

POST-APOCALYPSE²⁰

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POST APOCALYPTIC MAYHEM TO THE 20TH POWER!

Welcome to *Post-Apocalypse²⁰*, the *Modern²⁰* add-on that takes your game to the end of the world and beyond and still feels fine. The post-apocalypse genre is one of the premier genres of role-playing and among modern genres is second only to supers in terms of popularity. As such, this book is crucial to *Modern²⁰* and fits well with every other book in the line. In short, great care and effort was taken to make this book as “mix and match” friendly as possible. I hope you have as much fun using *Post-Apocalypse²⁰* in your modern games as I did writing and playtesting it.

Chuck



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CHAPTER 1: CHARACTERS

Depending on the type of campaign you're running, most, if not all of the character options in the *Modern*²⁰ core rules will be appropriate for use in a post-apocalypse game. However, the new options presented below will allow you to add more of a unique feel to your games.

BACKGROUNDS

The following backgrounds are especially appropriate for a post-apocalypse game. Most of the standard backgrounds will not be available in post-apocalypse games. Check with your game master before selecting a background to make sure it fits with the type of campaign she's running.

ISOLATED COMMUNITY

You grew up in a small settlement that valued its privacy.

Skills (choose three of the following): Athletics, Firearms, Outdoorsman, Perception, Stealth and Weapons

Base Wealth: 4

MARAUDER BASE

You grew up among the marauders: wild, savage bandits who hunt and steal from their fellow men.

Skills (choose three of the following): Athletics, Crime, Firearms, Unarmed, Vehicles and Weapons

Base Wealth: 4

MUTANT SEPARATISTS

You grew up among mutants who kept themselves apart from the "Neanderthals" around them.

Skills (choose three of the following): Athletics, Engineering, Firearms, Outdoorsman, Perception and Stealth

Base Wealth: 4

POST-WAR REMNANT

Your community can trace its existence to the early days of the apocalypse, if not before. Often these settlements are in the ruins of the once-great cities from before the apocalypse.

Skills (choose three of the following): Business, Engineering, Firearms, Outdoorsman, Streetwise and Vehicles

Base Wealth: 4

PRE-WAR SHELTER

You grew up in a sophisticated bomb shelter that has sustained humans from before the apocalypse. Some pre-war shelters send out scouts to conduct limited trade (without alerting the locals where they really come from) while others are determined to maintain a "pure strain" of humanity until the world above has fully healed from the apocalypse.

Skills (choose two of the following): Academics, Chemistry, Engineering, Firearms, Medicine and Vehicles

Base Wealth: 8



POST-WAR TRADING HUB

You grew up in one of the large, bustling settlements that have sprung up along the new trade routes of the post-apocalyptic world.

Skills (choose two of the following): Business, Crime, Engineering, Firearms, Perception and Streetwise

Base Wealth: 8

WILD CHILD

The ruins are scattered with children left on their own. You were one of the lucky few that managed to raise yourself and survive through skill or luck.

Skills (choose three of the following): Athletics, Outdoorsman, Perception, Stealth, Unarmed, Weapons

Base Wealth: 4

OCCUPATIONS

The following occupations are designed to better capture the feel of post-apocalypse games. Depending on the type of campaign, many of the standard occupations might also be available. Before selecting an occupation, get together with your game master and discuss the type of campaign she's running.



FIXER

You make your living repairing things.

Professional Skills: Engineering, Firearms and Vehicles

Improved Feats: *Book Learning 1:* +2 Intelligence;

Custom Tweak: household weapons have no chance to glitch if they are modified with this feat; *Homemaker:* +3 damage with household ranged weapons; *Maintenance Man:* the failure chance of weapons and armor is reduced by two; the minimum failure chance is still 1 in 20

HUNTER

You make your living killing animals for food and protection.

Professional Skills: Stealth, Outdoorsman and Weapons

Improved Feats: *Attack Focus:* +2 to attack rolls;

Critical Strike: ignore Damage Reduction from natural armor (not artificial armor) on sneak attacks; *Entomologist:* +3 damage against insects; *Top Predator:* +3 damage against animals

ITINERATE MERCHANT

You make your living on the caravan trails of the post-apocalyptic world, buying in one town, selling in the next.

