

СТАЛКЕРЫ: THE ЯРОС



S.T.A.L.K.A.N.
-THE ROLE PLAYING GAME-

Overhauled by GOOHS (steamcommunity.com/groups/vstalker)
with the invaluable help of /tg/

Original System by Elliot Chadwick
(cheeserunner@hotmail.co.uk)

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1) Background and History

After Chernobyl was evacuated, the area around it was silent - untouched by man and reclaimed by nature. Trees grew up amongst the concrete edifices of Pripjat and wildlife found new homes in among the ruins.

Without any reason to enter the area, mankind left it alone - a nagging thorn in the conscience that refused to go away.

But like any forgotten area of the world, stories began to be spread about the forsaken zone. Reports of strange creatures, twisted by the consequences of the accident became commonplace. Some even spoke of abandoned treasures within what came to be called "The Zone".

In 2006, disaster seemed to strike again. A bright light originated from the old reactor plant and speculation of a second explosion began. Military patrols increased as the authorities seemed more determined than ever to keep people out. However, human nature prevailed. Curiosity and greed led to the phenomenon of the "Stalker" - part explorer, part mercenary, part treasure hunter. These brave and foolhardy individuals started entering the Zone to see what could be salvaged. What they found was beyond imagination.

Stalkers found both wonders and horrors of equal grandeur. Strange irradiated objects called "artifacts" fetched huge sums on a thriving black market, finding that the objects had strange powers, and acted as excellent replacement minerals, often being used in jewelry.

However, the risks involved in retrieving these were huge - mutant creatures roamed the landscape, ready to feed on anything they encountered and horrific pockets of energy known as "Anomalies" claimed the lives of many unwary Stalkers as if nature itself was trying to prevent human intervention. Stalkers within The Zone began to form alliances, waging a war within the irradiated wasteland.

It is now 2012. The Zone is full of wonder and death. Stalkers, mutants and the military roam the deadly landscape of the Zone. It is in this world that you will take the first faltering steps toward becoming a Stalker.

2) Character Creation

While the majority of combat stats are based around weapons and tactics, the zone is a dangerous place, and the player will need these skills to survive. They will also help determine a player's place on the battlefield: - a character with low reflexes would not last very long on point after all.

Initially, the character has ten points in each stat, with five additional points to distribute during character creation. Players may move points around as they like (one being lowest they can add/subtract, ten being the highest). There are a total of forty stat points (5 additional).

Whenever the character needs to roll using any of these stats, they should throw 1d20 +/- modifiers. Every point above 10 will be added on; any below will be deducted. (e.g. STR 9 would mean a -1 modifier).

I) Strength

Not to be confused with endurance, strength determines how much the character can lift in the short term, or how effective they are in melee combat. Strength also increases the distance the player can throw grenades or bolts.

Strength is recommended for players in the front - particularly shotgun users. Strength affects melee damage, grenade throws, STR rolls.

II) Endurance

Endurance affects most of the things that would sap the common stalker. The rule of thumb is to ask, 'Is he tough enough?' Endurance can be anything from how long the character can sprint for, to how much radiation they can absorb before becoming poisoned - or even how long they can go without food or sleep.

Endurance affects movement across the battlefield. While it would not be particularly useful for a sniper, Endurance is recommended for mid-range weaponry - such as assault rifle users who may need to move in or fall back quickly. Endurance has an effect on movement speed bonus and fort saves.

III) Perception

Staying alive in the Zone often requires stalkers to spot trouble before it sees them, whether it's sighting that Controller before it can start messing with your mind, or seeing that anomaly before you step on it.

Perception is an important stat for the scoped rifles. What good is spotting an enemy early if they are out of range? Perception affects Spot checks, and the PER bonus is added to accuracy rolls of scoped weapons.

IV) Agility

Flips and Parkour are not necessary abilities of a stalker, but jumping over a fence before a dog rips your leg off is. Agility affects the way a stalker moves or interacts with an environment - mainly in urban or industrial areas. Let's face it... where do you vault in a field?

Agility is recommended for an SMG user. Anybody who needs to move around quickly - but it is still useful for characters who wish to avoid a fight. Agility affects physical movement checks, climbing, jumping etc. Agility bonus negates encumbrance from armor. A +5 agility bonus allows character to carry up to 35 weight points in their pack.

V) Reflexes

Sometimes Perception rolls just don't go your way. Reflexes affect the character's ability to react. This may be as harmless as grabbing the first slice of cake - or drawing a gun faster than a disguised bandit. Highest Reflex roll decides who goes first in combat. Reflexes affect the initiative roll, reflex save, DC.

