MILLENNIUMS &

MUTATIONS

Post-Apocalyptic Rules for Use With the

Tunnels & Trolls™ Role-Playing Game

MILLENNIUMS &

MUTATIONS

Post-Apocalyptic Rules for Use With the

TUNNELS & TROLLS™ Role-Playing Game

Table of Contents

Introduction

The post-apocalyptic genre is one I find myself constantly exploring. I don't mean the theoretical "what if" scenarios you might see on some science television shows. I am more interested in the specific genre of "post-apocalyptic fantasy". This is where fantastical things happen without any question about the science of it all. No one questions why a house is still somewhat standing after 1,000 years. No one wonders why a can of beans is still edible after 100 years. Things like species mutation are left wide open to drastic interpretation...not hard scientific facts we know today.

This is what Millenniums & Mutations™ embraces. It doesn't take millions of years to have an intelligent humanoid bear walking the forest with a laser gun. Thanks to our fantastical radiation effects, it happens over centuries. These rules will provide you the framework to have adventures in this new world. You can be a human, or mix things up and make yourself a humanoid "whatever". If playing a barbarian exploring old New York interests you, or if trying to survive a world with intelligent humanoid apes is up your alley...then read on.

This is not a stand-alone game. You will need to get yourself a copy of the Tunnels & Trolls™ role-playing game created by Ken St. Andre. Any version should suffice. You will need that rule book to make Millenniums & Mutations™ a complete post-apocalyptic role-playing game. You can get Tunnels & Trolls™ from Flying Buffalo Inc. Their website is www.flyingbuffalo.com.

The rule book is not the only thing you'll need. You will also need a few six-sided dice (which can usually be found with many board games you may have in your home), paper, and pencils. So if you have all of those things, let's continue on.

Lost Past

Whatever happened to the Earth is unknown. No one knows how long ago anything occurred. It could have been a World War. Maybe it was an alien invasion. A plague could have wiped out all human life. Whatever it was, it allowed the planet to grow over the remains. Hiding any trace of what was. Did civilizations rise after the fall of man? If so, did they reach a higher level of advancement...only to wipe themselves out yet again? If aliens did invade, is there anything left behind from their attacks? These questions can only be answered by the Game Master. They alone can help the characters explore these mysteries.

Future Day

The world today is wild...with jungles, deserts, forests, and swamps. There are villages and cities throughout, but their technology is somewhat primitive. People farm, mine, raise cattle for food, and forge weapons from metal. Some technology is found and used, however. It is not uncommon to see a generator, car, or coffee maker around. Although civilizations lack the skills to build these items, they managed to figure out what these devices were for and how they work.

Centuries of mutations have created new forms of life. There are still humans about, but they are just as common as the other forms of intelligent humanoid life. It is not uncommon to encounter a humanoid cat, dog, cactus, or frog. You might find many of the smaller settlements with a particular type of humanoid, but the larger cities are abundant with different kinds.

World Unknown

Much of the world is unexplored. Not many venture far from the dirt roads and trails that connect settlements. What lies out there is a mystery. Below are examples that a Game Master can cultivate into adventures…

1. A structure stands a few feet high. A rusty door is found that opens into a stairwell, leading into the darkness below. Those that enter have no idea that this is just the top of an ancient building, which can lead 800 feet below the surface. What dangers lie within?

2. The rusty hull of an aircraft carrier protrudes from the mountain side. Various moans and screams come from within.

3. A gigantic metal dome is found in the forest. A city of pure humans is within the dome. They have technology never before seen by anyone from the outside.

4. An old alien spacecraft is found floating less than a mile off the coast. It appears to be very old, as rust and barnacles can be seen on the hull. You notice a loose hatch on top of the craft.

5. A ruined city is discovered, where the buildings are covered in moss and thick vines. The rusty skeletons of vehicles are barely sticking out from the mud and dirt. Shadows can be seen passing by some of the windows.

6. A cybernetic human has built a fortress in the nearby swamps. Bent on conquest, he has managed to assemble an army of robots. Who will stop this madman?

7. An ancient laboratory has been discovered in a mine shaft of an iron dig. What medical miracles can be found here?

8. A recent mudslide has revealed the entrance to what was once a huge shopping mall. The shatter-proof glass still intact. Its hallways dark and void of life…so you think.

These are just a small fraction of ideas one can create adventures around in this new Earth. Whatever inspiration you can take from movies, comics, television, or books…try and incorporate that into your world.

Creating Characters

Character creation differs in Millenniums & Mutations™, as there are no elves, dwarves, or fairies in the land. There are humans, which are the baseline, but there are many other kindred available in mutant form. At the end of these rules, there are a couple of different character sheets you can use depending on the T&T™ rules you are using.

Kindred

You can make a human or some type of humanoid mutant. All characters are the same in form. They have two legs, two arms, and a head (some that are able to fly do have wings, however). Humanoid spiders for example do not have 6 legs. This keeps the game world simple in terms of driving ancient vehicles or wearing the same types of armor. Below are many types of humanoids you can create.

MILLENNIUMS & MUTATIONS

Name _____ Kin _____
Type _____ Gender _____
Hgt _____ Level _____
Wgt _____ AP _____

Str ___ + ___   Con ___ + ___
Dex ___ + ___   Int ___ + ___
Lck ___ + ___   Cha ___ + ___

Weapons & Armor

Combat Adds +   Hits
Hits/Dice + Adds   Str   Dex   Rng
_____ + ___ ___ ___ ___
_____ + ___ ___ ___ ___

HUMAN KINDRED

Type	Abilities Possible
Human	Clever, Endurance

TYPES OF KINDRED ANIMALS

Type	Abilities Possible
Aardvark	Bite
Alligator	Bite, Tail, Swim
Anteater	Bite, Tracker
Antelope	Antlers, Reflex, Run
Ape	Carry, Claw, Climb, Prehensile Feet
Armadillo	Bite, Protection, Tracker
Baboon	Carry, Claw, Climb, Prehensile Feet
Badger	Bite, Claw
Bat	Bite, Fly, Sonic
Bear	Bite, Claw, Strong

Type	Abilities Possible
Beaver	Swim, Tail
Boar	Tusks
Buffalo	Horns, Run, Strong
Bull	Horns, Strong
Camel	Carry, Endurance
Cat	Bite, Claw, Stealthy, Lucky
Chameleon	Prehensile Tail, Tail, Stealthy
Cheetah	Bite, Claw, Reflex, Run
Chicken	Peck
Chimpanzee	Carry, Claw, Climb
Chipmunk	Bite, Climb, Run, Lucky
Cobra	Fangs, Reflex
Cougar	Bite, Claw
Cow	Horns
Coyote	Bite, Claw

Type	Abilities Possible	Type	Abilities Possible
Crab	Gills, Pincers, Protection	Mink	Bite, Claw, Lucky
Crane	Fly	Mole	Burrow, Sight
Crocodile	Bite, Swim, Tail	Monkey	Climb, Rascal, Tail
Crow	Fly, Peck	Moose	Antlers
Deer	Antlers, Run	Mouse	Bite, Lucky
Dog	Bite, Tracker	Mule	Carry, Kick
Dolphin	Sonar, Swim	Muskrat	Bite, Claw, Swim
Donkey	Carry, Kick	Opossum	Bite, Claw, Toxin
Duck	Fly, Peck, Swim	Ostrich	Peck, Run
Eagle	Fly, Peck, Talons	Otter	Bite, Swim
Eel	Electrocute, Gills, Swim	Owl	Fly, Peck, Talons
Elephant	Stomp, Strong, Tusks	Ox	Horns, Strong
Elk	Antlers	Panda	Bite, Claw, Strong
Falcon	Fly, Peck, Talons	Panther	Bite, Claw, Tracker
Ferret	Bite, Lucky, Rascal	Parrot	Fly, Peck
Fish	Gills, Swim	Pelican	Fly
Fox	Bite, Claw, Lucky	Penguin	Peck, Swim
Frog	Jump, Swim, Tongue	Platypus	Swim, Tail
Gerbil	Bite	Porcupine	Climb, Quills
Goat	Horns	Puma	Bite, Claw, Tracker
Gopher	Burrow	Rabbit	Bite, Jump, Run
Gorilla	Carry, Claw, Climb, Prehensile Feet	Raccoon	Bite, Claw
		Ram	Horns
Hare	Bite, Jump, Run	Rat	Bite, Claw
Hawk	Fly, Peck, Talons	Raven	Peck, Fly
Hippopotamus	Chomp, Punch, Strong	Rhinoceros	Horn, Strong
Horse	Run	Salamander	Prehensile Tail, Tail
Hyena	Bite, Claw	Seahorse	Swim, Prehensile Tail, Tail
Iguana	Bite, Prehensile Tail, Tail		
Jackal	Bite, Claw		
Jaguar	Bite, Claw, Tracker		
Kangaroo	Jump		
Koala	Bite, Climb		
Leopard	Bite, Claw, Tracker		
Lion	Bite, Claw, Run		
Lizard	Bite, Prehensile Tail, Tail	Seal	Swim
Lobster	Gills, Pincers, Protection	Shark	Bite, Gills, Swim
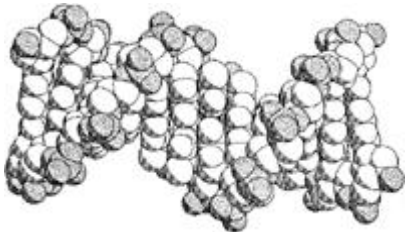
Type	Abilities Possible
Skunk	Spray
Snake	Fangs, Reflex
Squid	Gills, Ink, Swim
Squirrel	Bite, Climb, Crafty, Lucky
Tiger	Bite, Claw, Tracker
Toad	Jump, Tongue
Turkey	Peck
Turtle	Bite, Protection
Walrus	Strong, Tusks
Weasel	Bite, Claw, Lucky
Wolf	Bite, Claw, Tracker
Wolverine	Bite, Claw
Woodchuck	Bite, Burrow
Worm	Bite, Burrow
Zebra	Run

TYPES OF KINDRED PLANTS

Type	Abilities Possible
Cactus	Spines
Tree	Bark, Sap
Flower	Pollen
Vines	Tangle

Type	Abilities Possible
Moss	Spores
Fungus	Sight, Spores
Shrub	Thorns

TYPES OF KINDRED INSECTS

Type	Abilities Possible
Ant	Bite, Burrow, Carry
Bee	Fly, Stinger
Beetle	Bite, Fly, Protection
Cockroach	Bite, Radiation
Cricket	Jump, Reflex
Dragonfly	Bite, Fly
Fly	Bite, Fly, Reflex
Hornet	Fly, Stinger
Locust	Bite, Fly
Mantis	Bite, Stealthy
Mosquito	Bite or Stinger, Fly
Scorpion	Pincers, Stinger
Spider	Climb, Reflex, Web
Tick	Bite
Wasp	Fly, Stinger

Abilities

Abilities are optional features for your kindred type that are shown in the previous tables. You may choose to take none of those abilities, or you may take all of the ones available for the kindred you chose. There are some penalties for taking these abilities, which are described in the following table.

Abilities Chosen	Penalty Effect
0	No penalty
1	One starting attribute is reduced by 25%, rounded up.
2	Two starting attributes are reduced by 25%, rounded up.
3	Three starting attributes are reduced by 25%, rounded up.
4	Four starting attributes are reduced by 25%, rounded up.

To determine the starting attribute that is reduced by half, roll the dice on the tables below. Roll against the table that more closely resembles your rule set. If you need to roll for more than 1 attribute (meaning you took 2 or more abilities), and you roll the same attribute a second, third, or fourth time...then the results are ignored. This is the "gambling" part of this mutation process. You may have selected 4 abilities, but you could get lucky and roll the same attribute 4 different times...thus only suffering the 25% value penalty on only one of your attributes. No attribute can go lower than 3.

	T&T™ 5e		T&T™ 7e
1d6	Attribute	3d6	Attribute
1	Strength	3-4	Strength
2	Dexterity	5-6	Dexterity
3	Luck	7-8	Luck
4	Constitution	9-10	Constitution
5	Intelligence	11-12	Intelligence
6	Charisma	13-14	Charisma
		15-16	Speed
		17-18	Wizardry (Power)

Many of the abilities have a similar result than others in this listing, but they are all provided in alphabetical order so you can quickly see what your humanoid is capable of doing with their chosen abilities. Remember, you do not need to select "any" of the abilities available for your chosen kindred.

