

Waste World Lite

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Waste World Lite

Waste World is a planet ravaged by ten millennia of total war, where five gigantic city-states are locked in a deadly struggle for control of the most precious substance in history: Drakonium, the ultimate energy source.

Everyone knows that without Drakonium their automated factories will cease to function. Their lights will go out. Their air will become unbreathable. Their people will starve. And everyone knows that Drakonium is running out.



Waste World is a place of sudden brutal violence where survivors of the catastrophic wars that destroyed the old civilization battle amid the endless deserts of a terribly changed world. It is a place where humanity and its successors struggle for supremacy against horrifying alien intruders. It is a place where there is no law, save survival of the fittest, and where the weak can expect nothing but a painful death. Here, five warrior cultures, forged in the crucible of a ten thousand year conflict, fight for survival.

PROMETHEUS

Prometheus sees itself as the last bastion of the human race. It is an enormous fortress city whose inhabitants are masters of the old high technology. The citizens of Prometheus use bionic and cybernetic systems to prolong their lives, and Prometheus is Waste World's largest producer of robots and Panzers. But even here, grinding poverty exists cheek-by-jowl with enormous wealth, and the huge slums are among the worst in history. The real rulers of

Prometheus are the enigmatic Machine Gods. These potent Overminds control and influence almost every aspect of life in the city.

HYDRA

Hydra's dataweb systems suffered most during the Armageddon Wars. Few autofacs survived, and those that did were capable of producing only the simplest of goods. Hydrans were forced to adapt or die. They adapted by developing human replacements for mechanical systems.

In Hydra, every form of genetic re-engineering has been tried and tested. The metrozone is ruled by the Houses. Each House is engaged in a constant process of refining itself using genetic engineering, cross-breeding, and the biomental disciplines.

Each House has its own specialty. House Numera specializes in the creation of human computers. House Spydra creates assassins. House Valka creates warriors. The only thing that can unify the Houses is a potent external

threat. Fortunately for the city's cohesion, there are many of these.

JANUS

Janus was once the site of Waste World's main spaceport, and as such is home to the few surviving trans-global organizations, such as the Universal Trading Bank and the Hunter's Guild. Janus is also home to more than 90 percent of all Waste World's Xenogens, who have a powerful influence on the political life of the city. Its landscape is dominated by the Startower, the titanic, broken space elevator that still reaches into space from the planet's surface.

THE SHOGUNATE

The Shogunate is the most powerful state of the Eastern sectors. It is a military dictatorship ruled by the Shogun and his warrior vassals, the samurai. The Shogunate consists of a number of sectors ruled by warlords and bound to the Shogun by a web of feudal obligation. The samurai are the ruling warrior caste, dedicated to excellence in battle, who use powered armor, psionics, potent martial arts techniques, and anything else that will enhance their powers. The common people of the Shogunate exist in a state of virtual serfdom, in thrall to their feudal masters.

IKARUS

Ikarus hovers above the Toxic Wastes, held aloft by huge suspensors. It is, in fact, an archipelago of artificial flying islands which move in formation across the sky, sometimes parting to go their separate ways, always coming back together in times of crisis. In many ways, Ikarus has preserved even more of the old technology than Prometheus. Its skyfleets are the mightiest in the world, and the islands themselves are all but immune to attack. Ikareans escaped the worst ravages of the Armageddon Wars and see themselves as a planetary elite spared because of their supreme destiny.

In reality, the folk of Ikarus are completely decadent, addicted to narcotics and debauched pleasures. They spend much time smoking demonweed in huge hookahs and indulging in erotic simulations in their reality machines. Throughout the Waste World, Ikarean pleasure houses can be found dispensing these pleasures for a price.

Beyond the megacities life is short and brutal. The air is poisonous. The seas are dead. The

land is a desert. The world is littered with the ruins of extinct civilizations. Mutants roam the poisoned wastes. Mechanized barbarians plunder the scattered settlements. Sentient death machines stalk the survivors.

WHAT IS A ROLE-PLAYING GAME?

Role-playing Games are storytelling games where a group of people get together and take part in the telling of a tale.

One player, called the Narrator, takes on the part of describing the world, and all the people the players meet. He outlines the basic story. He plays the part of all the minor characters the players encounter, describing their actions and talking with their voices.

All of the other players have a single character whom they control. The players are really the stars of the story. They control their characters actions within the guidelines laid down by the rules and Narrator. They respond to the situations the Narrator creates whilst acting out the part of their own special character.

THE NARRATOR

As Narrator you have a special responsibility. You must be familiar with the rules. You must create the characters and situations the players encounter. You are the player's eyes and ears in the world, describing what they see and hear and smell and feel. You oversee any combats using the rules given here to do so. You look after the smooth running of the game. You tell the stories that the players will star in. It is your job to see that everyone has a good time and to resolve any arguments that might arise during the course of play. In the end, your decision is final, overriding any of the rules in the book.

THE PLAYERS

As a player you will play only a single role. This alter ego is referred to as your player character or simply PC. You will have one PC who is your alter-ego in Waste World and who will live or die, fail or succeed based on your actions. Even if this character should die, you do not lose. You can simply choose to create another character, using the rules given here.

NARRATOR CHARACTERS

In play the Narrator takes on the role of many different people, acting out their part in the ongoing drama. Any character controlled by the

Narrator is referred to as a Narrator Character (NC) simply to distinguish them from the PCs.

DICE

You will need some dice to play *Waste World Lite*. You use special twenty-sided dice available from most hobby stores and you use ordinary six-sided dice. In the text we abbreviate twenty-sided dice to d20, and six-sided dice to d6. When you see a number before the *d* it means roll that number of the appropriate type of dice and add them. For example, 3d6 means roll three six-sided dice and add the results.

FUMBLES

A fumble is a particularly poor die roll. When a fumble occurs something bad will most likely happen. When rolling a d20 a fumble occurs when you roll a 1. When you fumble you always fail at whatever you were attempting

regardless of how good you are at what you were doing.

WEIGHTS AND MEASURES

Waste World RPG uses the metric system for all weights and measures. Distances are given in meters and kilometers. Weights are given in kilograms.

COSTS AND PRICES

In Waste World the basic unit of currency is the credit issued by the Universal Trading Bank. It is universally honored across the world. Although many places have their own currencies and trading systems, prices throughout this book are given in credits.

Credits are normally written in units between 1 and 1,000. The normal format for prices in credits is 100C or 345C. If there is no letter at the end of a price you can always assume that it is in credits.

Character Generation

Before you can play you will need a character. You have two options. If you are in a hurry to get into the game, you can simply choose one of the pregenerated characters in Appendix I. Change the character's name if you like, and study the characteristics, skills and special powers available to it. Otherwise, you can use the templates in Appendix II and the rules presented here to make your own unique character.

CHARACTERISTICS

Characteristics are a measure of how good your character is in certain general areas. The higher your characteristics are the better. Zero is an average characteristic. Positive characteristics are good. Negative characteristics are poor. There are the following six characteristics:

Strength (ST): This is a measure of how physically fit, strong and powerful your character is. The greater your strength, the more you can lift and carry and the more damage you will do when using muscle powered weapons such as swords and axes.

Dexterity (DX): This is a measure of how well-coordinated, agile and dexterous your character is, as well as how fast your reflexes are.

Intelligence (IN): This is a measure of how smart your character is, how quickly you learn and how perceptive you are.

Power (PW): This is a measure of your basic psychic ability. For most people this is rated at zero.

Movement Rate (MR): This tells you how fast your character walks and runs.

Life Force (LF): This tells you how much damage your character can take before being taken out of action.

Normally, every character will start with zero in the four primary characteristics (ST, DX, IN, and PW). Each template gives you a number of dice to roll on characteristic points. These are the points that you can allocate to your PC's primary characteristics. One characteristic point spent gets you one point in the characteristic of your choice. This is cumulative. You can spend one point and get ST +1. To move up from there to ST +2 would cost you another 2 points, so you would spend three points in total to go from ST 0 to ST +2.

Some templates have minimum primary characteristics. You must spend points to buy the required characteristics to the given level. Some templates may have maximum characteristics. You cannot buy the characteristics given to greater than the maximum.

Life Force and Movement Rate are not purchased with characteristic points. Instead, they are determined by the values assigned to the primary characteristics. Your LF is equal to your (ST x 2) + 10, and your MR is equal to your ST + 4.

Any characteristic points left unspent are lost.

SKILLS

Skills tell you how good your character is in one narrow area such as driving or firing a gun. Sometimes skills have skill levels. These are written after the skill's name. If you have Acrobatics +2, you have two skill levels with Acrobatics. The higher your skill levels are, the better you are with a skill. Skills can be either DX skills or IN skills. DX skills are primarily skills involving physical ability, such as shooting a gun or picking a pocket. IN skills are those which involve mental ability or knowledge, such as healing or computer programming. The type of a skill has an affect on the way they are used (see Game Mechanics). Sometimes, a skill will have a word in brackets after it. This simply tells you which particular weapon you have the skill with or which type of vehicle you can drive.

Each template has a number of skills listed for it; these are the skills that template starts with. Roll a d3 (that is, a d6 divided by 2 and rounded up) for each skill to find out how many skill levels you have with that skill.

SPECIAL ABILITIES

This category includes all special abilities that set you apart from normal people. When your character has a special ability or power this will be described in the text. Sometimes you will be asked to roll a die to randomly choose between several options.

EQUIPMENT

Your character will have some equipment. This part of your character's description tells you what equipment you are carrying and exactly what it does in game terms. You get 1d6 reloads for each weapon your character is carrying. In addition, all characters get the following standard equipment: rebreather mask, 1 set of clothing, and (if human) a survival suit. Every character also gets 1d20 x 10 credits spending money. This is the ready cash your character is carrying. You cannot buy equipment with it.

Game Mechanics

DOING THINGS

Most normal actions, such as walking across a room, succeed automatically. Sometimes though, you will need to roll dice. You only do this when there is a dramatic purpose for doing so, or when there is some doubt about whether you can succeed at whatever task you are attempting.

Almost every important die roll in Waste World is made using a twenty-sided die (d20). Almost all rolls follow the same format. You roll the die and you add any positive modifiers that might apply (such as a high characteristic or skill), and then subtract any negative modifiers that might apply. If the result is greater than 10 you have succeeded. If the result is 10 or less you have failed. The amount you roll greater than 10 tells you how many successes you have. The amount you get less than ten is the number of failures.

For example, you are driving your skimmerbike over a rough patch of desert during a sandstorm when, suddenly, a huge boulder looms out of the gloom. You wrench the controls

to avoid it: will you succeed? Fortunately, you have a DX of +2 and a Drive (Skimmerbike) skill of +4. This gives you a big positive modifier (+6). Unfortunately, the weather conditions are extremely bad and you are only reacting at the last second, so there is a negative modifier of -4.

