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INTRODUCTION

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 Re-growth. 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 squalor 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 bio-domes, 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-Re-growth Germany, Neo-Imperial England, and the Great Communist Union of Asia. Nuclear war ensues as America struggles to contain, and 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 who are hiding out within the complexes, remain within, afraid to emerge. 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.

Bio-agents 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 bio-agents) still remain as pollutants in Darwin's World.

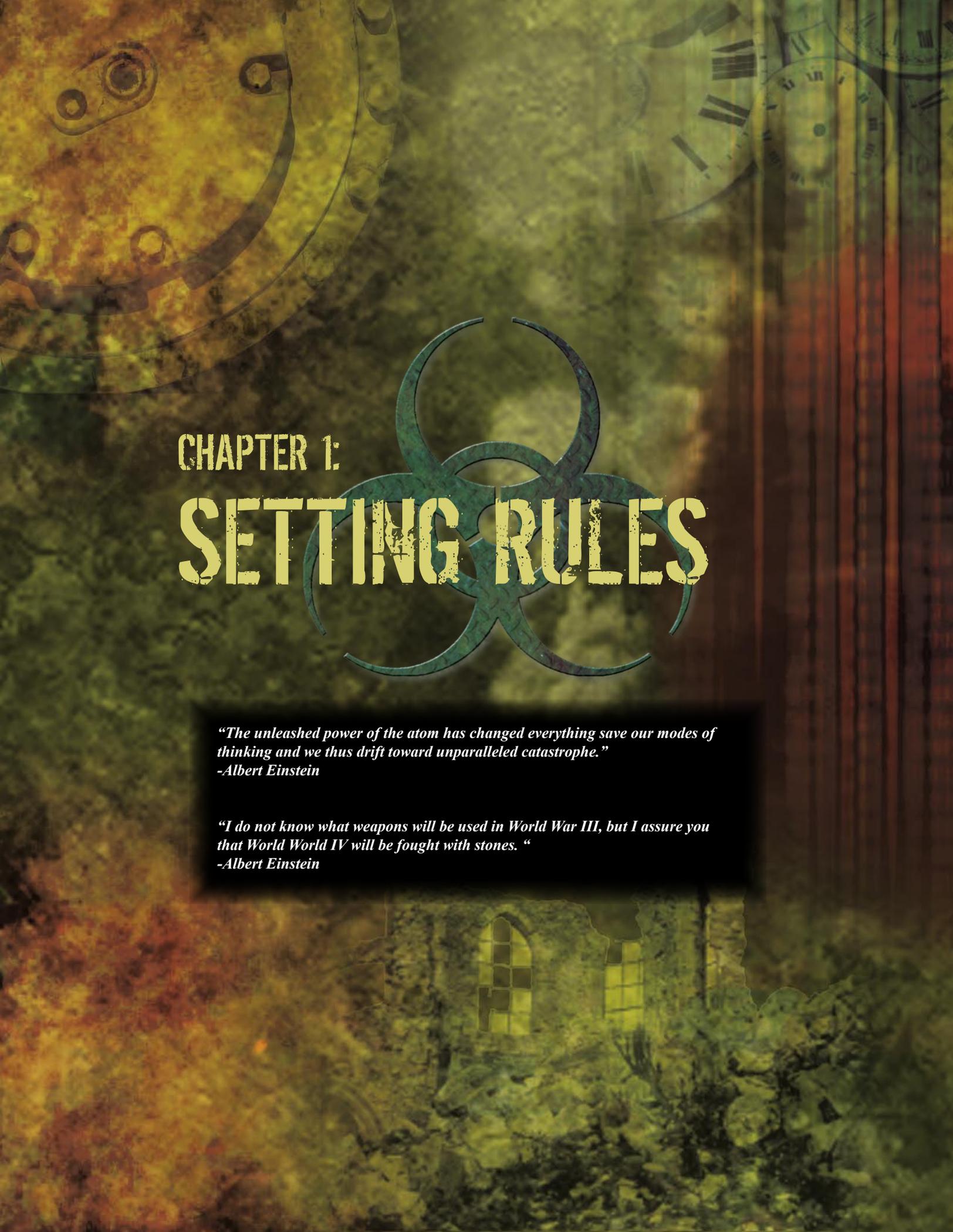
Nuclear detonations also served to literally blow holes in the atmosphere, incinerating moisture in the air and tearing entire rings in the ozone layer. Areas where more nukes were concentrated resulted in larger holes in the ozone, which further added to the ending of life in these areas and the mutation of what few beings managed to escape through ultraviolet radiation.