Professional Skills: Business, Outdoorsman and Streetwise

Improved Feats: *Banter:* your Charisma bonus is considered +2 higher for purposes of this feat; *Defensive Attack:* your defense bonus is increased to 1.5 per -1 penalty you take on your attack rolls (-1 attack for +1 Defense, -2 attack for +3 Defense and so forth); *Public Speaker 1:* +2 Charisma; *Tycoon:* +2 Wealth increase or decrease when haggling

JUNK DEALER

You make your living sifting through the huge piles of junk left from before the apocalypse, picking out the valuable bits and reselling them.

Professional Skills: Business, Engineering and Outdoorsman

Improved Feats: *Dumpster Diver:* the Damage Reduction of armor you wear is actually increased by +1 (whether or not you choose to ignore the DR penalty for armor quality); *Maintenance Man:* the failure chance of weapons and armor is reduced by two; the minimum failure chance is still 1 in 20; *Robotacist:* +3 damage vs. robots; *Self-Help 1:* +2 Wisdom

LAWMAN

You make your living keeping the peace and dispensing justice.

Professional Skills: Firearms, Legal and Perception

Improved Feats: *Attack Focus*: +2 attack rolls;

Dedicated (protect and serve): +3 bonus on skill checks and saves; *Enemy*: this feat applies to any wanted man or any opponent with the Marauder occupation; *Quick Draw*: +2 Initiative

MARAUDER

You make your living preying on the weak and the helpless, preferably by getting up close and personal with them so you can enjoy the spray of their warm blood as you kill them and take their stuff.

Professional Skills: Unarmed, Vehicles and Weapons

Improved Feats: *All-Out Attack*: your attack bonus is increased to 1.5 per -1 penalty you take on your Defense (-1 Defense for +1 attack, -2 Defense for +3 attack and so forth); *Handyman*: +3 damage with household melee weapons; *Enemy*: this feat applies to any character with an Allegiance to law, order, protect and serve or any character with the Lawman occupation; *Melee Smash*: +2 damage with melee attacks

MERC

You sell your military expertise to the highest bidder.

Professional Skills: Firearms, Outdoorsman and Vehicles

Improved Feats: *Attack Focus*: +2 attack rolls;

Dedicated (Greed): +3 bonus on skill checks and saves when offered a Wealth award equal to your character level; *Enemy*: this feat applies to anyone you have been hired to attack with a Wealth award at least equal to your Character level; *Strength Training 1*: +2 Strength

SCAVENGER

You are a crow, picking the bones of a dead civilization for profit and adventure.

Professional Skills: Outdoorsman, Perception and Stealth

Improved Feats: *Scrounging*: you gain a +5 on Outdoorsman checks for scrounging; *Self-Help 1*: +2 Wisdom; *Talented (Outdoorsman and Stealth)*: +4 to both skills; *Uncanny Dodge 1*: +2 Initiative

WANDERER

You prefer the solitude of the open road.

Professional Skills: Outdoorsman, Perception and Vehicles

Improved Feats: *All-Out Attack*: your attack bonus is increased to 1.5 per -1 penalty you take on your Defense

(-1 Defense for +1 attack, -2 Defense for +3 attack and so forth); *High Pain Threshold*: +2 hit points of natural healing; *Loner*: +2 saving throws when you are alone; *Poise*: your Wisdom modifier is considered +2 higher for purposes of this feat

CHARACTER DISADVANTAGES

The following new disadvantages are presented to represent the extreme adaptations characters and creatures have made to a rapidly changing environment.

BESTIAL (DSR 5)

You are not intelligent in the same way as a person. You cannot take a Background or Occupation, though you do still receive 2 perks. Anytime you are confronted with certain sensory stimuli, you react by hardwired behavior rather than conscious choice if you fail a DC 20 Will saving throw. This behavior varies as does its trigger and are determined by the game master. You gain Action Points whenever this hardwired behavior occurs.