You roll the die and get a 9. You add 6 for your Skill and DX. This gives you a total of 15. Then you subtract 4 for the negative conditions. This gives you a final total of 11. Subtracting 10 from this gives you a total of 1 success. You dodge the rock, but only just.

FUMBLES

When you roll a 1 on a d20 roll, it is a fumble. A fumble always fails, no matter how good you may be when using a power or skill. Depending on what you were doing when you fumbled, there may be other penalties as well.

CHARACTERISTIC ROLLS

Sometimes the Narrator will ask you to make a characteristic roll. Which characteristic this will vary depending on the circumstances. If you need to move a heavy boulder, it will be a ST roll. If you need to leap back from a trap door it will be a DX roll. If you need to remember a particular piece of information it will be an IN roll. If you need to resist the psychic attack of a powerful Demon, it will be a PW roll.

When you make a characteristic roll, roll the die and add the appropriate characteristic. Subtract any negative modifiers the Narrator tells you to. If the result is 11 or more you have succeeded. If the result was 10 or less you have failed.

PERCEPTION ROLLS

Sometimes it will be important whether you see or hear something. When this is the case the Narrator will ask you to make a perception roll. To do this you roll a d20 and add your IN plus any appropriate modifiers. If the result is 11 or more you have succeeded. Sight perception rolls are made when you are trying to see something. Hearing perception rolls are made when you need to hear something.

USING SKILLS

When you need to use a skill you roll the die and add your skill levels (if you have any) and either IN or DX, depending on the characteristic on which the skill is based. The Narrator applies any negative modifier that may apply. If the result is 11 or more you have succeeded. If the result is 10 or less you have failed. Once you have rolled the dice you should subtract 10 from the total. If the result is positive this is the number of successes you have. The more successes you have, the better your result will be. If the result is zero or less you have failed. Your negative score is the number of your failures. The more failures you have the worse the result of your efforts was.

NON-PROFICIENCY

You can attempt to use a skill even if you do not possess it. However, your non-proficiency puts you at a disadvantage when attempting this, so there is a -6 penalty to your skill roll in addition to any other penalties the Narrator may apply.

Some difficult skills cannot be used at all if you do not possess them. It is impossible for someone without training to perform brain surgery or advanced nuclear physics research. Your Narrator can disallow any non-proficient skill use that he feels falls into this category.

Combat



Combat is divided into combat rounds. These are three-second periods in which every character who is still conscious gets to act. In a combat round every character has an action phase. Action phases occur in a strict order. The character whose action phase it is must finish that phase before other characters get to act.

INITIATIVE

To find out who gets to act and when, you roll for initiative at the start of every combat round. Every character rolls a d20 and adds his DX. The Narrator normally makes one roll for all the characters he controls.

The character with the highest total gets to take his action phase first, then the character with the next highest total goes, and so on until every conscious character has taken an action phase. Once this has happened the combat round is over and you must roll for initiative again and begin a new combat round. This continues until all the characters on one side are dead, have surrendered, or run away, or until both sides agree to a halt.

ACTIONS

In your action phase your character may choose to take any of the following actions:

Attack: Your character can attack with any weapon he holds ready in his hand.

Charge: If your character is not already in close combat, he can run up to 6 times his MR in meters and attack with any ready close combat weapon or with his bare hands. The momentum

of your charge gives you a +4 bonus to any close combat attack you make.

Draw Weapon: If your character has no ready weapon, he can draw one from its scabbard or holster if he has one available.

Move and Attack: Your character can move up to his MR and still attack with a ranged weapon he has ready. There is a -2 penalty to your attack roll (see below) if you choose to do this.

Reload: Your character can reload any weapon that is out of ammo and for which he has the appropriate ammunition.

Run: Your character can move up to 6 times his MR.

Other: You can make any other action your Narrator deems will take 3 seconds or less.

MAKING AN ATTACK

Regardless of whether you are in close combat or firing a ranged weapon, all attacks follow the same pattern. You roll a d20 and add your DX and skill with the weapon you are using. Any negative modifiers are applied. You subtract ten. If the result is zero or less, your attack has missed. If your total is positive these are the numbers of successes you have. You have hit and may well do damage.

DEFENDING

Even if you are hit you may well still take no damage. If you are aware of an attack, you always get a defense roll. There are several ways in which you can defend.

Dodge: You roll a d20 and add your DX and Dodge skill if you have it and choose to dodge. You can dodge either ranged or close combat attacks.

Parry: You roll and add your DX and your weapon skill if you choose to parry. You can only parry in close combat. If you are parrying a weapon with your bare hands, you only get to add half your skill in unarmed combat (if you have it).

Any successes you get when defending are subtracted from your foe's successes. If this reduces his total to zero or less you take no damage. If your foe's total is still positive, he has landed a solid hit. You'd better hope your armor is good enough!

DOING DAMAGE

All weapons have a damage characteristic. This tells you how much damage they do. This can be written 1M or 1M+2. The number before the M is the damage multiplier. If the number is greater than 1, you multiply your successes by the damage multiplier before adding the damage modifier. For example, a power gauntlet has a damage multiplier of 2. If you got 5 successes with it when hitting, you would multiply them by 2 for a total of 10 successes before adding the damage modifier. The number after the plus sign is known as the damage modifier. This is added to your successes to tell you how much damage you have done.

When this calculation is made, this is your damage total. It is possible that you still may do no damage because your foe may have armor.

In close combat your ST is added to your damage modifier, if you successfully hit.

ARMOR

If your foe has armor, that armor will have an Armor Rating (AR). This tells you the stopping power of that armor. The AR is subtracted from your damage total. If the result is zero or less, your foe's armor has stopped all the damage and he is unharmed. If your damage total is still positive, it is subtracted from your foe's LF.

ARMOR RATING

One particularly important concept is armor rating. This tells you how well protected your character is against damage. To find out your total armor rating, add the armor rating you get from any equipment (such as ceramic armor) to the armor rating you get from any special abilities such as armor. Not everybody will have

the armor special ability, but almost every character will have some form of armor in their equipment.

LOSING LF

Damage is subtracted from your LF. When your LF reaches zero or less you are badly hurt and out of a fight. You can do nothing for the rest of the battle except lie on the ground unconscious. You cannot make any defense actions and if anyone makes a successful attack on you, you are dead.

After the battle is over, you must make a ST roll. If the result is 10 or less you are dead. If the result is 11 or more you heal LF equal to your successes on the ST roll. This is known as the death roll.

If someone has the healing skill and uses it successfully, you will recover LF equal to the number of successes he scores on his healing roll. You can never regain more LF than you have originally possessed through healing or from your death roll.

Assuming you survive, you regain lost LF at the rate of one LF per point of ST over zero per hour. For example, if you have ST +1 you will regain 2 LF each hour after a combat.

RANGED ATTACK MODIFIERS

There are certain factors that affect your chances of hitting in ranged combat. All of these factors are cumulative. They are:

Cover: If your target is in soft cover such as behind a hedge there is a -2 penalty to hit. If your target is in hard cover such as behind a wall there is a -4 penalty to hit.

Long Range: If your target is over half your weapon's range characteristic away, then there is a -4 penalty to hit.

Bad Light: If you are shooting in bad light such as a dimly lit place or at twilight then there is a -2 penalty to hit. If it is night time or if it is misty the penalty is -4.

Off-hand: If you are firing a weapon with your off-hand there is a -4 penalty. If you are right-handed your left hand is the off-hand and vice versa. You should decide before play begins which is your off-hand.

CLOSE COMBAT

There are also certain modifiers to your die roll when you are in close combat.

Charge: If you charged into combat this action phase, you get a +4 to your hit roll.

Multiple Attackers: If your foe is being attacked by more than one assailant, you get +1 to your to hit roll for each additional assailant.

Striking From Behind: +4

Off-hand: If you are striking with your off-hand there is a -4 penalty. If you are right-handed your left hand is the off-hand and vice versa. You should decide before play begins which is your off-hand.

WEAPONS

Close combat weapons can only be used in close combat and only have one characteristic – **Damage (D)**.

All ranged weapons have the following characteristics:

Close Range (CR): This tells you what is the most effective range, in meters, of the weapon. Anything beyond this distance is long range.

Range (R): This tells you the weapon's maximum effective range. Beyond this range they will have no effect.

Damage (D): This tells you the amount of damage the weapon can do.

Type (T): This tells you the type of weapon you are carrying. These are:

Single Shot (S): This weapon fires only a single shot each turn.

Semi-automatic (X): This weapon is capable of semi-automatic fire and can squeeze off one shot every time you pull the trigger. They can either fire a single shot or use a burst die (see below).

Full Autofire (F): This weapon has a much higher rate of fire than single shot or automatic weapons. They can fire either a single shot or use a burst die (see below).

Full Burst Only (O): These powerful weapons have such a high rate of fire that they send out a stream of bullets each time you pull the trigger. They can only be fired using a burst die (see below).

BURST DICE

When using autofire or semi-automatic fire, you use a burst die. This is a normal d6 rolled at the same time as you make your to-hit roll with a d20. You need only make one to-hit roll for all your attacks in the burst. The result of the d20 will tell you the number of successes you get with all your attacks this action phase.

If you hit, the burst die tells you how many of the shots you fired have hit. It also tells you when you've run out of ammo. When using the burst die, you use it instead of the d20 to tell you when you're out of ammo.

If you miss, the number on the burst die is meaningless except when it tells you that you've run out of ammo. Burst dice work as follows:

Semi-Automatic Fire: A result of 1 or 2 on the burst fire die means that one shot has hit. A roll of 3 or 4 means that two shots have hit. A roll of 5 or 6 means that 3 of your shots have hit. In addition, if a 1 comes up on the burst fire die you are out of ammo. You still score one hit, though.

Full Auto-Fire: The number that comes up on the burst fire die is the number of shots that hit your targets. If a 1 comes up, you score one hit but are out of ammo.

Full Burst Only Weapons: When firing a full burst only weapon, the number on the burst die tells you the number of your shots that have hit. You run out of ammo only if a 1 comes up on the burst fire die and you fumble your to-hit roll.

In addition, if you have hit and a 6 comes up on the burst fire die, you can roll the burst fire die again and add it to the number of hits you have scored. You can keep rolling and adding for as long as you keep getting sixes on the burst die.

HITTING WITH AUTO-FIRE

OK – you've scored five successes when firing your assault rifle and a five comes up on the burst die. What does that mean? It means that you've scored five separate hits each doing five successes on whatever you were aiming at.

What if you want to split attacks between targets?

You can divide up your hits between targets. You must state exactly who you are aiming at before you roll the dice. The hits are split between your chosen targets. You allocate hits one at a time, starting with the nearest target and working along to the next closest. If you've scored more hits than there are targets you were aiming at, you return to the closest target and repeat the procedure until all your hits are used up.

