to request money, supplies, and personnel; or used to gain access to research data or secure information. The DC of such a check varies depending upon the organization and the nature of the request. The GM may outright deny some requests, or impose stiff penalties to some Skill checks. If the character makes a reasonable request that will generally promote the goals of the organization, the DC is 15. Unrelated requests have a DC of 20 or 25. Add 5 if these request involves a large outlay of money, equipment, or personnel.

Retry: Yes. However, bureaucracies tend to be large, slow and impersonal; a character might have to wait 1 to 3 days before being allowed to make another attempt.

Special: If the character has 5 or more ranks in Diplomacy, the character gets a +2 synergy bonus on Administration checks.

Animal Empathy (CHA; Trained ONLY; Outlander and Shaman ONLY)

Check: The character can improve the attitude of an Animal with a successful check. To use the Skill, the character and the Animal must be able to study each other, noting each other's body language, vocalizations, and general demeanor. This means that the character must be within 30 feet under normal conditions.

Generally, influencing an Animal in this way takes 1 minute, but as with influencing people, it might take more or less time.

This Skill works on Animals, including giant-sized varieties. The character can use it with a -4 penalty on dire Animals and mutated Animals. It has no effect on sentient Animals.

Retry: As with attempts to influence people, retries on the same Animal generally don't work (or don't work any better), whether the character has succeeded or not.

Appraise (INT)

Check: The character can appraise common or well-known objects within 10% of their value (DC 12). Failure means the character estimates the value at 50% to 150% of actual value. The GM secretly rolls 2d6+3, multiplies by 10%, multiplies the actual value by that percentage, and tells the character that value for the item. (For a common or well-known item, the character's chance of estimating the value within 10% is fairly high

even if the character fails the check-in such a case, the character made a lucky guess.)

Rare or exotic items require a successful check against DC 15, 20, or higher. If successful, the character estimates the value at 70% to 130% of its actual value. The GM secretly rolls 2d4+5, multiplies by 10%, multiplies the actual value by that percentage, and tells the character that value for the item. Failure means the character cannot estimate the item's value.

A magnifying glass gives a +2 circumstance bonus to Appraise checks involving any item that is small or highly detailed, such as a gem. A Merchant's scale gives a +2 circumstance bonus to Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack. Appraising an item takes 1 minute.

Retry: Not on the same object, regardless of success.

Special: If the character is making the check untrained, for common items, failure means no estimate, and for rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

Balance (DEX; ARMOR CHECK PENALTY)
Check: The character can walk on a precarious surface as a move-equivalent action. A successful check allows the character move at half the character's speed along the surface for 1 round. A failure means that the character cannot move for 1 round. A failure by 5 or more means that the character falls.

Balance Modifers

Surface	DC
7-12 inches wide	10
2-6 inches wide	15
Less than 2 inches wide	20
Uneven Floor	10
Surface Angled	+5*
Surface Slippery	+5*

*Cumulative; if both apply, use both.

Being Attacked while Balancing: Attacks against the character are made as if the character were off balance: They gain a +2 attack bonus, and the character loses any Dexterity bonus to AC. If the character has 5 or more ranks in Balance, then the character can retain the Dexterity bonus to AC (if any) in the face of attacks. If the character takes damage, the character must make a check again to stay balanced.

Accelerated Movement: The character can try to walk a precarious surface more quickly than normal. If the character accepts a -5 penalty, the character can move at normal speed as a move-equivalent action. (Moving twice the character's speed in a round requires two checks.)

Special: If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

Bluff (CHA)
Check: A Bluff check is opposed by the target's Sense Motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against the character: The bluff is hard to believe, or the action that the target is to take goes against the target's self-interest, nature, personality, orders, etc. If it's important, the GM can distinguish between a bluff that fails because the target does not believe it and one that fails because it just asks too much of the target. For instance, if

the target gets a +10 bonus because the bluff demands something risky of the target, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target succeeds by 11 or more, he has seen through the bluff (and would have done so even if it had not entailed any demand on him).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less) or believes something that the character wants him to believe.

A bluff requires interaction between the character and the target. Creatures unaware of the character cannot be bluffed. A bluff always takes at least 1 round (and is at least a full-round action) but can take longer if the character tries something elaborate.

