

**DARWIN'S WORLD**  
POST-APOCALYPTIC ADVENTURES

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## INTRODUCTION

What is different about post-apocalyptic role-playing than any other form of role-playing? For most players of role-playing games, the genre brings to

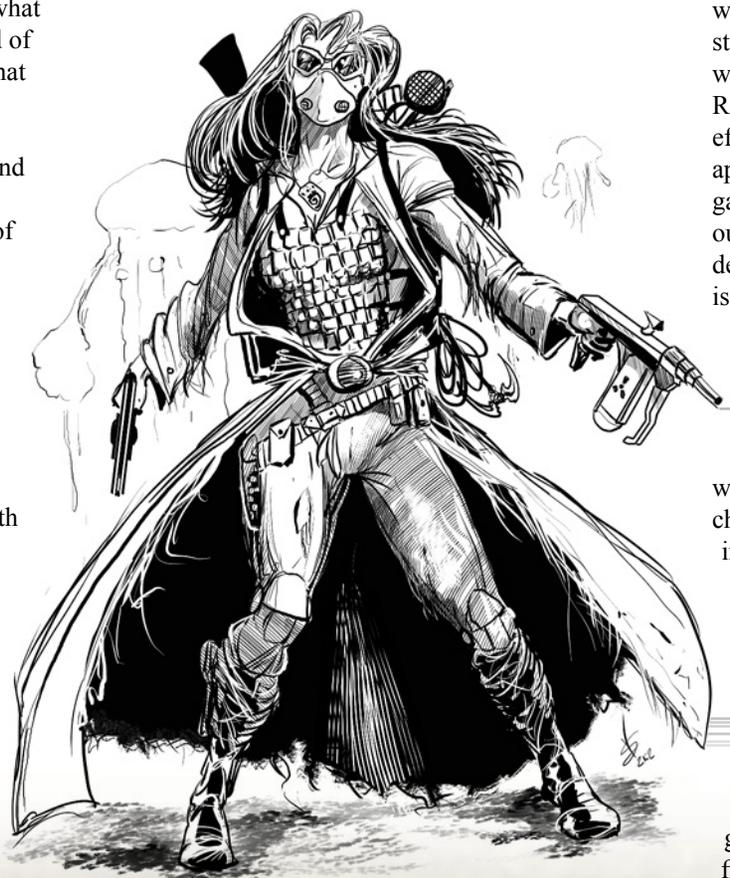
mind mutants, monsters, and survival. There are certainly some other important distinctions somewhat unique to post-apocalyptic games as well: a world of almost total desolation, a poisoned environment that can be as big a threat as any monster, and usually a lost era of technology and former greatness, an understanding of which forever remains just beyond the grasp of the game's characters.

The post-apocalyptic genre itself is something of a combination between science fiction and horror; set in a world similar (if not identical) to our own, most post-apocalyptic books and movies play upon real-life events, fears, and nightmare possibilities, and postulate on their ultimate (and universally catastrophic) conclusions.

The scenarios are almost endless, many seemingly ripped from tomorrow's headlines: reckless brinkmanship by world leaders, along with the proliferation of weapons of mass destruction worldwide, leads to all-out nuclear war; careless experimentation by an arrogant and near-sighted scientific community leads to an outbreak of disease that brings an era of almost total extinction to the world; or a never-ending abuse and misuse of the world's resources leads to hunger, lawlessness, anarchy, brushfire wars, and an eventual degeneration of human civilization into chaos.

Post-apocalyptic writers and moviemakers

often seem to be trying to teach us a lesson through their work, but in doing so they also fascinate us by depicting worlds of utter ruin where the survivors have a chance to finally learn from the past, and begin anew, building on those lessons. It is appealing for many to simply imagine such worlds, and as a result it is an almost seamless leap from reading to role-playing.



Most traditional game settings already have an established sense of the apocalypse, making it an easy transition for those unfamiliar with the core “feel” of the post-apocalyptic genre. The idea of uncovering secrets among the ruins of a lost ancient civilization is a common theme in science fiction or fantasy, whether in the terms of discovering a lost city of aliens, or the crumbling remains of a magical culture long gone.

In post-apocalypse games, the *entire world* is a widespread ruin, not only among the great cities that stand as a silent testament to the greatness of those who came before, but also the wilderness itself. Ravaged by war, or by pollution, or by the withering effect of some massive plague, most sources of post-apocalyptic literature (such as movies, books, and games) extend the theme of total devastation to the outside as well, turning the entire world into a place destitute and devoid of hope. This grim atmosphere is an excellent primer for weaving horrific, desperate, and exciting adventures.

