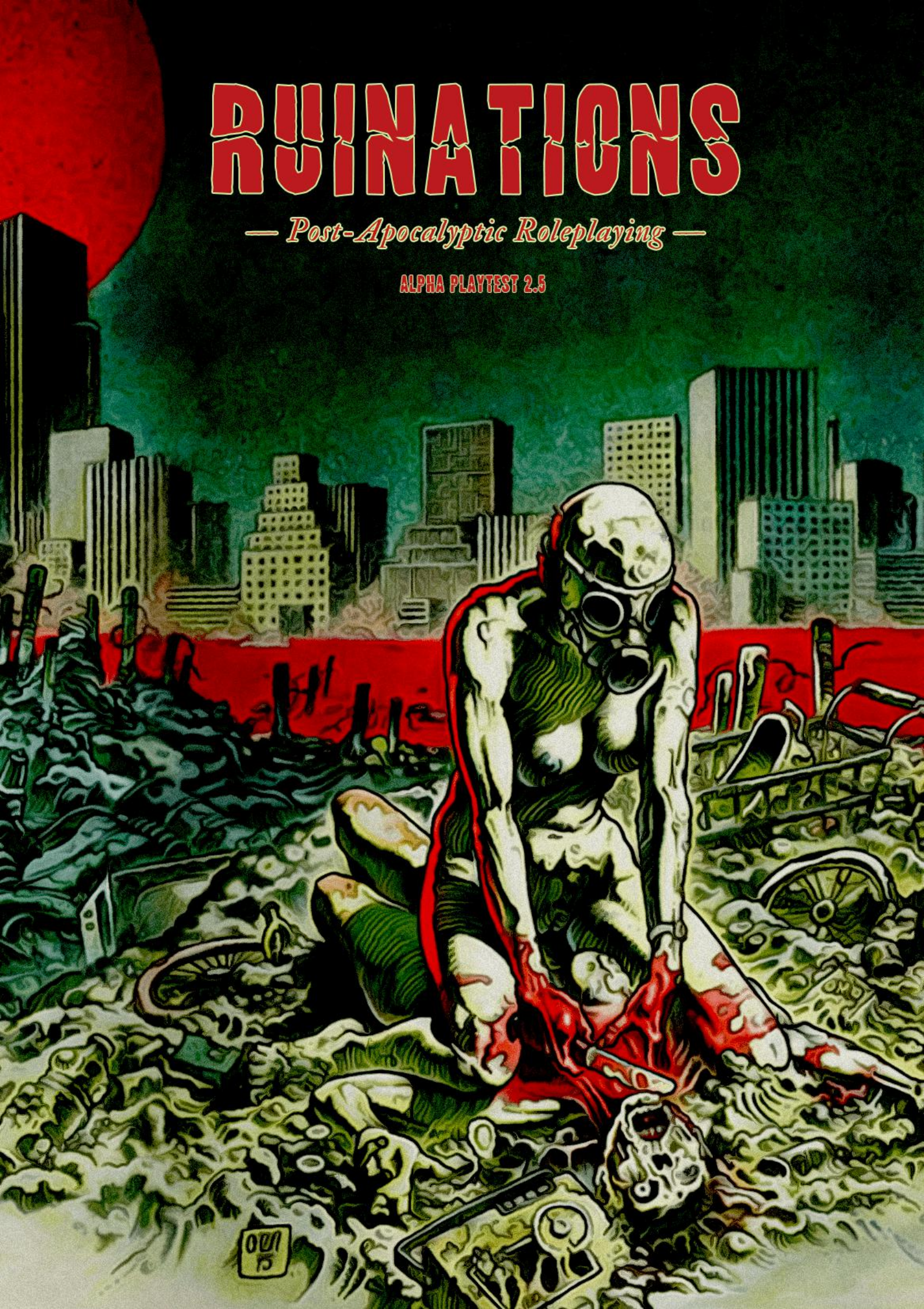


RUINATIONS

— *Post-Apocalyptic Roleplaying* —

ALPHA PLAYTEST 2.5



INTRODUCTION

WELCOME TO THE END.

“Ruinations” is my personal homebrew system for running post-apocalyptic adventures, without the often overly complex mechanics that other aesthetically similar RPGs have. At its core, this is a retooling of “Lamentations of the Flame Princess” by James Edward Raggi IV with ideas and mechanics from “Swords & Wizardry”, “Mutant Future”, “Dungeon Crawl Classics” & “Hack! no.1: Firearms!”

At this time, this is an unfinished work in progress undergoing playtesting.

This product is free to distribute and always will be.

<http://ruinations-rpg.tumblr.com>

If you’re used to LotFP, you may notice some simple mechanical changes throughout:

- ▣ d12 based Skill system with Ability Modifiers tied in.
- ▣ No magic; just mutations.
- ▣ Single Saving Throw stat with bonuses.
- ▣ d20 Initiative rolls.
- ▣ Ranged weapon modifiers when dueling.
- ▣ Unarmored AC of 10.
- ▣ STR modifier affects Melee Attack rolls *and* Melee Damage.



CHARACTER CREATION

It is suggested that you already have a familiarity with other Old School Roleplaying games, as this was not written with players new to the hobby in mind.

ABILITY SCORES

Roll 3d6 for each ability score: Charisma, Constitution, Dexterity, Intelligence, Strength, and Wisdom, in order, and record them on your character sheet.

A player can then decide to swap the position of one ability score that was rolled with any other. Each ability score has a modifier associated with it:

ABILITY SCORE	MODIFIER
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

CHARISMA: Modifies Barter Adjustment, Reaction Rolls and Speechcraft.

CONSTITUTION: Modifies HP rolls and Daily Travel Distance.

DEXTERITY: Modifies Initiative, AC, Ranged Attack Bonus, Acrobatics, Sleight-of-Hand, Stealth and Tinkering.

INTELLIGENCE: Modifies Knowledge, Language and Technology skills.

STRENGTH: Modifies the Force Door skill, Melee Attack Bonus and Melee Damage.

WISDOM: Modifies the Bushcraft, Medicine and Search skills.

STARTING STATS

☒ Select a class and roll the HP dice indicated at your starting level. Referees may allow the maximum HP for a level-1 character. Add any Constitution modifiers.

☒ Record your Saving Throw and any class bonus for it. A successful save is 1d20 equal-to or over this number.

☒ Record your Skillpoints. See the Skills section for more details.

☒ Roll 3d6×10 to determine your starting scrap and barter for beginning weapons and items.

☒ Purchase armor if desired and record your Armor Class [AC], adding any Dexterity modifiers. Shields give an additional +1 Melee AC and +2 Ranged AC. Surprise is an unadjusted base AC -2

☒ Record your Base Attack Bonus:

WASTELANDER	OTHERS	ATTACK BONUS
Level 0	Level 0	0
-	Level 1+	+1
Level 1		+2
Level 2		+3
Level 3		+4
Level 4		+5
Level 5		+6
Level 6		+7
Level 7		+8
Level 8		+9
Level 9+		+10

Lastly, name and describe your character. Give them a personality and brief backstory to help bring them to life.



BARTERING AND EQUIPMENT

BARTER AND TRADE VALUE

Referees opting to use a simpler, more arbitrary form of trade should refer to the 'Barter via Reaction Roll' in the Optional Rules section.

Starting characters have a randomly determined amount of $\$$ scrap (the most basic of tradable goods) to barter for beginning Armor, Weapons and Items. While there is no acknowledged currency, found 'treasure' like preserved canned-goods, working electronics, ammo crates, fine textiles etc. will have a general $\$$ scrap value to help people gauge fair trade.