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 bio-agents, 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.



CHAPTER 1:

SETTING RULES

“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



In order for your character to eek out an existence in the brutal lands of the Twisted Earth, certain rules additions are needed. The introduction of Tech-levels (Technology Levels) helps to define how effectively a character can use pre-fall items and what he is able to repair. Healing and Repair skills have specific applications, and Knowledge Skills take on a new level of significance. The common Languages of the post-fall world are also presented here.

TECHNOLOGY

The level of technology understood by a character affects his ability to effectively use, maintain and repair precious pre-fall items. In game terms this is represented by having the appropriate Tech-level.

Tech-levels range from 1 to 3 and are granted by a character's Background. They are designed to manage the use and understanding of devices in the post-apocalyptic world. A character's Tech-level can not be increased until he reaches at least Seasoned rank. At that time, he may take the Increased Tech-level Edge. This may only be done once per Rank.

The Technology levels are:

TECH-LEVEL 1: PRIMITIVE

Primitive technology represents early technological advances such as simple weapons and tools, herbal medicines, leather working, farming and agriculture. A character at Tech-level 1 has the ability to understand and use primitive technologies effectively. Examples include: archaic weapons, blacksmithing, carpentry, herbal medicines, leatherworking, and stonemasonry.

TECH-LEVEL 2: POST-APOCALYPTIC

Post-Apocalyptic technology represents the remnants of modern technology, still used by the denizens of the world, but often misunderstood. A character

at Tech-level 2 has the ability to understand some modern technologies. Examples include: electronics, mechanics, modern firearms, and physical sciences. This does not necessarily mean the character can create such technologies, but it does mean he may learn how to use and repair them.

TECH-LEVEL 3: ADVANCED

Advanced technology represents the most sophisticated technology of the pre-fall world including, energy weapons, aircraft and robotics. A character at Tech-level 3 has the ability to understand all of the advanced technologies of the Ancients. He can even learn to create such technologies given sufficient training and resources.

USING TECHNOLOGY

Much of the pilfered gear of the wastelands can be used by any character who knows how. However, a character's understanding of technology affects his ability to use gear effectively. Each piece of gear is classified as one of the above tech-levels. The more sophisticated the gear, the higher the tech-level required to use it effectively.

To reflect this, whenever a Trait roll is needed to use a piece of gear, the character suffers a penalty of -1 for each Tech-Level that the gear is above his.

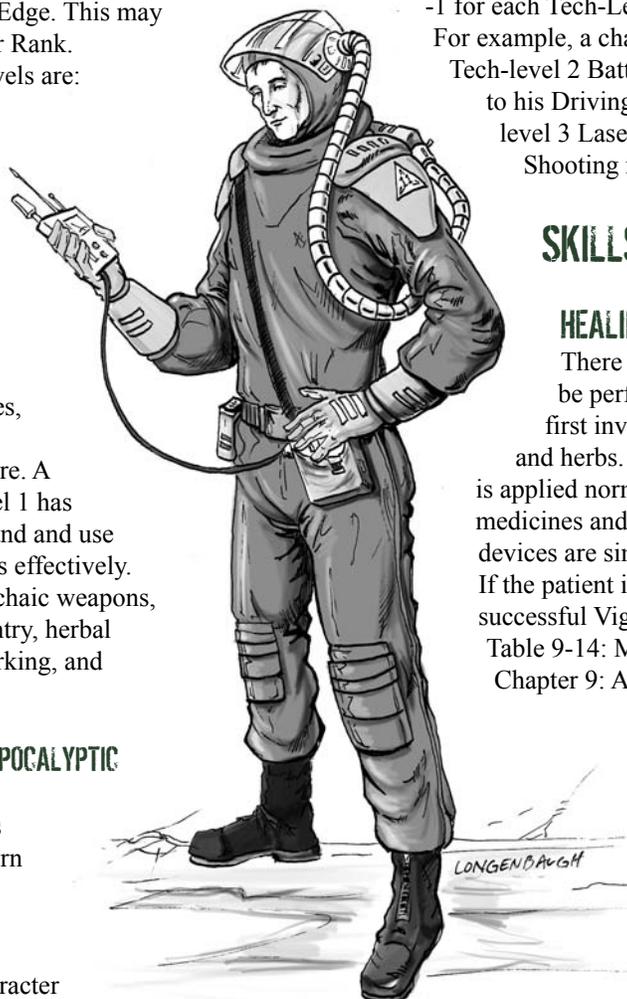
For example, a character at Tech-Level 1, driving a Tech-level 2 Battlecycle, would suffer a -1 penalty to his Driving roll. If he was firing a Tech-level 3 Laser Pistol, he would suffer -2 to his Shooting roll.