This disadvantage also reduces the Reputation to 0.

Note: This disadvantage is only available to players with the game master's permission. It is mostly included to represent creatures.

ENVIRONMENTAL DEPENDENCE (VARIABLE)

You are highly adapted to a certain environment and suffer various penalties when outside that environment. You gain Action Points when one or more of your environmental penalties affect you during an adventure.

DSR 1 (Mild Dependence): You suffer a -4 penalty to Outdoorsman and Stealth checks when outside your chosen environment.

DSR 3 (Serious Dependence): You suffer a -2 penalty to attack rolls and a -4 penalty to all skill checks when outside your chosen environment.

DSR 5 (Extreme Dependence): You suffer a -4 penalty to attack rolls and to all skill checks, as well as a -2 penalty to all saving throws when outside your chosen environment.

DIURNAL/NOCTURNAL (VARIABLE)

You have a highly adapted day/night cycle and suffer various penalties when forced to operate during your usual "down time". You gain Action Points when one or more of your environmental penalties affect you during an

adventure.

DSR 1: You suffer a -4 penalty to Perception and Stealth checks during your usual down time.

DSR 3: You suffer a -2 penalty to attack rolls and a -4 penalty to all skill checks during your usual down time.

DSR 5: You suffer a -4 penalty to attack rolls and to all skill checks, as well as a -2 penalty to all saving throws during your usual down time.

SKILLS

The following new skill is presented to represent a character's control over their mutant abilities. If the campaign is using the powers system from *Supers*²⁰ to represent a world with much more extreme modifications, use the Power Control skill in place of the new skill presented below.

MODIFICATION CONTROL

CON

This skill represents practice and/or training in the use of your modifications. This skill is only available to those who select the Modification Level feat (see new feats below).

Additional Stunt (requires perk): Skilled power users can get more out of their modifications than unskilled users. Most of the modification feats below have stunts listed in their descriptions. Each time a character selects this perk, he can select one stunt for a power feat he possesses.

Push: In times of stress, you can call on reserves of energy to push your modifications to greater heights. On a skill check of 15 or higher, your powers operate at a higher power level for one minute. If this skill check fails, you are fatigued until you have 1 hour of rest.

Pushing affects all your modifications, causing them to operate as if you had more Modification Level feats than you actually do. The bonus to your power level is determined by your ranks in the Modification Control skill, as shown in the table below.

Alternately, you can push your modification level by double the amount on the table below, for a single round.

At the end of this time (10 rounds or 1 round) you are fatigued until you have 1 hour of rest (no combat, movement at greater than one-half speed, investigating or other taxing activities can be undertaken during this time).

If you are fatigued, you may still use this skill to push your modifications, but the

skill check DC is 20. Failing this skill check causes you to become exhausted. If you successfully use this skill to push your modifications, you are exhausted when the duration ends (either 10 rounds or 1 round).

You cannot use this skill to push your modifications if you are exhausted.

Stunt: This skill grants you a number of free perks that can only be used for power stunts, based on your ranks in this skill. For every 6 full ranks you possess in the Modification Control skill you gain a free perk that can only be used for power stunts. You gain 1 power stunt at 6 ranks, 2 at 12 ranks, 3 at 18 ranks and 4 at 23 ranks.

Ranks	Modification Level Bonus
4	+1
8	+2
12	+3
16	+4
20	+5
23	+6

FEATS

The following new feats are available in post-apocalypse campaigns. Many of these feats might be appropriate for a standard modern game with the game master's permission (especially Battlefield Medicine).

BATTLEFIELD MEDICINE

EMPATH

You have received specialized training in trauma medicine.

Prerequisite: Medicine 4 ranks

Benefit: Enables a character to heal damage through the use of modern medicines. See the medicines section below for more information.

BLASTER MASTER

BRAINIAC

You are highly skilled with energy weapons.

Prerequisite: Firearms 4 ranks

Benefit: You gain a +2 damage bonus with all directed energy weapons (all futuristic ranged weapons except the coil and rail weapons receive this bonus).