VI) Charisma

Charisma affects the player's ability to persuade, deceive or even enrage NPCs. Sometimes it can help you get a better deal on merchandise.

Although Charisma is largely useless in most combat scenarios, some situations might allow you to talk down the attacker. Perhaps you made a wrong turn at Duty? Charisma affects charisma rolls

3) Skills/Feats

Skills:

1. **Scavenging** (finding stuff in the zone)
2. **Repair** (Weapon and armor repairs)
3. **Gather Information** (Learn information from people)
4. **Lock picking**
5. **Tracking**
6. **Survival** (surviving in the wilderness)
7. **Book smarts** (knowing about things you would learn in a book)
8. **Street smarts** (knowing about the zone and its dangers)
9. **Disguise**
10. **Stealth**

5 ranks available in each skill

Feats:

- **Remodel** - you've got some construction experience and can take time to reinforce a ruined building into a proper base for your group
- **Burner Experience** - you've figured out how to use burner anomalies to your advantage. you activate them, stand behind them and shoot, giving you -1 to hit, giving enemies -2 to hit to you, and firing through the burner gives your bullets a burning sensation (1d6 dmg per turn for 4 turns).
- **Anomalous Material** - your constant exposure to anomalies has rendered you very sensitive to the zones strange emissions. You can sense anomalies, DC10 perception check, within 10'.
- **Gravedigger** - you constantly find dead bodies and have grown quite adept and finding their hidden stashes on their person
- **Bullet Baron** - you have a better chance of finding ammo.
- **Gun focus** - +2 to hit/dmg for one specific type.
- **Specific Gun Training** - +4 to hit/dmg with one specific gun from your chosen gun focus type.
- **Knife Training** - Can attack twice in one turn with a knife, or four times a turn with dual knives, full turn actions.

- **Dual Wielding** - Can dual wield with only a -2 mainhand penalty and -4 offhand penalty.
- **Reload Training** - 5 free action reloads an encounter for weapons that usually take half a turn.
- **Throwing Knives Training** - Can throw knives with a 1d20+4 weapon accuracy, 1d20+10dmg. Free action to switch to next knife.
- **Mutant Mauler** - +8dmg to all mutants
- **Human Hauler** - +4dmg to all humans
- **Hunchback of Agropom** - Increased carrying capacity by 10 weight points.
- **Neurosurgeon** - +2 to hit on headshots
- **Strong Minded** - Can survive 10 controller mindfucks instead of 5.
- **Hawk Eye** - +2 to spot anomalies or bloodsuckers at a distance.
- **Chikki Brikki** - +4 to hit with flashbangs/grenades
- **Snapshot** - 2 AoOs a turn (instead of 1).
- **Duck and Cover!** - Can survive up to 70 rads without dying.
- **Alcoholic** - Vodka heals 40 rads (instead of 20).
- **Light Sleeper** - Can sleep 6 hours instead of 8 per night.
- **Smooth talker** - Minus 10% on all prices.
- **Medic** - Double Healing from any source.
- **Thick Blooded** - bleeding starts at 25HP (instead of 35HP)
- **Liquid Courage** - drinking vodka cures 20 points of mindfuckery

- **Taunt** - If your charisma is high enough, you can roll to see if you can draw enemies to you their next turn, often causing them to ignore hazards like anomalies, or team mates in hiding. DC15.
- **Angel of Death** - revive a player outside combat without using a medkit
- **Sausage Master** - Sausages heal as much as medkits
- **Junkie** - Energy drinks give double the boost, but you lose two squares of movement next turn
- **Average Cook** - combine sausage and bread for sandwich
- **Improvised Surgery** - You can use some torn armors of fallen enemies as makeshift bandages. Affected by perception.
- **Bro Grab** - If you're standing diagonally from a friendly player, you can do a reflex and strength roll to see if you can pull them out of enemy fire once during the enemy's turn.
- **Grenade Launcher** - If you successfully roll to dodge a grenade, you can do a reflex roll to see if you can throw it back at your attackers.

4) Settlements

You would be hard pressed to find a fully functioning town in the zone; however, a number of settlements have flourished over the years. While they won't be as nice as your typical squalid hellhole, they do offer shelter from the cold and far more dangerous mutants and anomalies.

Most settlements are simply an entourage of stalkers defending an abandoned building. In some cases they will allow you to stay with them. Others will ask for a fee - some will refuse - and of course, some may try to rob you.

You can trade with any non-hostile NPC, but be careful to put away your weapons before approaching. Misunderstandings are often deadly in the zone. NPCs in the field will not very often have a good variety of stock, but can give you an excellent price on ammunition if they can afford it (and you can afford to give it away). If you want a real trader, then you must find them in one of the established settlements.