SKILLS

HEALING

There are two types of healing that can be performed in Darwin's world. The first involves the use of natural medicines and herbs. In these cases the Healing roll is applied normally. The second involves medicines and technology of the ancients. Such devices are simply administered to the patient. If the patient is a mutant, they must make a successful Vigor roll or suffer an effect from Table 9-14: Medical Incompatibility (see Chapter 9: Artifacts of the Ancients).

A Healing roll may also reduce the effects of a medical incompatibility result on another character; a Success adds +2 and a Raise adds +4 to the number rolled on the Medical Incompatibility table.



REPAIR

Due to the complex nature of pre-fall items, repairing items of a higher tech-level than the character understands is much more difficult than simply using them. The application of Repair to any situation in the game is primarily based on the Tech-level of the device.

The GM should first decide which Tech-level the device is: 1 Primitive, 2 Post-Apocalyptic or 3 Advanced. If the character's Tech-level is less than the device's Tech-level, the Repair roll has a penalty of -4 per level of difference. So a character at Tech-level 1 would make a Repair roll at -8, when trying to fix a Tech-level 3 device.

When attempting to construct new items, the Repair skill can be used. However, in this case the character's Tech-level must be equal to or greater than the device's Tech-level and he must have some level of Knowledge (Technology).

Several characters may work together to build the item, applying either their Knowledge (Technology) or their Tech-level, but all of them must have some level of Repair. The GM should determine the basic materials needed, where to salvage or purchase them from and how long the construction will take. On a large project, such as building a car, the components should be broken down and rolled for separately. For example, the chassis may take two weeks, the engine, 8 weeks, and the body 4 weeks.

Advanced devices (Tech-Level 3) can not normally be built unless the characters have access to advanced manufacturing facilities. They can be repaired following the above guidelines.

KNOWLEDGE

Life in the barren lands of the Twisted Earth is harsh and the ability to survive the many and varied situations a character may find himself in is often dependent on what he knows. To represent this in the game, Knowledge skills play a key roll.

The following Knowledge skills are specific to the lands of the Twisted Earth.

KNOWLEDGE (ANCIENT LORE)

This skill governs the knowledge of the culture, civilization, and basic technologies employed by the Ancients (who are all but gone from the face of the Twisted Earth). A player whose character has this skill can realistically play his character as having the knowledge of what the Ancients did, how they lived, etc. and is not subject to the same "ignorance" as other survivors of the cataclysm. Note that this does not necessarily mean the character knows how to use Ancient technology; it just means he has an understanding of what the Ancients were about. This gives him a better chance of understanding

the significance of Ancient locations, artifacts and technologies.

KNOWLEDGE (BATTLE)

This skill covers the knowledge of battles and battle strategies. The character will have studied or been involved in conflicts of the post-apocalyptic age. See the Savage Worlds rules for application of this skill for Mass Combats. This skill can also be used to glean information about the site of a recent battle, defensibility of an area, etc.

KNOWLEDGE (COMPUTERS AND ROBOTICS)

This skill applies to both the theory and practical operation of computer systems, networked computers as well as computer brains of robotic devices. It also covers the theory and practical application of robotic devices and beings, as well as the field of cybernetics.

KNOWLEDGE (MUTANT LORE)

This skill assumes a great deal of past experience with, or against, mutated beings. It allows the character to potentially understand the mutations possessed by mutants and monsters. This gives the character a better idea of what he is facing. For example, a successful Knowledge (Mutant Lore) roll may allow a character to understand how a mutant race may behave, or what the dark spots on an encountered creature signify. With a successful Knowledge (Mutant Lore) roll, the character will know whether or not a creature is safe to eat.