The “Twisted Earth” depicted in the original edition of Darwin's World presented a combination of some of the most striking themes of movies and books. It presented a world based on our own, but with a few important changes to keep it sufficiently “SCI-FI.” Though set in a fictional, alternate world where the historical advance of technology outpaces that of our “real world”, the Twisted Earth shares many of the problems of our own, including overpopulation, world hunger, gross misuses of technology, an unconscionable disparity of wealth between nations, diminishing natural resources worldwide, and constant warfare – elements that, while dramatized to the extreme, give the setting a familiarity despite the science fiction underlying the game. On the Twisted Earth

## DARWIN'S WORLD TRUE 20 EDITION: WHAT'S NEW?

So you've got your handy, dandy True 20 edition of Darwin's World but you've heard there's this other version of the game out there, one for modern d20. And you're asking yourself, "What's different?" Well, the answer is: not much. The flavor of the original Darwin's World that we all know and love has been left completely alone. Only the mechanics have been changed and even then, only as much as necessary. Mutations for example, are still feats that are available to any character who elects to be a mutant.

Below is a brief list of what's changed for this version of the game.

**Chapter 1: Characters:** Backgrounds has been changed to convert the Darwin's World backgrounds into True 20 backgrounds. The Archetypes section used to be classes but now has been changed to recommended feat lists for some of the most common character archetypes in post-apocalypse gaming. Because of the more flexible nature of True 20's skills and feats, many of these archetypes have been combined into a more streamlined list. Still, just recommendations here. One of the great things about True 20 is you can make your character as you go without the rules getting in the way.

**Chapter 2: Mutants and Mutations:** Some big changes here mechanically but mutations are still mostly feat based and can be advanced using feats normally. This section actually changed less than Archetypes, since using feats to determine character development is a core mechanic in both games.

**Chapter 3: Artifacts of the Ancients:** Just mechanical changes here. Damage has been converted to damage bonus and so forth.

So, that's it. For Darwin's World fans, you should have everything you need to get your post-apocalypse fix and your True 20 fix at the same time. For True 20 fans who want to explore a dark, gritty world after the Fall, where man has been expelled from paradise through his own folly, you're in for a real treat.

Either way, welcome to the Twisted Earth.

-Chuck

these elements combined to lead to a cataclysmic "Fall", a total and irreversible nuclear, biological, and chemical conflict that changed the world and its survivors forever. The new "superpowers" of the aftermath are little more than violent factions squabbling for control of their irradiated, desolate

corner of the world. Where once nations with vast professional armies contended for the resources of a dying planet, the scraps of their lost industrial society are now fought over by religious cults, paranoid and xenophobic groups, racist empires, and powerful merchant houses whose own influence is more than a

match for the few armies left standing.

Though the Twisted Earth is an exciting setting in which to test the mettle of characters against the harsh realities of a post-nuclear world, the abundance of ideas and themes that make up the post-apocalyptic genre as a whole mean that a single campaign setting cannot hope to incorporate all of the ideas found in books, movies, and even past role-playing games. Since the original publication of the first edition of Darwin's World, we've seen players adapt the setting to their own needs, modify it, or change entire sections. Some use the Twisted Earth setting exclusively, while others tweak it just enough to meet their gaming needs. Some gamers change it by adding extra-terrestrial forces, combining Darwin's World with d20 space games, making the Twisted Earth just one small planet in a cosmos of stars for characters to visit. The addition of magic and supernatural powers actually blends perfectly with the ruin and rubble, and as such, any amalgamation of settings is solely the domain of each Gamemaster's individual creativity and imagination.

Because of the variations possible, the aim of this book is to be something of a generic "guide" to post-apocalyptic gaming - of all kinds. While our default setting of choice is the "Twisted Earth", this book will give you such a wide variety of options that you can either construct a setting of your own from the ground up, or simply modify what we've developed so far and take it in any direction you like, or just jump into playing without any effort at all. These rules are meant merely as a source for inspiration and ideas, and to provide enough information to get you started.

Have fun!

## CHAPTER 1:

# CHARACTERS

*“The unleashed power of the atom has changed everything save our modes of thinking and we thus drift toward unparalleled catastrophe.”*

*-Albert Einstein*

*“I do not know what weapons will be used in World War III, but I assure you that World World IV will be fought with stones. “*

*-Albert Einstein*

**SO LONG AFTER** the nuclear war, the cities stand utterly empty. The high-rises, blasted until only skeletal remnants of black steel remain, are now vacant. This was once a world populated by seemingly endless masses; streets in these ancient centers were clogged with cars, buses, and trains. Under the sun of that peaceful era, each day saw millions living their lives, unknowing of the destruction that was to come. Bankers, lawyers, politicians, and the average man; all were oblivious to his coming fate, powerless to prevent the fiery death that awaited him.

Now, in the aftermath, those few who cling to life in this twisted, irradiated landscape are nothing like the civilized race that came before. They are survivors, one and all, born of a time when the concepts of mercy and cooperation are all but alien to them. For them, each day is a struggle for resources. One man snatches scraps of meat from the carcass of some animal left by larger predators, unable to find food on his own, the rot of the decaying flesh does little to churn his impoverished stomach. Elsewhere, a desperate man digs frantically from a shallow pit in the endless wastes of desert for a handful of water. To him, particles of sand and soil mean nothing when the fever of thirst kicks in. And beyond the horizon, there are many more watching and waiting, living and dying, hoping for a better future.