For example, you tell the Narrator that you are shooting at three Skavengers and then get

five hits. This means you inflict two hits on the two nearest Skavengers and one hit on the one furthest away. If you had only scored two hits then you would have hit the two nearest. If there had been four Skavengers, the nearest one would have taken two hits and all the rest would have taken one hit. If there had been five Skavengers each would take one hit. If you had been firing at six then only the nearest five would have taken a bullet.

If there is more than two meters between targets you must burn some hits bridging the gap between targets. One hit bridges two meters of distance.

What if one target is in cover and the next target is not? Roll to hit, using the modifiers for the easiest target to hit. Then apply the negative modifiers for the target in cover to the successes you've scored. If this reduces the successes for the attack to zero or less then you've failed to hit that target.

For example, you fire your blaster at a group of three enemies. One of them is in hard cover, one of them is in soft cover, and the last and nearest is on open ground. You roll to hit the guy in the open and get four successes. The burst die gives you three hits. That's one hit against each of your chosen targets. The guy in the open takes one four success hit. You subtract four from your successes against the guy under hard cover, which means you have missed. You subtract two from your successes against the Skavenger in soft cover. This means you've hit with two successes.

DODGING BURST FIRE WEAPONS

Simply make one dodge roll against an entire burst from an automatic weapon. You apply your successes with that dodge roll to all hits from that burst. Of course, if you fail your dodge roll, all of them might do you damage.

OUT OF AMMO

If you fumble while firing a ranged weapon, you are out of ammo and must spend a turn reloading. We assume everybody carries enough spare ammo to keep them going for a while. However, after the first time you reload you need to make an ammo roll.

Roll the dice – if the result is 10 or less you are out of ammo until you can buy more or strip it from the bodies of the dead. You can only do this if the person whose corpse you are scavenging was carrying a weapon of the same type as your own.

THROWN WEAPONS

You can throw grenades up to 30 meters +10 meters for every point of ST you have over zero. When they explode they usually affect everything within three meters of the point of impact.

RANDOM RANGES

Sometimes two forces will encounter each other and the Narrator will have no idea how much distance separates them. Under such circumstances we roll 2d6 and multiply.

When the encounter occurs indoors or in city streets where there is a lot of cover, we multiply the result by 10 meters. In the great outdoors and on the wide open spaces we multiply the result by 100 meters or more.

EXAMPLE OF COMBAT

Ironside and Marcus are exploring some ruins when they are attacked by three Skavengers. All of the Skavengers are DX 0, ST 0 with LF 10 and AR 1. One of the Skavengers has an assault rifle, two are armed with chainswords. The Narrator rolls randomly to find the range, deciding that the combat will begin at 2d6x10 meters. He gets a 7, so there is 70 meters between both sides. He also describes the area to the players, saying that there is broken ground and cover within 20 meters of them. The Skavengers are out in the open. He draws a little sketch map to illustrate the relative positions, and combat begins.

Round One: Marcus rolls 12 for initiative and adds his DX of +1 for a total of 13. Ironside rolls 4. Since his DX is zero he adds nothing. The Narrator rolls for all three of the Skavengers with one die and gets a 12. Marcus goes first.

Marcus is armed with Blaster and Chainsword. He decides to open fire with his blaster. The blaster is capable of auto-fire so he opens up on all three Skavengers. He gets a 14 and adds his Rifle skill for a total of 15. The Skavengers are 70 meters away. This is easily within range, but over the blaster's close range of 30 meters, so Marcus subtracts 4 from his total. A two comes up on the burst die. He has hit two of the Skavengers with one success. Both Skavengers dodge. They roll a d20 with no modifiers, since their DX is zero and they have no Dodge skill (there is no non-proficiency penalty for not having dodge). One Skavenger gets 16. This reduces Marcus' success total to

less than one so Marcus has missed him. The other Skavenger desperately tries to duck and gets a 4. Marcus hits him.

Since his blaster has a damage modifier of +2 this is added to his successes. His damage total is 3. The Skavenger is wearing hide armor, which stops one point of damage. This is subtracted from Marcus' damage total so the Skavenger only takes two LF of damage.

The Narrator decides that the Skavenger with the assault rifle will provide covering fire while the other two close with our heroes. The Skavengers run forward covering 24 meters. They are now 46 meters away from the two adventurers. The Skavenger with the assault rifle opens fire on Ironside. He is at long range so there is a -4 to his total. The Skavenger opens up and rolls 19 with three hits on the burst die! Ironside decides to dodge. He rolls a d20 and adds his DX and Dodge skill. The total score is 11. Ironside's measly one success is subtracted from the Skavenger's total of 9. The Skavenger hits with 8 successes. His assault rifle has only 1M and no damage modifier so Ironside takes 3 8 damage hits. Ironside has the armor special ability which stops 4 of each hit, and is wearing light ceramic armor which stops another 3 from each hit. He takes three one point hits, reducing his LF by three to a new total of 11.

Ironside's player asks the Narrator how close the cover is. The Narrator reminds the player that he said 20 meters. Ironside decides not to bother running for cover and lets rip at one of the two charging Skavengers. The range is 46 meters. This is close range for Ironside's HMG. He gives the Skavenger the benefit of his concentrated fire. He rolls a 12 and adds his HMG skill of +1. His total is 13. That's 3 successes. The Skavenger rolls a 6 for his dodge attempt and fails to get out of the way. The HMG is a Full Burst Only weapon and a 5 comes up on the burst die. Five hits. The HMG has a damage modifier of +2 so each hit does 5

damage. The Skavenger's armor soaks up one point from each hit but this means he takes five hits doing 4 damage each. That's a total of 20 damage. This reduces the Skavenger to zero LF instantly. Since the Skavenger is not an important character, the Narrator decides that he dies spectacularly, torn in half by the hail of bullets.

The first combat round ends.

Round Two. Marcus' initiative total is 4. Ironside's is 7 and the Narrator rolls 14 for the Skavengers. The Skavengers go first. The Skavenger with the assault rifle opens fire on Marcus this time. He rolls a 17 on his to-hit roll, but a 1 comes up on the burst die. He is out of ammo, but he has scored one hit. Marcus attempts to dodge but rolls a 3. Seven successes worth of damage slam into him. His armor stops three of these but he still takes four LF damage. The second Skavenger continues to run forward. He moves 24 meters, so he is now 22 meters away.

Ironside opens fire on the charging Skavenger and rolls a 2 on the d20. He misses. He curses loudly since a 6 had come up on the burst die. If only he had managed to hit, he would have hit six times.

Marcus charges. His charge distance is 30 meters so he can easily reach the running Skavenger. He gets +4 to hit because he charged. He also adds +1 for his chainsword skill. He rolls a 15, which gives him a total of 20. That's a ten success hit. The Skavenger tries to parry with his own chainsword. He rolls an 11, which cancels one of Marcus' chainsword successes. Since Marcus' chainsword has a +4 damage modifier Marcus does 13 hits. The Skavenger's armor stops one point. His LF is instantly reduced to zero. He is beheaded.

Round Three. Seeing the fate of his comrades and noticing that he is out of bullets, the last Skavenger turns and runs. The adventurers let him go.

Psionics

Most people think that psi powers are one of the many mutations to afflict mankind since the Armageddon Wars. The truth is that they date back to before that age of terrible conflict and that psychers played a devastating part in those wars.

Psychers are a breed apart. They can tap into the basic energy flows of the universe and wield

their power in many different ways. They can read thoughts, control men's minds, or devastate armored vehicles with a gesture. Few people trust those who wield such seemingly supernatural energies. The superstitious believe them to be witches and sorcerers in league with the Demons. Even the most sophisticated and educated fear and hate them, for who wants to

know a person who can read your innermost thoughts and secrets and can control your very actions?

Becoming a Psyker

You need to have the psyker special ability to wield psychic powers. You also need to achieve a certain minimum level of power before you can use psionic powers; thus, you can only gain psionic powers if your PW is greater than 0.

Maximum Number of Psi Powers

There is a limit to the amount of psionic talents that even the most powerful brain can handle. This is partially dependent on natural abilities such as intelligence and determination, but it can also be increased by training. The maximum number of psi powers any psyker can ever have is equal to his IN plus PW plus 3.

Using Psionic Powers

Psi powers operate like all other skills. The psyker's player rolls $1d20 + PW +$ his Power Level (his skill with the power). If the total is greater than 10, the power succeeds. If the power may be resisted, the target rolls $1d20 + PW +$ any bonuses, and his successes subtract from the psyker's successes (just like a dodge in combat). All psykers may use a number of psionic powers each round equal to their PW, unless the power requires concentration. Psykers may not combine psionic and regular actions, unless the description of the power says it may be done.

Some powers require concentration. A psyker using one of these powers may not take any other action, normal or psionic. The power requires his entire attention, for the duration of the time it is used.

Experience Points

Experience points (XP) are what let your character learn and grow. At the end of each adventure session your Narrator will award you a number of XP. These can be spent to purchase new skills and special abilities, get rid of disadvantages, and improve your attributes. The costs are different, depending on what you want to purchase.

Purchasing a new skill costs 2 XP, and gives you a skill level of 0.

Purchasing a new level in a skill you used during the play session costs a number of XP equal to the new level of the skill.

Purchasing a new level in a skill you did not use during the play session costs a number of XP equal to 1.5 times the new level of the skill (round up).

Purchasing a new special ability, or getting rid of a disadvantage, costs a number of XP equal to the cost of the special ability or disadvantage. You must also have the permission of the Narrator, and some disadvantages may never be gotten rid of.

Purchasing a new psionic power costs 6 XP, and gives you a power level of 0.

Purchasing a new level in a psionic power you used during the play session costs a number of XP equal to 3 times the new level of the power.

Purchasing a new level in a psionic power you did not use during the play session costs a number of XP equal to 4.5 times the new level of the power.

Improving an attribute costs a number of XP equal to 10 times the new level of the attribute. In the case of negative attributes, it costs 10 times the level of the attribute, turned into a positive number (20 XP to raise a -2 to a -1, for instance).

In every case, you must purchase each level of a skill or attribute. To raise a skill from +1 to +3, you must pay the cost to raise the skill to +2 and then to +3. For example, if you had Pistol +1 and wanted to get Pistol +2, it would cost you 2 XP. If you wanted to improve your Pistol +1 skill to Pistol +3, it would cost you 5 XP. That would be 2 XP to get you to Pistol +2, and then 3 XP more to get to Pistol +3.

You do not need to spend XP. They can be saved from session to session to session and spent when you like.

Skill List

Here is the master list of all the skills available to the PCs in *Waste World Lite*.