Ability	Description
Antlers	An extra attack that allows an additional combat dice for the round.
Bark	Provides an addition 5 armor points to one's HITS score.
Bite	An extra attack that allows an additional combat dice for the round.
Burrow	Can burrow through the ground at half the land travel speed.
Carry	Can carry twice as many items than the average person.
Chomp	An extra attack that allows an additional combat dice for the round.
Claw	Fighting unarmed allows an additional combat dice for the round.
Clever	Provides an extra dice to be used when making any INT SR's to figure out a piece of technology.
Climb	Can climb most surfaces at land travel speed.
Crafty	Provides an extra dice to be used when making any SR's for security skills.
Electrocute	If one of the opponents loses the combat round, and fails to make an L1SR vs. STR, then there is an additional 1d6 damage. Electricity is only useable twice per day.
Endurance	Can multiply their starting CON by 2.
Fangs	If one of the opponents loses the combat round, and fails to make an L1SR vs. CON, then there is an additional 1d6 damage per round thereafter. Venom is only useable twice per day.
Fly	Can fly 10' per level, per day.
Gills	Can breathe underwater.
Horns	An extra attack that allows an additional combat dice for the round.
Ink	Can perform a ranged attack that can blind a target for 1d6 rounds. Ink is only useable twice per day.
Jump	Can jump a 20' distance or 8' high.
Kick	An extra attack that allows an additional combat dice for the round.
Lucky	Can multiply their starting LCK by 2.
Peck	An extra attack that allows an additional combat dice for the round.
Pincers	Fighting unarmed allows an additional combat dice for the round.
Pollen	Can create a cloud of that will consume a 20' area and lasts for 1d6 rounds. This causes low visibility and can help in escape. This is only useable twice per day.
Prehensile Feet	Can hold items with their feet, but cannot use weapons with it. Must not be wearing shoes or boots.
Prehensile Tail	Can hold items with their tail, but cannot use weapons with it.
Protection	Provides an addition 5 armor points to one's HITS score.
Punch	Fighting unarmed allows an additional combat dice for the round.
Quills	An extra attack that allows an additional combat dice for the round.
Radiation	Provides an extra dice to be used when making any SR's for radiation.
Rascal	Provides an extra dice to be used when making any SR's for pilfering skills.

Ability	Description
Reflex	Can multiply their starting DEX (or SPD if 7e) by 2.
Run	Can run at twice the normal speed.
Sap	Can perform a ranged attack that can immobilize a target for 1d6 rounds. This is only useable twice per day.
Sight	Can see in complete darkness.
Sonar	Can detect creatures behind 1' thick objects or in darkness.
Sonic	Can see in complete darkness with the use of low volume sound.
Spines	An extra attack that allows an additional combat dice for the round.
Spores	Can create a cloud of that will consume a 20' area and lasts for 1d6 rounds. This causes low visibility and can help in escape. This is only useable twice per day.
Spray	If one of the opponents loses the combat round, and fails to make an L1SR vs. DEX (or SPD if 7e), then they are blinded for 1d6 rounds. Spray is only useable twice per day.
Stealthy	Provides an extra die to be used when making any SR's for sneaking skills.
Stinger	If one of the opponents loses the combat round, and fails to make an L1SR vs. CON, then there is an additional 1d6 damage per round thereafter. Venom is only useable twice per day.
Stomp	An extra attack that allows an additional combat dice for the round.
Strong	Can multiply their starting STR by 2.
Swim	Can swim at land travel speed.
Tail	An extra attack that allows an additional combat dice for the round.
Talons	Fighting unarmed allows an additional combat dice for the round.
Tangle	If one of the opponents loses the combat round, and fails to make an L1SR vs. STR, then they are wrapped in vines for 1d6 rounds. Tangle is only useable twice per day.
Thorns	An extra attack that allows an additional combat dice for the round.
Tongue	Can quickly grab a small item 6 feet away.
Tracker	Provides an extra dice to be used when making any SR's for tracking skills.
Tusks	An extra attack that allows an additional combat dice for the round.
Web	Can perform a ranged attack that can immobilize a target for 1d6 rounds. This is only useable twice per day.

Mutations

Characters do not need to be simply humanoid versions of creatures we know. Humans don't have to be like you or I. You can have a green skinned human, or a humanoid shark with red feathers and 3 eyes. Below are some optional tables you can use to make your character more unique in appearance for this twisted world.

TABLE 1: WINGS

Roll 1d6	Wing Type
1-2	Bat
3-4	Bird
5-6	Insect

TABLE 2: SKIN

Roll 1d6	Skin Type
1	Feathers
2-3	Fur
4	Scales
5-6	Skin

TABLE 3: COLORS

Roll 4d6	Color
4	Black
5-6	Blue
7	Blue-Green
8	Brown
9	Forest-Green
10	Gold
11	Gray
12-13	Green
14	Orange
15	Purple
16-17	Red
18	Silver
19	Tan
20	Violet
21	White
22-23	Yellow
24	Yellow-Green

TABLE 4: COLOR VARIATION

Roll 2d6	Color Variation
2-3	Bright
4-5	Dark
6	Deep
7	Dirty
8	Dull
9-10	Light
11	Shiny
12	Vibrant

TABLE 5: EYES

Roll 1d6	Number of Eyes
1	1 eye
2	2 eyes
3	3 eyes
4	4 eyes
5	5 eyes
6	6 eyes

TABLE 6: HEIGHT & WEIGHT

Roll 3d6	Height	Weight
3	4'	75 lbs
4	4', 6"	105 lbs
5-6	5'	150 lbs
7-9	5', 6"	170 lbs
10-13	6'	200 lbs
14-15	6', 6"	250 lbs
16	7'	320 lbs
17	7', 6"	380 lbs
18	8'	400 lbs

NOTE: These tables should help you stray away from the common "humanoid" and create a species that will be fun and unique to play.

TABLE 7: EYE SIZE

Roll 1d6	Eye Size
1-3	Average
4	Small
5	Large
6	Bulbous

TABLE 8: LIMBS

Roll 1d6	Skin Type
1	Large
2	Long
3	Muscular
4	Short
5	Small
6	Thin

Character Types

You may decide to have a world similar to literary stories of fantasy worlds that have sprung on a long forgotten Earth. If this is your story direction, then the character types can be left intact from the T&T™ rules. You can also use the kindred from T&T™ as well.

If you are going with the sorcery & super-science aspect (which is the default tone of Millenniums & Mutations™), maybe decide if you want to label it as psionic power, or magical power. This is just a label but it sets the tone for your game world. Sorcerers can still train magic to other Sorcerers, while a Psionicist can teach another Psionicist how to tap into their mind's abilities. But really, character types are essentially the same as in T&T™. You may want to give them a different name for atmosphere. Below are some examples...

Warrior	Rogue	Wizard
Mercenary	Thief	Sorcerer
Commando	Scout	Psionicist
Barbarian	Spy	Mystic

Economy

The most common form of currency in Millenniums & Mutations™ is a mineral called puxulite (px). People often simply use the term "pux" to discuss currency values. Puxulite came into existence due to an atmospheric radiological event that slowly turned some iron and steel into this substance. It is a crystal that is green in color. When found, it is often broken down into 1 inch pieces to be used for a more precise form of currency, each piece weighing almost an ounce.

Puxulite is valuable due to its stored energy. Many can take puxulite and power generators or heat homes. Some have been able to liquefy it and use it for devices that required petroleum. Due to the chaotic formation of this substance, one could stumble across it in the strangest of places. They can find it on the walls of caves, or they can open an ancient foot locker and find the contents inside were turned to puxulite.

Equipment

Characters need equipment if they are going to venture into this strange world. Below is a listing of equipment commonly found in most settlements. Each item has a cost in puxulite. Characters begin their journey with 4d6*x*10 pux.

Weapons

WEAPONS - BOW

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Arrow (24)	-	-	-	40px	1	-
Bow	5 + 3	20	16	175px	2	150y
Composite Long Bow	6 + 5	15	18	500px	2	220y
Long Bow	6 + 3	25	17	250px	2	160y
Short Bow	4 + 3	15	15	100px	2	140y

WEAPONS - CROSSBOW

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Bolt (10)	-	-	-	5px	1	-
Crossbow	5	15	10	250px	2	100y
Hand Crossbow	3	8	12	150px	1	40y
Heavy Crossbow	6 + 3	17	10	400px	2	100y
Light Crossbow	4	12	10	170px	2	90y
War Crossbow	8	15	10	600px	2	100y

WEAPONS - DAGGER

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Battle Dagger	2 + 5	6	6 / 30	30px	1	15y
Dagger	2	1	3 / 14	10px	1	10y
Dirk	2 + 1	1	4 / 10	18px	1	10y
Hunting Dagger	2	10	12	25px	1	-
Knife	1 + 2	1	1 / 7	3px	1	5y
Kris	2 + 3	8	5 / 20	120px	1	10y
Large Dagger	2 + 3	1	4 / 23	20px	1	10y
Long Dagger	2 + 1	1	2 / 15	14px	1	10y
Stiletto	2 - 2	1	1 / 8	5px	1	5y
Throwing Knife	2 + 1	7	6 / 12	15px	1	10y

WEAPONS - HAFTED

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Axe	3	8	4	20px	1	-
Battle Axe	6 + 3	21	10	140px	2	-
Battle Hammer	5 + 2	18	8	95px	2	-
Broad Axe	4	17	8	100px	1	-
Cleaver	3 + 1	8	3	5px	1	-
Club	3	5	3	15px	1	-
Crowbar	3 + 3	12	4	12px	2	-
Dagger Mace	3 + 4	15	7	100px	1	-
Executioner Axe	4 + 4	14	11	130px	2	-
Great Axe	5 + 3	20	10	110px	2	-
Hatchet	2 + 3	6	6	8px	1	-
Heave Mace	6 + 4	18	4	150px	2	-
Heavy Flail	4 + 4	20	15	55px	1	-
Light Flail	3 + 4	19	13	100px	1	-
Mace	5 + 2	17	3	120px	2	-
Morningstar	5	17	11	140px	1	-
Pickaxe	3	15	10	15px	1	-
Sickle	4 + 1	11	7	110px	1	-
Sledgehammer	4	15	6	90px	2	-
Spiked Club	3 + 2	6	5	18px	1	-
Spiked Warhammer	6	18	10	125px	2	-
Throwing Axe	3 + 2	9	12	70px	1	-
War Axe	6 + 2	25	8	180px	2	-
Warhammer	5 + 1	16	3	85px	1	-
Woodsman Axe	3	10	9	7px	2	-

WEAPONS - POLEARM

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Bardiche	6 + 2	15	12	200px	2	-
Halberd	6	16	12	200px	2	-
Pike	6	15	12	160px	2	-
Pitchfork	3 + 2	10	7	20px	2	-
Pole Axe	7	14	13	210px	2	-
Pole Cleaver	5 + 3	15	9	160px	2	-
Scythe	4 + 3	11	7	80px	2	-
Short Halberd	4 + 1	13	9	110px	2	-

WEAPONS - RANGED

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Blowpipe	0 + 1	1	1	10px	1	35y
Boomerang	2 + 3	11	11	50px	1	60y
Darts (30)	-	-	-	5px	1	-
Sling	2	5	10	5px	1	50y
Sling Stone (100)	-	-	-	3px	1	-

WEAPONS - SPEAR

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Forkspear	5 + 2	14	12	110px	2	-
Harpoon	4 + 3	14	12	80px	1	30y
Javelin	2	5	7	10px	1	10y
Lance	5	20	18	60px	2	10y
Long Spear	5	12	10	40px	2	10y
Short Spear	2 + 3	7	12	20px	1	10y
Spear	3 + 3	8	8	15px	1	15y
Trident	4 + 3	10	10	60px	1	5y
War Spear	4 + 2	13	8	90px	2	-
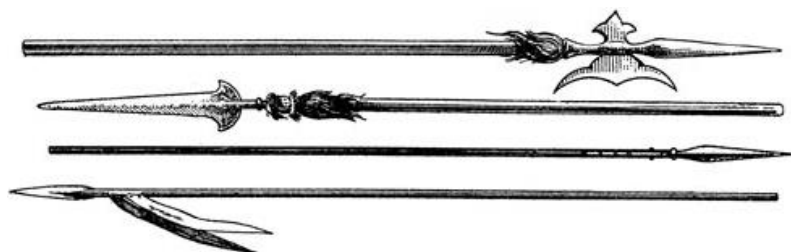
WEAPONS - SWORD