These are the characters of the apocalyptic future.



## BACKGROUNDS

Every character comes from somewhere, whether it was a civilized dome protecting the lost culture and technology of the Ancients, or a rugged desert community that rose (and perhaps vanished soon after) into the shifting desert sands. Was the character a feral boy, “brought up by wolves” (or the mutated equivalent), or was he raised in a sheltered, technological society that protected the remnants of Ancient technology before vanishing into history?

Each background has its bonuses, and the origins of a character serve a number of purposes; first and foremost, they define him as a personality and set the stage for his behavior, beliefs, and ethical code. They also determine his knowledge, to what degree he understands technology, language, and culture - and the form in which it has become known to him (which will invariably be a little off-kilter from that known to the Ancients, even in the most advanced communities).

### FERALS

A character with this type of background is truly wild. He probably grew up alone among the ruins, with no home or community, and with little or no technology. Such characters typically know nothing about the Ancients, the cataclysm, their culture and language, or anything beyond their immediate needs. Many such characters do not even know how to talk and will often find inappropriate or bizarre uses for the items they scavenge (using a stop sign as a shield, for instance, or using a rifle as a club instead of firing



it). Characters with this type of background generally have no concept of compassion or mercy, being concerned solely with survival.

One example of such a character would be someone who grew up alone after his parents died from disease or starvation in the wasteland. Another example would be a character from a more advanced community whose caravan was raided and destroyed when he was still a child. In both of these cases, the

character was forced to grow up in a harsh world, unaware of his true origins or birthright, evidence of which might still exist somewhere in the rubble.

**Ability Adjustments:** +1 Con, -1 Cha

**Bonus Feats:** Any two of the following: Animal Empathy, Blind-Fight, Light Sleeper, Night Vision, Track, Trackless and Trailblazer

**Bonus Skills:** Feral characters receive Notice and

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Survival as bonus starting skills at 1<sup>st</sup> level.

**Favored Feats (optional):** Feral characters can take the following feats regardless of role: Rage and Seize Initiative.

**Language:** None

### TRIBALS

The tribal character comes from a primitive community, probably dominated by a central family figure or group of close-knit family heads. Technology in such a culture is generally limited to what a man can do with his bare hands (animal skins for clothes, stones as tools, etc.). Caves are the most likely shelters for this type of community, though some might possibly use burnt-out vehicles or some other “shell of the Ancients” (without any knowledge of its former use, of course). Warriors typically form the upper ranks of such a community, as they alone can protect it. The tribe would tend to frown upon pursuits not directly related to survival, seeing them as wasteful and capricious. Science and non-religious art would be considered worthless in such a group.

An example of a character from such a background would be someone whose tribe was destroyed by raiders and now seeks either revenge upon the murderers or knowledge of the marvelous world that exists “out there.” Another example would be a character that has been sent on a quest (perhaps to find some legendary “magical” technology) whose successful completion will help to ensure the survival of her tribe.