KNOWLEDGE (TECHNOLOGY)

This skill indicates that the character has some lifelong experience with technological devices, and thus a basic understanding their electronics, mechanics and the sciences. A character with this skill understands the general use of many advanced items and can typically identify them. This skill allows the character a better chance at figuring out artifacts, even ones which he has never seen before, if they are of a technological nature (for instance, he may not know how to operate a gravity car, but he knows it is a vehicle and thus it must have a power source, steering column, controls, etc).

KNOWLEDGE (TWISTED EARTH)

This skill represents knowledge of the numerous factions, cities, locations, and legends of the post-apocalyptic Darwin's World, commonly known as the Twisted Earth. They may know common trade routes, which factions fight over a particular area, which cities are more welcoming (if any), and where rumored treasures of the ancients supposedly lie.

POST-APOCALYPTIC LANGUAGES

So many years after the fall of civilization, a number of offshoot dialects and entirely new languages have developed in the world. Characters begin with a specific Language based on their Background (see Chapter: Characters). The character is considered to be able to both read and write the language, unless he has the Illiterate Hindrance, in which case he can only speak the language.

To learn a new Language, the character must take the Language Edge.

The most common languages employed, in the Twisted Earth, include:

ANCIENT

Ancient is the forgotten language of mankind, the tongue employed by the citizens of America before it fell to nuclear war. This language is actually quite rare now in Darwin's World, for there are few communities remaining who have carried the language on, unbroken (those that do and fail generally end up creating their own version of Gutter Talk instead; see below). Some groups (such as "shelter-folk" or dome-dwellers) may indeed know this language (and this language alone), however. Ancient is a very useful language, for it allows a character to understand the road signs, street signs, Arcanum, and markings left by the Ancients in their numerous ruins. Most importantly, it allows them to read books.

GUTTER TALK

Gutter Talk is closely related to Ancient, and is a preserved form of that speech that has been distorted over time. Various words, for instance, are replaced by the sounds they make (for example, the word "car" may now be "vroom", or "helicopter" might be "chop chop"), and sentence structuring generally has no rules or organization.

TRADE

Trade is a language that has spread throughout the wasteland as a universal "code" of the merchants who ply the caravan routes, mainly developed to communicate warnings of dangers, raiders, inhospitable communities, etc. A special code of markings and "runes" is used to convey thoughts in written form (much like old hobo code), while gestures and slang phrases (which sometimes vary from region to region) are also prevalent. Major trade organizations (such as the Clean Water Clan, Far Traders, Cartel, etc) may have their own variations of this code for secret uses.

OPTIONAL LANGUAGE RULES

For gaming groups who find it frustrating to have characters in the party that can't speak the same language, the GM may choose one of these options:

1. All player characters have spent enough time in the wastelands to have learned Unislang. Give each character the Unislang language in addition to their background language.

2. Since Guttertalk and Unislang are derived from Ancients, characters may make Smarts rolls to try to understand someone speaking another language. The following modifiers apply:

Ancient/Guttertalk: -2; Guttertalk/Unislang: -2; Ancient/Unislang: -4

UNISLANG

Unislang is the true "common" tongue in the wasteland, a mix of English, evolved slang, and simple hand gestures. It is much like Trade. Unislang, however, can be highly dialectic, with wild variations being a widespread phenomenon. Universally understood symbols are used to represent ideas or signs (much like cuneiform, or basic picture writing), often as simple as drawing the image of a monster in the area to warn off others. Though the wasteland is seldom a place known for brotherhood, it is generally accepted that those who know Unislang should and will leave markings for others "in the know" to avoid walking into hostile territory or dangerous regions.

COMMON PHRASES

The following is a brief listing of some of the most common phrases and colorful words of Unislang, the universal banter of the Twisted Earth's many varied peoples.

Amazons - female raiders or xenophobes who either hate men or fear them

Ancients - the mythical, deified, and sometimes demonized inhabitants of Earth before the Fall

Breeder - anyone (male or female) capable of breeding

Brethren - militant mutants or cultists who seek to destroy all remnants of the past