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Bastard Sword	7 + 1	21	18	375px	2	-
Broadsword	3 + 4	15	10	140px	1	-
Cutlass	3 + 3	8	11	100px	1	-
Fencing Sword	2 + 1	7	14	25px	1	-
Great Sword	7 + 2	22	18	400px	2	-
Long Sword	5 + 2	17	14	220px	2	-
Rapier	3 + 4	10	14	160px	1	-
Saber	3 + 5	9	10	110px	1	-
Scimitar	4	10	11	120px	1	-
Short Saber	3 + 1	7	5	40px	1	-
Short Sword	3	7	3	35px	1	-
Two-Handed Sword	7 + 3	25	15	360px	2	-

WEAPONS - MISC

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Blackjack	1 + 3	4	12	5px	1	-
Brass Knuckles	2	2	3	20px	2	-
Bullwhip (12`)	4	15	14	40px	1	5y
Grapple Hook & Rope (30`)	1 + 1	3	8	15px	2	10y
Large Caltrop (10)	2	-	-	30px	1	-
Lasso (30`)	1 + 2	7	15	25px	1	10y
Net	-	8	12	8px	1	-
Quarterstaff	2	10	8	10px	2	-
Small Caltrop (50)	1	-	-	20px	1	-
Spiked Punching Gloves	2 + 2	2	3	3px	1	-
Strangle Rope	1 + 3	8	14	5px	1	-
Throwing Star (10)	1 + 3	10	15	50px	1	15y
Tiger Claws	1	2	10	30px	1	-

Armor

ARMOR - ARMS

Name	HITS	STR	Cost
Bracers	2	2	10px
Gauntlets	2	2	20px

ARMOR - CHEST

Name	HITS	STR	Cost
Chain Mail Chest Piece	4	4	150px
Heavy Cloth Shirt	1	2	15px
Plate Mail Chest Piece	5	4	250px
Ring Mail Chest Piece	2	2	110px
Scale Mail Chest Piece	3	3	140px
Studded Leather Jacket	2	2	40px

ARMOR - HEAD

Name	HITS	STR	Cost
Chain Coif	2	2	10px
Full Helm	3	2	20px
Helm	2	2	15px
Leather Cap	1	2	10px

ARMOR - LEGS

Name	HITS	STR	Cost
Leather Leggings	2	2	20px
Metal Leggings	4	3	130px

ARMOR - SHIELD

Name	HITS	STR	Cost
Buckler	2	2	20px
Great Shield	7	14	130px
Heater Shield	5	10	65px
Kite Shield	6	12	130px
Shield	4	4	80px
Tower Shield	6	12	100px
Wooden Shield	3	2	10px

ARMOR - SUIT

Name	HITS	STR	Cost
Banded Mail Armor	13	13	320px
Chain Mail Armor	12	12	250px
Cloth Armor	1	3	20px
Heavy Cloth Armor	3	6	50px
Heavy Plate Mail Armor	20	19	1300px
Leather Armor	5	7	50px
Plate Mail Armor	18	16	460px
Ring Mail Armor	8	10	210px
Scale Mail Armor	9	13	200px
Splint Mail Armor	13	14	435px
Studded Leather Armor	7	8	170px

Items

ITEM	Cost	ITEM	Cost
Bedroll	2px	Charcoal (10 lbs)	2px
Bell	3px	Climbing Peg (5 ea)	1px
Blanket	1px	Dice, Ivory	1px
Block & Tackle	5px	Dice, Ivory (loaded)	4px
Book, Blank (100 pg)	220px	Fish Hook (12 ea)	1px
Bottle, Glass	1px	Fishing Net (25 sq ft)	5px
Candle (4 ea)	1px	Flask, Leather	3px
Chain, Iron (1 ft)	1px	Flint & Steel	1px
Chalk (6 ea)	1px	Glue (2 oz)	2px

ITEM	Cost
Grappling Hook	1px
Hacksaw	2px
Hammer & Chisel	5px
Ink (2 oz)	1px
Iron Spikes (dozen)	1px
Jar, Glass	2px
Kettle, Iron	8px
Ladder, Folding (10 ft)	15px
Lantern	7px
Lens, Magnifying	5px
Manacles	15px
Metal File	2px
Mirror (1 sq/ft)	15px
Oil, Lamp (pint)	1px
Padlock with Key	6px
Paint (1 gallon)	2px
Paint Brush	1px
Paper (1 sheet)	4px
Pen	4px
Pencil	2px
Pipe Tobacco	1px
Pipe, Smoking	2px
Pliers	1px
Pole (10 ft)	1px
Pot, Iron	2px
Quill	1px
Razor	1px
Rope, Hemp (50 ft)	1px
Rope, Silk (50 ft)	10px
Scissors	5px
Shovel	4px
Skillet	1px
Spyglass	900px
Strap, Leather (3 ft)	1px
String (50 ft)	1px
Tent	10px
Tinderbox	1px
Torch (4 ea)	1px
Waterskin (3 pint)	1px
Whetstone	1px

ITEM	Cost
Whistle	1px

● *CLOTHING* ●

ITEM	Cost
Belt, Leather	4px
Belt, Leather, Wide	6px
Blouse	4px
Boots, Heavy	12px
Boots, High, Hard	12px
Boots, High, Soft	5px
Boots, Low, Hard	3px
Boots, Low, Soft	1px
Boots, Soft	1px
Cap, Cloth	2px
Cap, Leather	4px
Cloak, Fur	8px
Gloves, Leather	8px
Hat	7px
Robe, Linen	3px
Shirt	4px
Shoes, Common	5px
Trousers	8px

● *CONTAINERS* ●

ITEM	Cost
Backpack, Leather	8px
Bag, Leather, Large	3px
Bag, Leather, Medium	2px
Bag, Leather, Small	1px
Barrel, Wooden	2px
Box, Iron, Large	28px
Box, Iron, Small	9px
Box, Wooden, Large	6px
Box, Wooden, Small	1px
Bucket, Iron	8px
Bucket, Wooden	3px
Pouch, Belt, Large	4px
Pouch, Belt, Small	2px
Quiver (holds 12 arrows)	1px
Quiver (holds 12 bolts)	1px
Quiver (holds 24 arrows)	3px
Quiver (holds 24 bolts)	3px

ITEM	Cost	ITEM	Cost
● *PROVISIONS* ●		Pig	3px
Alcohol (pint)	2px	Pigeon	1px
Beer (pint)	1px	Piglet	1px
Berries, Bag	1px	Pony	12px
Bread	2px	Reins, Bit & Bridle	2px
Cheese	3px	Saddle & Stirrups	10px
Cider (pint)	4px	Saddle Bags, Large	4px
Fruit	3px	Saddle Bags, Small	3px
Meat	9px	Saddle Blanket	2px
Nuts, Bag	2px	Sheep	2px
Rations (week)	12px	Songbird	1px
Vegetable	3px		
Wine (pint)	5px	● *TRAVEL* ●	
		Animal, Cart	50px
● *ANIMALS* ●		Boat, River	4,000px
Camel	30px	Boat, Sailing	2,000px
Chicken	1px	Boat, Small	75px
Cow, Beef	8px	Canoe	55px
Cow, Milk	4px	Cart	25px
Dog, Guard	25px	Galley, Large	25,000px
Dog	17px	Galley, Small	10,000px
Donkey	8px	Raft	50px
Elephant	900px	Wagon	150px
Goat	1px	Wagon, Large	250px
Grain, Horse	3px	Wagon, Small	100px
Harness	12px		
Hawk, Large	40px	● *SERVICES* ●	
Hawk, Small	18px	Docking (per day)	2px
Horse, Riding	40px	Inn, Common (per night)	3px
Horse, War, Heavy	500px	Inn, Good (per night)	5px
Horse, War, Light	200px	Inn, Poor (per night)	1px
Horse, War, Medium	350px	Stabling (per day)	5px
Mule	18px		

NOTE: The animals that can be purchased are listed with their real world names. It is up to the Game Master to come up with a mutated alternative if they wish to add more flavor to the animal. For example, you don't have to settle for a riding horse…but instead can have a <u>centidon</u> (a giant centipede that eats leaves, is blue in color, and can be used to ride around and travel the world).

Identification

Items will be discovered on the characters' adventures. They may be simplistic ancient items, alien objects, or futuristic hi-tech items. Any chance to learn the truth of these items will require an SR vs. INT, with the difficulty based on the item found.

EXAMPLE: Bork, the humanoid tiger, finds a laser pistol in a pile of rubble in an ancient ruined city. The game master informs the player that Bork needs to make an L4SR vs. INT in order to figure out how the item works. Bork's intelligence is 28 so the value needing to be rolled on 2 dice is "7" or better (35 – 28 = 7). Bork rolls a "9", which allows him to discover how to use the laser pistol…which becomes his new weapon.

Scavenging

One of the common goals many explorers have is scavenging. Out of all the ancient office buildings, stores, laboratories, and homes…there are things from the past that someone today will find very useful and valuable. Here you are provided with over 300 items that one may find from the past. Each one has a trade-in value for general sale or bartering. There is also an SR value for each item to see if the character can identify it and figure out how it works or what it is for.

To use the table below, roll 3 dice and add them together. This gives you the number you need for the first column. Then roll 4 dice and add them together. This gives you the number you need in the second column. This will then indication the item found.

3d6	4d6	Item	SR vs. INT	Value
3	4	address book, leather	None	12px
3	5	adhesive bandages, fabric, box of 30	L1SR	1px
3	6	air compressor, electric, portable	L3SR	25px
3	7	air mattress	L1SR	38px
3	8	air pump, manual	L2SR	12px
3	9	air purifier	L3SR	44px
3	10	answering machine	L3SR	30px
3	11	antiseptic, bottle, 16 ounces	L1SR	26px
3	12	audio cassette	L2SR	10px

3d6	4d6	Item	SR vs. INT	Value
3	13	audio cd	L2SR	20px
3	14	baby bottle	L1SR	4px
3	15	baby monitor and receiver	L3SR	40px
3	16	baking pan	None	8px
3	17	bandage, large	None	6px
3	18	baseball	None	3px
3	19	baseball glove	None	45px
3	20	basketball	None	27px
3	21	bathroom scale	L2SR	30px
3	22	battery	L3SR	12px
3	23	battery charger, solar powered	L3SR	30px
3	24	bb gun	L2SR	30px
4	4	bb gun ammo, 1,000 in a carton	L1SR	6px
4	5	bed sheet	None	15px
4	6	bell, small, metal	None	2px
4	7	bicycle	L2SR	90px
4	8	bicycle basket	L1SR	35px
4	9	bicycle bell	L1SR	10px
4	10	bicycle helmet	None	20px
4	11	binoculars	L3SR	35px
4	12	blood pressure cuff	L3SR	16px
4	13	board game	L2SR	16px
4	14	book, animals	L2SR	5px
4	15	book, art	L1SR	6px
4	16	book, biology	L4SR	10px
4	17	book, carpentry	L2SR	25px
4	18	book, chemistry	L4SR	50px
4	19	book, children story	L1SR	9px
4	20	book, computers	L4SR	120px
4	21	book, cooking	L2SR	14px
4	22	book, economics	L3SR	1px
4	23	book, electronics	L4SR	120px
4	24	book, fishing	L2SR	22px
5	4	book, gardening	L2SR	29px
5	5	book, genetics	L4SR	150px
5	6	book, geography	L1SR	43px
5	7	book, health	L3SR	32px

3d6	4d6	Item	SR vs. INT	Value
5	8	book, history	L2SR	59px
5	9	book, humor	L1SR	3px
5	10	book, hunting	L1SR	37px
5	11	book, language	L3SR	2px
5	12	book, law	L3SR	2px
5	13	book, math	L4SR	29px
5	14	book, mechanics	L4SR	120px
5	15	book, medicine	L4SR	150px
5	16	book, politics	L3SR	9px
5	17	book, psychology	L4SR	7px
5	18	book, relationships	L2SR	3px
5	19	book, science	L4SR	130px
5	20	book, sports	L1SR	17px
5	21	book, story	L1SR	9px
5	22	book, survival	L1SR	63px
5	23	book, travel guide	L1SR	37px
5	24	bowling ball	L1SR	60px
6	4	bowling pin	L1SR	5px
6	5	box cutter, folding	None	29px
6	6	box, fire/water proof, with key	L2SR	35px
6	7	boxing gloves	None	21px
6	8	broom	None	8px
6	9	bug zapper	L3SR	45px
6	10	cable cutting pliers	L2SR	8px
6	11	cable ties, bag of 100	L1SR	10px
6	12	calculator, solar	L3SR	22px
6	13	camera, digital	L3SR	500px
6	14	camera, IR, wireless	L3SR	200px
6	15	camping tent, 8 person	None	100px
6	16	can opener, electric	L3SR	16px
6	17	can opener, hand operated	L2SR	10px
6	18	candle	None	8px
6	19	cane	None	9px
6	20	carbon monoxide detector	L3SR	40px
6	21	cart, dolly	L1SR	125px
6	22	cash box, metal, with key	L2SR	20px
6	23	caution tape, 500 feet	None	8px