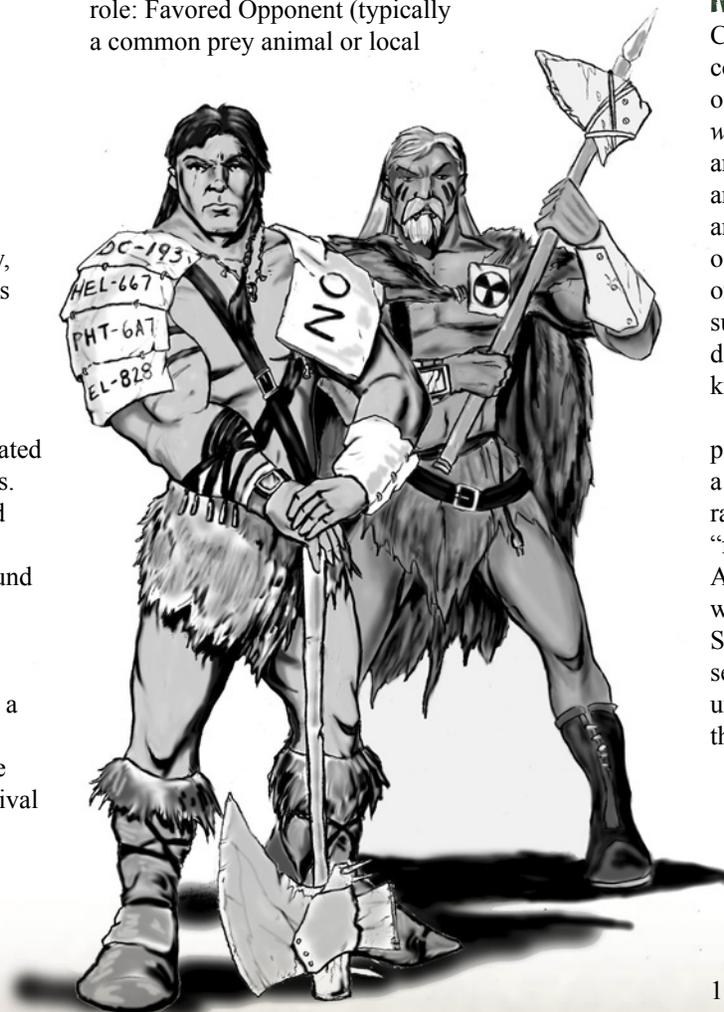
**Ability Adjustments:** +1 Wis, -1 Cha

**Bonus Feats:** Tribals receive the Primitive Technology feat at 1<sup>st</sup> level. Because they receive a bonus masterwork weapon or mount, Tribals only receive one bonus feat

(see below for more information).

**Bonus Skills:** Tribal characters receive Handle Animal and Survival as bonus starting skills at 1<sup>st</sup> level.

**Favored Feats (optional):** Tribal characters can select the following feats regardless of role: Favored Opponent (typically a common prey animal or local



opposing clan), Smite Opponent.

**Language:** Unislang

**Special:** Tribal characters start with a free masterwork archaic weapon or mount.

### RITUAL PRESERVATIONISTS

Characters of this background come from communities who know how to use the technology of the Ancients but have lost the understanding of *why* that technology works. Advanced electronics and weapons, though still usable by the community, are viewed as religious relics or treasured artifacts and are sometimes even worshipped. Communities of this type are generally led by their scientists, who only barely manage to keep the technology running sufficiently to wow the masses. Technology that is destroyed cannot be replaced, as these people only know how to use the stuff, not repair or recreate it.

An example of such a culture would be a group of pirates who know how to operate the equipment on a derelict aircraft carrier off the coast. They might raid the local primitive tribes with their unholy “flying machines,” inspiring fear, awe, or worship. An example of a character from such a background would be a survivor who learns of the former Boy Scouts (by reading a discovered piece of Arcana) and sets out across the land in a cobbled-together scout uniform, redressing wrongs in what he believes to be the spirit of these long-lost “warriors of virtue.”

**Ability Adjustments:** None

**Bonus Feats:** Ritual Preservationist characters get the Primitive Technology and Post-Apocalyptic Technology feats.

**Language:** Gutter Talk

**Special:** Ritual Preservationist characters start with one Artifact of the Ancients (market value 1000 cp or less).

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### RESENTFULS

Characters of this background come from communities who despise the Ancients for their mistakes. They blame the Ancients for the destruction of the world and now seek to rebuild and preserve it by progressing only to a point they deem “natural.” They use hand-woven fabrics and natural weapons and tools. Such groups either shun pre-war technology and culture or actively strive to eradicate it.

An example of such a culture would be a group who suffered greatly from the Fall, perhaps from biological warfare and mutation, and who have cast off the “curse” of technology by destroying all high-tech items. Another example would be a “druidic” cult that dwells in the wilderness in relative harmony with mutant plant and animal life, monitoring and protecting the wildlife from intrusion by technologically advanced groups.

**Ability Adjustments:** None

**Bonus Feats:** Resentfuls receive the Primitive Technology feat as a bonus feat at 1<sup>st</sup> level. They also may select one of the following as a bonus feat: Endurance, Track, Trailblazer and Weapon Training

**Bonus Skills:** Resentful characters gain two of the following skills as bonus skills at 1<sup>st</sup> level: Craft (structural), Handle Animal, Knowledge (mutant lore), Ride and Survival.

**Language:** Unislang

**Special:** If a Resentful character takes additional technology feats, he loses his bonus skills and his next character feat. In addition, he is no longer considered a Resentful.

### RADICALS

Like the Resentfuls mentioned above, communities of Radicals blame the Ancients for blowing up the

planet and creating mutation. They bitterly resent the destruction of civilization and actively seek to destroy all remnants of their forefathers. Unlike the Resentfuls, however, they may use the technology of the Ancients to further their own ends.

An example of such a group would be a chaotic and merciless group that fights constant war against others like it in the shell of an ancient city. Technology is hoarded wherever it can be found and turned against anyone who trespasses on the community’s territory. Old locations of culture—city parks, theater halls, and memorials—are now hunting grounds, and gang headquarters. Another example would be a group of anarchist raiders who deliberately ruin any and all reminders of the past, from road signs to entire communities that shelter lost technologies.

**Ability Adjustments:** None

**Bonus Feats:** Radical characters receive the Primitive Technology and Post-Apocalyptic Technology feats as bonus feats at 1<sup>st</sup> level.