Broken Ones - mutants, specifically those with physical deformities

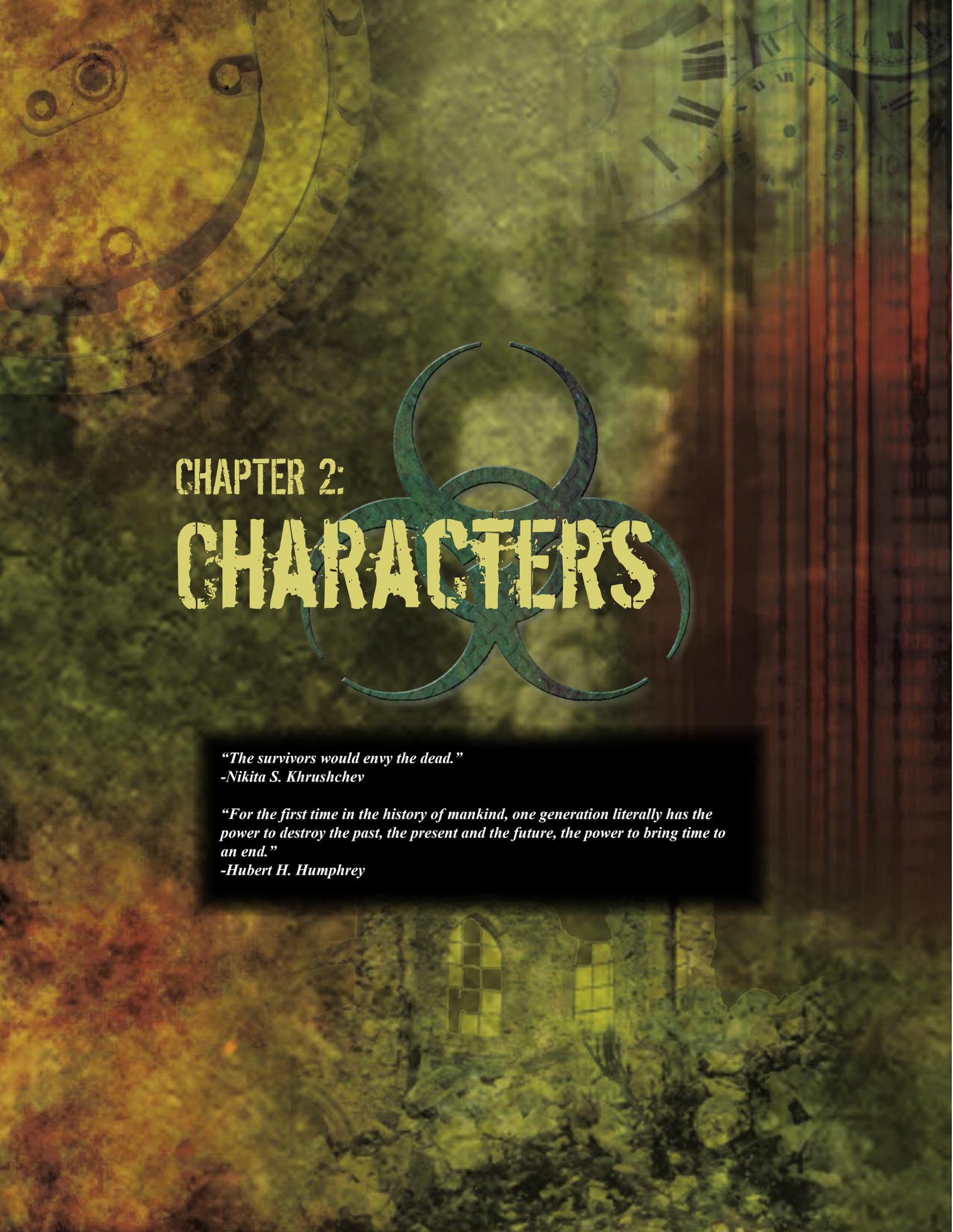
Bronze - someone bringing law and order to the wasteland; usually a law-enforcing member of a community but sometimes a solitary wanderer with a self-styled "vision"

Corium - melted graphite, uranium fuel, and metal from a nuclear core meltdown; often hangs like stalactites in the melted core chamber; valued in the wastes because it is often used as "money"

Domes - biodomes, legendary sealed environment shelters where pure strain humans are said to hide
Freak - a mutant with mental powers
Furniture - a woman
Gangers - sometimes raiders, but more often just loose “gangs” in the urban ruins
Ghoul - any cannibalistic mutant or creature
Graveyard - a ruined city of the Ancients
Grub - a child or something to eat
Gutter Talk - the language of those who have tried to preserve the language and customs of the Ancients, but who have fallen short in one way or another
Lost, The - mutants
Mech - a person who knows how to fix machines
Meds - any kind of medicine, though usually used to refer to narcotics
Mink - a particularly beautiful but deadly female
Mutant - any mutated being
Necropolis - a ruined city
Phantom - a loner or wanderer who does good for the common people
Psionic - a mutant with mind powers
Purist - non-mutants, those of original human stock, usually xenophobic but sometimes tyrannical and racist
Raiders - any kind of brigand, bandit, or highway road gang
Razors - particularly vicious or malevolent gangers
Retard - disdainful term for a mutant with mental powers