3d6	4d6	Item	SR vs. INT	Value
6	24	c-clamp	L1SR	3px
7	4	cellular phone	L3SR	170px
7	5	ceramic bowl	None	25px
7	6	chemical suit, encapsulated	L3SR	1,021px
7	7	chisel	None	8px
7	8	circular saw	L2SR	50px
7	9	claw hammer	None	8px
7	10	clip lamp	L1SR	10px
7	11	clock, digital, radio	L3SR	27px
7	12	clothes iron, electric	L3SR	25px
7	13	coffee maker, 1 cup, electric	L3SR	18px
7	14	comforter	None	40px
7	15	comic book	L1SR	2px
7	16	computer mouse, wired	L3SR	14px
7	17	computer mouse, wireless	L3SR	32px
7	18	computer speakers	L3SR	13px
7	19	controller, video game	L3SR	20px
7	20	cooler, wheeled, 50 quart	L1SR	46px
7	21	crayons, 15 colors	None	3px
7	22	crescent wrench	L1SR	14px
7	23	crimping tool	L1SR	15px
7	24	crowbar	None	13px
8	4	crutch, aluminum	L1SR	30px
8	5	cuckoo clock	L3SR	277px
8	6	cup cake pan, metal	None	11px
8	7	desk lamp	L1SR	17px
8	8	desk stapler	L1SR	6px
8	9	digital music player (8GB with cable)	L3SR	205px
8	10	digital thermometer, cooking	L3SR	18px
8	11	dog bowl	None	10px
8	12	dog collar, nylon	None	7px
8	13	dog collar, spiked	None	29px
8	14	drill bits, 20 bits	L3SR	54px
8	15	drill, electric	L3SR	140px
8	16	drill, hand crank	L2SR	10px
8	17	duct tape, 100 feet	L1SR	10px
8	18	dust pan	None	4px

3d6	4d6	Item	SR vs. INT	Value
8	19	DVD blank	L2SR	1px
8	20	DVD movie	L2SR	25px
8	21	electric kettle	L3SR	17px
8	22	electric sander	L3SR	25px
8	23	electrical extension cord, 10 feet	L2SR	1px
8	24	electrical tape, 100 feet	L1SR	14px
9	4	electronics cable, 5 feet	L2SR	5px
9	5	etch-a-sketch	L2SR	15px
9	6	fan, 18 inch	L3SR	53px
9	7	fax machine	L3SR	40px
9	8	fire escape ladder, portable	None	75px
9	9	fire extinguisher	L2SR	36px
9	10	first aid kit	L2SR	35px
9	11	first aid tape, 20 feet	L1SR	3px
9	12	fish bowl	L1SR	11px
9	13	fish finder, electric	L3SR	450px
9	14	fishing hooks, box of 20	None	3px
9	15	fishing pole	None	21px
9	16	flashlight	L1SR	11px
9	17	floss, 20 foot roll	L2SR	4px
9	18	flute	L2SR	6px
9	19	flying disc, toy, plastic	L2SR	18px
9	20	folding shovel	L1SR	10px
9	21	food blender	L3SR	70px
9	22	frying pan	None	16px
9	23	funnel, metal	None	13px
9	24	garden hoe	None	28px
10	4	garden hose, 100 feet	L1SR	25px
10	5	gas can, 1 gallon	None	15px
10	6	glasses	L1SR	17px
10	7	globe	L2SR	45px
10	8	golf ball	L1SR	1px
10	9	golf club	L1SR	25px
10	10	golf tees, bag of 400	L1SR	10px
10	11	GPS navigator, handheld	L3SR	508px
10	12	grill, portable	L2SR	130px
10	13	grout, 1 gallon	L2SR	80px

3d6	4d6	Item	SR vs. INT	Value
10	14	guitar, wooden	L2SR	60px
10	15	gym bag	None	34px
10	16	hair brush	L1SR	7px
10	17	hair curler	L3SR	16px
10	18	hair dryer	L3SR	29px
10	19	hair trimmer	L3SR	25px
10	20	hammock	None	25px
10	21	hand mirror	None	10px
10	22	hand saw	None	14px
10	23	hand torch	L3SR	77px
10	24	hard drive 500GB, external, with cable	L3SR	70px
11	4	head phones	L3SR	17px
11	5	headlight, LED	L3SR	20px
11	6	hedge shears	L1SR	26px
11	7	hedge trimmer, electric	L3SR	90px
11	8	hockey stick	L1SR	50px
11	9	holiday lights, 50 feet	L2SR	10px
11	10	home stereo receiver	L3SR	178px
11	11	humidifier, 1 gallon	L3SR	40px
11	12	ice cream maker, 1.5 quart	L2SR	25px
11	13	indoor grill	None	64px
11	14	inflatable tube, riding	L1SR	18px
11	15	juice maker, 1 quart	L3SR	20px
11	16	jump starter, portable	L3SR	90px
11	17	kayak with paddle	None	550px
11	18	keyboard, wired	L3SR	25px
11	19	keyboard, wireless	L3SR	70px
11	20	kick scooter	L1SR	27px
11	21	kitchen utensil	None	2px
11	22	lantern, electric	L1SR	35px
11	23	lantern, propane	L1SR	25px
11	24	laptop bag, nylon	None	40px
12	4	laptop computer	L3SR	200px
12	5	laser pointer	L3SR	4px
12	6	laundry soap (liquid, bottle)	L1SR	11px
12	7	laundry soap (powder, box)	L1SR	9px
12	8	leaf blower, electric	L3SR	70px

3d6	4d6	Item	SR vs. INT	Value
12	9	leaf blower, gasoline	L3SR	77px
12	10	level, i-beam, 48 inches	L2SR	24px
12	11	light bulb	L2SR	5px
12	12	lip stick	L1SR	13px
12	13	luggage, wheeled with handle	None	28px
12	14	lunchbox	None	18px
12	15	magazine	L1SR	5px
12	16	mallet, rubber	None	25px
12	17	map	L1SR	23px
12	18	marker, permanent	None	2px
12	19	mason chisel	None	15px
12	20	mason trowel	None	30px
12	21	meatloaf pan, metal	None	6px
12	22	metal detector	L3SR	88px
12	23	metal hangar	None	1px
12	24	metal pot with lid, 6 quart	None	30px
13	4	microwave bowl with lid	L1SR	6px
13	5	microwave oven	L3SR	70px
13	6	model airplane	L2SR	22px
13	7	model car	L2SR	20px
13	8	motion sensor, wall mounted	L3SR	18px
13	9	multi-tool	L1SR	20px
13	10	nail polish	L1SR	7px
13	11	nails, box of 2,000	None	21px
13	12	nylon leash	None	7px
13	13	office chair	None	36px
13	14	padlock, combination	L2SR	14px
13	15	paint brush	None	11px
13	16	paint scraper	L1SR	11px
13	17	paper towel	None	2px
13	18	paper, pad, adhesive, 3x3 inch, 100 sheets	L1SR	16px
13	19	pedometer, digital	L3SR	17px
13	20	pen, ink	None	2px
13	21	pencil sharpener, electric	L2SR	10px
13	22	pencil sharpener, plastic	L1SR	2px
13	23	penlight	L3SR	24px
13	24	pet crate/cage	None	48px

3d6	4d6	Item	SR vs. INT	Value
14	4	phone, wired	L2SR	10px
14	5	phone, wireless	L3SR	20px
14	6	picture frame	None	5px
14	7	pill organizer, plastic	L1SR	3px
14	8	pipe thread tape, 100 feet	L2SR	8px
14	9	pizza pan, metal	None	10px
14	10	plastic bowl, with lid	None	1px
14	11	plastic jug, 1 gallon	None	2px
14	12	plastic recycle bin	None	45px
14	13	pliers	None	16px
14	14	plunger, toilet	L1SR	10px
14	15	pool cue	L1SR	13px
14	16	popcorn maker, hot air	L3SR	20px
14	17	portable heater	L3SR	486px
14	18	power sprayer, 1 gallon	L3SR	42px
14	19	printer, uses ink	L3SR	160px
14	20	pump oilier, 1/4 pint	L2SR	4px
14	21	raft, inflatable	L2SR	197px
14	22	ratchet/socket set	L1SR	36px
14	23	refrigerator/freezer, small	L3SR	70px
14	24	revolving warning light, red	L3SR	18px
15	4	roller skates	L1SR	17px
15	5	sandals	None	9px
15	6	sander, electric	L3SR	22px
15	7	saw blade, circular	L3SR	40px
15	8	scale (10 lbs.)	L2SR	15px
15	9	scissor jack	L2SR	22px
15	10	scissors	None	9px
15	11	scope, rifle	L2SR	200px
15	12	sewing machine	L3SR	200px
15	13	sewing needle	None	1px
15	14	shock collar with remote	L3SR	100px
15	15	shower curtain	L1SR	16px
15	16	skis, snow	L1SR	280px
15	17	sleeping bag	L1SR	10px
15	18	slow cooker	L3SR	70px
15	19	smoke detector	L3SR	21px

3d6	4d6	Item	SR vs. INT	Value
15	20	sneakers	None	15px
15	21	snow board	L1SR	20px
15	22	socket set	L1SR	18px
15	23	spark plug	L3SR	6px
15	24	spotlight, handheld	L3SR	30px
16	4	spray cleaner	L3SR	7px
16	5	spray paint	L2SR	4px
16	6	sprayer, 1 gallon	L2SR	13px
16	7	spring clamp, metal	L1SR	42px
16	8	staple gun	L1SR	15px
16	9	staples, box, 5,000	L1SR	5px
16	10	stethoscope	L3SR	10px
16	11	stop watch, digital	L3SR	15px
16	12	storage chest	None	25px
16	13	stove, portable, gas	L2SR	19px
16	14	strainer, metal	None	35px
16	15	strap, ratchet, 30 feet	L1SR	20px
16	16	surge protector, 8 outlets	L2SR	35px
16	17	surgical gloves	None	1px
16	18	surgical mask	None	63px
16	19	swimming goggles	L1SR	12px
16	20	syringe with needle	L2SR	6px
16	21	tackle box	None	15px
16	22	tape measure, 25 feet	L1SR	12px
16	23	tea kettle	None	15px
16	24	television/monitor flat screen, 20 inch	L3SR	400px
17	4	tennis ball	L1SR	1px
17	5	tennis racket	L1SR	25px
17	6	thermometer, oral	L1SR	5px
17	7	thermometer, outdoor	L1SR	18px
17	8	tin snips	L1SR	15px
17	9	tire, 10x3 inches	None	58px
17	10	toaster	L3SR	29px
17	11	toaster oven	L3SR	40px
17	12	tool belt, leather	None	70px
17	13	tool box, metal, empty	None	50px
17	14	toothbrush	L1SR	2px

3d6	4d6	Item	SR vs. INT	Value
17	15	toothbrush, electric	L3SR	20px
17	16	towel	None	4px
17	17	toy, action figure	L1SR	6px
17	18	toy, car, remote control	L3SR	300px
17	19	toy, doll, talking	L2SR	12px
17	20	toy, gun, sounds	L2SR	18px
17	21	toy, gun, squirt	L1SR	42px
17	22	toy, robot, remote controlled	L3SR	240px
17	23	toy, stuffed	None	6px
17	24	toy, train	L1SR	19px
18	4	toy, vehicle	L1SR	7px
18	5	trash can, stainless steel, 1.3 gallon	None	10px
18	6	turpentine, 1 gallon	L1SR	20px
18	7	umbrella	L2SR	19px
18	8	universal remote	L3SR	8px
18	9	vacuum cleaner, small	L3SR	23px
18	10	valve, plumbing	L2SR	13px
18	11	video game disc/cartridge	L3SR	25px
18	12	video game system	L3SR	280px
18	13	vise-grip	L1SR	17px
18	14	wall clock, round	L2SR	16px
18	15	welder, portable, electric	L3SR	832px
18	16	welding mask	L2SR	230px
18	17	wet/dry vacuum	L3SR	25px
18	18	wheel chair	L2SR	100px
18	19	wheel, 10x2 inches	None	32px
18	20	wood chisel	None	17px
18	21	wooden toy	None	5px
18	22	wrench, pipe	L1SR	5px
18	23	wrist watch	L3SR	25px
18	24	yarn, 3,000 feet	None	9px

Artifacts

Artifacts are the greatest treasure one could find in the world. From simple pistols to swords of glowing plasma energy, these items are advanced to the intelligent, magical to the ignorant. Although powerful they may be they often require a fuel source to keep functioning.