**Bonus Skills:** Radicals receive a skill of their choice as a bonus skill at 1<sup>st</sup> level.

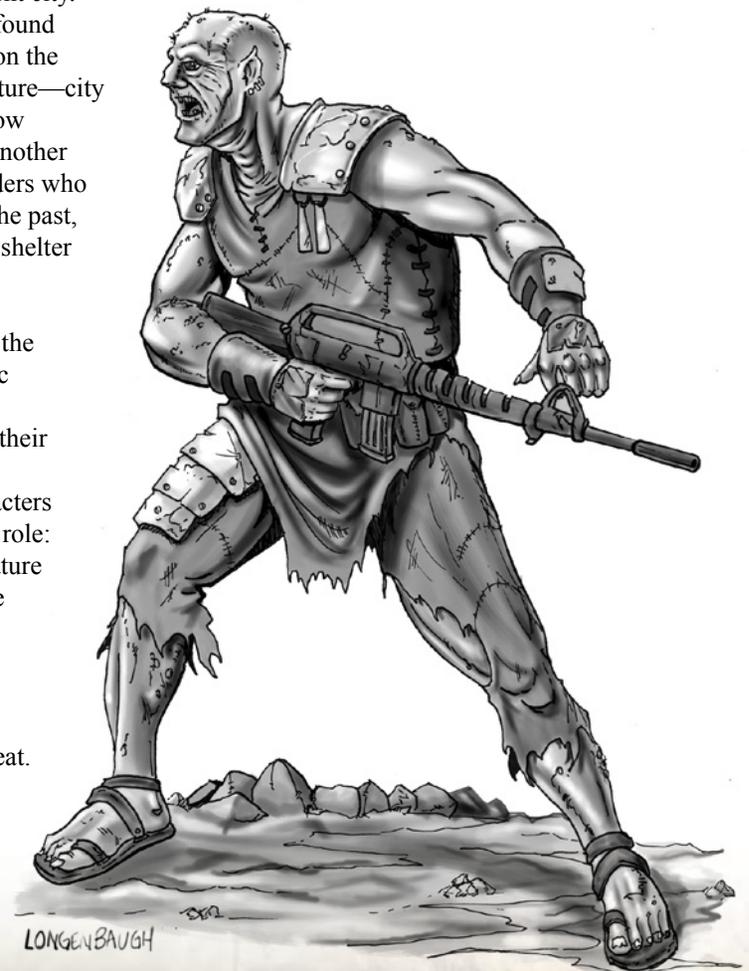
**Favored Feats (optional):** Radical characters can select the following feats regardless of role: Favored Opponent (typically a robotic creature or proponent of modern technology), Smite Opponent.

**Language:** Unislang

**Special:** If a Radical character takes additional technology feats, he loses his selected class skill and his next character feat. In addition, he is no longer considered a Radical. However, a Radical may select the Futuristic Firearms Proficiency feat, ignoring the Advanced Technology prerequisite.

### DEGENERATES

Communities of this type were once—often within recent ancestral memory—capable of fully understanding the technology and culture of the Ancients. Now, however, due to circumstances such as constant war, civil unrest, or a communal need to



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focus on other aspects of survival, the community has degenerated. A Degenerate community is able to utilize the stuff of the Ancients, even their language and culture, but has lost all sense of context. Very few citizens remember much at all about where this technology and knowledge comes from. Such communities are generally on the decline, and will at some point likely break up or fall apart.

An example of such a culture might be a sheltered city community where the old “police force” runs the place like a military state and where scientists are now gods because they alone can create the drugs that dull the pain and misery of life in the world. Less intelligent people are subjugated and enslaved to serve the “civilized” populace. Another example might be a city ruin ruled by a government descended from the Ancients. Gang wars, crime, and isolation in the wasteland have turned the city into a ruin, and violent youths run rampant, terrorizing those few people who hold respectable jobs (in the power plant that runs the city, for instance, or in city government). Only the elderly members of the city populace (and their families) remember the laws and culture of the Ancients, while the delinquents mock their adherence to tradition and destroy all they can.

**Ability Adjustments:** None

**Bonus Feats:** Degenerate characters receive the Primitive Technology and Post-Apocalyptic Technology feats as bonus feats at 1<sup>st</sup> level.

**Bonus Skills:** Degenerates receive a skill of their choice as a bonus skill at 1<sup>st</sup> level.

**Language:** Gutter Talk

**Special:** Degenerate characters start with one Artifact of the Ancients (market value 1000 cp or less).

## RESURRECTORS

Communities of this type are rediscovering the technology of the Ancients and are beginning to understand the true nature and uses of Ancient devices. They are able to re-activate computer systems, robots, power stations, vehicles, etc. More advanced communities of this type have even developed the know-how to repair and maintain such technology. With the right tools, members of these communities can not only make repairs to many advanced devices, but also fabricate advanced munitions and advanced electronic parts. The situation for such a community is getting closer to the way things were before the Fall, but there is still a long road ahead.

An example of such a community would be one that managed to re-activate a small group of androids that were charged with rebuilding civilization after the holocaust. Another example would be a group that has taken over a water purification plant and reopened it, selling the drinkable resource to merchants and making a massive profit from it. Yet another example would be a community attempting to reclaim the ruins of their city from mutants, ghouls, and raiders with their newfound knowledge of ancient technologies and manufacturing techniques, hoping to form a “New America” from the ashes.