Ruin - a ruined city
Sandwalker – a wandering storyteller; usually a merchant or trader (but not always)
Scag - wasteland scum; typically raiders or community outcasts
Scav - a wanderer who lives by scavenging; usually a killer and thief
Stick - a gun, especially a rifle
Terminals - mutants, specifically mutants who are unintelligent or cannibalistic
Toilet Paper - disdainful term for the paper money of the Ancients
Trade - a language used by merchants, full of secret codes and pictograms
Trash - a ganger, bandit, or loner with poor potential and little value
Tribal - a member of any primitive or savage tribe
Twisted Earth – a common nickname for the planet
Ultraviolence - violent acts, usually undertaken for “fun” by miscreants and gangers
Unislang - the universal language used to communicate in Darwin’s World
Vault - a hidden shelter for Ancients; also a term for a great cache or trove
Wildcat - an insane or particularly feisty female
Xenophobes - communities of people who shun the outside world, for whatever reason
Yellow Eye - a generic term used to refer to mutants





CHAPTER 2:

CHARACTERS

*"The survivors would envy the dead."
-Nikita S. Khrushchev*

*"For the first time in the history of mankind, one generation literally has the power to destroy the past, the present and the future, the power to bring time to an end."
-Hubert H. Humphrey*



CHARACTER CONCEPT

Creating your character for Darwin's World requires a few more steps than in the core Savage Worlds rules. First and foremost, you should decide on a character concept. This is really the most important step of the character creation process as it can guide you in selecting his Background, Attributes, Skills, Edges and Hindrances, and usually Mutations and Defects. Take a moment to think about the type of character you want to play:

Will he be a feral mutant wanderer who has managed to survive using the power of his mutations? Then he will most likely have the Feral Background, high levels in skills such as Stealth, Survival and Tracking, as well as mutations that help with survival such as Extreme Resilience and Multiple Stomachs.

Is he a sharp tongued Trader attempting to gain the precious items his community needs to survive? Perhaps he has the Degenerates background, a strong Persuasion skill and the Silver Tongue Edge.

Was she a prisoner and concubine who used her wiles escape to freedom, only to be ruthlessly hunted by the raider gang leader who had kidnapped her? Make her a pure human that has the Advanced background. Give her the Attractive and Very Attractive Edges, as well as high Smarts, Vigor and Persuasion and the Enemy (major) Hindrance.

You get the idea. Strong character concepts, such as these, help to build a better character and make the next steps easier.

CREATING CHARACTERS

The following checklist will guide you through the process of creating your character. You will want to familiarize yourself with the rest of the player's guide in order to make some of these decisions.

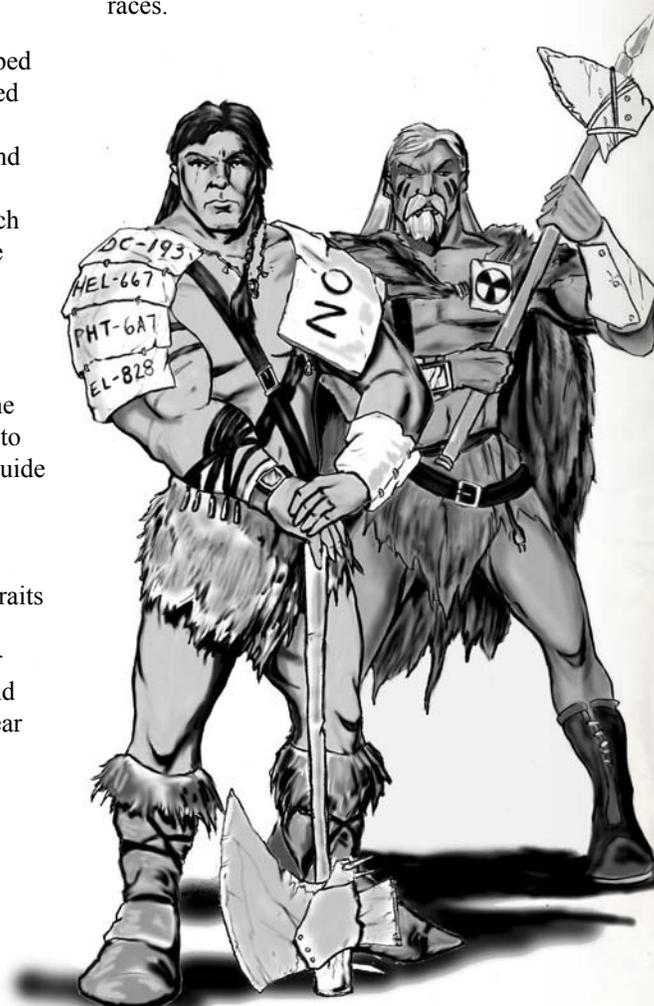
1. Choose your Race. Will you be one of the rare pure-humans or a First, Second or Third Generation mutant? Note the specific racial traits your character will have.
2. Select a Background that suits your character concept. Note the Tech-level, bonus Skills and Edges, default Hindrances, Language and Gear you will receive.
3. Select your Attributes using the standard 5 attribute points.
4. Select your Skills using the standard 15 skill points.
5. Select up to one Major and two Minor Hindrances. Use those points to gain extra Edges, Skill points or to double your starting funds.