Feinting in Combat: The character can also use Bluff to mislead an opponent in combat so that he cannot dodge the character's attack effectively. Doing so is a miscellaneous standard action that does not draw an attack of opportunity. If the character is successful, the next attack the character makes against the target does not allow him to use his Dexterity bonus to Armor Class (if any). This attack must be made on or before your next turn. Feinting in this way against a non-Humanoid (including some Mutant Animals and sentient Plants) is difficult because it is harder to read a strange creature's body language; the character suffers a -4 penalty. Against a creature of Animal Intelligence (1 or 2) it's even harder; the character suffers a -8 penalty. Against a nonintelligent creature, it's impossible.

Creating a Diversion to Hide: The character can use Bluff to help the character hide. A

successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

Retry: Generally, a failed Bluff check makes the target too suspicious for a bluffer to try another one in the same circumstances. For feinting in combat, the character may retry freely.

Special: Having 5 or more ranks in Bluff gives the character a +2 synergy bonus on Intimidate and Pick Pocket checks and a +2 synergy bonus on an Innuendo check to transmit a message. Also, if the character has 5 or more ranks of Bluff, the character gets a +2 synergy bonus on Disguise checks when the character knows that he is being observed and tries to act in character.

Boating (DEX)
Check: Use this Skill to operate most water vehicles, including oar or paddle operated boats, sailboats, or powerboats.

Typical maneuvers do not require a check. Piloting in dangerous waters, high winds, severe storms, and other extreme conditions require a Skill check, with the typical DC between 15 and 25. Attempting to exceed the normal maximum speed for the vessel, or trying to execute fancy or special maneuvers may require a roll for success. Checks should also be required during combat, even for what would be normal operations.

Retry: Yes.

Chemistry (INT; Trained Only)
Check: This gives a character the ability to analyze the chemical makeup of most substances, and to create certain compounds. A portable chemistry lab allows the character to make chemistry checks at a -4 penalty;

Vehicle Combat Actions: In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

Free Actions: Communicating orders and ducking down behind a door are examples of free actions. Characters can perform as many free actions as the GM permits in a single round.

Move Actions: Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

Attack Actions: Anyone aboard a vehicle can make an attack with a personal weapon, while drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions. Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier. A driver with 5 or more ranks in the Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving. When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target.

Full-Round Actions: Since the driver must use a move action to control the vehicle, she can't take a full-round action unless she starts it in one round and completes it on her next turn.

Driving Defensively: Fighting defensively while driving a vehicle grants a +2 dodge bonus to the vehicle's AC and applies a -4 penalty on attack rolls made by occupants of the vehicle.

Total Defense: A driver can choose the total defense action which grants a +4 dodge bonus to AC but does not allow the driver to attack (gunners or passengers take a -8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

Full Attack Action: A driver cannot normally make a full attack. Gunners or passengers, however, can take full attack actions, since they don't have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his own weapon. A gunner can make multiple attacks with one or more weapons controlled from his position.

Targeting Occupants: An attack made against a vehicle uses the vehicle's AC, modified by its speed category. Attackers can choose instead to target specific vehicle occupants. An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to AC from both the vehicle's speed and any cover it provides.

Damaging Vehicles: When a vehicle is reduced to 0 hit points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each round until it comes to a stop. The driver cannot attempt any maneuvers except a 45-degree turn. A vehicle is destroyed when it loses hit points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

Energy Attacks: Vehicles are treated as objects when subjected to energy attacks.

Exploding Vehicles: If the attack that disables a vehicle deals damage equal to half its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 10d6 points of damage to everyone within the vehicle (Reflex save, DC 20, for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflex save, DC 15, for half damage).

Repairing Damage: Repairing damage to a vehicle requires a Tech-Mech a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. Without the tool kit or garage, the Tech-Mech receives a -4 penalty (-8 if missing both). At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the Tech-Mech may continue to make repairs for as many hours as it takes to restore all of the vehicle's hit points.