**Ability Adjustments:** None

**Bonus Feats:** Resurrector characters receive the Primitive Technology and Post-Apocalyptic Technology feats as bonus feats at 1<sup>st</sup> level.

**Bonus Skills:** Resurrectors receive a skill of their choice as a bonus skill at 1<sup>st</sup> level.

**Language:** Unislang

**Special:** Resurrector characters start with one Artifact of the Ancients (market value 1000 cp or less).

## VISIONARY REINVENTORS

This type of community has moved beyond simply surviving or reassembling pieces of the old world. They are beginning to invent a new future for themselves. Instead of repairing the lost technology of the Ancients, these communities are beginning to create their own technology and build their own civilization. They are developing and using such things as basic metalworking, steam engines, and ingenious but simple devices to not only complement human effort, but also sometimes replace it (steam-powered machines to harvest large amounts of crops, for instance).

An example of such a community would be one that has risen from the wasteland to conquer. Increased slave labor and the oppression of nearby communities have allowed an influx of resources with which the community has increased its ingenuity and invention by leaps and bounds. Such a growing empire has likely developed such things as fantastic flying war machines and steam-powered aqueducts. Another example would be a community that believes the Fall was destined to occur in order to teach the survivors a valuable lesson. Intent on rebuilding the world with this lesson in mind, the group seeks to spread the word of brotherhood and peace, and has attracted many ingenious people who have contributed in unique ways to the slowly growing society. Yet another example would be a society that has advanced to the point where it is capable of producing new and advanced technology and weapons (gravity beamers, proton emitters, and fusion grenades as new but deadly post-holocaust weaponry). With such unique and advanced technology behind them and with a growing army and potent power base, the community seeks to reestablish civilization in its own particular way, be it democratic, monarchical, dictatorial, or ruthlessly

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imperial.

**Ability Adjustments:** None

**Bonus Feats:** Visionary Reinventor characters receive the Primitive Technology and Post-Apocalyptic Technology feats as bonus feats at 1<sup>st</sup> level.

**Bonus Skills:** Visionary Reinventors receive a skill of their choice as a bonus skill at 1<sup>st</sup> level.

**Language:** Unislang

**Special:** Visionary Reinventor characters start with one Artifact of the Ancients (market value 1000 cp or less).

### GUARDIANS

These rare communities are the self-styled guardians of all things Ancient. Such communities fully understand the culture and technology of the Ancients and utilize it to keep the upper hand in the wasteland. They can create, repair, and use advanced energy devices whenever the resources are available.

An example of such a community might be one consisting of survivors in a fallout shelter that has remained undiscovered until the start of the campaign. A character from this community might be sent out to explore the world and report back or find some vital piece of equipment for the sake of the community's survival. Another example would be a society of survivalists who went underground to wait out the war, only to emerge to a changed world, decades in the future. Armed with advanced weapons and knowledge, they seek to reclaim the surface world from its mutated population. A third example would be a community in the desert that was set up by survivors of the Fall. These men and women, holding onto the technology (and to some degree, the lifestyle) of the Ancients, have forsaken their democratic ideals and placed their lives in the hands

of an elite and ruthless police force, whose souped-up, plasma-fueled vehicles roam the desert highways, ensuring law and order and fiercely battling those who would invade their turf or otherwise threaten their lifestyle.

**Ability Adjustments:** None

**Bonus Feats:** Guardian characters receive the Primitive Technology and Post-Apocalyptic Technology feats as bonus feats at 1<sup>st</sup> level. In addition a Guardian character must choose Advanced Technology at 1<sup>st</sup> level as one of their starting feats.

**Language:** Ancient

**Special:** Guardian characters start with one futuristic weapon (market value 5,000 cp or less).

### HEDONISTS

Communities of this type never realized there was a Fall at all! Such communities were completely sheltered from the outside world, often in fully automated and enclosed dome cities or similar structures. They have continued to exist as they always have, in hedonistic simplicity and blissful ignorance. Such communities typically know how to use advanced machines and electronics but have no idea how to repair them. Since they have been kept in relative security for such a long time, they no longer understand how to fight, wage war, or even survive on their own.

A classic example of such a group would be a city inside an impenetrable dome, whose inhabitants have lived in seclusion for generations, cared for and catered to by automated systems and computers, with all menial tasks, labor, and science far removed from them. They live in hedonistic luxury, without a care in the world, until the computer breaks down, and they are

forced to leave the dome and find food and shelter elsewhere. Another example might be a community far removed from the wasteland, where everyone lives in a paradise carefully maintained by their scientists. Aware and afraid of the terrible mutants



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outside their paradise, they occasionally send spies or explorers out into the wastes to report on the status of the world's ecosystem or the state of civilization in the mutant tribes.

**Ability Adjustments:** +1 Cha, -1 Str

**Bonus Feats:** Hedonist characters receive Post-Apocalyptic Technology and Talented as bonus feats at 1<sup>st</sup> level.

