Creator: Dominic Covey
Writer: Dominic Covey
Additional Writing: Chris Davis, John Shaw
Editor: Chris Davis
Additional Editing: John Jamieson, Chris Knall, Charles Rice, John Shaw, Wayne C. Tonjes
Cover Art: V. Shane
Interior Art: Dominic Covey, Storn A. Cook, V. Shane
Layout: Chris Davis, James Mathe
Character Sheet: John Shaw

Playtesters: Kevin Milhoan “Caoster”, Mladen Spasic, Sergey Kushch, Percy Snyder, Will Nichols, Alex Kashyrin, Chris Covey, Jake Schwab, Mike Guild, Andrew Ma, Murat Beydere, and John Shaw.

The ‘d20 System’ and the ‘d20 System’ logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0a. A copy of this License can be found at www.wizards.com. Portions of this work are derived from the d20 System Reference Document.

From Dominic: Thanks to Chris Covey for numerous ideas and continued support of the Darwin’s World project.

From Chris: Thanks to my wife, James Mathe, Tom Baleno, and the Darwin’s World yahoo group.

DarwinRPG.com
Darwin’s World is heavily supported by its official web site, www.DarwinRPG.com. Darwin’s World was previously published in PDF format and sold via the web on RPGNow.com. This book is actually a collection of 3 smaller PDF books. At DarwinRPG.com you will find many resources such as maps, gazetteers, character sheets, as well as products only sold via the web.

Special Thanks to RPGNow.com
If it weren’t for RPGNow.com, Darwin’s World would have never been published. Check it out at www.rpgnow.com. There you can find many great independently created role-playing products, including additional Darwin’s World sourcebooks.
OPEN GAME LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright
2000 Wizards of the Coast, Inc. (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content. (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create a Derived Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson

Darwin’s World Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis

OPEN GAMING CONTENT

Designation of Product Identity: The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Darwin’s Word, Twisted Earth, Denizens of the Twisted Earth, Terrors of the Twisted Earth, Artifacts of the Ancients, Cave of Life, Ferals, Primitives, Ritual Preservationist, the Ancients, Resentful, Degenerate, Ressurectors, Visionary Reinventors, Hedonists, Advanced, Good Juju, Benders, Brethren, Brotherhood of Radiation, Cartel, Children of the Metal Gods, Clean Water Clans, Far Traders, Enthropist, Foundationist, the Movement, Paradise Believers, Ravagors, Savants, Doombriders, Brethren Follower, Brotherhood Force Master, Cartel Trademaster, Foundationist Paladin, Juju Doctor, Sister of the Desert, Death Sentinel, Doom Harvester, Ethereal Flyer, Fraxx Steel, Groth, Helloglyphs, Mutagon, Odydent, Plague Zombie, Purple Angler, Slime Mole, Shadow People, Ultran.

Designation of Open Gaming Content: The following sections of Darwin’s World are designated as open gaming content expect for terms define as product identity above. All illustrations, pictures, and diagrams are Product identity and property of RPGObjects®.

Chapter 1: All the text under the CORE RULE CHANGES is open content. The rest of the text is closed.

Chapter 2: The level adjustment rules are open content. All the breeding (i.e. Human Racial Traits) and background (i.e. Feral Traits) traits are open content. All other content is closed.

Chapter 3: All the text under GAME RULE INFORMATION is open content. All the class tables are open content. All other content is closed.

Chapter 4: All new Skills and Feats are open content. All the listed unsings terms are product identity.

Chapter 5: The sections titled Mutation costs, Neural Mutations, Disguise note, 1st Generation Mutations, 2nd Generations Mutations, 3rd Generation Mutations, Mutations and Defects are open content. The introductory and “What is a Mutation” sections are closed content.

Chapter 6: The text and tables of the entire chapter are open content.

Chapter 7: The text and tables of the entire chapter are open content.

Chapter 8: The text and tables of the entire chapter are open content.

Chapter 9: The entire chapter is closed content.

Chapter 10: All the text under GAME RULE INFORMATION is open content. All the class tables are open content. All other content is closed.
CHAPTER I: INTRODUCTION

DARWIN’S WORLD

Darwin’s World is a role-playing game set in the wild inhospitable world of mankind’s ruin, decades after a series of devastating wars that brought the human race to the brink of extinction. In a world where radiation altered the very course of nature, mankind ceased to exist in its current form. Mutations and genetic variations are the edge separating a species from life and death.

In Darwin’s World, only the fit shall survive!

THE TIME LINE

Darwin's World is set in an alternate reality, a world where certain historical events did not occur, and where others did. In Darwin’s World, it all began at the close of World War II...