✧ Roll $3d6 \times 10$ to determine your starting value of tradable $\$$ scrap. If a character starts above first level, then they begin with $180\mathcal{S}$ plus $3d6 \times 10$ for every level greater than one.

✧ Positive Charisma Modifiers allow you to haggle under-value by the *modifier number* \times 10% . For instance, a $+2$ CHA mod would let you trade **4 Quarts of Gasoline** ($120\mathcal{S}$) for a **Revolver Pistol** ($150\mathcal{S}$). The 20% modifier reduces the pistol's value by $30\mathcal{S}$, making the trade agreeable. If you are bartering for more than one item, simply total each side's lump sum and reduce the vendor's cost. Alternately, a character with a negative CHA modifier is usually perceived as unlikable and vendors will often opt to overcharge items by *modifier number* \times 10% .

✧ Bartering must meet or exceed the value of the wanted item(s). Any difference is typically a loss in value for the buyer. However, there is a 2-in-6 chance the vendor has loose $\$$ scrap on hand to fully even out the deal.

✧ For the sake of convenience, $\$$ scrap does not factor into encumbrance.

Example of Bartering:

*A found, working Car Battery valued at $200\mathcal{S}$ can be traded for a **Baseball Bat** ($20\mathcal{S}$), **10 Rations** ($100\mathcal{S}$) and **2 Crank Flashlights** ($60\mathcal{S}$) for a total of $180\mathcal{S}$.*

The Referee rolls $1d6$ to determine if the vendor has loose $\$$ scrap on hand to even out the deal. They roll a 4, thus the buyer, if still willing to trade, is at a $20\mathcal{S}$ loss.





BASIC EQUIPMENT

Alcohol, 1 pint flask	5\$
Antitoxin	30\$
<i>Atlas</i>	10\$
<i>Backpack, empty</i>	5\$
<i>Barrel, metal</i>	5\$
Bedroll	2\$
Binoculars	20\$
Blanket, winter	2\$
Bottle, empty	1\$
Fishing Gear	5\$
Caltrops (10)	5\$
<i>Candle</i>	1\$
Chain, 10 ft.	10\$
Crowbar	10\$
Flask, empty	2\$
Flashlight, crank	25\$
<i>Flint & Steel</i>	5\$
Gasoline, 1 quart	30\$
Grappling Hook	10\$
<i>Grocery Cart</i>	10\$
Hammer	5\$
<i>Pen</i>	1\$
<i>Ladder, 10'</i>	5\$
Lantern	15\$
Lock & Key	10\$
Lockpicks	30\$
Handcuffs	15\$
Medkit	20\$
<i>Mirror, small</i>	2\$
Oil, 1-pint flask	20\$
<i>Notebook</i>	2\$
Pick, miner's	5\$
<i>Pole, 10'</i>	5\$
Rations:	
canned [1 days]	10\$
unpreserved [1 day]	5\$
Rope, 50'	5\$
<i>Sack, large</i>	2\$
<i>Sack, small</i>	1\$
Shovel	5\$
Spikes, iron (10)	5\$
Torches (3)	10\$
Tool Kit	50\$
Waterskin	5\$

Items in *italics* do not count toward encumbrance. ***Bold Italics*** indicate oversized items.

Items traded in bundles fill one item slot up to that amount. For example, 3 Torches would fill one item slot. 4-6 torches would fill two.

ARMOR

BASIC ARMOR TYPES

BODY	AC	SCRAP	ENCUMBRANCE
Unarmored	10	-	-
Light	12	50\$	-
Medium	14	100\$	1
Heavy	16	1000\$	2
Shield*	+1	25\$	-

HEAD	AC	SCRAP	ENCUMBRANCE
Light	+1	25\$	-
Medium	+2	100\$	-
Heavy	+3	200\$	-

**Shields increase AC by 1 point versus Melee Attacks, and by 2 points versus Ranged Attacks.*

PCs using a shield may not use two-handed weapons like rifles or wabammers.

There is no one definitive style to a basic armor type:

- ▣ **Unarmored** are simple clothes, or in the case of some Sullied, a heightened AC.
- ▣ **Light** armor includes leather jackets, sporting guards and paintball masks.
- ▣ **Medium** armor includes slightly tougher things like Old World flak-jackets, motorcycle helmets and sturdy, studded leathers compiled from scrap parts.
- ▣ **Heavy** armor is forged from durable items like plate-metal and diving helmets. Players wearing Heavy *body-armor* are bulky, loud and cannot effectively Sneak.
- ▣ Only one piece/set of armor can be worn on head or body (not including shields.)

As players explore the ruins of the Old World, they may find additional items to use as armor, many with special bonuses. They will be always be marked as Unarmored, Light, Medium or Heavy. For example:

Poxie, an Adept, is donned in light armor. It's quiet and allows her to move quickly. In her exploration, she's found a Gas Mask [light] providing an additional +1 AC and +2 Saving Throw against Gas, upping her previous 12 AC to a 13.

Gunther, a haggard, battle-hardened Wastelander, barter his vast riches for a suit of Heavy armor fashioned by blacksmiths from plate-metal, tires and shaped rebar. He is also donning a Motorcycle Helmet [medium] that brings his 16 AC to a staggering 18.



BASIC WEAPONS

STAB. BLUDGEON. MAIM.

WEAPON	DAMAGE	RcF	INITIATIVE	RANGE	AMMO	SCRAP	ENCUMBRANCE
Garrote*	d6	-	-	-	-	5\$	none
Whip	d3	-	-	10'	-	10\$	-
Staff	d4	-	-	-	-	5\$	-
Spear	d6	-	-	-	-	25\$	-
Brass Knuckles	d3	-	-	-	-	20\$	none
Dagger	d4	-	-	-	-	20\$	-
Club	d4	-	-	-	-	20\$	-
Shortsword	d6	-	-	-	-	25\$	-
Longsword	d8	-	-	-	-	30\$	-
Mace	d8	-	-	-	-	30\$	-
Battleaxe	d8	-	-	-	-	30\$	-
<i>Greatsword</i>	d10	-	-	-	-	50\$	<i>oversized</i>
<i>Warhammer</i>	d10	-	-	-	-	50\$	<i>oversized</i>
<i>Longbow</i>	d6	1	-	600'	1	50\$	<i>oversized</i>
Shortbow	d6	1	-	300'	1	25\$	-
Crossbows:**							
<i>Heavy</i>	d8	1/3	-	200'	1	50\$	<i>oversized</i>
Light	d6	1/2	-	150'	1	25\$	-
Boomerang***	d4	1/2	-	120'	-	10\$	-
Sling	d4	1	-	50'	1	5\$	-
Grenade****	d10	1	-	50' rad.	-	80\$	-
Dynamite****	d12	1	-	25' rad.	-	80\$	-

* *Effective use of the garrote requires a successful sneak attack. Strangles for 1d6 a round.*

** *Light crossbows can only be fired every other round, heavy crossbows fire every third round.*

*** *A Boomerang that misses must return before being thrown again, thus can only be thrown every other round. A successful attack drops the weapon.*

**** *Grenades and Dynamite take effect the following round. On an attack-roll of a natural 1, it is a dud and rendered useless. Dynamite requires an on-hand item to light. Enemies may make an Explosive save for half-damage for either weapon. Maximum thrown distance is 120'.*

▣ Arrows & Bolts are sold in packs of 10 worth 10\$. Slings use stones and assorted junk.

▣ Dual-wielding allows one attack from either weapon, with the off-hand being used defensively (+1 Melee AC). This is ineffective against Greatswords, Warhammers and ranged.