**Language:** Ancient

**Special:** In addition, the Hedonist characters start with one Artifact of the Ancients (market value 2000 cp or less).

### ADVANCED

This type of community has, for whatever reason, managed to avoid the ravages of nuclear war and the ruin of civilization, not only preserving the technology and culture of the Ancients, but also improving upon it over the years. Such exceedingly rare communities will often have even more advanced technology than the Ancients possessed, giving them an increased advantage. Such groups generally scorn the Ancients for destroying the world and consider them weak, ignorant, and even primitive in comparison to themselves. Many communities founded by artificially intelligent life forms are of this type.

An example of such a community might be an underground complex where an artificially intelligent robot has remained intact for decades, recreating and reactivating androids and other robots to do its bidding. Humans and mutants are enslaved by these robotic armies to perform manual labor for the robot legion, producing weapons, maintaining power sources, etc. Another example might be a peaceful community, populated by highly intelligent researchers, scientists, and thinkers, which fled to

a secure underground shelter to wait out the war. Together they have developed advanced technologies (agricultural methods for growing fungi and algae, energy-to-matter replication units, etc.), and now they are beginning to send out scouts to explore the wasteland in hopes of making peaceful contact with other survivors of the holocaust. They believe that if they spread their wisdom, they can help to ensure that the same kind of cataclysm never occurs again.

**Ability Adjustments:** +1 Int, -1 Str

**Bonus Feats:** Advanced characters receive the Primitive Technology and Post-Apocalyptic Technology feats as bonus feats at 1<sup>st</sup> level. In addition an Advanced character must choose Advanced Technology at 1<sup>st</sup> level as one of their starting feats.

**Language:** Ancient

**Special:** Advanced characters start with one Artifact of the Ancients (market value 5,000 cp or less).



## CHARACTER PATHS

The following paths are generic archetypes for the post-apocalyptic setting.

### BARBARIAN (WARRIOR)

*Crouching atop a heap of rubble among the urban ruins to watch for prey, the figure is almost invisible to the untrained eye. Lean and wiry from years of scrounging for droplets water from city wreckage and wrestling edible food from the nests of rats and other ruin dwellers, the man looks as wild any mangy jackal from the desert. A bristling beard, flecked with*

*bits of oily food from his last meal days past, meshes well with the suit of "armor" that covers his body—bits of leathery hide studded with any metal he can find, from old coins to wedding rings pried from the fingers of ancient corpses. Like his hand-made suit of armor, the barbarian's weapon is similarly crude: a well-balanced axe-handle encrusted with shards of broken beer bottles that gleam with a pearly color in the midday sun. Looking like a statue made from an*



# CHAPTER 1: CHARACTERS

assortment of discarded junk, he fits perfectly into the blasted landscape that surrounds him.

This man's entire life will be spent among the ruins or in the wasteland, making use of anything and everything he can get his hands on. The rare trader or wasteland wanderer who comes into contact with him will often think the man to be little more than a savage and will do quick trade for shiny goods before moving on in fear. The barbarian, a true survivor, has no concept of "civilization" or the neutrality of traders, and is as eager to take, as he is to trade.

Barbarians are savage people, outsiders from various wasteland societies, who have forgotten the glory and

**TABLE 1-1: BARBARIAN LEVEL PROGRESSION**

Character Level	Role Level	Feats
1	Warrior 1st	Armor Training (light), Junk Recycler: Weapons, Track, Weapon Training
2	Warrior 2nd	Junk Recycler: Armor
3	Warrior 3rd	Trailblazer
4	Warrior 4th	Armor Training (medium)
5	Warrior 5th	Tough +1
6	Warrior 6th	Trackless
7	Warrior 7th	Junk Mastery: Weapons
8	Warrior 8th	Junk Specialization
9	Warrior 9th	Tough +2
10	Warrior 10th	Rage
11	Warrior 11th	Seize Initiative
12	Warrior 12th	Greater Junk Mastery: Weapons
13	Warrior 13th	Greater Junk Specialization
14	Warrior 14th	Tough +3
15	Warrior 15th	Rage
16	Warrior 16th	Improved Speed
17	Warrior 17th	Tough +4
18	Warrior 18th	Rage
19	Warrior 19th	Cleave
20	Warrior 20th	Tough +5

technology that was the Ancients and instead dwell in ignorance among their ashes. Turning gnarled metal and fire-blackened garbage into tools and weapons, they have long abandoned the ways of civilization for a brutal existence as scavengers and foragers of the ruins.

Though unfamiliar with the violent, burgeoning culture that has developed in the wasteland sometimes barbaric types find their way to centers of population (such as trade towns along the established trade routes of the desert). When and if they do, they are often as not awed by what they see, quickly becoming drunk on the multitude of new sights, sounds and people they discover there. Ultimately, however, truly barbaric types find such company discomfiting and soon return to their simple lives in isolation.