DEXTERITY SKILLS

AEROBATICS

You know how to perform complex and impressive aerial maneuvers when you are piloting an aircraft or flying battlesuit of any sort. This can be particularly useful in a dogfight. It acts like acrobatics to improve your dodge under these circumstances.

BATTLESUIT (TYPE)

This skill is a measure of how well you can handle and repair a suit of powered armor, such as those used by the Ikareans or the Prometheans. While you are wearing a battlesuit, your other DX skills are limited to a maximum amount equal to your Battlesuit skill. If you wish to be able to use both Ikarean and Promethean battlesuits, you must learn this skill more than once.

BLADE

This skill is a measure of how good you are with chainswords, swords, and daggers.

BLUDGEON

This is a measure of how good you are with clubs, maces, axes, and other impact weapons of this type.

CLIMBING

This skill is a measure of how well you can climb up walls, cliffs and other vertical or near vertical surfaces.

DODGE

This skill shows how good you are at dodging. It is used as a modifier against ranged attacks whenever you are aware of an incoming attack. There is no nonproficiency penalty for not having Dodge. Everyone can try and do it.

DRIVING

This skill shows how good you are at driving ground vehicles.

FORCEBLADE

This is a measure of your proficiency with the deadly close combat weapon known as a forceblade.

HANDGUN

This skill is a measure of how good you are with all pistols.

HEAVY WEAPON

This is a measure of how good you are with machine guns and other heavy automatic fire weapons.

MARTIAL ARTS

This is the highly sophisticated form of unarmed combat training originally perfected in the Shogunate. This skill gives you a basic damage multiplier of 1 in hand to hand combat rather than the 0.5 that most people get when fighting with their bare hands.

PICKPOCKET

This skill measures your ability to pick pockets without being noticed. It is resisted with your victim's Intelligence.

QUICK DRAW (WEAPON TYPE)

This skill lets you draw a weapon and attack with it in the same action phase, providing you make a successful Quick Draw roll. You need a different version of this skill for each weapon you intend to quick draw with. Quick draw can generally only be used with handguns and blades.

RIFLE

This is a measure of how good you are with all rifle-type weapons.

RIDE (BEAST)

This tells you how well you ride certain creatures. The name of the creature is given in the brackets. Riding is a limiting skill. When you are riding, your other DX-based skills are limited to your Riding. So if you had Ride (Reptar) 3 and Sword 5, you could only use your sword at level 3 while you were mounted.

SPECIAL WEAPON (TYPE)

This is a catch-all skill description for all those weapons that are so specialized that they need a special skill to use them – Special Weapon (Psi Blaster) or Special Weapon (Ice Gun), for instance. Where a weapon requires a special weapon skill, this will be stated in the weapon's description.

SECURITY SYSTEMS

This skill shows your ability at picking locks and overcoming security systems of all sorts.

STEALTH

This skill shows how good you are at moving quietly, using cover and generally not being noticed.

THROWN WEAPONS

This skill is a measure of how good you are with thrown weapons such as grenades, stones, shuriken, and spears.

UNARMED COMBAT

This skill is used as a modifier in hand-to-hand combat using your bare hands and feet. Retractable claws and other weapons attached to bionic implants use this skill.

INTELLIGENCE SKILLS

APPRAISE VALUE

You can usually tell the rough value of something after a careful appraisal. Your knowledge applies to jewels, artifacts and other often-traded commodities. The Narrator should make this roll for you, applying any modifiers he wishes for the rarity of the object and your chances of knowing something about it. He is perfectly at liberty to give you a false value if the skill roll fails. Usually you are good at spotting fakes and forgeries. This skill cannot be used by non-proficient characters.

AWARENESS

This is a measure of your awareness of your surroundings and ability to spot unusual things. It is used by the Narrator when someone tries to pick your pocket or ambush you.

COURTIER

You know how to move in high circles. You know how to convey meanings with the flick of an eyelid and the stress on a single word. You know the language of diplomatic protocol, and you know what is and isn't done by the right people. You know how to toady to people and how to flatter them with maximum effect. This skill cannot be used by non-proficient characters.

FAST TALK

This skill is your ability to talk people into doing things not always in their best interests. You can con, sell, lie and cheat with the best of them if you have a high rating in this skill.

GAMBLE

This shows your knowledge of various forms of gambling for money and measures your skill

with them. It is used as a modifier whenever you gamble, whenever you attempt to cheat or whenever someone attempts to cheat you.

HEALING

This measures your skill at patching up and healing wounds and diseases, and of performing first aid on the wounded.

INTERROGATION

This skill is a measure of your ability to gain information from an unwilling prisoner or informant.

INTIMIDATE

This skill is a measure of your ability to inspire fear and cause people to think twice about crossing you.

LORE (SUBJECT)

This skill measures your knowledge of any particular subject. The subject can be as esoteric as the customs of ancient cultures or as banal as knowing the location of every illegal cybershop in Prometheus. You should feel free to invent your own categories of lore, with the Narrator's approval.

NAVIGATOR

You know how to find your way through the trackless deserts of Waste World. You can tell your position from the stars, the rough lay of the land, etc.

ROBOMANCY

This skill is a measure of your proficiency at constructing, repairing and programming robots. This skill cannot be used by non-proficient characters.

SEDUCTION

This tells you how good you are at seducing members of the opposite sex.

SHADOWING/TAILING

This measures your ability to follow someone without being noticed in an urban environment. It is also a measure of your ability to spot people when they try to do the same to you.

STREETWISE

This is a measure of how you handle situations involving lowlife and street scum. It is an indicator of your "street smarts".

SURVIVAL

This is a measure of your ability to survive in the deadly deserts and zones of Waste World. To use this skill properly it is recommended that you use proper equipment: survival pack, rebreather, and so on.

TRACKING

This skill is a measure of how good you are at following tracks and trails in a wilderness situation. If you succeed in your tracking roll by 3 or more then you will be able to tell more than the basic details about the direction of the trail. You will be able to make a good rough guess at how many vehicles or individuals there are.

Special Abilities

AMBIDEXTROUS

You can use either hand just as well, and can carry a weapon in each hand and use it with no penalty for using the off hand. This can be particularly useful if you lose the use of a hand during combat. **Cost:** 10 points.

ARMOR

Your skin may be scaly and reptilian. It may be thick and reptilian. It may be covered in a thick insect-like carapace or covered by intermeshing plates of bone or cartilage. It does not matter. You have armor that is cumulative with any other armor you wear. **Cost:** AR times 2, cumulative (2 points for AR 1, 6 points for AR 2, and so forth).

BEAUTIFUL/HANDSOME

You are extremely beautiful or handsome. This gives you +2 on all Fast Talk, Trade, and Seduction rolls. **Cost:** 10 points.

BLOODHOUND SCENT

This ability allows you to track like a bloodhound if you make a successful scent Perception roll. **Cost:** 10 points.

DARK SIGHT

You can see in the dark like a cat. So long as there is even the faintest hint of illumination you can see. **Cost:** 5 points.

FANGS

You have huge spiky teeth that let you make an extra 1M attack in close combat. **Cost:** 10 points.

FAST HEALING

You are very resilient and heal damage at twice the normal rate. **Cost:** 10 points.

HARDY

You are tougher than most people. You get a +3 modifier when making death rolls. **Cost:** 5 points.

INNATE SENSE OF DIRECTION

You always know where you are with relation to some landmark: your home, the North Pole, east, west, etc. Once you have followed a route, you can always retrace it. You never get lost. **Cost:** 5 points.

KEEN EYES

Your eyes are amazingly keen, giving you a +2 to all sight Perception rolls. **Cost:** 5 points.

KEEN EARS

Your ears are amazingly keen, giving you a +2 to all hearing Perception rolls. **Cost:** 5 points.

LIGHTSLEEP

You always sleep lightly and are very difficult to come upon unaware. You get your normal perception roll to spot anyone approaching you even when you are asleep. You come awake instantly and can act at once if you make your perception roll. **Cost:** 5 points.

PSYKER

You have the ability to wield psychic powers. For more on this, see the section on Psionics. **Cost:** 20 points.

SPIKED TAIL

You have a massive spiked tail that allows you to do an extra 1M+2 attack in close combat. **Cost:** 15 points.

Disadvantages

BAD REPUTATION

For some reason, you have a bad reputation. This reputation could be for almost anything. Perhaps people believe that you are a traitor or a psychopath or the one who deserted their comrades at the Battle of Alkandor. Maybe they have heard you are a cheat or a thief. Maybe this reputation is true. Maybe it is false and you are trying to clear your name. Justified or not, this reputation will follow you wherever you go.

Whatever your bad reputation is for, it is bound to be brought up sooner or later. This depends on what kind of bad reputation you have. You can be widely known as a bad person in a way that just leads people to disparage you. You get a -3 reaction modifier from those who know of your reputation. The Narrator should make an IN roll for any NCs to see whether they have recognized you. The fact that you have this disadvantage means that your fame is pretty widespread. **Cost:** -10 points.

CODE OF HONOR

You are bound by a rigid code of honor that you would rather die than break. If you are confronted by a situation which violates your code of honor, you must make an IN roll at -3 to resist your instinctive urge to take action. Failure means that you must act to restore your honor, while success means that you may act as you choose. However, remember that if you continually violate your own code of honor, you will develop a Bad Reputation as an untrustworthy oathbreaker.

Personal – You must aid your folk and give succor to non-hostile strangers. You must protect the young and the weak and the innocent.

Samurai – You must avenge insults to yourself, your lord, and your family.

Wastelander – You must aid those lost in the desert, and you must seek vengeance on all those who have wronged you.

Cost: -15 points.

DARK SECRET

You have a dark secret that no one must ever find out because if they do, the consequences are just too dire to contemplate. You would kill to prevent this secret becoming known. You and your Narrator must decide what your dark secret is. Maybe you committed a terrible crime and are wracked with guilt, maybe your parents were mutants, maybe you were once a member of a

forbidden cult or conspiracy. Whatever it is, the consequences should be nasty. **Cost:** -10 points.

HIDEOUS

You are well beyond being merely ugly, and are downright frightening. You may be a monstrous alien (as are the Kroks of Janus), covered in boils or weeping sores, or have the open stigma of mutation. People react to you at -3. **Cost:** -15 points.

HUNTED

You have powerful, implacable enemies, and they are after you. They might be hunting you because you killed their kinfolk back in Poison Springs, or because they think you have some secret plans belonging to them (maybe you have) or just because they hate you. The reason is immaterial; they are after you, and they can't be bought off or reasoned with or threatened. They will never, ever stop until you are dead. It's up to you and your Narrator to decide who your hunters are, but they should always be mean and they should always be powerful. And whoever they are, there are always enough of them so that if you kill one, another will soon be on your trail. **Cost:** -15 points.