Weapons

WEAPONS

Name	Dice + Adds	STR	DEX	SR	Cost	Hands	Range
Axe, Battle, Plasma	8 + 6	21	10	L2	750px	2	-
This weapon looks normal except for the glowing green energy around the blade. *AMMUNITION: 1 day of use per power clip.*							
Axe, Plasma	5	8	4	L2	600px	1	-
This weapon looks normal except for the glowing green energy around the blade. *AMMUNITION: 1 day of use per power clip.*							
Bladerang	4 + 6	11	11	L1	700px	1	60y
This razor sharp weapon is thrown at a target, where it then returns to the thrower. If the attack rolled produces two 6's, then a single opponent is decapitated if it has a head. If the attack rolled produces two 1's, then the thrower failed to catch the weapon properly and their hand is severed.							
Dagger, Plasma	4 + 10	6	6/30	L2	360px	1	15y
This weapon looks normal except for the glowing green energy around the blade. *AMMUNITION: 1 day of use per power clip.*							
Gloves, Pulse	4 + 6	2	3	L2	300px	2	-
These gloves will increase the power of physical punches, but only upon impact. Any missed punches do not drain the power clip. *AMMUNITION: 10 punches per power clip.*							
Long Sword, Plasma	8 + 4	17	14	L2	700px	2	-
This weapon looks normal except for the glowing green energy around the blade. *AMMUNITION: 1 day of use per power clip.*							
Short Sword, Plasma	6 + 5	7	3	L2	680px	1	-
This weapon looks normal except for the glowing green energy around the blade. *AMMUNITION: 1 day of use per power clip.*							
Staff, Pulse	5 + 4	10	8	L2	400px	2	-
This staff will increase the power of physical hits, but only upon impact. Any misses do not drain the power clip. *AMMUNITION: 8 hits per power clip*							
Whip, Pulse	6 + 4	6	12	L2	610px	1	-
This whip will increase the power of physical hits, but only upon impact. Any misses do not drain the power clip. *AMMUNITION: 10 hits per power clip*							

WEAPONS - RANGED

Name	Dice + Adds	STR	DEX	SR	Cost	Hands	Range
Crossbow, Fusion	8 + 10	15	10	L5	1,300px	2	120y
This weapon fires bolts of red energy.							
AMMUNITION: 8 shots per power clip.							
Flamethrower	10 + 20	18	12	L3	2,400px	2	30y
This gun can fire a cone of flame. A tank holds 2 gallons of petroleum.							
AMMUNITION: 5 shots per tank of petroleum.							
Missile Launcher	9 + 50	18	14	L4	4,800px	2	300y
This large cylindrical weapon can fire a missile up to 300 yards away, with the use of a computerized guidance system.							
AMMUNITION: 1 shot per missile loaded.							
Pistol, Electrical	8 + 10	8	10	L4	1,200px	1	140y
This pistol fires a wave of electrical energy that can stun up to 2 opponents at once, causing them to miss the next combat round.							
AMMUNITION: 12 shots per power clip.							
Pistol, Freeze	10 + 14	8	10	L5	5,000px	1	80y
This pistol fires a beam of icy energy that causes an opponent to be frozen for 1d6 turns.							
AMMUNITION: 6 shots per power clip.							
Pistol, Fusion	14 + 10	9	12	L4	5,600px	1	140y
This pistol fires an intense beam of red energy.							
AMMUNITION: 18 shots per power clip.							
Pistol, Heavy	6 + 15	9	10	L2	2,500px	1	140y
This gun uses combustible powder with metal projectiles (bullets).							
AMMUNITION: 12 bullets can be loaded.							
Pistol, Laser	10 + 10	8	11	L4	3,200px	1	140y
This pistol fires a beam of yellow energy.							
AMMUNITION: 24 shots per power clip.							
Pistol, Machine	8 + 15	10	9	L2	3,500px	1	140y
This gun uses combustible powder with metal projectiles (bullets).							
AMMUNITION: 24 bullets can be loaded.							
Pistol, Medium	5 + 15	8	8	L2	2,000px	1	140y
This gun uses combustible powder with metal projectiles (bullets).							
AMMUNITION: 12 bullets can be loaded.							
Pistol, Plasma	12 + 10	9	12	L4	4,600px	1	140y
This pistol fires a beam of green energy.							
AMMUNITION: 20 shots per power clip.							
Pistol, Small	4 + 15	8	8	L2	1,500px	1	140y
This gun uses combustible powder with metal projectiles (bullets).							
AMMUNITION: 6 bullets can be loaded.							
Pistol, Stun	9 + 12	8	10	L3	1,800px	1	80y
This pistol fires a beam of energy that can stun an opponent, causing them to miss the next 1d6 combat rounds.							
AMMUNITION: 8 shots per power clip.							
Rifle, Electrical	10 + 15	10	10	L4	1,700px	2	280y
This rifle fires a wave of electrical energy that can stun up to 2 opponents at once, causing them to miss the next combat round.							
AMMUNITION: 10 shots per power clip.							

Name	Dice + Adds	STR	DEX	SR	Cost	Hands	Range
Rifle, Freeze	12 + 19	10	10	L5	5,500px	2	160y

This rifle fires a beam of icy energy that causes an opponent to be frozen for 1d6 turn.
AMMUNITION: 4 shots per power clip.

Name	Dice + Adds	STR	DEX	SR	Cost	Hands	Range
Rifle, Fusion	16 + 15	11	12	L4	6,100px	2	280y

This rifle fires an intense beam of red energy.
AMMUNITION: 16 shots per power clip.

Name	Dice + Adds	STR	DEX	SR	Cost	Hands	Range
Rifle, Heavy	8 + 20	11	10	L2	3,000px	2	280y

This gun uses combustible powder with metal projectiles (bullets).
AMMUNITION: 12 bullets can be loaded.

Name	Dice + Adds	STR	DEX	SR	Cost	Hands	Range
Rifle, Laser	12 + 15	10	11	L4	3,700px	2	280y

This rifle fires a beam of yellow energy.
AMMUNITION: 12 shots per power clip.

Name	Dice + Adds	STR	DEX	SR	Cost	Hands	Range
Rifle, Machine	10 + 20	12	9	L2	4,000px	2	280y

This gun uses combustible powder with metal projectiles (bullets).
AMMUNITION: 24 bullets can be loaded.

Name	Dice + Adds	STR	DEX	SR	Cost	Hands	Range
Rifle, Medium	7 + 20	10	8	L2	2,500px	2	280y

This gun uses combustible powder with metal projectiles (bullets).
AMMUNITION: 12 bullets can be loaded.

Name	Dice + Adds	STR	DEX	SR	Cost	Hands	Range
Rifle, Plasma	14 + 15	11	12	L4	5,100px	2	280y

This rifle fires a beam of green energy.
AMMUNITION: 10 shots per power clip.

Name	Dice + Adds	STR	DEX	SR	Cost	Hands	Range
Rifle, Small	6 + 20	10	8	L2	2,000px	2	280y

This gun uses combustible powder with metal projectiles (bullets).
AMMUNITION: 6 bullets can be loaded.

Name	Dice + Adds	STR	DEX	SR	Cost	Hands	Range
Shotgun	8 + 25	10	8	L2	3,800px	2	140y

This gun uses combustible powder with metal projectiles (bullets).
AMMUNITION: 2 bullets can be loaded.

WEAPONS - EXPLOSIVES

Name	Dice + Adds	STR	DEX	SR	Cost	Hands	Range
Grenade	6 + 10	10	15	L2	750px	1	40y
This thrown device will explode upon impact, damaging all of those within the 10 yard blast radius.							
Grenade, EMP	-	10	15	L2	600px	1	40y
This thrown device will explode upon impact, disabling any electrical device within the 10 yard blast radius.							
Grenade, Flash	-	10	15	L1	700px	1	40y
This thrown device will explode upon impact, creating a bright light that causes everyone in the 10 yard radius to be blinded for 1d6 rounds.							
Grenade, Plasma	8 + 20	10	15	L2	360px	1	40y
This thrown device will explode upon impact, damaging all of those within the 10 yard blast radius.							
Grenade, Smoke	-	10	15	L2	300px	1	40y
This thrown device will explode upon impact, causing a cloud of smoke to consume a 20 yard radius.							
Grenade, Stun	-	10	15	L2	700px	1	40y
This thrown device will explode upon impact, stunning all of those within the 10 yard radius for 1d6 rounds.							
Mine	10 + 40	-	-	L3	680px	-	-
This disc-shaped device will explode as soon as pressure is put upon it, where it does a single round of combat on its own.							

Armor

Name	SR	HITS	STR	Cost
Helmet, Polycarbonate	-	5	2	300px
This helmet is made of a very hard plastic. It was often used by police forces and military personnel.				

ARMOR – SHIELD

Name	SR	HITS	STR	Cost
Shield, Polycarbonate	-	9	4	700px
This shield is made of a very hard plastic. It is often used by police forces and military personnel.				

ARMOR – SUIT

Name	SR	HITS	STR	Cost
Armor, Battle	L3	25	20	5,200px
This metal armor comes equipped with a full helmet that has a sun visor and breathing apparatus to provide fresh air to the wearer.				
Armor, Battle, Heavy	L4	30	25	7,200px
This metal armor comes equipped with a full helmet that has a sun visor and breathing apparatus to provide fresh air to the wearer.				
Armor, Chameleon Suit	L5	20	14	6,800px
This armor can be activated to bend light around the wearer, making them virtually invisible. If used without the power clip, it still provides the armor bonus. *POWER: 4 uses per power clip.*				
Armor, Fiber-Steel	-	20	13	3,600px
This armor is made from a finely woven para-aramid fiber, with metal plates sewn within.				
Armor, Polycarbonate	-	18	10	2,000px
This armor is made of a very hard plastic. It is often used by police forces and military personnel.				
Trench Coat, Leather	-	5	6	60px
This long leather coat provides limited protection.				
Trench Coat, Leather, Heavy	-	7	8	190px
This long leather coat is made from heavier, studded leather and provides limited protection.				

Items

Name	Cost	SR	Power Required
Air Mask	450px	L1	1 day of use per power clip

This mask fits around the mouth and produces breathable air for the wearer.

Alteration Mask	4,300px	L4	1 hour of use per battery

This mask will change the facial appearance of the wearer to look like someone else. It requires a camera picture of the individual, whose appearance is being copied.

Antitox Syringe	150px	L3	-

This auto-injecting syringe will remove poisons from the patient. It can only be used after the moment of poisoning.

Battery	100px	L1	-

This tiny cylinder is used to power some electrical devices.

Belt, Anti-Gravity	4,000px	L4	5 uses per power clip

This belt will detect if the wearer is falling. Just before impact, it will release a charge of energy that will soften the landing.

Belt, Shield	1,285px	L3	1 hour of use per power clip

This belt will create a force field around the wearer, giving a 10 bonus to armor for an hour.

Belt, Stasis	5,200px	L3	1 day of use per power clip

This belt can be attached to one very close to death. It will preserve the victim, stopping their condition from getting worse.

Binoculars	925px	L2	1 day of use per battery

These allow one to see up to 5x the distance of normal vision.

Boots, Jump	2,600px	L2	6 uses per power clip

These boots allow the wearer to jump 50' across or 20' high.

Bracelet, Chronometer	320px	L1	-

This item is worn on the wrist and will give an accurate time of day.

Bullets (12)	120px	L1	-

This small item consists of a metal casing packed with combustible powder. The top is capped with metal projectile.

Camera	500px	L2	1 day of use per battery

This small device can capture video or simply take pictures.

Cart, Anti-Gravity	6,700px	L3	1 day of use per power clip

This cart hovers above the ground and can carry about 500 pounds.

Communicator	300px	L2	1 day of use per battery

This handheld device can allow communication to another communicator up to 1 mile away.