## ADVENTURER

The barbarian's adventures come to him through the simple act of trying to survive in a desperately harsh environment. The barbarian is always watching his surroundings, watching for the tell-tale signs of a rad-storm, the approach of a predator, his next meal or a glint of metal he could use to make a weapon.

## TEAM ROLE

The barbarian is a fearsome warrior and skilled outdoorsman. He is a specialist at defeating the most dangerous opponent after The Fall: the Twisted Earth herself.

## GAME INFORMATION

### Abilities

The most important abilities for the barbarian are Constitution and Wisdom. The barbarian's life is hard and he needs to be healthy to survive that life.

Wisdom lets the barbarian sense dangers before he needs to fight them, allowing him to choose his battles.

### Determination (Core Ability)

As a warrior, the barbarian can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).

### Suggested Skills

The following are suggested skills for the barbarian: Climb, Handle Animal, Intimidate, Notice, Ride, Stealth, Survival, Swim

### Starting Feats

Armor Training (light), Junk Recycler: Weapons, Track, Weapon Training

## DEMAGOGUE (EXPERT)

*A huge man, easily noticeable atop the slanted, makeshift podium, stood to address the crowds that were already forming around the market square of the wasteland settlement. From on high he could spot those who came to hear his Message: men, women, and children alike, traders, warriors, and scavengers wandering in from the sun-scorched nothingness of the outside world. The audience was a mixed group of mutants from the far corners of the sandy desert; the faces that looked back to meet his gaze were a reflection of many different hopes and dreams, of desperate men down on their luck, outcasts from other communities and gangs, haggard survivors who only sought release from their pain - and others forged by hardships to become the followers of this man's self-styled "New Future".*

*Breathing in deep he prepared to speak to the assemblage, knowing that from this point on he would be their new leader, a prophet of the Twisted Earth.*

## CHAPTER 1: CHARACTERS

The Demagogue is one of the charismatic leaders of the major factions of the wasteland, men (and women) with the rare but extraordinary talent to bring disparate masses together under one solid cause, one united banner. The variety of philosophies, religions, cults, and fledgling societies of the post-holocaust world mean that the actual motivations and allure of one Demagogue can be completely opposite from



each other; what appeals to the hopeful holdouts of one corner of the desert might not appeal to the dregs of another. Nonetheless, a strong voice, a sense of conviction, and a dedicated purpose with any kind of attraction is often enough to make mere men into gods.

In addition to the prestige accorded to leaders of men (and entire movements), Demagogues have a personal power rivaled by few. Whether merely looked up to and admired as humble leaders, or deified as “saviors” of a “new age” by fanatical followers, they as often as not have entire armies of cohorts who will willingly die for them, or trudge off into the dusty wastes on any foolish errand to earn their master’s favor. With the ability to command men to give their lives willingly, or to demand sacrifices in the name of their cause without question, they can rightfully be called the true princes of the Twisted Earth.

### ADVENTURER

The demagogue uses his wits to survive in the post-holocaust world. Since his silver tongue and smooth manners will only work on intelligent prey, he tends to confine himself to the small settlements and cities that have sprung up along trade routes. In the wilderness, against a hungry predator, his words will do no good and he will only venture into these areas if well equipped and with sufficient allies.

### TEAM ROLE

The demagogue is a natural leader, able to increase the cohesion of any group he joins. When dealing with intelligent creatures, he also makes a good mouthpiece for a party and can smooth over a misunderstanding before it turns deadly.

TABLE 1-2: DEMAGOGUE LEVEL PROGRESSION

Character Level	Role Level	Feats
1	Expert 1st	Connected, Fascinate (Diplomacy), Super-Charismatic, Weapons Training (or Firearms Training depending on background)
2	Expert 2nd	Suggestion
3	Expert 3rd	Inspire (Awe)
4	Expert 4th	Mass Suggestion
5	Expert 5th	Lucky
6	Expert 6th	Leadership
7	Expert 7th	Master Plan
8	Expert 8th	Inspire (Fury)
9	Expert 9th	Inspire (Courage)
10	Expert 10th	Armor Training (light)
11	Expert 11th	Well-Informed
12	Expert 12th	Contacts
13	Expert 13th	Taunt
14	Expert 14th	Inspire (Competence)
15	Expert 15th	Defensive Roll +1 Skill Mastery (Bluff, Diplomacy, Gather Information, Sense Motive)
16	Expert 16th	Defensive Roll +2
17	Expert 17th	Evasion
18	Expert 18th	Defensive Attack
19	Expert 19th	Defensive Roll +3
20	Expert 20th	

### GAME INFORMATION

#### Abilities

Charisma is the most important ability to demagogue, since it increases the odds that he will be able to get his way without resorting to something silly like violence. When violence is called for, the demagogue needs a high Charisma to ensure he has plenty of allies to back him up.

#### Expertise (Core Ability)

Befitting his status as an expert, the Demagogue can spend a point of Conviction to gain 4 points in

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