1945. World War II effectively ends with the detonation of the two atomic bombs on Hiroshima and Nagasaki. America, and much of the war-torn Western world, rejoices at the end of the long hard struggle for liberation. 1946-1952. Years of Regrowth. After World War II, the United States reverts to its isolationist policies, withdrawing from the rest of the world, which is desperately trying to rebuild after the war. During this period, the government of the United States tries to maintain a false facade through the years - the nuclear family, baseball and “Leave It To Beaver”, good old Yankees, etc. Life at home becomes detached - no one knows Big Brother is twisting the truth about the outside world. Outside of America, the nations of the world are only slowly rebuilding, as countless minor wars are sparked over resources, division of the defeated German state, etc. Without America’s presence (for better or worse) in world politics, the course of history proceeds down a much different path. A growing spite and jealousy of the average American’s naivety and splendid way of life is felt by most foreign nations, who during this period live in absolute squallor and oppression.

1953-1973. Years of Bliss. Isolated America grows in strange new ways; advanced in some, dwarfed in others. Technology advances at a phenomenal rate, but a dwarfed, insular culture shapes all products (it takes over 50 years for the culture of America to progress from the 40s to the 50s, though technology has advanced in leaps and bounds). Although the technology of the world has reached futuristic proportions, everything has a distinct “aged” cast to it. America clings desperately to the “good-old days”, forever seeking to live in the bliss of its war victories and economic abundance.

1974-1999. The growing industry of the insulated United States, combined with the massively-pollutive industries of the fragmented world outside, begin to take their effect. The loss of much of the world ozone layer forces the creation of biodomes, entire domed cities, and underground shelters across the country as part of a growing national program for preserving the American way of life for future generations to come. Though largely inhabited at first by groups seeking to “start anew”, these domed cities and shelters soon become home to larger and larger populations as the ecology gets progressively worse.

2000-2010. Years of Entropy (“when things begin to break down”). America’s self-interest and exceedingly naive way of life draws the envy of nations devastated during WWII and in the many foreign wars following that nightmarish war. As a result, America is invaded by a coalition of nations, including a Purist-Regrowth Germany, Neo-Imperial England, and the Great Communist Union of Asia. Nuclear war ensues as America struggles to contain, then eradicate, the menace to their dreamy world. Millions of Americans retreat to the fallout shelters, domed cities, and other long-term retreats, hoping to wait out the war in their relatively safe isolation. Those communities already in isolation fight to retain their identity and individualism; many seal themselves in deliberately to avoid the masses of refugees. Civilization breaks down.

2011 and beyond. Massive biological and chemical strikes waged by both sides during the Last War devastate the ecology worldwide. Continued and escalating nuclear exchange causes unexpected earthquakes and subtle, then drastic climatic changes. The gradual rise in world temperature causes the polar ice caps to slowly deteriorate, flooding massive areas of the earth in the coming years. Many domed cities along the coasts are soon destroyed in tidal waves. Earthquakes caused by colossal nuclear strikes decimate cities and entire regions. Many underground fallout shelters are simply swallowed by the
earth. Those few secured shelters are now totally cut off from one another. Those hiding out within the complexes, afraid to emerge, remain within. As a result, many progress in strange directions - some advance, some crumble; some pockets give themselves over to hedonistic ways in their underground safety, while others wait quietly for the day they will return to the surface world.

The Present ... No one knows how long it has been since the fall of the “Ancients” - it could have been ten years ago, or over two hundred. No one is left to tell the tale. Although mankind’s weapons didn’t finish the job of exterminating the race directly, their lingering effects essentially did. The ruined world, unable to support mankind any longer, lets the race dwindle like a withered grape on a parched vine. The world is no longer man’s domain. Those men and women who failed to reach the domes and fallout shelters are now long gone, their children having mutated over the generations, creating the various wild mutant races that now roam the earth.

A PHYSICAL OVERVIEW

Massive weapons of destruction - including but not limited to thermonuclear devices - were used in the final wars of mankind. These had the most immediate effect at first, devastating entire cities and states, not only igniting massive fires that burned for weeks but also spreading radiated clouds across the entire planet. This radiation would kill much of the life around the areas of impact, and retard or cause the eventual cancer-death of those even hundreds of miles from the impact areas.

Bioagents also played a role, being most effective after the nuclear strikes as humans (whose white blood cell count was drastically cut due to radiation poisoning) became weak and frail. The radiation also had the unfortunate side effect of mutating the biological strains used against each side, making their control impossible. New and deadly plagues ran rampant, killing millions on both sides.