Compass	200px	L1	1 day of use per battery

This device can point toward the world's magnetic north pole.

Computer	8,000px	L5	1 day of use per power clip

This handheld device can do many things from downloading files, watching videos, keep notes, map the area, or hack into another computer system. Some also use these to bypass security systems and computerized locks.

Name	Cost	SR	Power Required
Fire Extinguisher	150px	L1	-
This small canister can spray a cloud of white mist that would extinguish a fire in a 10' area.			
Flashlight	50px	L1	2 days of use per battery
This item can light up a 40' forward area.			
Gloves, Magnetized	1,395px	L2	1 hour of use per battery
These gloves allow one to climb metal surfaces.			
Goggles, Darkness	760px	L1	1 day of use per battery
These goggles allow one to see in complete darkness up to 60' away.			
Goggles, Flash	230px	L1	-
These goggles protect the eyes from bright lights or sudden flashes of intense light.			
Helm, Sonic	1,450px	L3	8 uses per power clip
This metal helm has audio devices built within. If the wearer focuses on a direction, they can hear almost anything up to 500' away. Each obstacle reduces the effectiveness by 20'.			
Holographic Lamp	2,250px	L4	1 hour of use per power clip
This small lamp fits in the palm of a hand. It can produce a realistic 3D image of anything captured from a camera.			
Holster, Ankle	8px	-	-
This can be strapped to an individual to hold a pistol weapon.			
Holster, Concealed	10px	-	-
This can be strapped to an individual to hold a pistol weapon.			
Holster, Hip	6px	-	-
This can be strapped to an individual to hold a pistol weapon.			
Jet Pack	6,500px	L5	3 uses per power clip
This device is worn on the back and can allow one to fly 400' above the ground and up to a mile per use.			
Lantern, Energy	250px	L2	1 day of use per power clip
This lantern produces a plasma-green glow in a 60' radius.			
Light Stick	90px	L1	1 day of use per battery
This 1' long rod can light up a 30' area.			
Missile	500px	L2	-
This item is launched with the use of a missile launcher.			
Motion Sensor	900px	L3	1 day of use per battery
These small devices must be pointed in a direction, and will produce an alarm if movement is detected within a 180 degree area.			
Multi-Tool	80px	L1	-
This small pocket tool has many functions. They have items like a knife, wire cutters, scissors, wire strippers, and bottle opener. They are often used to fix electrical devices or physically bypassing security systems and locks.			
Can, Petroleum	24px	-	-
This metal canister comes empty, but it can hold up to 5 gallons of petroleum.			
Petroleum (1 Gallon)	420px	-	-
This combustible liquid is used to power many types of vehicles and flamethrowers.			

Name	Cost	SR	Power Required
Plasma Torch	800px	L3	1 use per power clip
This torch can cut through, or seal, almost any metal with its extremely hot flame.			
Power Clip	300px	L2	-
This metal clip is used to power many energy fueled items.			
Pux Charger	570px	L3	solar powered
This device is the size of a soup can and can recharge batteries and power cells. There is a 1 in 6 chance that the battery or power cell is ruined in the process.			
Pux Liquefier	860px	L3	1 use per power clip
This device is a 2' tall cylinder about 1' in diameter. It has a control panel on the top lid that controls the device. If you put 100px into the device, it will convert it to a gallon of energy liquid that acts as a petroleum type fuel. The liquid is green in color and has a slight glow to it.			
Raft, Inflatable	600px	L1	-
This raft can carry up to 4 people and deflates for easy storage.			
Scope, Computerized	3,240px	L3	1 day of use per battery
When attached to a gun, it grants allows the shooter to use 2 extra dice for the combat.			
Scope, Laser	2,850px	L2	1 day of use per battery
When attached to a gun, it grants allows the shooter to use 1 extra die for the combat.			
Silencer	500px	L1	-
This can be attached to a combustible gun to reduce the sound it creates when fired.			
Skin Wrap	120px	L2	-
This sheet of synthetic skin can be wrapped around wounds, healing 1d6 damage.			
Translator	4,290px	L3	1 day of use per battery
This ear piece can translate almost any nearby spoken language about 80% of the time (roll a 1-5 on 1d6).			
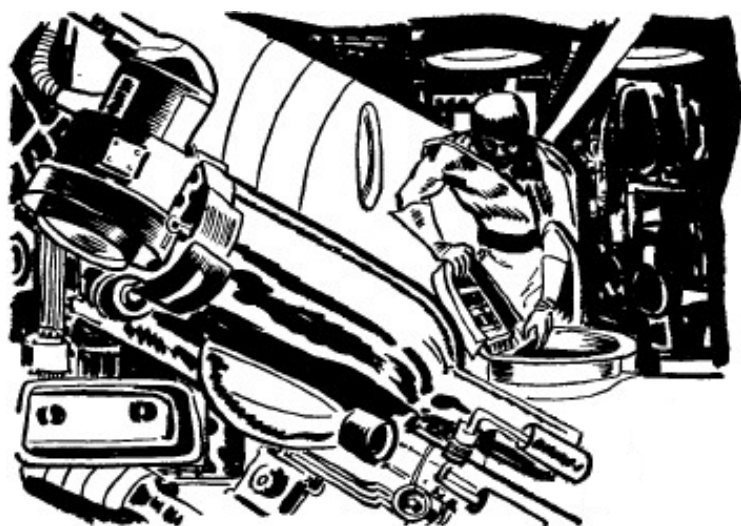
Vehicles

The vehicles below are from present day and of the futuristic variety. You are provided the speed, fuel needs, seating, and cost for each vehicle. Like the other artifacts, one needs to successfully figure out how to operate these vehicles. The fuel has a [value] that indicates how much fuel the vehicle can hold at a time. This would then require a complete stop/landing to refuel the vehicle.

Name	Cost	SR	Seats	Speed	Fuel [Holds]
Anti-Gravity Car	40,000px	L4	4	80 MPH	1 power clip for 20 miles of travel [20]
Anti-Gravity Cycle	28,000px	L4	2	120 MPH	1 power clip for 20 miles of travel [10]
Anti-Gravity SUV	60,000px	L4	6	80 MPH	1 power clip for 15 miles of travel [30]
Anti-Gravity Tank *	95,000px	L5	4	90 MPH	1 power clip for 10 miles of travel [45]
ATV	24,000px	L2	2	60 MPH	1 gallon of petroleum for 20 miles of travel [10]
Boat, Motor	20,000px	L2	6	25 MPH	1 gallon of petroleum for 20 miles of travel [10]
Bus	38,000px	L3	12	80 MPH	1 gallon of petroleum for 10 miles of travel [35]
Bus, Mini	29,000px	L3	8	80 MPH	1 gallon of petroleum for 10 miles of travel [30]
Car	20,000px	L2	4	80 MPH	1 gallon of petroleum for 20 miles of travel [20]
Dune Buggy	30,000px	L2	4	60 MPH	1 gallon of petroleum for 20 miles of travel [20]
Helicopter	100,000px	L5	4	200 MPH	1 gallon of petroleum for 10 miles of travel [40]
Helicopter, Attack *	150,000px	L5	8	200 MPH	1 gallon of petroleum for 10 miles of travel [40]
Hovercraft	32,000px	L4	3	60 MPH	1 gallon of petroleum for 10 miles of travel [20]
Jeep	30,000px	L2	4	60 MPH	1 gallon of petroleum for 20 miles of travel [20]
Jet	200,000px	L6	6	500 MPH	1 gallon of petroleum for 10 miles of travel [40]
Jet, Fighter *	250,000px	L6	2	500 MPH	1 gallon of petroleum for 10 miles of travel [40]
Jet Ski	25,000px	L2	2	60 MPH	1 gallon of petroleum for 20 miles of travel [10]
Moped	19,000px	L2	2	50 MPH	1 gallon of petroleum for 20 miles of travel [10]

Name	Cost	SR	Seats	Speed	Fuel [Holds]
Motorcycle	25,000px	L2	2	80 MPH	1 gallon of petroleum for 20 miles of travel [**10**]
Plane, Cargo	320,000px	L6	20	500 MPH	1 gallon of petroleum for 10 miles of travel [**45**]
Plane, Propeller	80,000px	L5	4	200 MPH	1 gallon of petroleum for 10 miles of travel [**30**]
Semi-Truck & Trailer	160,000px	L3	12	60 MPH	1 gallon of petroleum for 10 miles of travel [**45**]
Submarine *	140,000px	L6	8	50 MPH	1 gallon of petroleum for 10 miles of travel [**40**]
SUV	50,000px	L2	6	60 MPH	1 gallon of petroleum for 15 miles of travel [**30**]
Tank *	75,000px	L4	4	100 MPH	1 gallon of petroleum for 10 miles of travel [**40**]
Tank, Robotic * ♦	110,000px	L6	3	70 MPH	1 power clip for 10 miles of travel [**50**]
Train, Car ☼	50,000px	-	8	-	-
Train, Engine	110,000px	L3	4	100 MPH	1 gallon of petroleum for 10 miles of travel [**40**]
Truck, Cargo	145,000px	L3	10	60 MPH	1 gallon of petroleum for 10 miles of travel [**40**]
Truck, Pickup	50,000px	L2	5	80 MPH	1 gallon of petroleum for 20 miles of travel [**30**]
Van	53,000px	L2	6	80 MPH	1 gallon of petroleum for 15 miles of travel [**20**]
Yacht	170,000px	L3	12	40 MPH	1 gallon of petroleum for 10 miles of travel [**30**]

*   Can fire a missile
☼   Requires a train engine
♦   This is a 50' tall, humanoid shaped walking tank with two working arms/hands.
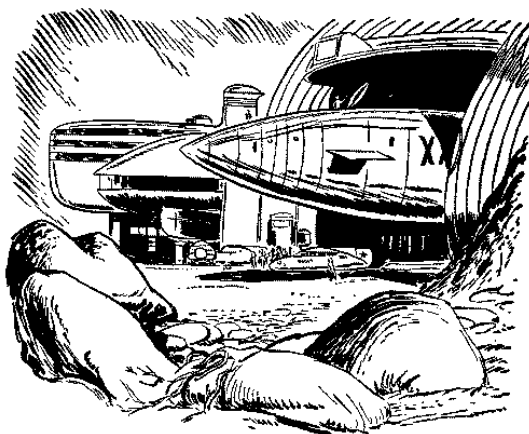
Adventures

Adventures in a post-apocalyptic world have their own tone and challenges for characters. The creatures are more unusual, the threats more sci-fi in nature, and the locales are many areas we are familiar with in real life. Adventuring in Millenniums & Mutations™ is similar to adventures in T&T™. Places are explored, treasure is found, villains are slain, and mysteries solved. Giant fortresses could have been built, either stone or steel...their evil warlords plotting within. Villages may need to be saved, or cities may need their lord overthrown.

Locations

Deciding on a location for an adventure can be a simple task. Simply walking around your home town can cultivate ideas on places to explore. Don't limit yourself to just buildings of today, but think about movies or books that take place far in the future. Remember, no one knows what really happened over the thousands of years that led to this point. Many civilizations could have come and gone...leaving their ghostly remains behind in bunkers and ruins.

The table to the right is a simple table of locations that you can randomly determine as a starting point for your adventure. This is by far an extensive table of locations, but it may trigger some ideas for you.

3d6	Location
3	Airport
4	Bomb Shelter
5	Factory
6	Fire Station
7	Home
8	Hospital
9	Hotel
10	Laboratory
11	Military Base
12	Mine
13	Missile Silo
14	Police Station
15	Power Plant
16	Shopping Mall
17	Space Station
18	Warehouse

Also keep in mind that these buildings have probably been explored and ransacked over the many centuries. Just because your adventure takes place in a fire station, doesn't mean they will find just firefighter gear. Who knows what happened in this building over time. A scaly bird could have used it to lay eggs in the back of the fire truck. Some primitive race could be using it as a home, or a group of bandits cleaned it out years ago. You never know.

Monsters

Monsters are everywhere, and they can be deadly. The Millenniums & Mutations™ rules do not provide you with any monsters to use in your game. You probably already have an extensive listing of monsters at your disposal, but having fur wearing goblins poking spears does not give you that post-apocalyptic feel you may want. You could create a brand new set of monsters if you want, but why do the dragons, golems, and demons need to vanish? Why not have a mechanical dragon patrolling an ancient desert military base? Maybe a mad scientist has cybernetically enhanced a group of bugbears and is making an army. How about a genetically engineered troll that now has red fur and 4 arms?