▣ Though using traditional names, a vast amount of weapons in the Waste are fashioned from Old World items. A warhammer may just be a heavy Car Battery attached to bound rebar. There is no weapon crafting Skill: allow your players to be creative with the objects they find in their ruin runs. Logically bind shears to a 2x4? Up that from Club damage to Spear!

FIREARMS

ANTI-SEED.

WEAPON	DAMAGE	RoF	INITIATIVE†	RANGE	AMMO	SCRAP	ENCUMBRANCE
Pistol, powder*	d8	1/3	-3	500'	1	50\$	-
Pistol, compact	d6	1	0	600'	2	100\$	-
Pistol, revolver	d8	1	-1	830'	6	150\$	-
Pistol, semi-auto	2d6	2	0	600'	10	300\$	-
Pistol, laser	d8	1	-1	500'	40	400\$	-
Pistol, plasma	d10	1	-1	500'	20	500\$	-
Submachine Gun	3d6	3(auto)	-1	600'	30	500\$	-
Rifle, assault	3d10	3(auto)	-1	900'	30	400\$	-
Rifle, powder*	d10	1/3	-3	800'	1	200\$	-
Rifle, bolt/lever	d10	1	-2	1200'	5	300\$	-
Rifle, laser	d10	1	-2	700'	50	1000\$	-
Rifle, plasma	d12	1	-3	700'	25	1200\$	-
Shotgun	d10	1	-1	50'	2	250\$	-
Shotgun, combat	2d10	2	-1	100'	10	400\$	-
Machine Gun	5d10	5(auto)	-2	600'	100	1200\$	-
<i>Gatling Gun</i>	5d12	5(auto)	-3	1000'	**	1500\$	<i>oversized</i>

† Applies to dueling only.

▣ All rifles and shotguns can be used as a melee weapon for blunt d6 damage, with a 10% chance of breaking after impact. These can be repaired with a successful Tinkering skill (Technology for laser and plasma rifles) outside of combat. Repairs take 1d4 Turns and require 10% of the gun's value in scrap to fix. Smaller guns can pistol-whip for d3 damage.

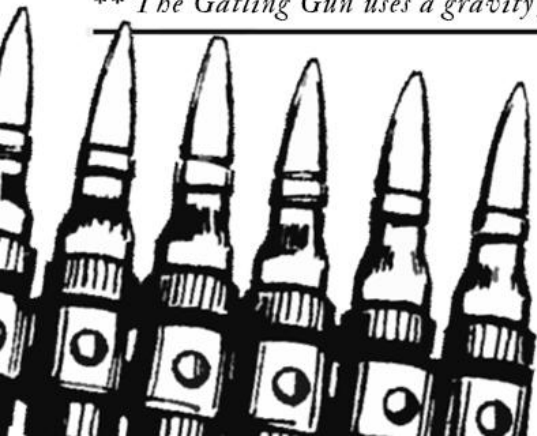
▣ Dual-wielding pistols does not fire both weapons in unison, but can be alternately shot allowing more attacks before reloading. Any gun larger than a pistol cannot be dual wielded.

▣ Reloading a single firearm takes a full uninterrupted round, unless otherwise noted.

* Gunpowder weapons take 3 uninterrupted rounds to reload.

Reloading cannot be done while engaged in melee combat.

** The Gatling Gun uses a gravity fed box of ammo that can be reloaded on the fly.



▣ d6 - d8: 5\$ each*

▣ d10-d12: 10\$ each*

* includes adequate gunpowder, if necessary.

AMMUNITION COST

Vendors are well stocked in all types of ammunition. Additional ammo can be found in the Wastes, but may not be compatible with your weapon! For example, you may find a pouch with 3 shotgun shells that are useless to someone wielding a Bolt-Action Rifle.

RARITIES

Uncommon armor, drugs or weapon add-ons can be found from infrequent vendors or in the ruins of the Old-World. Referees are encouraged to create items fitting their Wasteland and have them available to discover. Below are some examples of items and their effects.

BODY

Hazmat Suit* [L]
Bulletproof Vest [M]
Blast Suit* [M]

MODIFIERS

11 AC [+2 Save against Radiation]
14 AC [+2 Ranged AC]
14 AC [+4 Save against Explosive]

HEAD

Welder's Mask [L]
Gasmask [L]
Firefighter's Face-Helm [M]
Nightvision Goggles [U]

+1 AC [+2 Save against Blindness]
+1 AC [+2 Save against Gas]
+2 AC [+2 Save against Fire]
+0 AC [See 90' in darkness]

WEAPON MODS

Bayonet
Scope
Pistol Silencer

1d4 (pistol) / 1d8 (rifle) Melee Damage.
Additional +2 to hit after an uninterrupted round of aiming.
Allows Sneak Attacks with firearms.
- PC must be hidden or unseen. After the initial attack attempt, roll a Stealth check. A successful roll enables another Sneak Attack attempt the following round. A failed roll reveals yourself. Not usable with gunpowder, laser or plasma pistols.

DRUGS AND CHEMS

Morphine
Methamphetamine

4 Hours: Fall unconscious at -2 HP opposed to 0.
8 Hours: Reduce food/sleep needs by a day. -4 CHA.

* These items are full-body suits, thus headwear cannot be combined.



SKILL CHECKS

Ruinations uses a d12 based skill system. Common skills have been condensed into simple categories that should cover most any situation. Skill checks should not be used for mundane, simple tasks, but for circumstances where there is chance of failure.

- ▣ All d12 skills begin with a base score of 2, unless otherwise noted by class or mutation.
- ▣ Players then add any Ability Modifiers to the related skills. No skill may drop below a score of 1 due to a negative modifier.
- ▣ Adepts now apply their skillpoints to these (possibly) modified base scores.
- ▣ A 12-in-12 Skill rolls 2d12 and fails on a roll of Double-1's or Double-12's.

A successful skill attempt is made by rolling a d12 equal-or-under the listed Skill level.



ACROBATICS: [DEX] Balance, Climbing, Jumping, Tumbling. A PC cannot be more than lightly encumbered to attempt these feats.

BUSHCRAFT: [WIS] Animal Handling, Foraging, Hunting, Nature. General survival in the Wasteland.

KNOWLEDGE: [INT] Appraisal, History, Religion, Lore.

LANGUAGE: [INT] Decipher Script, Fluency, Forgery. PCs start with English + INT modifier number of known languages.

MEDICINE: [WIS] Healing Arts. Typically requires a medkit. Whether the attempt is successful or not, the medkit is expended. A successful attempt heals 1d4 x Healer Level.

FORCE DOOR: [STR] Ability to force open a stuck door. Crowbar adds +1. PC Assistance adds +1 (one person maximum.) This skill uses a d6, is non-increasing and based strictly off the STR modifier.

SEARCH: [WIS] Find Traps & Doors, Investigate, Spot. Takes one full turn to attempt.

SLEIGHT-OF-HAND: [DEX] Pick-Pockets, Conceal small weapons or items, etc.

SPEECHCRAFT: [CHA] Bluff, Intimidate, Perform, etc.

SNEAK ATTACK: Costs 2 Skillpoints per pip advancement. Requires you to be undetected. Total pips multiply Attack Damage that amount. Additional +2 Attack Bonus while performing a Sneak Attack if any points are invested in this skill.

STEALTH: [DEX] Hide, Move Silently. Referee rolls this discretely. Light sources and loud, heavy armor will not keep you hidden!

TECHNOLOGY: [INT] Hacking, Repairing Advanced Technology. Repairs require a Toolkit and 10% of the item's value in \$crap.

TINKERING: [DEX] Lockpicking, Disarming Traps, Repairing Basic Mechanics. Repairs require a Toolkit and 10% of the item's value in \$crap.