Chemical weapons were likely the least effective, but played their role as well, poisoning natural resources (the rivers that the homeless ran to for shelter and nourishment from the radiation fever were undoubtedly stricken with chemical poisons that turned their innards to mush in minutes). These chemicals, like radiation (and the lingering effect of mutated bioagents) still remain as pollutants in Darwin’s World.

Nuclear detonations also served to literally blow holes in the atmosphere, incinerating moisture in the air and tearing entire rings in the ozone layer. Areas where more nukes were concentrated resulted in larger holes in the ozone, which further added to the ending of life in these areas and the mutation of what few beings managed to
The increased UV radiation permeating the planet’s ecosystem from the countless nuclear holes caused a diminishing of most plant life, turning the world into a vast desert with little or no diversity. The elimination of the vast forests and plains allowed the hot high winds (the temperature having increased geometrically with each cluster of nuclear strikes) to ravage the land, carrying dust and sand with them. Soon, almost the entire world was buried in shifting, radiated dust carried by continent-spanning sandstorms.

The UV (and the chemical) effect also served to destroy the fragile marine ecosystem of the planet, and the first “species” to suffer near total extinction were phytoplankton of all kinds. The result - a vast reduction in the oxygen recycling capability of the planet.

With an increased worldwide climatic temperature, numerous holes in the ozone layer, the destruction (by fire and radiation) of almost all the world’s forests and phytoplankton, Darwin’s World can sustain only a heavy, sparse oxygen climate. This increased temperature also resulted in a worldwide diminishing of moisture, which dissipated the once ocean-covered surface to a handful of smaller poisoned seas which were forced to retreat to the lowest altitudes of the planet’s surface. Evaporated water was not held in by the thinned and weakened atmospheric gravity, allowing minute quantities to escape into space over the decades. Former coastlines became the frontiers of vast deserts, and the seas that once provided life and sustenance are slowly vanishing over the decades, leaving only dry brittle sand in their wake.

All sorts of strange life forms have arisen in the aftermath of the great apocalypse nonetheless. The drastic mutative effects of gamma and ultraviolet radiations, as well as mutated bioagents, have created vast aberrancies in man and animal. Mental diminishing and physical mutation seem most common, especially as survival has come to rely mostly on strength and the ability to thrive in the hostile clime of desert and ruin. The population of the world (the very size of which brought about their own downfall) is now drastically reduced - war, plague, and poisoned environs reduced the world population to 1/100 of its former size. The sterility caused by radiation has further helped to ensure all life is dwindling, and dwindling fast. Although every generation at least one “breeder” is born, their ability to reproduce and restock the populace is unable to cope with the threats and hazards of the world climate. It is truly a dying planet.

**CORE RULE CHANGES**

In Darwin’s World, there are a few changes to the core rules that better suit a more futuristic environment. The most notable changes to the basic format include:

- Race dictates the “breeding” of a basically human survivor in the wasteland. Race determines the number of mutations and defects a character can (or must) choose.
- Character background (“origins”) provides ability adjustments, instead of race, as well as starting money.
- Character classes are more ideally suited for a post-holocaust setting. The basic classes are Guardian, Raider, Scav, Thinker, and Trader.
- A number of “prestige” classes unique to the Twisted Earth’s communities and setting have been included to give new players ideas of what exclusive groups and societies this world has to offer. These classes are contained in the *Denizens of the Twisted Earth* supplement.
- A few new skills have been added, a few others phased out.
- A few new feats have been added.
- Instead of magic items and spells, characters in this much less magical world have the opportunity to find and utilize fantastic objects of futuristic technology – laser weapons, plasma cannons, electronic gadgets, suits of powered armor, and batteries of non-magical drugs, chemicals, and explosives.

Combat rules have been altered only slightly from those specified in the Core Rules for futuristic campaigns. These adaptations are only suggestions, but basically claim the following:

- Basic weapons presented in the Core Rules are all *Simple Weapons*. This is done to better suit the basic format of the future-world, which puts stronger emphasis on more advanced weaponry.
- Modern-era weapons (such as firearms) are *Martial Weapons*.
- Advanced weapons (plasmas, lasers, etc) are *Exotic Weapons*.

In addition, certain weapons in these rules are categorized as *Normal, Automatic, or Rapid-Fire*. Specific rules apply to these special forms of weaponry.

- Unless specified, reloading any firearm or advanced weapon is a standard action.
- *Normal weapons* can, unless otherwise specified, attack more than once per round if the user has the ability to make multiple attacks.
- *Automatic weapons* permit the user to make an additional attack at her highest attack bonus, as if possessing the Two-Weapon Fighting feat (no modifier to the attack roll).
- *Rapid-fire weapons* permit the user to make two additional attacks at her highest attack bonus, as if possessing the Improved Two-Weapon Fighting feat (no modifier to the attack roll).