Modern Vehicles

Type	Cost	Pass	CC	Init	Mn	T Spd	AC	Hard	HP	Size	Range
Car											
Economy	4000	1 / 4	275	-1	-1	185 (18)	9	5	30	L (2x3)	500
Mid-sized	6500	1 / 4	275	-2	+0	230 (23)	8	5	32	H (2x4)	450
Full-sized	9000	1 / 5	425	-2	-1	185 (18)	8	5	34	H (2x4)	400
Sports	10000	1 / 1	250	-2	+0	310 (31)	8	5	32	H (2x3)	250
Limousine	30000	1 / 6	325	-4	-2	230 (23)	6	5	34	G (2x5)	500
Motorcycle											
Medium Road	2000	1 / 1	0	-1	+1	275 (27)	9	5	22	L (1x2)	200
Truck											
Hummer	4500	1 / 3	1000	-2	-2	140 (14)	8	5	38	H (2x4)	250
Utility Van	3500	1 / 8	500	-2	-2	175 (17)	8	5	38	H (2x4)	400
Mid-size P/U	5000	1 / 3	1600	-2	-2	185 (18)	8	5	34	H (2x4)	350
Full-size P/U	8500	1 / 2	1700	-2	-2	175 (17)	8	5	36	H (2x4)	400
Caravan	5500	1 / 4	325	-2	-2	195 (19)	8	5	34	H (2x4)	300
Boat											
Motor Boat	4000	1 / 5	2100	-2	-2	55 (5)	8	5	28	H (2x4)	500
Speed Boat	7500	1 / 1	60	-1	+1	105 (10)	9	5	22	L (1x3)	400
Ship											
Cabin Cruiser	16000	1 / 3	2100	-4	-4	80 (8)	6	5	40	G (3x6)	1500
Yacht	40000	2/180	8000	-6	-4	70 (7)	4	5	60	C	2000/N
Med Cargo	65000	4/600	16000	-8	-6	60 (6)	4	7	100	C	N
Submarine	100000	4/80	4000	-4	-4	80 (8)	6	5	80	G	N
Helicopter											
(2 mi ceiling)											
Utility	16000	1 / 4	250	-4	-4	245 (25)	6	5	28	G (2x7)	900
Executive	30000	2 / 13	5000	-4	-4	200 (20)	6	5	36	G (3x7)	750
Airplane											
(25 mi ceiling)											
Prop Plane	45000	1 / 3	120	-4	-4	210 (21)	6	5	30	G (7x6)	1500
Personal Jet	65000	2 / 10	500	-4	-4	1,100 (110)	6	5	44	G (10x12)	1500

Vehicle Speed Modifier

Speed Category	Character Scale		Chase Scale		AC Modifier	Check/Roll Modifier
	Movement[1]	Turn Number[2]	Movement[1]	Turn Number[2]		
Stationary[3]	0	---	0	---	+0	---
Alley speed	1 - 20	1	1 – 2	1	+0	+0
Street speed	21 - 50	2	3 – 5	1	+1	-1
Highway speed	51 - 150	4	6 – 15	2	+2	-2
All-out	151+	8	16+	2	+4	-4

[1] The number of squares a vehicle can move at this speed.

[2] The number of squares a vehicle must move at this speed before making a turn.

[3] A stationary vehicle cannot move or maneuver.

Paid Transportation

At times, especially when in an unfamiliar community, it can be more convenient to hire someone to take you where you want to go. For those with gold in their pockets, all of these types of transportation will be available in large cities. Modern Vehicles and Teleportation Services become increasingly more difficult to find in smaller locales. Ship's Passage is only available in cities with port or harbor facilities.

Paid Transportation

Item	Cost
Coach cab	$0.15 per mile
Modern Ship's Passage	$50 + $0.50 per mile
Limousine Ride	$100 + $10 per mile
Messenger	$0.05 per mile
Primitive Ship's passage	$0.10 per mile
Road or gate toll	$0.10
Taxi Cab Ride	$10 + $2 per mile
Teleportation	Varies*

Coach Cab: The price listed is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 cp usually takes a character anywhere they need to go.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway (a crew member on a ship, for example) may ask for half the listed amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and its upkeep. Occasionally, large, walled cities charge a toll to enter or exit the city (sometimes just to enter the city).

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo.

Taxis and Limos: These vehicles are nearly always privately owned by their drivers, who use them to earn a living for themselves and their often large families. Drivers are extremely protective of their vehicles and never go unarmed, obtaining special weapons permits when necessary. They will refuse to travel beyond the city limits. Travel between distant locales is difficult, if not impossible, due to a lack of fuel stations along the route.

Teleportation: The cost to be teleported is based on the mutant's ability, although the customer will have to pay double if the mutant will need to teleport herself back. Further, some mutants will charge as much as double to teleport into a dangerous area.

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