EXPLORATION AND XP

EXPERIENCE: Characters receive experience points (XP) from the following:

- ▣ *Rare artifacts, unique weapons and highly valuable items recovered from adventuring.*
- ▣ *Scrap and 'treasure' hoarded by enemies.*
- ▣ *Surviving Combat.*

Combat must be against legitimate threats: maiming villagers and wanderers is murder, not battle. An enemy must be brought to 0 HP, lose a Morale check, or surrender in order to count as having been "defeated."

Value & treasure are of course subjective and the Referee is the final say in what items constitute XP gain.

The following will gain the characters wealth, but they do not count for XP purposes:

- ▣ *Rewards.*
- ▣ *Selling common wares and junk.*
- ▣ *Theft of goods from merchants, vendors, and citizens of the Waste.*

Typically, treasure is calculated for XP only after it has been returned to a secure location. Kinder Referee's may allow immediate XP gain. One Scrap in treasure value is worth 1 Experience Point. Experience is divided between all surviving party members involved in a ruin run.

ENEMY HIT DICE	XP AWARD
< 1	5
1	10
2	25
3	50
4	75
5	100
6	250
7	500
8	750
9	1,000
10	1,250
11 +	1,500

HUNTING AND SCAVENGING

Characters may be able to find food and water during their journeys overland. To find food in the Wasteland, the character must roll against their Bushcraft skill, with terrain modifying the skill as follows:

TERRAIN	CHANCE OF FINDING FOOD
Old World Ruins	+2 in 12
Mountain	normal
Forest	+4 in 12
Desert	-2 in 12
Jungle	+4 in 12
Swamp	normal

Hunting takes time, and the distance travelled during a day where successful hunting occurs is lessened by $1d4 \times 25\%$. Unsuccessful hunting or scavenging takes all day. Success means that $1d4$ days' worth of meals for a single person has been acquired for the party. $1d6$ units of ammunition are expended in the attempt. If a character does not have a proper ranged weapon, the chance to find food is lowered by 2. If a character has no ranged weapon at all, reduce the chance by 4. All food gained is considered to be unpreserved rations. **In any non-irradiated Desert or Mountain environment:** fresh drinkable water can only be found if a Survival roll is successfully made on $1d20$ rather than $1d12$. Bottled water, wells or other sources can be found in Old World Ruins on a regular $d12$ roll.

LIGHT AND VISION: Places with no light require most characters to carry light sources in order to see. Torches & lanterns emit light in a 30' radius. Candles emit light in a 10' radius. Lanterns use flasks of oil as fuel; a lantern can burn continuously on 1 flask of oil for 24 turns. Torches burn continuously for 6 turns before burning out. Candles will burn for 12 turns. Crank-flashlights emit light 30' conically and stay on for 12 turns before needing another (loud) recharge. Characters that carry a light source are unable to sneak up on opponents, as the light gives them away ahead of time.

SURVIVAL

FOOD AND WATER: A character must eat at least one ration a day and drink water *every* day or suffer ill effects. For every 24 hours that a character goes without food, the character must roll under their Constitution, or one Constitution point is lost. For every 24 hours that a character goes without water, their Constitution drops by half unless they make a successful roll-under check. After three such failed saves due to a lack of water, the character will be dead. Constitution losses due to dehydration or starvation recover at twice the usual rate with rest and proper nourishment. Water that is irradiated may be drunk for hydration, but the character must make a Saving Throw vs Radiation or suffer the effects listed below.

SLEEP: A character must sleep at least four hours per twenty-four hour period in order to function properly. Otherwise, the character suffers a -1 penalty to all rolls (10% penalty for 100% rolls) until the situation is rectified. If the character goes on without adequate sleep, there is a cumulative -1/10% penalty for each additional day that passes.

POISON AND DISEASE: There are a variety of ways that a character can become poisoned or diseased. When exposed to either, the character must make a saving throw against Poison or suffer the effects. Typical effects are instant death, the loss of Hit Points (often ongoing), or perhaps the reduction in one or more ability scores.

RADIATION: Can strike via simple exposure, ingesting dirty water, being hit by a special ability, violent Radiation Storms and more. All characters must make a Radiation save or suffer 1d6 damage *and* -1 STR a day until healed. Any human surviving after a failed Radiation save is subject to a 2-in-6 chance to develop one mutation in 1d4 days.

RECOVERY: Injured characters who have at least half of their HP remaining recover 1 HP after a peaceful night's rest. Taking a watch shift does not prevent this recovery unless something dire happens. Injured characters who have at least half of their HP remaining can also recover an additional 1d4 HP by resting a full day. To count as a full day of rest, a character cannot engage in any strenuous activity, including travel, combat, running, scavenging, hunting, or foraging. The character must have adequate food and water.

Characters who have less than half of their HP remaining recover nothing from a night's rest, and recover only 1 HP by resting a full day. A character at zero or fewer HP will wake up after 1d6 hours. The character will not be able to carry any equipment or stand up, but can communicate and crawl at a movement rate of 10'. If the character rests the entire day in a safe environment, then an additional 1 HP is recovered. **Death** occurs at -3 HP or more.

Characters who have suffered ability score losses adjust any HP or bonuses accordingly. Non-ongoing ability score losses recover at a rate of one point per day of rest.

Physicians in civilized settlements will heal a character 1 HP per 20\$ traded or 30\$ for Poison and Radiation.

HEALING: A character with a *medkit* may attempt to heal an injured ally on a successful Medicine roll. A poisoned or irradiated character may be cured freely with an *antitoxin*.

▣ **Medkit:** A successful roll heals the patient 1d4 x Healer Level in HP. Takes one full turn out of combat and 5 uninterrupted rounds during.

▣ **Antitoxin:** Stops the ongoing effect of the poison or radiation without healing HP. Takes one full turn out of combat and 5 uninterrupted rounds during.

SAVING THROWS

Saving throws allow characters to avoid either the full or partial effect of certain matters. Since players have a single saving throw number in Ruinations, it isn't important that they list or memorize every type; only those which they have a bonus against.

CATEGORIES

RADIATION: Effects that cause onset irradiation.

POISON: Effects from toxins, venom, tainted food, etc.

GAS: Area effects involving harmful gasses, fumes and clouds.

EXPLOSIVE: Area effects from dynamite, grenades, violent bursts, etc.

BLINDNESS: Effects that cause permanent or temporary blindness.

STUN: Paralyzation and immobility effects.

Elemental effects come in three separate varieties:

- ▣ **FIRE:** Effects involving flame or extreme heat.
- ▣ **ICE:** Effects involving ice or extreme cold.
- ▣ **ELECTRIC:** Effects involving electrical shock.



COMBAT AND ENCOUNTERS

INITIATIVE: All player characters roll 1d20 (plus any modifiers) for initiative individually, and the Referee rolls initiative once for each type of enemy they are facing in combat. Begin in descending order, with ties broken via re-roll.

ENEMY SAVES: Unless otherwise noted, enemy saves vs effects are treated as a Level-0 Wastelander (16).

COMBAT ROUND OPTIONS

ATTACK: Players roll a d20 (plus any modifiers) equal to or over the enemy AC.

✧ *Only Wastelanders receive the +4 Parry option, Press Attack (+2 to hit, -4 AC) and Defensive Attack (+2 AC, -4 to hit) options. Armor Class adjustments remain in effect until the character's action in the following Round.*

AIM: Ranged only. Takes a full uninterrupted round and applies +4 to hit during the following round.

SWITCH WEAPONS AND ATTACK: If a character is not holding the weapon they want to use, they can drop what is in hand and draw a weapon (assuming the weapon is in an accessible place). There is a -2 penalty to hit during the round that this happens.