OBLIGATION

You are under a feudal obligation to your overlord, your temple, or your commanders. You must obey their orders on pain of sanctions or death. All samurai, serving soldiers, and priests of most religions have this disadvantage. **Cost:** -10 points.

OBSESSION

You are obsessed with one particular thing. You could be obsessed with achieving a particular, nearly unattainable, goal. Or your mind could be filled with thoughts of one person, who you talk about all the time. Whatever your obsession is, it is one of the dominant traits of your personality. Whenever your obsession comes into play, you must make an IN roll at -3 not to go with it regardless of how silly or self-destructive the result might be. If you ever achieve your unattainable goal, you must buy off this disadvantage immediately. **Cost:** -15 points.

OVERCONFIDENT

You are the best and you know it. Those 20 Panzers – what chance do they have against you? There is no situation you can't handle and no foe you fear. You are ready for anything. You must make a successful IN roll at -1 in order to back down in any situation where your abilities are in question. **Cost:** -5 points.

PARANOIA

They're all out to get you. You know it. Trust no one. Believe nothing. Sit with your back to a wall at all times. Be alert. Look around you all the time. You often see threats where there are none. You are exaggeratedly cautious. Folk react to you at -3. The Narrator can call for a Paranoia roll (IN -1) whenever he deems appropriate, with a failure meaning fairly erratic actions. **Cost:** -5 points.

POSITRONIC BRAIN

This disadvantage is normally only possessed by robots. It means that instead of a human brain, you have a sophisticated neural network computer system. While allowing you to learn and act independently of human instruction, positronic brains are not without their limitations. In many ways, they are simply not as capable as human brains. Even with the most complex positronic brain, you cannot learn any skill above level six. Embedded within most positronic brains is at least one prime directive. These are programmed instructions that must be obeyed. You have no choice but to carry them out. They must be simple, able to be expressed in 10 words or less. For example: kill all non-humans. Obey your magister. Protect the civilians. Before play starts, you should work out what your prime directive is with the Narrator.

Positronic brains work in different ways from organic ones and cannot be the locus of psychic powers. You are psychically inert. **Cost:** -15 points.

PREJUDICED AGAINST

You belong to a minority that suffers from insults, slights, slurs and violence from other factions of your society or the world at large. This is not a lot of fun, and it can be dangerous. People react to you at -2. **Cost:** -10 points.

ROBOTIC BODY

You possess a robotic body of duralloy or ceramic. This runs on its own energy sources. You are immune to the effects of poisons and are immune to mutation. You do not suffer shock. The news is not all good, however.

Once your character has been created, you cannot easily increase its ST or DX. These are fixed by the design of the body, and require structural modification to change. You pay only half the normal XP to raise an attribute, but must also pay 100 times the original XP cost in credits to raise the attribute. Furthermore, you may only change the attribute when you have access to a skilled robomancer and a machine shop.

Robots deal with damage differently from most other characters. Instead of requiring medical attention after suffering damage in combat, a robot must be repaired by someone with the robomancy skill. The robomancer must have the proper tools and spare parts, and must spend 15 minutes per point of damage he repairs.

Normally, a robomancer charges 50 credits per point of damage he repairs, including parts and labor. However, this is where robots are legal. The price can be much higher in regions where they are illegal – the Shogunate, for example. **Cost:** -20 points.

Psionic Powers

CLAIRVOYANCE

You can detach a psychic eye from your forehead which will float invisibly and intangibly away from you while still allowing you to view what is going on. This eye can only be blocked by psiscreens. Contact with the eye will be lost if a psiscreen comes between you and it. It can only be detected by those with the psi sense power. The eye has a range of PLx100 meters, may travel 100 meters per round, and requires concentration.

DISPEL

This is a general purpose power which may be used against any psionic power in range. It allows you to attempt to dispel (or "turn off") any psionic power being used within your vicinity. Range is 10xPL meters, and may be resisted if the target is aware you are attempting to dispel his power. This power may also be used to drive a demon from a body it has possessed; in this case, the power is always resisted.

DOMINATION

This power enables you to dominate the will of another living being and force them to do what you command. It is obviously more difficult to control an opponent who is wary and who has all his attention focused on defending himself, so any foe who is already in combat with you gets a +4 to his resistance rolls. You can dominate one person at a time. The range of the power is 10 meters, and the power may be resisted. If you succeed, the target will obey any one command you give him. However, the target will not obey obviously self-destructive commands; such an order will free the target immediately.

HEAL

You possess the power of psychic healing, which enables you to repair organic damage in human beings. You stimulate the body's self-repair mechanisms to superhuman levels. You may restore up to your PL+PW to another individual's LF. Healing requires concentration, and the strain will also cause you to lose 1 LF.

LEVITATION

You can use your psychic powers to levitate yourself and PLx100 kilograms of weight that you are carrying up into the air. This allows you to fly at up to PLx20 kph. Levitating requires concentration.

PSI SENSE

You have the power to detect the use of psionic powers within PLx100 meters of you. You can see active psiscreens and other such devices, and you will be able to see that someone is possessed by demons. You may also attempt to see if another being is a psyker, although this use of psi sense is always resisted (whether the individual is a psyker or not).

PSIONIC BLAST

You can focus all your psionic energies and unleash them in a terrifying wave of pure

psychic power. A crackling aura of energy surrounds your forehead and then is unleashed as bolts of pure force. The damage is 1M+PW, and is always resisted.

PSIONIC SCREEN

You have a talent for blocking out all incoming psionic attacks. This only operates against purely psionic attacks (such as psionic blast or demonic possession), and not against physical attacks caused by psionics (such as gunfire from a dominated guard, or a knife hurled by telekinesis). You may add up to your PL to any psionic resistance roll you make. In addition, you may extend this protection to a number of people equal to your PL as long as they are in contact with you or each other (holding hands, for instance).

PSIONIC SHIELD

You can surround yourself with a potent psychic shield that helps negate any damage you take. Add your PL to your Armor Rating. This is cumulative with any other form of armor you are wearing, and even works against forceblades. It has no effect on psionic attacks, however.

TELEKINESIS

You have the ability to lift and move objects by the power of mind alone. You can lift up to PLx50 kilograms and move it up to PLx10 meters. Doing this to an unwilling target allows the target to resist; attempting to take an object from an unwilling target allows the target to resist, with a bonus equal to his ST on the roll. You may also throw objects for 1M+PW damage; the target may attempt to dodge (not resist).

TELEPATHY

You have the power to project your own thoughts and to read minds. The power has a range of PLx20 meters, and may be resisted.

Cybernetic Systems

The following cybernetic systems are commonly available in Waste World Lite.

CYBERNETIC EYES

One or both of your eyes can be replaced with a machine hooked to your optic nerve. This can

be an obvious mechanical part, totally silver and glowing in the dark. Alternatively, the eye may be camouflaged and totally indistinguishable from a normal eye without scans. **Cost:** 1000 credits for a mechanical looking eye, +500 credits for a concealed eye.

Your bionic eye may have one or more of the following subsystems.

Energy Scan: You see patterns and wave fronts of psychic energy. It is obvious to you when psi powers are being used close by. You can spot an invisible Psidemon or tell if a person is possessed by one. **Cost:** 500 credits.

IRIS: This eye allows you to see heat signatures, which enables you to spot foes – even in pitch dark. You see objects as red heat outlines. The hotter the object, the brighter it glows in your sight. **Cost:** 500 credits.

Scanner: This eye combines a broad spectrum telephoto lens with powerful image enhancement and discrepancy filtering systems. It adds +4 to all sight perception rolls and allows you to spot invisibility shielded beings. **Cost:** 500 credits.

Targeting Eye: Your bionic eye superimposes targeting crosshairs and a digital readout telling you the speed, vector, and velocity of anything you look at. This gives you a +1 to hit with any ranged weapon. **Cost:** 500 credits.

Telescopic Eye: You have a telescopic eye hooked to your optic nerve and linked to powerful image enhancement software. This enables you to see up to 100x as far as you normally might. You can see clearly to the horizon, with no penalties. **Cost:** 300 credits.

BIONIC ARMS

You have had one of your arms replaced with mechanical prosthetics, powered by servomotors and sheathed in plastic synthskin. Most bionics have a ST of 0. If the ST is less than your normal ST, that's too bad. You can always

increase the arm's ST by paying more. This additional ST, and its damage modifier, applies to feats performed using that hand: gripping, swinging a one-handed weapon, punching, and so on. It does not grant extra LF. **Cost:** 500 credits for a basic arm.

Bionic arms can have the following subsystems:

Increased Strength: 200 credits per level of ST increase over 0. This is cumulative, so that ST 2 costs 600 credits, ST 3 costs 1200 credits, and so on.

Retractable Claws: These claws are honed to glittering razor-sharpness, capable of slicing the flesh of any foe. They do 1M+1 damage in close combat. **Cost:** 1000 credits.

BIONIC LEGS

These legs are used to replace limbs lost during combat. They are mechanical creations, every bit as good as the ones they replace. The bionic leg has a ST of 0, which is applied to any feat performed by that leg (kicking, for instance). **Cost:** 500 credits for a basic leg.

Bionic legs may have the following subsystems:

Increased Strength: 200 credits per level of ST increase over 0. This is cumulative, so that a ST of 2 costs 600 credits, a ST 3 costs 1200 credits, and so on.

Super-leap Legs: This subsystem of bionic legs uses mighty pneumatic pistons to enable you to make great leaps. You can spring up to five times your normal jumping height and distance. Both legs must be bionic to purchase this system. **Cost:** 500 credits.

Equipment

CLOSE COMBAT WEAPONS

CHAINSAW

Favored by Skavengers and the more brutal slum criminals of Waste World, this is a long blade wrapped with duralloy chainsaw teeth and powered by an electric motor in the hilt. It makes a throaty roar when activated, and the distinctive sound made as it rends through armor, rips through flesh and then saws through bone is never forgotten by anyone who hears it.

Damage: 1M+4. **Cost:** 600 credits.

BAYONET/DAGGER

The standard fighting knife in Waste World is wickedly sharp and almost half a meter long. They are carried by all Skavengers. Bayonets are knives that are clipped onto the end of rifles and other long-barreled ranged weapons.

Damage: 1M. **Cost:** 10 credits.

FORCEBLADE

First created during the dark days of the Demon Wars, this weapon proved to be invaluable against human foes as well as Demons. It was swiftly adopted by the samurai of the Shogunate as their favored close combat weapon, and is now their badge of office.

This innocuous-looking weapon appears to be little more than a short duralloy tube when it is not in use. That appearance is deceptive. When the activation stud is pushed, a meter-long blade of pure force is projected from the active end of the tube. This blade is capable of shearing through any material substance. It can hurt energy beings (such as Demons) even when they are in non-material form, disrupting the balance of their energy fields.

Forceblades ignore all armor; it does not even slow them down.