- ***Traders***

There are few neutral establishments in the zone - you will be starting in one of these, named Cordon. Traders have a greater stock than your average stalker - mostly because they have somewhere to put it all. They are also more willing to buy things that others won't need. In the field, choice of kit is important.

- ***Bankers***

Want to keep that RPG but don't want to lug it around all day? Bankers are established in almost every major community, and are willing to store your equipment for free - even move it to other banks in a matter of hours. You will however, have to pay a small fee to remove any items you've stored. You can also stash equipment anywhere you like, but you'll have to return to that spot to claim it. Make sure you hide it well: stalker code means finder's keepers. Are you feeling lucky?

- ***Fight Club***

Spread the word! Several communities have started a battleground for stalkers. You can bet on fights or participate yourself. There is good money in victory, but the penalty for failure is death.

- ***Bars***

Bars are a good place to chat to other stalkers or soak up the day's rads in vodka. This is also the place you'll most likely find jobs or information. Note that in many settlements, the barman is also the trader.

- ***Duty Outposts***

Duty is a faction that wants to establish steadfast rules and a safer, albeit more tightly controlled zone. Don't expect to be let into a Duty settlement without permission first. They tend to be very defensive. Some methods of getting into Duty's good books include doing jobs for the gatemen, or getting permission from the local trader. Although not officially aligned with the military, they tend to get shot less by them, and work closer with the scientists. Duty buildings are similar to those listed above (with no fight club), but Bankers will not charge members of Duty for service. Duty armories are stocked with some of the best Warsaw Pact weapons in the zone, due to their dealings with the military. Don't expect to find better equipment without strolling into Pripyat itself.

- ***Freedom Outposts***

Freedom wants the Zone to be open. Unlike Duty, Freedom allow stalkers to stay in their compounds unconditionally - so long as they behave themselves. They too have free of charge banks (though you must be a member) and do not condone Fight Clubs. Freedom armories are often supplemented by European and American mercenaries, necessitating a certain inclination to stock NATO weapons and ammunition.

Note: Duty and Freedom are rivals, and you cannot join both.

5) In the Field

Now you know what to expect in settlements, here's a look at the dangers of the zone.

The Zone is a wasteland of crumbling houses, endless fields and forest, and vast pockets of radiation. There are a number of abandoned labs, military facilities and industrial warehouses that now hold many dangers and treasures. Some of these places are still occupied - sometimes by man, sometimes by beast.

- **Anomalies**

Anomalies are essentially booby-traps created by the zone. There are many different kinds of anomalies, each with different signatures and effects (for more information on anomalies, turn to page 30). Most of them only appear through a strange looking rustle of leaves or distorted air. All you need to know is to steer well clear of them. Once a stalker has stepped into an anomaly, they have a split second to escape - otherwise, they will become another victim of the zone. In areas thick with anomalies, stalkers throw bolts through the air in order to activate them, revealing their position.

- **Animals**

One would be hard pressed to call the packs of vicious dogs that roam the countryside 'harmless', but there are some who have witnessed creatures so deadly that they make the largest mongrel look like a household puppy.

Be aware, sometimes packs of dogs will flee once a few have been taken down. (Bestiary on page 18)

- **Bandits**

Bandits are everywhere and not hard to spot. They usually wear black leather armor that is reflective of their faction. Be careful when wearing this armor. It can allow you to infiltrate bandit strongholds; but everyone else will fire at you on sight.

Bandits are difficult to reason with, mainly because to them, there is little difference between killing you after taking your money or simply letting you walk. You will have to convince them that it is in their interest to let you walk.

- **Loners**

There will be other stalkers scouring the zone. Most of them are friendly, and willing to trade supplies. If you run into trouble with other stalkers nearby, more often than not they will jump you your aid. If you see others in trouble, you are expected to join the fray. It is customary to reward people who have helped you with food, first aid or money.

- **Zombies**

Nobody knows why their brains fried. All anybody knows about zombies is that they can still shoot, and they will never stop approaching until they lose their prey.

- **Military**

You are not supposed to be in the zone. More often than not, the military will attempt to enforce this with lethal force. The good news is that they don't move around very often, and will be defending an area more often than going on raids of settlements. Depending on their rank, the military often have some of the best weapons in the zone. Some members of the military will let you pass through an area for a bribe. Be careful when attempting this, because it is not true of all checkpoints. If you heard it from a stalker though - it's usually true.

- **Scientists**

Scientists usually stick to their labs. Most of the time, they welcome or even employ stalkers to aid them in the fetching of artifacts for scientific study. You can get a good price on artifacts from this group - it is also the best place to sell mutated animal parts.