MOVE: A character can move up to 1/3rd of their normal movement rate in feet every round, and can also attack during this round if there is an enemy within that distance.

PARRY: A character can defend themselves in melee combat at the expense of all other activity. No other action is allowed during a round in which a character parries, although the player is free to decide that his character is parrying at any point during the round, even out of initiative sequence, provided that the character has not yet acted. This gives a +2 AC bonus for the round, or a +4 bonus for Wastelanders.

USE AN ITEM: If an item is in a character's hands, or handy on their belt, the character can use it at will. If the item is in a pouch, the item will take 2 rounds to prep (including the first round). If the item is in a sack or backpack, it will take 2d6 rounds. During this time, the character can be attacked as if from behind.

MISC. ISSUES

ATTACK FROM BEHIND: If a character is attacked from behind by an enemy they are not aware of, they lose all DEX and shield modifiers to AC and the enemy receives a further +2 bonus to hit. This applies to PCs as well.

SURPRISE: Most characters avoid surprise on a d6 roll of 1-4. Failed, they are unable to act for one round and enemies can take a free action before the initiative sequence.

COVER: Cover is protection behind something that can block incoming attacks, such as a wall or junked vehicle. Cover bonuses are as follows:

COVER	AC BONUS
25%	+2
50%	+4
75%	+7
90%	+10

NPC ENCOUNTERS: Unless otherwise noted, *combat* encounter distance begins 3d6 × 10' apart. In most instances, NPCs' reactions will be obvious based on the circumstance of the encounter. If not, roll 2d6 on the following chart and adjust with the player's CHA mod.

ROLL	REACTION
2	Hostile
3-5	Unfriendly
6-8	Indifferent
9-11	Talkative
12	Helpful

HELPLESS OPPONENTS: defined as those sleeping, bound, etc., are automatically hit for maximum damage by anyone attacking them with a melee weapon.

DARKNESS: Characters fighting opponents that they cannot see suffer a -6 penalty to hit in melee and all attacks against them by the unseen party are considered to be "from behind" (if the unseen party is able to see). Ranged attacks against unseen targets automatically miss, although Referees may decide to check to see if a random character is hit in the dark when a character fires wildly into occupied dark space.

MISFIRES: If using a non-laser or plasma based firearm, rolling a natural 1 on an attack-roll constitutes a misfire and the bullet is wasted.

MORALE: NPCs and creatures do not always fight to the death; in fact, most will try to avoid death whenever possible. Each NPC, creature, or group of the same creatures should include a Morale score, a figure between 2 and 12. To make a Morale check, roll 2d6; if the roll is equal to or less than the Morale score, they are willing to stand and fight. If the roll is higher than the score, they have lost their nerve. NPCs, creatures, or creature groups with a Morale score of 12 never fail a Morale check; they always fight to the death. Morale is checked when an NPC, creature, or creature group first encounters opposition (and they do not outnumber their opponents), and again when they are reduced to half strength (either by numbers if more than one NPC or monster, or by Hit Points if the NPC is alone). An NPC that fails a Morale check will generally attempt to flee; intelligent monsters or NPCs may attempt to surrender, if the Referee so desires.

UNARMED COMBAT: Martial combat, including bare fists and powerful kicks do 1d2 HP damage.

MOLOTOVS: Lobbing bottles of flaming oil, gas or alcohol is a popular tactic of ruin runners. The bottle must be in hand, its lid or stopper removed, and a wick of some sort (usually a bit of cloth or rag) already prepared and lit. If a creature is subjected to a Molotov, it will suffer 1d4 points of damage. If the damage roll is 4, then the victim must make a saving throw vs Fire or else suffer another 1d4 damage on his next action. If that roll is a 4 as well, then the victim becomes engulfed in flames: the creature suffers 1d8 damage per Round until it either dies, or the fire is put out. Creatures who are alight usually react by immediately fleeing in search of water, or failing that, simply run aimlessly until collapsing. Any fire has a chance to set alight flammable structures or objects.

WRESTLING AND GRAPPLING: Are settled by both sides rolling 1d20 + STR mod + Attack Bonus. Ties are settled via re-roll. If the NPC does not have a listed Strength, roll 3d6 to randomly determine (add +1 point per HD above 1, to a maximum of 18/+3).



COMBAT FEATS

Roleplaying combat is largely vague, with attacks usually hitting the enemy arbitrarily for HP damage. Players may often have specific moves or ideas in mind that demand more than a standard attack or ability check. This is where Combat Feats come into play.

Combat Feats are unconventional acts of ingenuity, cunning or manipulation during combat, typically combining an attack and endeavour: A Wastelander aiming for a frenzied sentry-bot's targeting chip; a desperate Sullied looking to sling a nail-bomb into a 3rd floor sniper nest's window; a sly Adept tossing a grappling hook onto a foe's weapon in an effort to disarm.

To attempt a combat feat, the player announces their intent and rolls to attack (d20 + applicable modifiers) along with the appropriate Feat die.

- ☒ If the attack is successful *and* the Feat Die rolls a 5 or higher, the attempt is a success.
- ☒ A successful d20 attack with a Feat Die roll *under* 5 is a failure in plan, though weapon damage is rendered as usual (if applicable.)
- ☒ A failed attack, regardless of the Feat Die's roll, typically results in a problematic setback or predicament for the PC (Referee's discretion.)

FEAT DIE

Level:

- ☒ 1-3: d6
- ☒ 4-6: d8
- ☒ 7-9: d10
- ☒ 10+: d12



WASTELANDER



Wanderers, warriors and survivors. The Wastelander is no stranger to the violence and horror residing in the wastes. Whether born into this blighted land or one who crawled from the ashes of the Old World, there is no more savage or efficient a fighter in combat.

All Wastelanders receive a +1 Attack Bonus per level, the +4 Parry option and the Press and Defensive combat options. Years roaming have made them sufficient hunters and scavengers; all Wastelanders have a 6-in-12 Bushcraft skill and a 5-in-6 chance to avoid surprise.

LEVEL	EXPERIENCE	HIT POINTS	SAVING THROW
0*	-	1d6	16
1	0	1d8	14
2	2,000	+1d8	14
3	4,000	+1d8	14
4	8,000	+1d8	12
5	16,000	+1d8	12
6	32,000	+1d8	12
7	64,000	+1d8	10
8	128,000	+1d8	10
9	256,000	+1d8	10
10	384,000	+3**	8
11	512,000	+3**	8
12	640,000	+3**	8
13+	+128,000/lvl	+3**/lvl	6

*NPCs only, all Player Characters begin at Level 1

** Constitution modifiers no longer apply



THE ADEPT



Explorers. Thieves. Gearheads. Bounty Hunters. Adepts live for their profession and have a specialized set of skills that get them results (and keep them in high demand.) A shady criminal may invest in Sleight-of-Hand and Stealth while a lover of rebuilding Old World gadgets may put emphasis into Tinkering and Technology.

Adepts are the only class to receive points to freely distribute among Skills as they progress in level and receive a +2 for Saving Throws against any one selected type.

LEVEL	EXPERIENCE	HP	SAVING THROW	SKILL POINTS
1	0	1d6	14	8
2	1,500	+1d6	14	+4
3	3,000	+1d6	14	+4
4	6,000	+1d6	14	+4
5	12,000	+1d6	11	+4
6	24,000	+1d6	11	+4
7	48,000	+1d6	11	+4
8	96,000	+1d6	11	+4
9	192,000	+1d6	9	+4
10	288,000	+2*	9	+4
11	384,000	+2*	9	+4
12	480,000	+2*	9	+4
13	576,000	+2*	7	+4
14	672,000	+2*	7	+4
15	768,000	+2*	7	+4
16	864,000	+2*	7	+4
17+	+96,000/lvl	+2*/lvl	5	+4/lvl

* Constitution modifiers no longer apply



THE SULLIED



Some were once human. Others come from a lineage of horrendously aberrated creatures, never fully accepted amongst the sparse settlements of mankind. Regardless, their minds are their own and no less competent than the humans among them.