You don't need to create a new encyclopedia of creatures. You just need to give your fantasy ones a "sci-fi twist" to make this post-apocalyptic world come alive. Some monsters need very little effort and do not require the tables below. An example is goblins, where you can simply give them leather jackets and a machine pistol to bring them to the current times. Also keep in mind that you don't really need to alter any monsters. Even though this is the future, that doesn't mean that the sewers still don't have a blob of green slime lurking about. The tables below allow you to randomly roll and come up with some new characteristics for your current monsters. They are not meant to change any special attacks or defenses of your monsters. They are not meant to change major physical sizes and forms. As a game master, you may want to takes these cosmetic changes and enhance upon them. You may want a mechanical ogre to be immune to mind effects for example. You may also just decide to leave the mind effects "as is" and weave into the story that the mind effecting magic also effects computer "minds" in this new world. Instead of a cybernetic dragon breathing fire, maybe they shoot red lasers out of their eyes with very similar effects. Just have

some fun with the results and give your monsters an upgrade. Begin with **Table I** and follow the instructions from there.

TABLE I: ALTERATION

1d6	Type	Description
1-2	Robotic	This creature is a machine built in a similar form
3-4	Cyborg	This creature has been altered with some cybernetic parts
5-6	Mutant	This creature has either evolved, mutated, or has been genetically changed into something different looking

Reference the result above to the instructions below...

Robotic: Use Tables II, III, and IV.

Cyborg: Use Tables II and V.

Mutant: Use Tables VI and VII.

TABLE II: CONSTRUCTION

2d6	Built With
2	Adamant
3	Aluminum
4	Durasteel
5	Iron
6	Polycarbonate
7	Promethium
8	Silicon Steel
9	Steel
10	Unknown Metal
11	Unobtanium
12	Rusty Metal

TABLE III: POWER SOURCE

1d6	Power Source
1	Electricity
2	Nuclear
3	Petroleum
4	Plutonium
5	Radiation
6	Uranium

TABLE IV: CONTROLLED BY

1d6	Controlled By
1-2	Artificial Intelligence
3-4	Programmed
5-6	Remote Control

TABLE V: CYBERNETICS

Roll 1-3 dice to determine all of the different areas that are replaced with cybernetic parts.

1d6	Cybernetic Alteration
1	Head
2	Arm
3	Foot
4	Hand
5	Leg
6	Torso

TABLE VI: SKIN

2d6	Skin Type
2-3	Feathers
4-6	Fur
7-9	Scales
10-12	Skin

TABLE VII: EYES

1d6	Number of Eyes
1	1 eye
2	2 eyes
3	3 eyes
4	4 eyes
5	5 eyes
6	6 eyes

If you get a cybernetic creature that has had their head altered, feel free to roll on **Table IV**. This will indicate that the creature was altered to serve another master that may even be controlling them remotely from afar. You might also want to add some color variations to the construction, skin, or eyes. Use the two tables below to give your monsters a more defined color.

TABLE VIII: COLOR

3d6	Color
3	Black
5	Blue
5	Blue-Green
6	Brown
7	Forest-Green
8	Gold
9	Gray
10	Green
11	Orange
12	Purple
13	Red
14	Silver
15	Violet
16	White
17	Yellow
18	Yellow-Green

TABLE IX: VARIATIONS

1d6	Color Variation
1	Bright
2	Dark
3	Dull
4	Light
5	Shiny
6	Vibrant
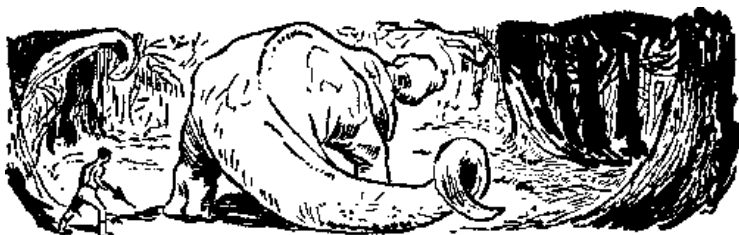
Traps

You can't expect to explore a laboratory and have a straw covered pit with wooden carved spikes. You also can't expect an evil genius not to fill their fortress with traps. The table below provides some traps that you can use to add danger to the exploration of areas. There is a *LVL* variable used, which is the level of the adventure you are making. There is also a variable of ☼ that is used in the SR values to hopefully avoid the traps. This ☼ variable is determined by you. You can simply use the level of the adventure. You may also decide to divide the level of the adventure by 2, and round up/down to determine the ☼ value. The *LVL* and ☼ basically allows you to tweak the deadliness of the traps. If you are using the 7th edition rules, some attributes for SR's are in parenthesis [EXAMPLE: *(SPD)*] and should be used rather than the attribute to the left of that. Many traps are designed with a couple types of SR's available. This is to not only give the "lucky" a chance at survival, but also those that are simply "strong" or "quick".

Roll 2 dice on the next table. The first one is for referencing column "I", while the other die is for column "II". This method is only used to randomly determine a trap in an area.

I	II	Trap
1	1	Acidic gases are released causing *1d6 + LVL* damage to everyone in the area unless they can make an *L☼SR* vs LCK or DEX *(SPD)*.
1	2	Poisonous gases fill the room where everyone in the area dies unless they can make an *L☼SR* vs STR or CON.
1	3	A pit opens up that is *LVL x 5* feet deep. Anyone failing an *L☼SR* vs LCK or DEX *(SPD)* will fall in and take *1d6 + LVL* damage. If the hole is layered in spikes *(1 in 6 chances)*, anyone falling in will suffer *1d6 x LVL* damage instead.
1	4	Poison needles shoot from a nearby wall. Anyone failing an *L☼SR* vs LCK or DEX *(SPD)* will be hit by the needles and die from the poison. Anyone that can make an L☼SR vs STR or CON will resist the effects where they would suffer *1d6 + LVL* damage instead.
1	5	A long razor blade comes out from a nearby wall. Anyone failing an *L☼SR* vs LCK or DEX *(SPD)* will be cut clean in half.
1	6	Darts shoot from a nearby wall. Anyone failing an *L☼SR* vs LCK or DEX *(SPD)* will be hit by the needles and suffer *1d6 + LVL* damage.
2	1	A solid door closes the exits to the area. Anyone succeeding an *L☼SR* vs STR will keep the door from closing.
2	2	A pit opens up that is *LVL x 5* feet deep and filled with acid. Anyone failing an *L☼SR* vs LCK or DEX *(SPD)* will fall in and dissolve away.

I	II	Trap
2	3	A pit opens up that is *LVL x 5* feet deep and filled with acidic ooze. Anyone failing an *L☆SR* vs LCK or DEX *(SPD)* will fall in and dissolve away after *10* minutes.
2	4	A solid door closes the exits to the area. Water then begins to fill the room where all will drown after *10* minutes. Anyone succeeding an *L☆SR* vs STR will keep the door from closing.
2	5	A solid door closes the exits to the area. The walls/ceiling then begins to compact the area where they will crush all inside in *10* minutes. Anyone succeeding an *L☆SR* vs STR will keep the door from closing.
2	6	A radioactive beam hits all in the area. Anyone failing an *L☆SR* vs LCK or DEX *(SPD)* will be severely burned for 1*d6 x LVL* damage.
3	1	An energy beam of frost hits all in the area. Anyone failing an *L☆SR* vs LCK or DEX *(SPD)* will be frozen in a block of ice.
3	2	An energy beam of fire hits all in the area. Anyone failing an *L☆SR* vs LCK or DEX *(SPD)* will be melted into a puddle of goo.
3	3	Radiation lamps shine onto all of those in the area. Anyone failing an *L☆SR* vs STR will be severely burned for *1d6 + LVL* damage.
3	4	A nearby wall opens to reveal a *monster*. Anyone that can make an *L☆SR* vs STR or is able to keep the wall from opening.
3	5	A pit opens up that is *LVL x 5* feet deep. Anyone failing an *L☆SR* vs LCK or DEX *(SPD)* will fall in and take *1d6 + LVL* damage. If they survive, they then must face a *monster*.
3	6	A bomb explodes, damaging all of those in the area. Anyone failing an *L☆SR* vs LCK or DEX *(SPD)* will suffer *1d6 x LVL* damage.
4	1	An acid liquid splashes on all those in the area. Anyone failing an *L☆SR* vs LCK or DEX *(SPD)* will suffer *1d6* damage and suffer blindness for *1d6 x 10* minutes.
4	2	An energy force shield surrounds those in the area. Anyone failing an *L☆SR* vs LCK or DEX *(SPD)* will be imprisoned. Anyone that can make a *L☆SR* vs STR can break free from it.
4	3	Strobe lights blink at those in the area. Anyone failing an *L☆SR* vs INT or *(WIZ)* will be hypnotized for *1d6* minutes, causing them to perform random actions.
4	4	Bio-safe acidic mists consume the area where everyone inside must roll *1d6* for each item carried. A roll of *1* indicates the item is destroyed.
4	5	A pit opens up that is *LVL x 5* feet deep. Anyone failing an *L☆SR* vs LCK or DEX *(SPD)* will fall in and take *1d6 + LVL* damage...where the opening then closes (and/or the walls begin to compact and crush all inside in *10* minutes).
4	6	Chemical gases fill the room where everyone in the area suffers an illness unless they can make an *L☆SR* vs STR or CON. The illness will lower an attribute by *1d6* points until a cure is found.
5	1	The ceiling becomes highly magnetized, causing all metal objects to fly up to the ceiling...carrying metal armor wearing explorers up as well. Anyone succeeding an *L☆SR* vs LCK or STR will be able to avoid the effects.
5	2	A solid door closes the exits to the area. The room then begins to increase/decrease in temperature for *10* minutes...where no one can survive the extreme heat/cold. Anyone succeeding an *L☆SR* vs STR will keep the door from closing.

I	II	Trap
5	3	Neural gases fill the area that causes instant unconsciousness for *1d6* hours unless they can make an *L☆SR* vs STR or CON.
5	4	Flammable gases fill the area. After *10* minutes, a flame will ignite the gas. Anyone failing an *L☆SR* vs LCK will suffer *1d6 x LVL* damage from the explosion.
5	5	A very bright light flashes in the area. Anyone failing an *L☆SR* vs LCK or DEX *(SPD)* will be blind for *1d6 x 10* minutes.
5	6	A sticky substance is formed in a *1* inch layer on the floor. Anyone failing an *L☆SR* vs STR will be stuck to the floor until a method to free them is found.
6	1	The ceiling jets down powerful forced air in the area. Anyone failing an *L☆SR* vs STR or LCK will suffer *1d6 + LVL* damage.
6	2	A steel net wraps up all of those in the area and lifts them to the ceiling, unless they can make an *L☆SR* vs LCK or DEX *(SPD)*.
6	3	A solid door closes the exits to the area. A flammable liquid then begins to fill the room for *10* minutes *(6" deep)* where a fire source will then ignite it. Anyone succeeding an *L☆SR* vs STR will keep the door from closing. Anyone failing an *L☆SR* vs LCK will suffer *1d6 x LVL* damage from the explosion if they are nearby when it ignites.
6	4	Robotic coils come out from the floor/wall/ceiling and tangle around all of those in the area unless they can make an *L☆SR* vs LCK or DEX *(SPD)*. Anyone that can make a *L☆SR* vs STR can break free from the coils.
6	5	Spiked robotic coils come out from the floor/wall/ceiling and tangle around all of those in the area unless they can make an *L☆SR* vs LCK or DEX *(SPD)*. Anyone that can make a *L☆SR* vs STR can break free from the coils. Each minute anyone is entangled, they suffer *1d6* damage.
6	6	A pit opens up that is *LVL x 10* feet deep into a large tank/pool of water. Anyone failing an *L☆SR* vs LCK or DEX *(SPD)* will fall in and face a waterborne monster.
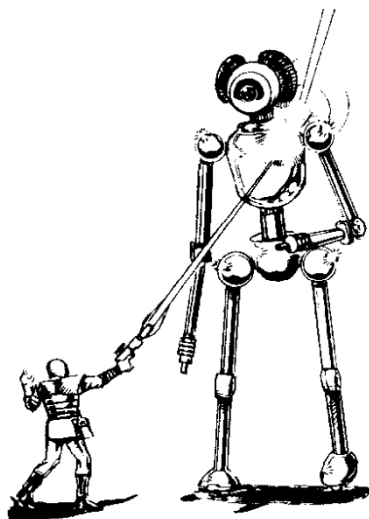
Valuables

The placement of valuables can be as random or involved as you want. If you have an ancient apartment building, you might simply use the Scavenging section to generate items. If you have a futuristic military base, then maybe some of the plasma or laser weapons can be placed. Also keep in mind the chaotically random formation of puxulite. You could have an ancient toy box where the metal toys within are now puxulite...just waiting to be discovered. If you want to randomize your placement of valuables, the tables below will help you.