- **Monoliths**

These people are crazy. They are the faction that guards Pripyat and Chernobyl NPP. They have been compared to a religious cult and have some of the best equipment in the zone. This faction is only present to the North of Freedom's Army Base.

- **Artifacts**

Nobody knows the scientific reasoning behind the artifacts - all they can tell is that they are born in anomalies and give amazing beneficial properties to those who possess them. Some effects include the thickening of the user's skin, the coagulation of the blood, or the reduction of fatigue. Beware; these properties can sometimes come at great Cost.

These are the treasure of the zone. In the south, most have been harvested - but in the north there is said to be an abundant crop, ready for any who dare face the Monolith. (For more information on artifacts, turn to page 30.)

Battle Mechanics

Should you come across a hostile, the battle will be played out as follows. Each human character has 50hp at all times and 50 rads to absorb before death. 15 rads is a minor injury while 30 is major.

6) The Battlefield

The battlefield will be described by the DM, and then recreated on an excel spreadsheet or chessboard.

It is possible to fire on your first turn, but it is recommended you spend it getting into cover. If the enemy is not aware of your presence, you will have infinite turns until they are. Pre-emptive strikes do not score criticals, but allow a second attack.

- **Cover**

If a character is behind cover then the accuracy roll against that player has a negative modifier attached (eg. -2 for soft cover, -5 for hard cover). Characters must be directly in cover for this effect (on the same square).

It is also possible to flank enemies. Flanked characters lose cover bonuses.

- **Movement**

Every Character can move 6 squares a turn normally, when sprinting can run up to 12 squares in a straight line (full turn action) Moving more than 5 squares in an open area allows enemies with sights on you to take a free attack with a ranged weapon, 1 per enemy.

- **Range**

Each square represents 5 feet. Every weapon has an accuracy penalty per square. Check the Weapon list for gun-specific range and penalties.

- **Attacking (accuracy)**

Roll Weapon's Dice + Weapon Accuracy (+/-) mods to determine a hit. DC $10 + \text{Reflex Bonus} + \text{Cover} + \text{Distance}$. 30' speed= move 30 and fire for hip, move 15 and fire for ironsight, move 0 and fire for aimed.

- **Attacking (damage)**

Roll Weapon's Dice + Weapon Power (+/-) mods to determine damage to hp. After a hit of over 15 damage, the character will bleed, losing five health until the bleeding is stopped with a medkit or bandage.

- **Bullets per Turn, Ammo and Reloading**

Each weapon has a different magazine capacity and fires a different number of bullets per turn. Once the magazine number reaches zero, the player must reload their weapon. Reloading takes a turn. If the player runs out of ammo, they must move close enough to another player to receive ammo (within two squares) or forfeit the turn. If the player

has extra ammunition in the backpack, they can load one magazine per turn, and must then spend another turn to reload.

If every player runs out of ammo, they can attempt to loot any casualties of the battle, knife the opponent, or more likely, run for their lives.

- ***Items or Grenades***

You can use one item per turn. Players can throw Grenades 30 meters by default. Subtract or add five meters per Strength away from five.

- ***No-Go Areas***

The DM may specify a certain area is unreachable or radioactive. Players can enter a radioactive field, but they must use Vodka or AntiRad in their next turn or loose health (determined by rems and endurance).

- ***Stat Roles***

Sometimes the DM may include events that need stats to be rolled for. These could include 'a grenade lands at your feet. You attempt to scramble over a log for cover - roll agility,' or, 'a Snork jumps at you from within a bush - roll reflex.' In these cases you should roll a 1D20 and (+/-) modifiers.

- ***Unconsciousness and Death***

If a player runs out of hp, then they fall unconscious and another player must use a med kit to revive them, Players wanting to use a health kit on a downed player must do so on the same square.

If there are no med kits, the player remains unconscious until the end of the fight. If all the players are knocked unconscious, the game is over. When unconscious a player has 10 turns before they actually die. When a player dies they take a penalty based on how they died.

Players Body Destroyed or Unreachable, one of the following occurs:

Lose 2 Medkit, lose 4 bandage, lose 4 ammo, Primary weapon dropped to 50% condition, Secondary weapon dropped to 50% condition, Armor dropped to 50% condition. The penalty is decided by a d6 dice roll. If the player does not have the full amount or any of the item they are supposed to lose, they lose the number they have.

Players Body Mauled or Shot to death, one of the following occurs:

Lose All Medkits, lose all bandages, lose all ammo, Primary weapon dropped to 0% condition, Secondary weapon dropped to 0% condition, Armor dropped to 0% condition. The penalty is decided by a d6 dice roll. If the player does not have the full amount or any of the item they are supposed to lose, they lose the number they have.