The Sullied receive a +1 to their Constitution modifier (added to every HP roll per level). Due to the ongoing corruption in their bodies, they are affected by mutation every *odd* level. However, each *even* level presents an option for the Sullied to fight-off and change a mutation by re-rolling. They receive a +2 to Save against any Radiation hazard.



LEVEL	EXPERIENCE	HP	SAVING THROW	MUTATIONS
1	0	1d6	14	1d4
2	1,750	+1d4	14	
3	3,500	+1d4	14	+1d4
4	7,000	+1d4	14	
5	14,000	+1d4	12	+1d4
6	28,000	+1d4	12	
7	56,000	+1d4	12	+1d4
8	112,000	+1d4	12	
9	224,000	+1d4	10	+1d4
10	336,000	+2	10	
11	448,000	+2	10	+1d4
12	560,000	+2	10	
13	672,000	+2	8	+1d4
14	784,000	+2	8	
15	896,000	+2	8	+1d4
16 +	1,008,000	+2	8	+2/lvl

MUTATIONS

Roll 1d100 to randomly determine. Re-roll duplicates. Some effects, such as AC bonuses or Ability Modifiers may stack. All Sullied begin with 1d4 mutations at level 1. Any human that fails a save against Radiation but survives has a 2-in-6 chance of developing a single mutation over the course of 1d4 days. Unless noted, 'Powers' are used at-will and do not require to-hit Attack rolls.

01-02 Aberrant Form: Roll 1d4 to determine what body part is oversized.

- (1.) *Head* [+1 INT]
- (2.) *Arms*; [+1 Melee Damage]
- (3.) *Legs* [x2 Movement rate]
- (4.) *Torso* [+1 CON]

03-04 Chameleon Epidermis: Use at will. Grants a 12-in-12 Stealth ability. Anyone watching you disappear will still know your general position, but have a -4 to hit.

05-06 Wing Development: Ability to fly a maximum height of 30'. Roll 1d4:

- (1.) *Insect*; (2.) *Bat*; (3.) *Bird*; (4.) *Pterosaur*

07 Useless Organs: +2 Constitution. Death at -6 HP as opposed to the normal -3.

08-09 Dermal Poison: Upon touch, enemy must make a saving throw against Poison or suffer 1d8 Damage.

10-11 Two-Headed: 6-in-6 chance to avoid Surprise. INT mod +1.

12-13 Dwarfism: Roll 1d4 to determine your height. (2 = 2' etc.)

14-16 Echolocation: Ability to 'see' in darkness up to 90'; +1 to Melee AC.

17-18 Energy Ray: Every 6 rounds, this mutation grants the ability to emit a blast of energy from the hands for 1d10 damage. Enemies may make a Saving Throw against this attack for half-damage. Roll 1d6 to determine type:

- (1-2.) *heat*; (3-4.) *cold*; (5-6) *electricity*

19 Energy Retaining Cell Structure: Once a day, your body's stored energy can emit an electrical blast in a 20' radius for 1d12 damage. Enemies may make an Saving Throw against Electric for half-damage.

20-21 Epidermal Photosynthesis: Heal 1d4 HP per level every 8 hours in natural sunlight.

22-23 Foul Smell: Your body emits a powerful odor, destroying any ability to Sneak or remain hidden around any creature with olfactory senses.

24-25 Gigantism: Roll 1d4 to determine height and Melee Damage modifier. You have a -4 on attacking a creature 4' or smaller and your base movement rate is that of a heavily-encumbered man.

- (1.) 9' [+1 Damage]
- (2.) 12' [+2 Damage]
- (3.) 18' [+3 Damage]
- (4.) 24' [+4 Damage]

26-27 Increased Balance: +1 DEX and a 12-in-12 Acrobatics skill.

28-29 Increased Physical Attribute: Roll 1d6 to determine:

- (1-2.) *STR*: Roll an extra 1d4 with Melee Damage.
- (3-4.) *DEX*: +2 to Dexterity attribute.
- (5-6.) *CON*: +2 Constitution, +2 to any save against Poison.

30-31 Increased Sense: One or more senses is very acute, allowing you to sense things others may not. Roll 1d4 to determine the sense:

(1): *Vision:* Allows the you to see things as far as 3 miles away. +2 Ranged Attack.

(2): *Hearing:* May distinguish even the quietest sounds at a range of 180 feet. This also allows you to pick out sounds from a jumble of noises. Grants 5-in-6 Surprise immunity.

(3): *Smell:* A mutant with this mutation can pick up scents at 180 feet and tell the difference between various smells even if some seem overwhelming to others. Creatures upwind can never surprise you.

(4): *Touch:* This increased sense grants +4 to your Tinker skill.

32-33 Metamorph: Choose another creature you can transform into. You don't gain the mutations of the creature, just the physical appearance and natural abilities (such as claws or sharp teeth). This change (in either direction) takes 2 full rounds before it is complete.

34 Natural Armor: You're covered in a thick hide, scale, shell or other form of natural protection. Unarmored AC of 14.

35-36 Night Vision: Ability to see 120' in pitch black.

37-38 Optic Emissions: Roll 1d6 to determine which form this takes:

(1-3) *Project a flash of very bright light from the eyes, blinding an opponent within 30' for 1d4 rounds. This blindness causes the enemy a penalty of -4 to attack. Recharges every 6 rounds.*

(4-6) *Once a day, you can discharge a burst of Radiation from the eyes up to 30 feet for 1d12 damage. Enemies may make an appropriate Saving Throw against this attack.*

39 Pockets: You have a marsupian pouch on your body. Carry up to 5 more items before encumbrance takes effect.

40-41 Prehensile Tail: You have a monkey-like tail. Receive +1 DEX and the ability to hold items (torches, flashlights, etc.) or hang from places freehanded.

42-43 Quickness: +4 Initiative rolls and double normal movement rate.

44-45 Reflective Epidermis: Your skin has grown full damage resistance to certain types of effects. Roll 1d6 to determine type:

(1-2.) *heat;* (3-4.) *cold;* (5.) *radiation;* (6.) *electricity*

46 Regenerative Capability: Heal 1d4 per level every 8 hours.

47-48 Banshee Shriek: A natural, instant Stun attack, usable once a day. Enemies must make a successful save or be stunned and incapacitated for 1d4 rounds.

49-50 Spiny Growths: Unarmored AC of 14 and an unarmed 1d6 punch attack.

51-52 Thermal Vision: Ability to see 60' in darkness. 5-in-6 Avoid Surprise chance.

53-54 Hybrid: You are half human, half...something. Roll 1d6 to determine.

(1.) *Plant:* heal 1d4 per level a day in Sunlight. -2 to saves against Fire.

(2.) *Mammal;* Natural 1d6 Claw and Bite attacks.

(3.) *Bird;* Wingless. +2 Ranged Attack bonus. Unarmed 1d4 talon attack.

(4.) *Insect;* d10 venom attack, once a day. Enemy must save against Poison for half-damage.

(5.) *Reptile;* Heal 1d4 per level a day in sunlight. Unarmored AC of 12.

(6.) *Fish;* Ability to breathe underwater. -1 HP per day out of water.

55-56 Adrenal Control: Once a day, instantly channel a berserker like rush for a bonus 1d4 to Melee Damage. Lasts 4 rounds. As it wears off, receive a -1 Melee Damage penalty until combat ends.