Damage: 1M. **Cost:** 1000 credits.

POWER GAUNTLET

This weapon was originally designed for the use of the Promethean hero Amalrik Deathstorm, in his campaigns against the Swarm. It is designed to give a human being a fighting chance against a Swarm Hivelord. Using his power gauntlet, Amalrik killed 19 Swarm warriors at the Battle of Malakar before being overwhelmed by their sheer numbers. The plans for this weapon were stored by the Promethean Overminds and put into mass production at the great man's death.

A power gauntlet is a massive mechanical glove that sheathes its user's entire fist. It contains an array of servo motors and bionic enhancers and is capable of crushing stone in its grasp. Most power gauntlets have retractable blades in their fingers, which can be used to inflict terrible ripping damage on a foe.

Damage: 2M+2. **Cost:** 1500 credits

ONE HANDED WEAPONS

This category includes swords, axes, and all other non-powered, one-handed weapons.

Damage: 1M. **Cost:** 60 credits

TWO HANDED WEAPONS

This category includes greatswords, halberds, and two-handed axes. In fact it includes all non-powered weapons that require both hands to use.

Damage: 1M+1 **Cost:** 100 credits

UNARMED

This is the damage you can do with your bare hands and feet.

Damage: 0.5M (1M if you have the Martial Arts skill)

RANGED WEAPONS

ASSAULT RIFLE

This is the standard assault rifle used throughout history. It fires standard-issue 6.66 caliber slugs at a high rate. It is capable of fully sustained automatic fire. This is a common weapon among Skavengers, who like it for its ease of use, ease of repair and the ready availability of ammunition. The most famous manufacturers of assault rifles are the Janusians. Some estimates claim that over 100 million rifles a year are manufactured there.

CR	R	D	T	Cost
30	500	1M	F	600

AUTOPISTOL

This is the standard semi-automatic pistol, most commonly manufactured in Janus and sold almost everywhere. It uses the ultra-common 6.66 caliber slug. Cheap, reliable and portable, this is the sidearm of choice for most people.

CR	R	D	T	Cost
15	100	1M	X	150

BLASTER

The blaster is a heavy, long-barreled energy rifle manufactured mostly in Prometheus and the Shogunate. It fires bolts of superheated plasma, capable of disrupting the energy structure of a Psidemon. It combines excellent range with spectacular hitting power. In theory it is restricted for sale only to samurai and Promethean citizens but, of course, huge numbers find their way out onto the black market. This does nothing to bring down the already high prices.

CR	R	D	T	Cost
30	1000	1M+2	F	2000

BLASTER PISTOL

This is the short-barreled pistol version of the blaster plasma weapon. It has all the vices and virtues of its rifle cousin. It is the standard-issue sidearm for all Promethean legionaries, and most citizens have at least one in their homes for protection against intruders.

CR	R	D	T	Cost
20	200	1M+2	X	1000

LASER PISTOL

Somewhat less powerful than the laser rifle is the pistol variant. This is small and easily portable, but it lacks the hitting power and sheer range of its larger counterparts. It does have a niche market with assassins and hit men, who like the fact that it is silent.

CR	R	D	T	Cost
30	1000	1M	S	700

LASER RIFLE

This is the most common available laser weapon, the long-barreled rifle favored by hunters and assassins everywhere.

CR	R	D	T	Cost
50	5000	1M	F	1400

HEAVY MACHINE GUN (HMG)

This is the heavy machine gun favored for infantry support throughout history, and even now found bolted to the roll bars of Skavenger dune buggies and carried by Skavenger warriors. It uses belts of the ubiquitous 6.66 caliber bullets.

CR	R	D	T	Cost
100	1000	1M+2	O	1000

RAILGUN

This potent weapon magnetically accelerates steel-jacketed slugs up to hypersonic speeds. The impact of such shells can destroy all but the heaviest of armor. It is accurate up to fairly long ranges. Its greatest weakness is the time it takes to charge up the magnetic accelerator, which limits it to being a single-shot weapon.

CR	R	D	T	Cost
50	1000	2M	S	1200

SHOTGUN

The shotgun is a commonly available weapon and fire charges containing many pellets. Although its armor penetration power is low, it is very effective against lightly armored targets since the shots can scatter. All armor with an AR of 5 or more counts double against a shotgun.

CR	R	D	T	Cost
30	60	1M+2	X	300

GRENADES

FLASH

This powerful device blasts out a dazzling flash of light, temporarily blinding all targets within its range. Certain creatures are particularly sensitive to this light and may actually take damage from it. They will blind a target for 1d6 combat rounds if they fail to make a DX roll to shield their eyes. **Cost:** 10 credits.

HEX

These powerful shaped charges explode, sending shrapnel everywhere and inflicting damage on all within three meters. HEX

grenades are random damage weapons. Instead of checking how many successes you get, you roll dice for their damage. **Damage:** 2d6+2. **Cost:** 10 credits.

PLASMA

These grenades contain an overloaded plasma generator, which explodes on a time-detonation fuse, bathing everything within three meters in superheated plasma. Plasma grenades are random damage weapons. Instead of checking how many successes you get, you roll dice for their damage. **Damage:** 2d6. **Cost:** 10 credits.

WEB

These grenades release thousands of filaments of sticky fluid that swiftly harden to form a cocoon around their victim, preventing movement. In their hardened state, these filaments are tough enough to resist the efforts of all but the strongest of creatures to free themselves. Although tough, these filaments are permeable by air and thus will not suffocate a target. This makes them a favorite restraining device for law-enforcement agencies. Web grenades will immobilize anyone with ST 3 or less. Alert victims get a DX roll to avoid being splashed. If they make this DX roll the grenade has no affect. Otherwise they are immobilized until they are cut free by their friends (or captor) or for one hour when the web evaporates. **Cost:** 10 credits.

ARMOR TYPES

CARAPACE

Carapace armor is grown in tanks and attaches itself to the body of its wearer as a symbiote. It is almost as tough as ceramic armor, with the added advantage that it can have all sorts of bio-systems added to it. Few, save Hydrans, mutants and Xenogens, will wear it since there is a common prejudice that such symbiotes can steal a man's soul. Carapace armor is favored by Hydrans and mutants, as it is genetically tailored and adapts itself to its user's special abilities (allowing wings to grow through, for example).

Spiked carapace armor lets you attack anyone who attacks you in close combat with an immediate 1M attack. They basically impale themselves on the spikes as they attack. You make your attack simultaneously with theirs.

Symbiots are a much more sophisticated biotechnological variant of carapace armor

manufactured exclusively in the city of Hydra. The symbiote fuses with its wearer and lives by photosynthesis and recycling the wearer's wastes, which it converts back into nutrients. Symbisuits extrude tendrils through every orifice of their wearer's body and effectively become part of him. They contain many filtration systems that make their wearers immune to toxins and disease. The wearer of a symbisuit can exist for a month in the desert on a piece of fruit and a thimbleful of water. They also grant immunity to poisons.

Light Carapace Armor is AR 2 and costs 500 credits.

Medium Carapace Armor is AR 4 and costs 1000 credits.

Heavy Carapace Armor is AR 6 and costs 2000 credits.

Symbisuits add 1000 credits to the cost of the carapace armor you are purchasing. Spikes add another 1000 credits to the cost of the armor.

CERAMIC

This layered and polished armor is padded and capable of resisting most forms of impact damage. It can be molded into many strange and exotic shapes and is the most common military armor of Waste World.

Light Ceramic Armor is AR 3 and costs 400 credits.

Medium Ceramic Armor is AR 6 and costs 800 credits.

Heavy Ceramic Armor is AR 9 and costs 1500 credits.

HIDE

This is the most primitive of armor, used by Wastelanders and urban street gangs. It provides very little protection against bullets and energy weapons, although it will slow a blade. Hide armor is AR 1 and costs 100 credits.

POWERED ARMOR

Powered armor integrates hydraulic systems, computer controls and layers of ceramic to produce the ultimate personal armor. It contains a hydraulic exoskeleton which enhances its wearer's strength, and life-support systems that allow its wearer to survive in the deadliest terrain for up to a week without food and water as well as making him immune to all normal biohazards such as poison, radiation, etc. All powered armor contains a communicator, which allows its user to communicate with anybody else on the

same frequency. (The frequency can, of course, be altered to monitor other comm traffic.)

The best powered armor is manufactured in the megacities of Prometheus and Ikarus. It is possible to further customize powered armor by adding cybernetic systems. These cost the same amount as the standard system, plus 10% for installation fees (unless you have the skill to install them yourself).

PROMETHEAN BATTLESUIT

These mighty Promethean suits give a ST of four to their users, and may have up to 4 weapons installed in them (one ranged or close combat in each arm, and one ranged on each shoulder) as if they were cybernetic systems.

AR: 10 Cost: 10,000

IKAREAN BATTLESUIT

These potent powered armor suits are held aloft on suspensor fields, which enable them to fly at speeds exceeding 300 kph. The helmets contain a powerful digital magnocular system which works just like the device of the same name (see below). They possess razor-sharp wing blades that extrude from the arm-guards of the suit and are capable of cutting a man in half. Normally these wings are sheathed within the suit and are only extended during flight or combat. These wings do 1M+2 damage and use the Ikarean Battlesuit skill in close combat. **AR: 6 Cost: 2000**

GENERAL EQUIPMENT

BIOSENSOR

This device is capable of detecting life energy at a range of up to 100 meters. It will tell the user the rough size and strength of the detected entity and also numbers. It projects blips on a simple radial screen that shows all entities detected within the radius of the device's power. **Cost: 200 credits.**

CAMOCLOAK

Camocloaks are manufactured from photosensitive material that reacts to ambient light and color, creating a quickly changing disruptive pattern. They can make their wearer very hard to spot at a distance and quite difficult to see when close up, particularly if the wearer does not move. Camocloaks are relatively common among the Wastelanders and popular with the criminal elements in the megacities.

Opponents are at a -2 to spot the wearer. **Cost:** 1000 credits.

EMERGENCY BEACON

This small panic button device comes in the form of a broach or belt buckle. When activated it sends out a sub-ether communication pulse that can be detected up to 10 kilometers away. This pulse can be picked up by any normal comm-system, which will indicate direction and distance to the beacon.

GRAPNEL GUN

This hand-portable device uses a suspensor-field generator and a gravitic charger to shoot a grapnel up to 300 meters. The grapnel contains self-expanding hooks that it extrudes when it reaches a preprogrammed distance or when it encounters enough resistance to brace itself. The microfine wire is capable of supporting up to 1000 kilograms of weight. **Cost:** 500 credits.