• ***Aiming for specific body parts***

Uncalled shots are assumed to be aimed at chest

DC+4 to hit head, 1d10+5dmg

DC+2 to hit arms, 50% chance disarm on hit

DC+2 to hit legs, 50% chance to reduce enemies movement speed by 4 for 2 turns.

hip is instant (-4 to hit), ironsight is half a turn, scope is a full turn (+4 to hit), steadied against cover/prone (half turn action, +4 to hit, stacks with scope)

Snipers firing from hip take a -12 penalty.

• ***Armor and weapon degradation***

Weapon degradation:

0%: cannot be used

25%: 1-17 weapon roll causes jam

50%: 1-9 weapon roll causes jam

75%: 1-4 weapon roll causes jam

100%: 1 weapon roll causes jam

Penalty applies at the % mark I.e. 51% only has 1-4 weapon roll.

Special Conditions

-Every Jam causes a 5% weapon degrade

-Trader repairs return weapons to their max cond. Character repairs lower cap by 10% every character repair, Trader can return the cap back to normal for added price.

-Every 5 days 25% degradation while out in the wild. No degradation while in safety.

-A player can fully repair a weapon/armor while in a camp for DC10 save. Fail, no condition change, pass +20% (up to max) condition. Can hurry repair in the wild for DC15 save. Fail, -10% condition, pass +10% condition (up to max). Each repair attempt takes 4 hours.

Armor degradation.

A critical hit on armor causes 10% degradation.

0%: no damage reduction

25%: 25% of max damage reduction

50%: 50% of max damage reduction

75%: 75% of max damage reduction

100%: 100% of max damage reduction

Damage reduction is rounded up.

Attacks of Opportunity

If a character or enemy moves within line of sight of someone facing in their direction and they are moving within the range that their opponents weapon does not incur penalties for distance (I.E. before 4 squares for a PMm), that enemy gets an attack of opportunity (1 only). If the opponent is out of ammo they may not take the AoO.

Reloading

Reloading is a half turn action for all guns except Heavy Weapons, for which it is a full turn action. Dual wielding reloads of both guns take a full turn, half a turn for a single gun.

Dual Wielding

Dual wielding is only allowed with pistols. Dual wielding characters receive a -4 penalty on accuracy rolls for the main hand weapon and -8 for the offhand one. Strength bonus is added or subtracted from the penalty.

7) Inventory, Items and Eating

This is how much you can carry at one time. There is a primary and secondary weapon slot. You can carry a third weapon if you wish; however, it will deduct 3 from movement points in battle if you do. Switching between primary weapons takes a turn - switching between primary and secondary does not.

Inventory Slots

You will always have a knife, binoculars, and room for fifteen bolts (providing you own these) on your belt. There are two base artefact slots (more can be bought). Then there are eight belt slots. These slots are used to carry weapon magazines (or 4 shotgun shells) and grenades (grenade launcher grenades are two per slot).

In your backpack, you will have room for a day's food and water, 3 Medkits, 3 AntiRad, 5 Bandages and half a backpack for anything else. Use your imagination and try not to cheat here.

Healing Items

First aid restores a lot of health and stops bleeding. Bandages restore some health and stop bleeding. AntiRad remove most radiation. Vodka reduces some radiation (and gives -2 accuracy per bottle if the character fights in the next half hour). Food recovers some health but does not stop bleeding.

Eating

Characters must eat at least two meals a day or suffer -2 to all stats the following day.

Sleep

You'll need to sleep eight hours a day or suffer -2 to all stats the next day. You can sleep outside, but you'd better post a watchman to look out for dogs or bandits. In settlements, you can sleep anywhere that isn't owned by somebody (namely, the buildings above). However, if a stalker already occupying an area asks you to leave, it is courteous to oblige - even though asking others to leave is considered rude.

Artifacts

Artifacts have both positive and negative effects - many are radioactive. Some reduce bullet resistance while increasing overall health. (For more information on artifacts, turn to page 30.) Everyone starts with 2 slots.

8) Bestiary

Dog

Wild Dogs are constantly prowling for food about the zone. These creatures are starving and will attack a lone stalker without hesitance. In group scenarios, they will often judge you too much of a threat and leave you alone - but sometimes the hunger gets too much! So be careful.

50HP DC10+2 Bite - 1d6+2-rupture 8sq pt

Boar

Unlike Dogs, these mutated Boars will usually only attack a stalker if they enter the Boar's nest. They are still deadly however, and it is always advised that you think twice before engaging one in a knife fight.

100HP DC10 Ram - 1d8+6-Rupture 6sq pt

Flesh

These are the mutated cousins of pigs that have spent generations in the zone. They are not typically aggressive, but will defend themselves if provoked. Contrary to popular belief, Flesh meat is quite edible when cooked.