57 Unique Sense: May detect certain kinds of phenomenon that are not detectable by the usual senses. These might include the ability to "feel" radiation to a distance of 60' or "smell" water within a mile. Devise a concept allowed by the Referee.

58-59 Albinism: -2 to attack while in sunlight.

60-61 Epidermal Susceptibility: Your flesh is translucent and paper thin. All Elemental effects do +1d6 more damage, whether immediate or ongoing.

62-63 Frailty: If unarmored or lightly armored, any attack against you rolls an additional +1d4 Damage dice.

64-65 Haemophilia: If injured at all, you excessively bleed. You lose -1 HP per hour unless properly bandaged with a medkit or treated by a physician.

66-67 Increased Caloric Need: Your appetite is ceaseless and you require more food than most to remain sated and healthy. Requires 2x the amount of rations needed to stave off starvation. Any starvation effects are doubled.

68-69 Morbid Obesity: Your body is naturally fat...very, very fat. -6 Initiative and a base movement rate of a heavily encumbered person.

70-71 Pain Insensitivity: You cannot feel nor comprehend the severity of damage that ails you. You are ignorant to your HP status (Referee keeps an ongoing tab.)

72-73 Pain Sensitivity: If injured in combat, you suffer a Stun effect (immobility) the following round as your body violently gives in to the damage.

74-75 Pituitary Deformation: You resemble someone nearly 2 times your age and, on average, will only live 30 or 40 years. -1 to a random stat (minimum of 3) per adventure.*

** Referees who keep extensive time records may want to give more of an in-game time scale.*

76-77 Susceptibility: Poison and disease affect you unnaturally fast. All failed Poison saves result in immediate death, regardless of the original effect.

78 Prey Scent: A pheromone you naturally emit attracts predators in the Wastes. Double the rate of random encounters.

79-80 Ability Boost: Once per day the mutant is capable of concentrating their mental energy to such a degree that one of their abilities is doubled for 1d10 consecutive rounds, or they gain +1 to attack rolls for 1d10 rounds. The character may choose either of these options each time the mutation is used.

81-82 Intellectual Affinity: Thanks to advanced thinking capabilities, the character gains one of the following abilities (roll 1d6):

1-2 *Martial Affinity:* +2 to Base Attack and +1d4 damage.

3-4 *Tinkerer Affinity:* 12-in-12 to Tinkering skill. The character may also repair items with no needed Scrap.

5-6 *Bartering Affinity:* +3 Charisma modifier when haggling.

83 Killing Sphere: Once a day, this powerful mutation allows an uninterrupted character to generate a 30' radius sphere of deadly mental energy centered on themselves. Within this sphere of energy, all creatures except the character (friend or foe) have their HP reduced to 1 point, and must save versus Stun, or be knocked unconscious for 1d10 rounds. This power takes effect the following round. After using this mutation, the mutant is exhausted from the force of the mental exertion and falls unconscious for 1d6 hours.

84-85 Irrational Phobia: The character has a fear of some creature or object. Whenever they come face to face with the object of their fear, they flee immediately, throwing anything in hand at it in an effort to distract or harm. They will flee in the opposite direction at full movement for 1d4 rounds. Roll 1d4 to determine, and flesh out details:

1. *Working Advanced Old World technology (robots, computers, lasers, etc.)*

2. *Particular Old-World Vehicles (school bus, garbage truck, etc.)*

3. *Insects (mutated or not)*

4. *Natural Element (Choose one: fire, ice, electricity)*

86-87 Neural Telekinesis: With this mutation, the character can lift or move $INT \times 10$ pounds using only the power of their mind. This ability does not extend to lifting themselves. Using this power requires uninterrupted concentration, thus takes effect the following round. This ability has a range of 50' and can only be used to hold things for roughly 30 seconds (5 rounds) before the mutant becomes tired and must set the objects down. The mutant must rest for 6 rounds before using the power again. Any use of this mutation on another creature, or objects carried by another creature can be avoided with a saving throw against Stun.

88-89 Teleport: This ability allows the character to disappear from one location and appear in a location up to [1 mile x level] distant without physically crossing the intervening space. If the Sullied has never been to the location they are teleporting to or is only vaguely familiar with it, they have a 25% chance of suffering 10d6 damage upon arrival as they teleport into a space occupied by another object, or misjudge some aspect of the location. If they are intimately familiar with the destination, or have spent 2d4 hours conjuring an image of the location in their mind, they can teleport safely. Likewise, a character teleporting with another living creature has a 50% chance of crossing cell structure in the process and becoming conjoined.

90-91 Vampiric Field: This mutation grants the ability to absorb the life essence (HP) from all creatures (friend or foe) within a foot radius equal to $30'+INT$. This power instantly absorbs 1d4 HP per uninterrupted round from all creatures in the radius, and these absorbed points go into a separate 'reserve'. All damage is taken from these reserved points until they are gone; after this point their regular HP begins to be affected. Stored HP will disappear after a day.

92-93 Vision Impairment: This mutation covers all visual impairments that fall short of total blindness, including macular degeneration, myopia, severe light sensitivity, cataracts, etc. This condition makes it extremely difficult for the character to discern objects more than 50' away. Characters with this mutation have a -4 to hit in combat.

94-95 Disintegration: Upon touch with this powerful mutation, the mutant can completely destroy matter on a molecular level. Doing so requires so much energy expenditure, however, that the character is instantly rendered unconscious, with 1 HP left. The total weight that may be disintegrated is $INT \times 10$ pounds.

96-97 Mental Phantasm: With this power, the character is capable of creating a realistic, illusory environment in the mind of another conscious creature, much like a vivid dream. These visions are realistic to all senses but touch: Once the target tries to make physical contact with any element of the phantasm it dissolves into reality.

98-99 Psionic Flight: The character may fly through the air with a height of up to $INT \times 10'$ at regular movement rates. Any encumbrance will hinder the movement as usual.

100 Re-Roll for two mutations!

Most of these were adapted from the RPG *'Mutant Future'*.

Any referee looking for inspiration for other mutations are suggested to look at the excellent games *'Mutant Epoch'*, *'Mutant: Year Zero'* and the supplements *'Mutant Omega'* and *'The Metamorphica'*.

OPTIONAL RULES

BARTER VIA REACTION ROLL

Many players and Referees find little joy or satisfaction in economics. Number crunching and the need to add scrap value to random items to determine trade value can be tiresome. Instead, Referees may opt to use a variation of the reaction roll table.

When a player makes a reasonable offer in trade, roll 2d6 and add the PCs Charisma modifier. Refer to the table below to determine the outcome of the offer. This is the authors playstyle of choice.

ROLL	RESULT
2	Go Away.
3-5	Offer Refused
6-8	Trade Agreeable
9-11	Trade + Extra
12	Gives Item(s) Away

CRITICAL HIT TABLES

Using critical hit (and fumble) tables can add an extra dose of energy and excitement while in combat. A suggested free PDF comes from dndadventure.com, and can be found here:

[<http://docdro.id/MIZWi38>]

WASTELAND JUNK

Upon finding destroyed cities, suburban ruins and highway pileups, your players will almost always ask to explore for artifacts and items. Look around you; there are hundreds of possible items to be found. The author highly suggests rolling for random items using this Wasteland Garbage PDF from Wizardawn:

[<http://docdro.id/e3qbHPY>].

A bonus to this wonderful supplement is the automatic monetary values listed for Referees sticking to the scrap value system.

DEATH AND DYING

Everything good dies. But perhaps you are a kind Referee with pity on your adventurers. Any time a character falls to -3 HP or below, they typically are dead. If you want a less finite result, allow one single Death Save per level: a 2-in-6 chance to avoid the cold grip of death, but remain unconscious at -2 HP.