GUNCAM

These are often attached to military issue weaponry. They perform several functions. First, they contain digital-image magnifiers that act as powerful sights for the weapon's user. Second, they send out coded, pulsed frequencies allowing an officer to monitor what his men are seeing through their sights. The images can be shown on a master control panel, or within the heads-up display in an officer's field visor. They add +2 to hit on any attack over close range. **Cost:** 500 credits.

PSI DETECTOR

These units are small, weighing less than half a kilogram. They are either held in the user's hand or attached to his wrist or clothing. They can detect a psyker actively using his power within 50 meters, and will also detect anyone possessed by a demon. **Cost:** 200 credits.

PSISCREEN

These are most common among the masses of the city of Prometheus, but are also worn by most rulers, merchants, spies, and anyone with reason to be suspicious of having their thoughts

read or controlled. They come in the form of amulets, rings and other jewelry, and all contain traces of psychotropic crystal which disrupts the flow of psionic energy. When worn, the psiscreen adds its level to any psionic resistance rolls made (and subtracts them from any psionic power rolls made, if a psyker is wearing one). **Cost:** 100 per level up to level 3, 300 per additional level from levels 4-6, and 1000 per additional level thereafter (level 9 maximum).

REBREATHER

These are standard-issue to anyone who ventures beyond the megacities. They slip into place over the face and give protection against the most common forms of inhaled gas. They also contain micromesh filters, which prevent the inhalation of ash, sand and other contaminants. Anyone who ventures into the Wastes without one must make a ST roll every hour he breathes unfiltered air. Failing this roll means you will take 1d6-1 LF damage from airborne pollutants. **Cost:** 100 credits.

STINK BOMB

These grenades emit a foul regurgitant gas that induces vomiting and nausea in any unprotected person who breathes it. Some people are allergic to the gas and it causes them to suffer severe respiratory difficulties or even choke to death. These side effects have not prevented the gas from being used as a crowd control weapon in many megacities. The cloud extends for 5 meters. Anyone caught within it must make a ST roll at the start of each action phase or be incapable of action due to vomiting and nausea. **Cost:** 100 credits.

SURVIVAL SUIT

These are common among the Wastelanders. They are sealed suits with their own hoods and gauntlets. They contain waste reclamation systems and water recyclers, all powered by the pumping of the body when in motion. They are regarded as essential by all who venture forth into the deserts. They will let you survive in the deep desert for up to a week without food or water. **Cost:** 100 credits.

Appendix I: Pregenerated Characters

DV 108

Occupation: Panzer

ST	DX	IN	PW	LF	MR
+4	0	-1	0	18	8

Special Abilities: Armor (AR 4)

Skills: Awareness +3, Blade +3, Rifle +1, Robomancy +2

Equipment: Bionic Eye (Energy Scan, IRIS, Scanner, Targeting, Telescopic), Chainsword, Railgun, Medium Ceramic Armor (AR 6; AR 10 with Armor special ability)

Disadvantages: Positronic Brain, Robotic Body

Description: Panzer model DV 108 was christened Dave by his comrades in the Promethean Cyber Legions. That was before a glitch worked its way into his neural network, and he began to question his Prime Directive – to obey his officers. After a bitter firefight at the battle of Jagga Pass, Panzer Dave became separated from his force and wandered off into the Wastelands. He fell in with a Skavenger band and, eventually, he made his way to Janus. He decided not to return to active service and, since he is presumed missing in action, no one has come looking for him. He now works as a mercenary and nightclub bouncer.

MAGDA STERN

Occupation: Bounty Hunter

ST	DX	IN	PW	LF	MR
0	+2	0	0	10	6

Special Abilities: Hardy

Skills: Dodge +1, Handgun +1, Rifle +1, Shadowing +3, Streetwise +2, Survival +3, Tracking +3, Unarmed Combat +1

Equipment: Assault Rifle, Blaster Pistol, Light Ceramic Armor (AR 3), 2 Bionic Arms (ST +3, Right arm contains Retractable Claws), 2 Bionic Legs (ST +2, Super-leap Legs), 1 obvious Bionic Eye (contains IRIS and Targeting Eye).

Disadvantages: Dark Secret, Hunted

Description: A former sergeant in the Promethean Levies, Magda lost both arms and both legs when the patrol she was leading was ambushed by Skavenger Raiders. Her limbs were replaced with bionic systems but she never go over the psychological scarring caused by the ambush. Eventually, obsessed with finding the men who had crippled her and killed all her troopers, she deserted from the Levies just short one year of Citizenship. Now she works as a bounty hunter. She spends every waking moment looking for clues that will lead her to her prey. She herself is hunted as a deserter by the Military Sekutors.

LARA

Occupation: Mercenary

ST	DX	IN	PW	LF	MR
+1	+2	0	0	12	5

Special Abilities: Darksight, Fast Healing, Hardy, Lightsleep

Skills: Awareness +2, Climbing +1, Dodge +1, Leadership +1, Rifle +2, Stealth +2, Survival +3, Unarmed Combat +3

Equipment: Heavy Carapace Symbysuit (with Claws), Assault Rifle

Disadvantages: Dark Secret, Prejudiced Against, Code of Honor

Description: Lara Na Valka was born into the House of Valka. She followed their discipline of the warrior ideal into perfection. However, after killing her brother on the orders of her genclan's Lord, she began to doubt the Valkan way. She left Hydra and made her way to Janus, where she poses as a Valkan mercenary despite having left her genclan's service. She is currently wanted for questioning by her former genclan, who feel that her desertion and her brother's treason may indicate some new flaw in the genclan's genetic matrix. They want her brought back in chains to their Tower, to experiment on her and discover what this flaw might be.

KARINA

Occupation: Courier

ST	DX	IN	PW	LF	MR
+1	+3	0	0	12	5

Special Abilities: Beautiful

Skills: Aerobatics +2, Ikarean

Battlesuit +3, Courtier +3, Lore (The Ancients) +1, Lore (Demons) +2, Lore (Poison) +3, Appraise Value +1, Gamble +2, Fast Talk +1, Navigator +3, Thrown Weapons +1

Equipment: Ikarean Battlesuit, 5 HEX Grenades, 5 Web Grenades, 5 Plasma Grenades

Disadvantages: Prejudiced Against, Obsession – Hedonism

Description: Karina is an Ikarean, the daughter of the insane Lork Vathek.

Unfortunately for her, her mother is also a mutant. When the stigmata began to show, Lord Vathek ordered that her mother and all her children be destroyed to eliminate the stain on his family. To escape, she stole a battlesuit and departed from the sky city. She has taken up residence in Janus and works as a courier, carrying packages across the city. She knows she is feared and distrusted by others because she is an Ikarean,

but she also has an Ikarean's natural pride. This causes her to behave in an arrogant manner that can get her into trouble.

KHIA

Occupation: Samurai

ST	DX	IN	PW	LF	MR
+1	+2	0	0	12	5

Special Abilities: Ambidextrous

Skills: Blade +2, Forceblade +2, Unarmed Combat +1, Martial Arts +1, Quick Draw (Forceblade) +1, Drive +2, Handgun +2, Courtier +3, Survival +1

Equipment: Forceblade, Blaster Pistol, Medium Ceramic Armor (AR 6)

Disadvantages: Bad Reputation, Dark Secret, Code of Honor - Samurai

Description: Khia is a samurai in her second incarnation. She is a trusted servant of Lord Mika of the Tora Clan, and is one of his most senior agents. She travels across the Wastes disguised as a ronin mercenary, seeking out information for her master. Lately she has found she rather likes this freedom from the stifling codes of the Shogunate, and she undertakes her allocated missions with more and more reluctance. She still feels her obligations, and acts in accordance with the samurai code of honor, but she fears that her dishonorable

thoughts will show up on her karmic record and that, eventually, she will bring disgrace on herself and her clan. She has no great desire to face the Lords of Karma any time soon.

SHANTACH

Occupation: Warrior

ST	DX	IN	PW	LF	MR
+2	+2	-2	0	14	6

Special Abilities: Armor (AR 5), Bloodhound Scent, Claws, Fangs, Fast Healing, Hardy, Spiked Tail

Skills: Unarmed Combat +1, Dodge +2, Heavy Weapon +1, Survival +1

Equipment: Heavy Machine Gun, 10 HEX Grenades

Disadvantages: Hideous, Overconfident

Description: Shantach is a Krok. That means he is not the brightest of warriors, but he is one of the fiercest. He fears nothing. He will die in the service of his clutch-brethren or comrades. He prefers, when possible, to dispatch a foe with his formidable natural weaponry, but when that is impossible he will use his trusty heavy machine gun. He doesn't like doing this, however. He finds that lead pellets in flesh spoil the taste of the red, raw meat.

Appendix II: Character Templates

CYBORG

Characteristics: 1d6

Special Abilities: Hardy

Skills: Dodge, Handgun, Rifle, Shadowing, Streetwise, Survival, Tracking, Unarmed Combat

Equipment: Assault Rifle, Blaster Pistol, Light Ceramic Armor (AR 3), 2 Bionic Arms (ST +3, Right arm contains Retractable Claws), 2 Bionic Legs (ST +2, Super-leap Legs), 1 obvious Bionic Eye (contains IRIS and Targeting Eye).

Disadvantages: Bad Reputation or Dark Secret, Hunted

Description: You were once a normal human being. Then something happened. You may have been horribly injured, requiring extensive bionic reconstruction in order to function again. You may have sought bionic augmentation as a route to personal power. Whatever the reason you are now more machine than man, and you are on the run from somebody.

HYDRAN

Characteristics: 1d6+1

Special Abilities: Darknight, Fast Healing, Hardy, Lightsleep

Skills: Awareness, Climbing, Dodge, Leadership, Rifle, Stealth, Survival, Unarmed Combat

Equipment: Heavy Carapace Symbisuit (with Claws), Assault Rifle

Disadvantages: Dark Secret, Prejudiced Against, Code of Honor

Description: For centuries, House Valka has bred and genetically altered its members in order to create a genclan of perfect warriors. You are one of those warriors – a posthuman genetic superman, trained from birth in strategy, tactics, and combat skills. For one reason or another, you have left your genclan's Tower and ventured into the wastes of Avernus. Perhaps you seek new challenges, to hone your skills further. Perhaps you committed some crime, and were forced to flee. Whatever the

reason you will always remember the heritage you bear, both in your training and in your very being.

IKAREAN

Characteristics: 1d6+2

Special Abilities: Handsome/Beautiful

Skills: Aerobatics, Ikarean Battlesuit, Courtier, Ancient Lore, Demon Lore, Poison Lore, Appraise Value, Gamble, Fast Talk, Navigator, Thrown Weapons

Equipment: Ikarean Battlesuit, 5 HEX Grenades, 5 Web Grenades, 5 Plasma Grenades

Disadvantages: Prejudiced Against, Obsession – Hedonism

Description: You are an Ikarean exile, one of the decadent nobility of the sky city. You are good looking, you are maliciously witty and you like the good things in life. You live only for pleasure. People hate you because of where you are from and are yet attracted to you because of your personal qualities. You seek to find what amusement you can among these downdwelling barbarians. Your prized possession is, of course, your razor-winged battlesuit.