100HP DC10. Scratch - 1d6+4-rupture 4sq pt

Snork

These creatures were once thought to be human - now they walk along on all fours with mutated legs capable of making great leaps. They are extremely hostile, and thought to be among the more dangerous of the zone.

150HP DC10+5 reflex. Double damage from flanking.

Can Leap 6 Squares as full turn action.

Scratch/Kick - 1d10+2dmg-rupture resistance. 2Sq pt

Bloodsucker

Few stalkers have encountered a Bloodsucker and lived to tell the tale, but the corpses of those not so lucky are enough to keep any stories well in the hearts and minds of even the most veteran members of the zone.

The Bloodsucker stalks its opponent and is mostly invisible. When it finally descends upon you, a barbed tongue will piece your throat and drain you of blood. The husks of men are a fair warning of a nest.

300HP DC10+3reflex. Double damage from flanking. Can turn invisible DC15+perception to spot. 6Sq pt

Claws - 1d20+20dmg-rupture resistance for non spotted. 1D20+10dmg-rupture for spotted.

Bloodsucker roar - DC10 endurance save. Failing save causes character to lose its turn.

Controller

Thought for a while to be the source of the Monolith Faction's madness, Controllers attack their prey using powerful psi-emissions. They usually reside in dark caves and tunnels.

200HP DC10 Double damage taken from flanking 2sq pt

Controller Mindfuckery:

No reflex save unless hard cover is within one square. Reflex save would involve leaping behind cover, DC 15. Based on line of sight (if controller can't see you, you can't be damaged). Damage is 1d10 + 2. Brain damage is 1d10 (you can take up to 50 before you become zombified).

Punch - 3d6-rupture resistance.

Dorfs:

Telekinesis

The dwarf picks up an object with its mind and hurls it at you.

Accuracy: 1d20 + 5 Damage is based on size of object thrown.

Small (rocks, rubble, buckets, weapons, etc):

1d6 + 2

Medium (smaller wooden boxes, chairs):

2d6 + 4

Large (barrels, crates, tables, large chunks of rubble):

3d6 + 7

Dorf telekinetic fuckery:

The dwarf will use its psychic abilities to inflict harm. No accuracy roll, no saving roll. Reflex save is DC 15 only if hard cover is available one square away from you.

Damage: 2d6 + 2

Dorf flailing:

Dwarves are limited in their physical capabilities. It will try its best to run away and use its psychic abilities when moved in on, but if cornered or desperate enough it will try to swipe at you.

Damage: 1d4 + 2

Dealing with dorfs:

HP: 400

DC9

4sq pt

Damage reduction (artifact): 40% (half turn action to activate)

Tele-dog

HP 50 DC10+5 Teleport - Once every 3 turns the teledog can teleport up to 6 squares. 8Sq pt

Attacks:

Lunge:

Range = 1 square

Accuracy: 1d20 - 2, rolls against a standard DC 10 + reflex modifiers.

Damage: 2d4 + 2

Pseudo-dogs:

Size: Small (-4 to hit) DC10+4 8sq pt

HP: 50

Abilities:

Copies

The pseudodog makes several copies of itself, resulting in the appearance of five pseudo-dogs. You roll a regular accuracy check, then you roll a % check (20% + 10% for every point of luck modifier) to see if you hit the real one. If it turns out to be a fake, no matter the damage, that fake copy disappears. All copies disappear if the original dies. A single copy lasts 5 turns. Pseudo-dog can create 1 new copy every turn.

Attacks:

Lunge:

Range = 1 square

Accuracy: 1d20 - 2, rolls against a standard DC 10 + reflex modifiers.

Damage: 2d4 + 2

Swipe/bite/whatever else it does at close range:

Range: UP CLOSE AND PERSONAL

Accuracy: Reflex save to move yourself out of the way. Reflex save is DC 10 + your modifiers.

Zombie

100HP DC10 2sq pt

Carry Weapons have a -4 on

all rolls to hit.

Izlom:

Size: medium

HP; 75

Speed: 10 feet

Attack (swipe);

Accuracy: 1d20 reflex modifier for target

DC 10

Pseudogiant:

Size:Large

HP: 600

Speed: 4sq pt

DC10-2(from size)=DC8

Attacks

Quake: Everyone within 40' rolls a DC15 Reflex save to avoid the quake. Failing to avoid causes character to lose their next turn.