ALTERNATIVE RULESET



POST-APOCALYPTIC FANTASY

These alternative character creation rules are for those who wish to run a Post-Apocalyptic Fantasy game. These rules provide a different form of character leveling and progression from Ruination's standard ruleset. The standard fantasy races are included on the following page (some with subtle changes), each with its own set of perks.

CHARACTER CREATION:

Follow the standard rules for rolling Ability Scores, applying Modifiers, rolling starting money and Skill level adjustment.

CHARACTER ADVANCEMENT:

All characters have a base Attack Bonus of +1. Unless noted, each level (including lv. 1), a character has the option to choose one of four advancements:

Offense: +1 Attack Bonus

Cleverness: +4 Skill Points

Defense: +1 to Saving Throws.

Magic: 1 spell of equal level or less.*

* It is up to the Referee to decide which Spell List to use. The author recommends 'Space Age Sorcery', a free PDF.

LEVELING:

All characters follow the Wastelander's leveling progression.

SAVING THROWS:

All characters and NPCs have the same saving throw progression. Rolling 1d20+Bonuses equal or over is a success. Some characters may have inherent bonuses to one or more saving throw categories:

Level:	
0.	16
1.	14
2.	14
3.	14
4.	12
5.	12
6.	12
7.	10
8.	10
9.	10
10.	8
11.	8
12.	8
13+.	6



FANTASY RACES

HUMANS: The most common people found in the Wasteland. Resilient and skilled in many fields.

- d6 HD per level.
- Perks: +2 to any chosen save category.

8 free Skillpoints to distribute.

ELVES: One of three branches of human metamorphosis after the fall, they are man-sized and slender, with pointed ears. They tend to vehemently reject old-world technology due to it killing the planet, though not all do outright.

- d6 HD per level.
- Perks: Darkvision 60'. 1-in-6 Surprise.

4-in-12 Bushcraft.

DWARVES: The second of the human branching, they are a gruff, short, stocky folk whos society values the rebuilding of old-world machinery and creation of firearms above all else. Often kidnap genetically useful Sullied as slaves, though not all agree with this practice.

- d8 HD per level.
- Perks: Darkvision 60'. +5 Encumbrance.

+1 Constitution modifier. 4-in-12 Tinkering.

HALFLINGS: The third of the human branching, they are a small, simple seafaring people who value good friends and good fish. They have small gills behind their ears allowing for long periods underwater.

- d6 HD per level.
- Perks: Underwater breathing (1 Turn/lvl).

4-in-12 Acrobatics. +1 Dexterity modifier.

Setbacks: Cannot wear armor above medium.

Cannot use large weapons and must use medium weapons two-handed.

GNOMES: Some say these people simply woke from a long, magical slumber after the Fall, only to return to an Earth they scarcely recognized. Tiny and full of curiosity.

- d4 HD per level.
- Perks: Darkvision 60'. +1 Wisdom modifier.

4-in-12 Stealth.

Setbacks: Cannot wear armor above medium.

Cannot use large weapons and must use medium weapons two-handed.

THE SULLIED: Abberated humans suffering from various mutations, good and bad. They tend to keep to their own, due to the fear they often receive.

- d6 HD per level.
- Perks: 1d4 Mutations every odd level.

Chance to reroll one mutation every even level.

+2 Radiation saves.

ORCS: The product of an Old-World government 'Supersoldier' experiment, the *ORDINANCE RESPONSE COMMANDO*. They are large, imposing creatures grown in vats found in a handful of underground laboratories across the Wastes.

- d10 HD per level.
- Perks: +1 Strength modifier.
- +5 Encumbrance. +2 Stun saves.

Setbacks: Can only advance 2 skillpoints each level.

TENGU: After the fall and it's long period of radiation and fallout, crows were the only known animal species to gain human-level reasoning and sentience via mutation. They are flightless, covered in black feathers; short and lightweight from their hollow bones. They tend to not be well liked among societies due to their culture being assumed largely criminal.

- d6 HD per level.
- Perks: Darkvision 60'. 4-in-12 Sleight of Hand. +2 Blind saves.

Setbacks: Cannot wear armor above medium.

Cannot use large weapons and must use medium weapons two-handed.

HALF-ELVES: The product of breeding between Elves and Humankind. Average in height with slightly pointed ears. They are welcomed in both societies without prejudice.

- d6 HD per level.
- Perks: Darkvision 30'. 1-in-6 Surprise.

6 free Skillpoints to distribute.



ARTIST CREDIT

These illustrations have been used without permission. Sorry.

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Sullied- Fwoosh, Reine Rosenberg

Alternative Ruleset - Jonas Dero

Post-Apocalyptic Fantasy - Adam Schmidt

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Raven Skull - UNKNOWN

RUINATIONS

— Post-Apocalyptic Roleplaying —

Name: _____ Player: _____

Class		Level		Current XP	
Age		Sex		XP for next Level	

ABILITY SCORES

Charisma	<input type="checkbox"/> <input type="radio"/>	Bartering, Loyalty, Reaction Adjustment, Speechcraft
Constitution	<input type="checkbox"/> <input type="radio"/>	HP Adjustment, Travel Distance
Dexterity	<input type="checkbox"/> <input type="radio"/>	AC, Ranged AB, Initiative, Acrobatics, Sleight-of-Hand, Stealth, Tinkering
Intelligence	<input type="checkbox"/> <input type="radio"/>	Knowledge, Language, Technology
Strength	<input type="checkbox"/> <input type="radio"/>	Melee AB, Melee Damage Bonus, Force Door
Wisdom	<input type="checkbox"/> <input type="radio"/>	Bushcraft, Medicine, Search

SAVING THROW

Save Bonus:

Type: _____

Sneak Attack:

Surprise:

ATTACK BONUS

Base AB: Ranged AB: Melee AB:

Melee Damage Bonus:

Max HP:

Current HP:

COMMON SKILLS

Acrobatics	Bushcraft	Force Door	Knowledge
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Language	Medicine	Search	Sleight of Hand
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Speechcraft	Stealth	Tinkering	Technology
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ARMOR CLASS

Melee: Ranged:

Without Shield: Surprised:

COMBAT OPTIONS

- Standard Attack AB+0, AC+0
- Parry AC+2 / AC+4
- Press AB+2, AC-4
- Defensive AB-4, AC+2

Weapon	Initiative Mod	Damage	Range

MUTATIONS

SCRAP

1	+1 Enc	
2		
3		
4		
5		
6	+1 Enc	
7		
8		
9		
10		
11	+1 Enc	
12		
13		
14		
15		
16	+1 Enc	
17		
18		
19		
20		
21	+1 Enc	
22		
23		
24		
25		
26	+1 Enc	
27		
28		
29		
30		

KNOWN	LANGUAGES	UNKNOWN

ENCUMBRANCE					
<input type="checkbox"/>	Character is wearing	Medium Body Armor			
<input type="checkbox"/>	Character is wearing	Heavy Body Armor			
<input type="checkbox"/>	Character is carrying	6	or more different items overall		
<input type="checkbox"/>	Character is carrying	11	or more different items overall		
<input type="checkbox"/>	Character is carrying	16	or more different items overall		
<input type="checkbox"/>	Character is carrying	21	or more different items overall		
<input type="checkbox"/>	Character is carrying	oversized items			
Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly Encumbered	90'	30'	90'	18 miles
3	Heavily Encumbered	60'	20'	60'	12 miles
4	Severely Encumbered	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

NON-ENCUMBERING EQUIPMENT	

COMPANIONS					
Name	Position	Class/Level	HP	Wage	Share