6. If you are a human select a bonus Edge. If you are a mutant, select your mutations and defects (see Chapter 3: Mutants and Mutations).
7. Your character begins play with 500 cp (Corium Pieces) to buy his gear. Purchase your starting gear (see Chapter 4: Gear and Equipment).
8. Calculate your derived stats: Pace, Parry, Charisma and Toughness. Don't forget to apply bonuses and penalties from Edges, Hindrances, Mutations, Defects and Gear.
9. Consider your character's Occupation (optional).

RACES

While the planet Earth is strictly a human world, the Fall of mankind and his ravaging wars of radiation have given rise to numerous mutated species to take the reigns of conquest and dominance. Race is an important feature of character identity in Darwin's World. Race dictates, not only a character's physical appearance and capabilities, but also the degree to which he has been "altered."

One of the first choices you will have to make when creating your character is to what degree he or she has been mutated. Choose one of the following races.



HUMANS (“NON-MUTANTS”, “PURISTS”, “HOMO SAPIENS”)

These fortunate souls are a rarity in the radiated lands of Darwin’s World - they are the few men and women who have somehow managed to avoid the slow curse of mutation over the decades. Communities secluded in forgotten biodomes, or secured in sealed vaults, come under this category.

Having avoided the outside world in their sheltered communities, people from these areas start with no degeneration, or enhancement, whatsoever. Those players who chose to make humans should realize that these are people with no mutations whatsoever. In a world of rampant genetic modifications, degenerations, and enhancements, this is a potential weakness. Mutation allows the character an edge in surviving in the wasteland, while remaining “pure” has only limited gains.

Still, unaltered humans do exist (though certainly a rare breed), and their special abilities are subtle but effective.

Personality: While long ago humans were the only breed of man on the Twisted Earth, they have long since lost their foothold on the world and become the outnumbered minority. Pure human enclaves are extremely rare, their very existence often believed “mythical.” Most humans left alive are reclusive, seeking only to preserve their own genetic strength

and stability through ruthless isolation. As such, most humans have a mind-set of wariness if not downright racism towards mutantkind.

Due to their squandered numbers and dwindling presence in the world, human communities typically prefer secrecy to conquest, and pick their battles carefully, engaging only if they must.

Physical Description: Simply put, humans run the gamut from roughly 5 feet to 6 feet in height, with weight ranging from 125 to 150 pounds, though prolonged starvation often decreases both attributes. Skin shades run the entire natural range: nearly black, very pale, etc. Humans typically attempt to preserve the legacy of their forefathers (the Ancients) in manner and dress, fiercely clinging to customary clothing and mannerisms.

Relations: Humans are a widely feared and worshipped people. They are so rare that they are often believed to be no more than a “fairy tale”, having been replaced by rampant mutantkind the world over. Often, however, human communities are xenophobic or ruthlessly racist (attempting to re-take the world that was once theirs), so generally speaking humans are hated and not trusted throughout the Twisted Earth.

Human Lands: Humans are not known to hold any traditional region of the Twisted Earth, though certainly once upon a time the entire planet was theirs to rule. Now, however, their presence is all but erased,