Being 10' or less from the quake source causes the reflex save to be DC20

Stomp: 2d20+10dmg

9) Items

First aid

Medkit	200 RU	Heals 15 hp
Army Medkit	275 RU	Heals 20 hp and bleeding
Scientific Medkit	325 RU	Heals 30hp and 10 rads
Bandage	50 RU	Heals 10hp
Vodka	120 RU	Heals 20 rads
AntiRad	200 RU	Heals 40 rads
Energy Drink	100 RU	Adds 3 to movement points. Can substitute an hours sleep.
Ammo Box	800 RU	Allows 20 extra weight points for ammo only. 2 can be carried per character.

Food

Bread	80 RU	Heals 5hp. Counts as a meal.
Sausage	65 RU	Heals 5hp. Counts as a meal.
Tourist's Delight	120 RU	Heals 8hp. Counts as a meal.
Fresh Water	50 RU	Lasts a day.

Animal Parts

Flesh Meat	60 RU	Can be eaten if cooked
(5hp. Counts as a meal.)		
Boar Meat	80 RU	Can be eaten if cooked
(8hp. Counts as a meal)		
Dog Paw	40 RU	
Bloodsucker's Tongue	250 RU	
Snork's Feet	175 RU	
Controller's Head	500 RU	
Dwarf Hands	250 RU	

10) Weapons

Knife

Knives are highly dangerous, but difficult to use since they require you to get so close to the enemy. To knife, roll a strength check vs the enemies DC to hit. A natural 20 is an instant kill on anything (except vehicles) with a knife. A knife does 2d20+10 dmg normally. A knife to the back of an opponent does double damage. Double knifing incurs a -4 penalty for main-hand and -8 for offhand on rolls to hit.

Pistols

Makarov PMm (9x18 Makarov)

8 magazine - 2 bullets/turn
Damage - 1D20 + 2
Accuracy - 1D20 + 2
Range (per square) - Minus 4 after 4 squares

Walther P99 (9x19 Parabellum)

16 magazine - 4 bullets/turn
Damage - 1D20 + 4
Accuracy - 1D20 + 4
Range (per square) - Minus 3 after 4 squares.

PB1 Noiseless (stats WITH silencer, 9x18 Makarov)

8 magazine - 2 bullets/turn
Damage - 1D20 + 2
Accuracy - 1D20 + 2
Range (per square) - Minus 4 after 4 squares.

Sig Sauer P220 (9x19 Parabellum)

12 magazine - 3 bullets/turn
Damage - 1D20 + 5
Accuracy - 1D20 + 5
Range (per square) - Minus 3 after 4 squares.

Colt 1911 (.45 ACP)

8 magazine - 2 bullets/turn
Damage - 1D20 + 6
Accuracy - 1D20 + 6
Range (per square) - Minus 2 after 4 squares.

Fort 12 (9x18 ACP)

12 magazine - 3 bullets/turn
Damage - 1D20 + 4
Accuracy - 1D20 + 8
Range (per square) - Minus 3 after 4 squares.

USP Compact (.45 rounds)

8 magazine - 2 bullets/turn
Damage - 1D20 + 6
Accuracy - 1D20 + 8
Range (per square) - Minus 2 after 4 squares.

Desert Eagle (.44 magnum)

8 magazine - 2 bullets/turn
Damage - 2D20 + 8
Accuracy - 1D20 + 6
Range (per square) - Minus 4 after 4 squares.

Big Ben (9x39mm)

8 magazine - 2 bullets/turn
Damage - 3D10 + 9
Accuracy - 1D20 + 7
Range (per square) - Minus 2 after 4 squares.

Shotguns (Buckshot shells)**Sawnoff (Bm-16)**

2 magazine - 2 bullets/turn
Damage - 2D20 + 10 (-10 after 4 squares)
Accuracy - 1D20 + 2
Range (per square) - Minus 5 after 3 square, minus 10 on damage and accuracy after 4 squares.

Hunting Rifle

2 magazine - 1 bullets/turn
Damage - 2D20 + 5 (-10 after 3 squares)
Accuracy - 1D20 + 6
Range (per square) - Minus 4 after 3 squares, minus 10 on damage and accuracy after 6 squares.

Winchester

6 magazine - 2 bullets/turn
Damage - 2D20 + 15 (-10 after 2 squares)
Accuracy - 1D20 + 4
Range (per square) - Minus 6 after 3 squares, minus 9 on damage and accuracy after 4 squares.

TOZ-34

2 magazine - 2 bullets/turn
Damage - 2D20 + 20 (-10 after 1 square)
Accuracy - 1D20 + 8
Range (per square) - Minus 3 after 3 squares, minus 10 after 2 squares for Damage, minus 7 after 6 squares for Accuracy.

SPAS-12

8 magazine - 2 bullets/turn

Damage - $2D20 + 25$ (-10 after 1 square)

Accuracy - $1D20 + 8$

Range (per Square) Minus 5 after 3 squares, minus 10 after 2 squares for Damage, minus 7 after 6 squares for Accuracy.