KROK WARRIOR

Characteristics: 2d6 (Base IN –2)

Special Abilities: Armor (AR 5), Bloodhound Scent, Claws, Fangs, Fast Healing, Hardy, Spiked Tail

Skills: Unarmed Combat, Dodge, Heavy Weapon, Survival

Equipment: Heavy Machine Gun, 10 HEX Grenades

Disadvantages: Hideous, Overconfident

Description: You are a Krok, one of the fierce velociraptor-like Xenogens of Janus. You are not very smart, but you are a born warrior. Your skills are of great use in the wars that are fought across the Wastes, and you enjoy what you do. Best of all are the benefits you receive as a warrior – payment for doing what you love, and all the foes you can eat.

PANZER

Characteristics: 2d6

Special Abilities: Armor (AR 4)

Skills: Awareness, Blade, Rifle, Robomancy

Equipment: Bionic Eye (Energy Scan, IRIS, Scanner, Targeting, Telescopic), Chainsword, Railgun, Medium Ceramic Armor (AR 6; AR 10 with Armor special ability)

Disadvantages: Positronic Brain, Robotic Body

Description: You are a Panzer, a killer robot, designed to make war on the enemies of your creators. You could be a renegade Promethean warbot, or perhaps you are the survivor of some ancient wars. In any case, you are a formidable foe.

PSYCHER

Characteristics: 1d6, Minimum PW +1

Special Abilities: Psyker, Psionic Blast +3, Psionic Shield +3, Telepathy +3

Skills: Ancient Lore, Lore (Your Choice), Handgun (Autopistol)

Equipment: Autopistol, Knife, Light Ceramic Armor (AR: 3), Level 3 Psiscreen

Disadvantages: Prejudiced Against, Paranoia

Description: You are a psycher, a person who wields powers unattainable by normal mortals and who is feared and hated because of it. A lifetime of such hatred has taught you to be cautious, perhaps too cautious. Maybe this is the beginning of the madness that is said to afflict all psychers.

RONIN

Characteristics: 2d6

Special Abilities: Ambidextrous

Skills: Blade + Forceblade, Unarmed Combat + Martial Arts, Quick Draw

(Forceblade), Drive, Handgun, Courtier, Survival
Equipment: Forceblade, Blaster Pistol, Medium Ceramic Armor (AR 6)

Disadvantages: Bad Reputation, Dark Secret, Samurai Code of Honor

Description: You are a ronin, a former samurai from the Shogunate who has been exiled. Maybe you committed some crime. Maybe you acted dishonorably. Maybe you are the last survivor of an extinct clan and your enemies would like to find you. Whatever the reason, you now wander the Wastelands working as a hired blade. You still have your honor and your pride, and you have not lost your knowledge of the courtly graces. You still see yourself as a samurai, and woe betide anyone who thinks differently. Your Dark Secret is whatever caused you to become a ronin.

SKAVENGER

Characteristics: 2d6

Special Abilities: Hardy

Skills: Drive, Rifle, Handgun, Quick Draw (Autopistol), Stealth, Thrown Weapons, Awareness, Mek, Navigator, Survival

Equipment: Wheeled Bike, Assault Rifle, Autopistol, 5 HEX Grenades, Hide Armor (AR 1)

Disadvantages: Prejudiced Against, Obligation to Gang, Paranoia

Description: You are a Scavenger, one of the techno-barbarian nomads of the Great Wastes. In your time you've been a marauder and a bandit. Now you are looking for something else. Your wheels and your weapons are your most prized possessions, for you know that without them you will soon be dead.

WASTELANDER

Characteristics: 1d6+2

Special Abilities: None

Skills: Awareness, Climbing, Healing, Rifle, Survival, Navigator, Lore (Desert), Stealth.

Equipment: Medium Carapace Symbysuit (built-in camocloak; also grants Darksight and Innate Sense of Direction), Assault Rifle.

Disadvantages: Wastelander Code of Honor, Obligation – Tribe

Description: You are a Wastelander, one of the nomads of the deep desert whose symbysuits enable them to survive in the hostile wastes. Your people are descended from the Hydrans and you share an affinity with them. Your code of honor forces you to aid those lost in the desert and to seek vengeance on all those who have wronged you. You are honest and speak only the truth. You have an obligation to your tribe and its leaders.

Appendix iii: Bestiary

This is a small sampling of the various creatures which inhabit the wastelands of Avernus. Each description includes the stats of the creature (which function just like a player's stats), any special abilities or disadvantages the creature has, and notes on how they behave.

DEVIL SCORPION

DX	ST	IN	PW	LF
0	+5	-1	+1	40
AR	MR			
9	6			

Attacks: 2 claws (1M+1); poison sting (1M + poison)

Disadvantages: Animal intelligence (may not talk, use tools, or reason; acts by instinct)

Special Abilities: If an individual takes damage from the poison sting, he must make a ST roll at -4 or suffer 3d6 damage each round for 1d6-1 rounds (armor does not help against this damage).

Description: These enormous mutant scorpions can grow until they are the size of an armored truck. They have powerful claws which can cut through armor and their stings contain one of the most virulent poisons known to man. Many giant scorpions have symbiotes encrusting their massive chitinous hides and are capable of spending long periods in the deep desert without food or water. They are ferocious hunters when aroused, never giving up the trail of their prey until either they or their chosen meal is dead.

DEMON KATS

DX	ST	IN	PW	LF
+3	+6	0	+3	50
AR	MR			
1d6+3	10			

Attacks: Bite (2M), 2 claws (1M).

Disadvantages: Animal intelligence (may not talk, use tools, or reason; acts by instinct)

Special Abilities: When reduced to 25 LF or less, demon kats go berserk, gaining a +4 on all close combat rolls until dead.

Description: These are the largest of the great hunting cats, often reaching a height of two meters at the shoulder and a weight of over a ton. Vicious, very often insane, they are among the most deadly and voracious of predators. Demon kats are often possessed by Demons, which may account for their name.

DEMONS

DX	ST	IN	PW	LF
+2	+5	+3	+5	10
AR	MR			
10	10 (Flight)			

Attacks: As per the body they occupy.

Disadvantages: Demons consume the body they occupy at the rate of 1 LF per day (which cannot be healed). Once the host is consumed, the demon must find a new host or begin consuming its own LF at the same rate. It may not heal this lost LF until it finds a new host.

Special Abilities: All demons have 1d10-1 psionic powers; each power has a PL of 1d10-1.

Demons may attempt to possess living beings; the Narrator rolls 1d20+PW for the demon, and the target resists as if the attempt was a psionic attack (any powers or items which help against psionic attack help against possession as well). If the demon fails, the target gains a +4 to resist any future possession attempt (by this or any other demon, although the bonus can only be gained once). Outside of a host body, the demon may only be harmed by energy weapons and psionic attacks, and may pass through any substance not protected by a psiscreen or the psi shield power.

Description: Demons were once human, in the days before the Apokalypse Wars. In a quest for immortality, they transformed themselves into beings of pure energy. The transformation drove them mad, and they began a war of conquest against humanity which led to them being imprisoned in two great prisons at the Earth's poles. During the Apokalypse Wars, the demons broke free. Now they roam the wastes, bringing misery to all that they encounter.

KING RATS

DX	ST	IN	PW	LF
0	0	0	0	5
AR	MR			
0	6			

Attacks: Bite (1M)

Special Abilities: +4 to hit in close combat when cornered with no way to escape.

Description: These are massive rats with bulging foreheads and highly developed paws. They have their own strange language and runes and can use primitive tools with their paws. They tend to shun humanity and make their nests in abandoned buildings and other places where they can scavenge materials.

SKAVENGER KONDORS

DX	ST	IN	PW	LF
+1	+5	+1	+2	30
AR	MR			
3	4/60 when flying			

Attacks: Bite (1M+1)

Disadvantages: Animal intelligence (may not talk, use tools, or reason; acts by instinct)

Special Abilities: 25% of Skavenger kondors lack the animal intelligence disadvantage; 50% of these kondors speak the human tongue.

Description: These are the mightiest of all surviving birds and one of the few capable of surviving in the Wastes. They spend most of their lives airborne, drifting on the winds and looking for prey. They are capable of carrying off a grown man in their mighty talons. There are several mutant variants, some of which exhibit an almost human intelligence.

WASTEHOUNDS

DX	ST	IN	PW	LF
+1	+3	+1	+1	15
AR	MR			
4	6			

Attacks: Bite (1M)

Disadvantages: Animal intelligence (may not talk, use tools, or reason; acts by instinct)

Description: These giant beasts are ferocious, voracious and deadly. They are the favored pets of Skavengers. Many grow to weigh over two hundred kilos, and in packs they are capable of bringing down even the great demon kats. All have chitinous armor, courtesy of the symbiotic organisms which allow them to survive in the wastes. Wild wastehounds roam the wilderness in packs and are threats to all who encounter them.

WASTE WORMS

DX	ST	IN	PW	LF
0	+20	0	+3	500+
AR	MR			
9	6			

Attacks: Bite (5M)

Disadvantages: Animal intelligence (may not talk, use tools, or reason; acts by instinct)

Special Abilities: Waste worms are so huge that they can swallow entire vehicles. Once they have successfully bitten their target, it will be swallowed next round. Its prey disappears into the gut of the waste worm, to be digested at the rate of 1d20 LF per round.

Description: Found only in the deepest desert, waste worms are huge multiserrated armored worms which can grow to a kilometer long. They have been known to swallow a wastekrawler whole. These mighty creatures will attack anything that invades their territory. They are attracted to almost any regular rhythmic vibration on the surface of the desert, and can emerge without warning from far below the sands. The opening of their enormous maw causes a swirling whirlpool to appear, into which everything is sucked. Once within the belly of

the beast, anything swallowed is swiftly dissolved by the potent gastric acids.

Appendix Iv: Web Resources

If you want to know more about Waste World, the best thing to do is try and locate a copy of the main rule book (Waste World, by Bill King; ISBN 1901621006). This may be difficult to do, however, as Manticore Productions Limited has gone out of business and the game is no longer in print. Still, you never know what you'll find at gaming stores.

If you can't find a copy of the rulebook, or you just want even more information, try the internet. There are a few sites with more information about the game and its setting. I recommend the following:

Ranger Firebase alpha

<http://www.geocities.com/Area51/Dunes/4656/WasteWorld/WasteWorld.html>

Waste World: Resources

<http://kuoi.asui.uidaho.edu/~kamikazi/WasteWorld/>

Both of these sites have links to other locations, as well as information about the Waste World Mailing List.