VALUABLE TYPES

3d6	Type
3-7	Puxulite
8	Low Tech Armor/Weapons
9-10	Low Tech Items
11	High Tech Armor/Weapons
12	High Tech Items
13	Vehicle
14-18	Antiques

Once you determine the type of item, you can then roll on the following corresponding tables. If you already have a type in mind, you don't need to roll on the above table.

Puxulite deposits do not have to adhere to the exact values below. You can add or remove as needed.

PUXULITE

3d6	Amount
3-7	1d6x5 + 1d6
8-11	1d6x10 + 2d6
12-14	2d6x10 + 3d6
15-17	3d6x10 + 4d6
18	1d6x50 + 5d6

Low tech items are often used for areas that fell from the 21st century.

LOW TECH ARMOR/WEAPONS

6d6	Type
6	Flamethrower
7-8	Petroleum (1 gal can)
9	Missile Launcher
10	Missile
11	Pistol, Heavy
12	Pistol, Machine
13-14	Pistol, Medium
15-17	Pistol, Small
18	Rifle, Heavy
19	Rifle, Machine
20-21	Rifle, Medium
22-24	Rifle, Small
25	Shotgun
26	Grenade
27	Grenade, Flash
28	Grenade, Smoke
29	Mine
30	Helmet, Polycarbonate
31	Shield, Polycarbonate
32	Armor, Polycarbonate
33-34	Trench Coat, Leather
35-36	Trench Coat, Leather, Heavy

LOW TECH ITEMS	
6d6	**Type**
6	Air Mask
7-9	Batteries (1d6 each)
10	Binoculars
11	Bracelet, Chronometer
12-14	Bullets (3d6 each)
15	Camera
16	Communicator
17	Compass
18	Fire Extinguisher
19	Flashlight
20-21	Food (1 can)
22	Food (1 box)
23	Goggles, Flash
24	Holster, Ankle
25	Holster, Concealed
26	Holster, Hip
27	Multi-Tool
28-30	Petroleum (1 gal can)
31	Raft, Inflatable
32	Scope, Laser
33	Silencer
34-36	Water (1 bottle)

HIGH TECH WEAPONS/ARMOR	
6d6	**Type**
6	Axe, Battle, Plasma
7	Axe, Plasma
8	Bladerange
9	Dagger, Plasma
10	Gloves, Pulse
11	Long Sword, Plasma
12	Short Sword, Plasma
13	Staff, Pulse
14	Whip, Pulse
15	Crossbow, Fusion
16	Pistol, Electrical
17	Pistol, Freeze
18	Pistol, Fusion
19	Pistol, Laser
20	Pistol, Plasma
21	Pistol, Stun
22-24	Power Cell (1d6 each)
25	Rifle, Electrical
26	Rifle, Freeze
27	Rifle, Fusion
28	Rifle, Laser
29	Rifle, Plasma
30	Grenade, EMP
31	Grenade, Plasma
32	Grenade, Stun
33	Armor, Battle
34	Armor, Battle, Heavy
35	Armor, Chameleon Suit
36	Armor, Fiber-Steel

High tech items are commonly found in areas that have somehow continued to evolve beyond the 21st century. They could be simply civilizations that averted the unknown disaster, or it could simply be a crashed alien ship.

High tech items are the ultimate find by adventurers. They are powerful and almost magical in effect. They should not be too abundant in your world and should be a great prize.

You will notice that items like batteries, power cells, bullets, food, and drink are to be a bit more common. They are often the most important item used for survival.

HIGH TECH ITEMS

6d6	Type
6	Alteration Mask
7-9	Antitox Syringe
10	Belt, Anti-Gravity
11	Belt, Shield
12	Belt, Stasis
13	Boots, Jump
14	Cart, Anti-Gravity
15	Computer
16-17	Energy Drink (1 bottle)
18-19	Food (bottle of 2d6 pills)
20	Gloves, Magnetized
21	Goggles, Darkness
22	Helm, Sonic
23	Holographic Lamp
24	Jet Pack
25	Lantern, Energy
26	Light Stick
27	Motion Sensor
28	Plasma Torch
29-30	Power Clip (1d6 each)
31	Pux Charger
32	Pux Liquefier
33	Scope, Computerized
34-35	Skin Wrap
36	Translator

and match as there could be cars at an airport...and a helicopter resting on the roof of a building.

LAND VEHICLES

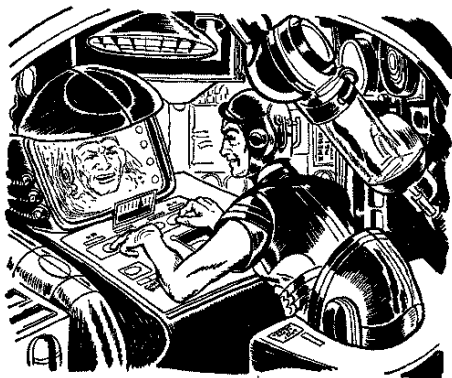| 4d6	Type
4	Anti-Gravity Car
5	Anti-Gravity Cycle
6	Anti-Gravity SUV
7	Anti-Gravity Tank
8	ATV
9	Bus or Mini Bus
10	Car
11	Dune Buggy
12	Hovercraft
13	Jeep
14	Moped
15	Motorcycle
16	Semi-Truck
17	Semi-Truck with Trailer
18	SUV
19	Tank
20	Tank, Robotic
21	Train, Car or Engine
22	Truck, Cargo
23	Truck, Pickup
24	Van

One of the greatest things to find is a Pux Charger or Pux Liquefier. These items allow the characters to potentially make some of their own liquid fuel...along with charging their own batteries and power cells.

To determine a vehicle, choose the appropriate table for your adventure setting. You could mix

AIR VEHICLES	
2d6	**Type**
2-4	Helicopter
5	Helicopter, Attack
6-7	Jet
8	Jet, Fighter
9	Plane, Cargo
10-12	Plane, Propeller

WATER VEHICLES	
2d6	**Type**
2-5	Boat, Motor
6-9	Jet Ski
10	Submarine
11-12	Yacht

ANTIQUES	
1d6	**Type**
1-3	Roll 3 Times in Chapter 9
4-5	Roll 6 Times in Chapter 9
6	Roll 9 Times in Chapter 9

Condition

As an *optional rule*, some items may not be found in good condition. There were many disasters over the centuries so things are bound to get broken. To determine the condition of an item, simply roll on the table below.

CONDITION	
2d6	**Condition**
2-5	Ruined
6-8	Broken
9-10	Functional
11	Good
12	Perfect

Ruined: The item will never function again.

Broken: The item does not work but can be fixed.

Functional: The item maybe works 1-2 times out of 6.

Good: The item maybe works 1-4 times out of 6.

Perfect: The item works perfectly all of the time.

One can attempt to fix an item that is not "ruined". This requires an SR for INT one value higher than the same SR value used to figure out how to use the item. If the repair fails, the item drops a condition grade. If the repair succeeds, then the item gains a condition grade.

This method can be used on anything found in the game, but feel free to limit its use to the non-antique items. This method should not be used on items such as puxulite, food, drink, and medicine.

The World

The world is what you make it, and that is so true with Millenniums & Mutations™. Have fun with it and come up with your own areas to explore. Maybe get some maps of America and imagine how time would change it. Is Lake Michigan now a salty sea? Does the Grand Canyon run even deeper, but with a green glowing goo flowing through it? Is Chicago now a crumbling city full of mutated infected apes, thick vines covering every building?
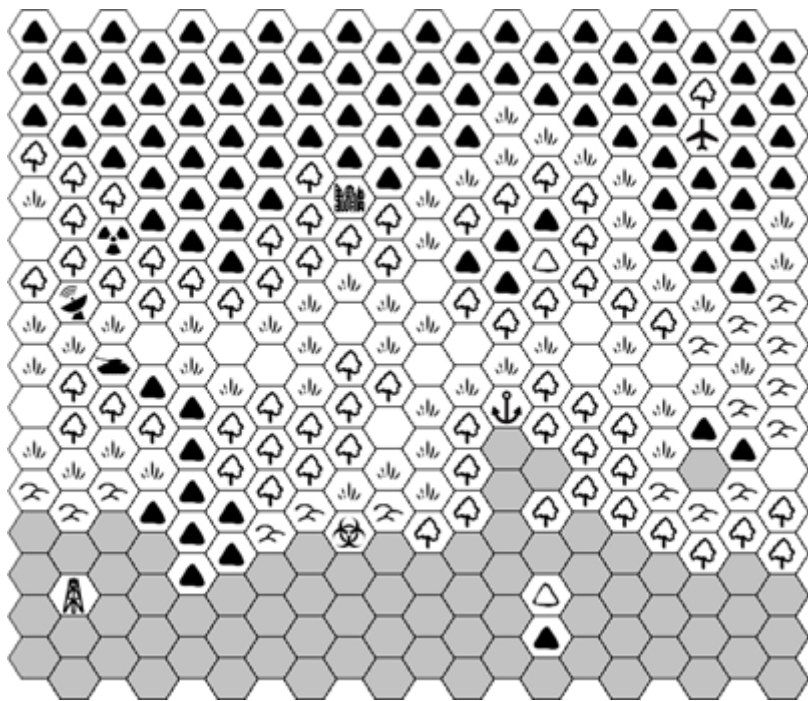
You can come up with your own world, where the Earth has changed so much that Africa has merged with America into a giant land mass. Maybe Antarctica is now a desert wasteland of cactus men and giant scorpions.

If this seems intimidating, simply start with a village...and work the world out from there. Wherever the characters want to go, that is the area you build next. It will all come naturally as you go.

MILLENNIUMS & MUTATIONS

Name _____ **Kin** _____

Type _____ **Gender** _____

Hgt _____ **Level** _____

Wgt _____ **AP** _____

Str _____ + _____ **Con** _____ + _____

Dex _____ + _____ **Int** _____ + _____

Lck _____ + _____ **Cha** _____ + _____

Weapons & Armor

Combat Adds + _____   **Hits** _____

Weapon	Hits/Dice	+ Adds	Str	Dex	Rng
_____	_____	+ _____	_____	_____	_____
_____	_____	+ _____	_____	_____	_____
_____	_____	+ _____	_____	_____	_____
_____	_____	+ _____	_____	_____	_____
_____	_____	+ _____	_____	_____	_____
_____	_____	+ _____	_____	_____	_____
_____	_____	+ _____	_____	_____	_____

Languages

_____

_____

_____

For use when creating characters using the T&T™ 5th edition rules

MILLENNIUMS & MUTATIONS

Name _____   Kin _____

Type _____   Gender _____

Hgt _____   Level _____

Wgt _____   AP _____

Str _____ + _____   Con _____ + _____

Dex _____ + _____   Spd _____ + _____

Int _____ + _____   Wiz _____ + _____

Lck _____ + _____   Cha _____ + _____

Weapons & Armor

Combat Adds + _____   Hits _____

Hits/Dice	+	Adds	Str	Dex	Rng
_____	+	_____	_____	_____	_____
_____	+	_____	_____	_____	_____
_____	+	_____	_____	_____	_____
_____	+	_____	_____	_____	_____
_____	+	_____	_____	_____	_____

Languages

_____
_____
_____
_____
_____

Talents

_____
_____
_____
_____
_____

For use when creating characters using the T&T™ 7th edition rules

Inventory

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Notes

_____
_____
_____
_____
_____
_____
_____
_____

Wealth

_____
_____
_____

There Are Things Unknown, Buried Under Thousands of Years...

Many centuries ago, the world suffered a cataclysmic event that appeared to wipe out any trace of what was. As the planet reclaimed itself, and spawned species anew, civilizations slowly developed. Inhabited by different types of humanoids, working together to survive in this new world. Play as a human or mutant in this strange world, and discover the secrets hidden of its past. Encounter dangerous creatures and discover strange technology. Come face to face with bandits, warlords, and odd religious cults.

Millenniums & Mutants, along with the Tunnels & Trolls™ role-playing game, can quickly have you off and running into the world of unusual creatures, strange technology, and devastated ruins from Earth's past. Can you survive what lies in your future's history?