Sub-Machineguns**AKM 74/u (5.45mm)**

30 magazine - 6 bullets/turn

Damage - $1D20 + 7$

Accuracy - $1D20 + 8$

Range (per square) - Minus 3 after 4 squares.

MP5 (9x19 Parabellum)

30 magazine - 6 bullets/turn

Damage - $1D20 + 6$

Accuracy - $1D20 + 7$

Range (per square) - Minus 3 after 4 squares.

Assault Rifles**AKM 74/2 (5.45mm)**

30 magazine - 6 bullets/turn

Damage - $2D20 + 5$

Accuracy - $1D20 + 5$

Range (per square) - Minus 4 after 6 squares.

AN-94 Abakan (5.45mm)

30 magazine - 6 bullets/turn

Damage - $2D20 + 6$

Accuracy - $1D20 + 7$

Range (per square) - Minus 3 after 6 squares.

SIG SG-550 (5.56mm)

30 magazine - 3 bullets/turn

Damage - $2D20 + 2$

Accuracy - $1D20 + 10$

Range (per square) - Minus 3 after 8 squares.

G36K (5.56)

30 magazine - 5 bullets/turn

Damage - $2D20 + 8$

Accuracy - $1D20 + 8$

Range (per square) - Minus 4 after 8 squares.

Groza (9x39) + Grenade Launcher

20 magazine - 5 bullets/turn

Damage - $2D20 + 12$

Accuracy - $1D20 + 6$

Range (per square) - Minus 6 after 8 squares.

ZM LR300 (5.56)

30 magazine - 6 bullets/turn

Damage - $2D20 + 10$

Accuracy - $1D20 + 8$

Range (per square) - Minus 4 after 8 squares.

AS Val Special Assault Rifle (9x39mm)

20 magazine - 5 bullets/turn

Damage - $2D20 + 18$

Accuracy - $1D20 + 7$

Range (per square) - Minus 3 after 8 squares.

Sniper Rifles (all have permanent scopes attached)**Enfield L85 (5.56mm)**

20 magazine - 2 bullets/turn

Damage - $2D20 + 6$

Accuracy - $1D20 + 12$

Range (per square) - Minus 6 after 8 squares. Minus 10 within three squares.

Vintorez (9x39) + unbreakable silencer

10 magazine - 1 bullets/turn

Damage - $2D20 + 9$

Accuracy - $1D20 + 12$

Range (per square) - Minus 8 after 10 squares. Minus 10 within three squares.

Dragunov SVD (7.62x54)

10 magazine - 2 bullets/turn

Damage - $3D20 + 2$

Accuracy - $1D20 + 16$

Range (per square) - Minus 8 after 12 squares. Minus 10 within 3 squares.

Heavy Weapons

RG-6 Grenade Launcher (VOG Grenades)

6 magazine - 2 bullets/turn

Damage - 3D20 + 20

Accuracy - 1D20 +8

Range - Cannot fire more than 8 squares. Minus 20 after 6 squares.

RPG 7

1 magazine - 1 bullet/turn

Damage - 3D20 +20

Accuracy - 1D20+15

Range - Minus 20 after 5 squares. Characters within 2 square of blast are injured 10hp.

Gauss Gun

2 magazine - 1 bullet/turn

Damage 3D20 + 25

Accuracy - 1D20+20

Range - Minus 10 after 4 squares.

Grenade Launchers + Grenades

Attached Grenade Launchers

1 magazine - 1 bullets/turn

Damage - 3D20 + 20

Accuracy - 1D20 +10

Range - Cannot fire more than 6 squares. Minus 6 after three squares. 10' radius, full damage at center, half at periphery.

Grenades

Damage - Receiving player must roll Reflex/Agility attributes. Should they escape well, damage is nil. If they escape, the damage is 20 (regardless of armor). If they do not, damage is 60 (include armour mods).

Accuracy - 1D20 +10

Range - 6 squares (+/-) Strength

Flashbangs

Everyone within 30' of the blast of the flashbang must roll a reflex save, DC15 (DC25 if wearing NV goggles while flashed). If the save is failed the character is blinded for 1d10 rounds +/- Perception bonus (1 round of blindness minimum).

Scopes

Attaching a scope to a non-scoped weapon gives it a +4 accuracy bonus at more than two squares, and a -2 penalty when the target is closer than two squares. Cost 2000.

Silencers

Attaching silencers makes your shots quiet. 5% chance to break every shot fired. Cost 800.

Weapon Upgrades

Extended Magazine - +1/2 of full magazine capacity. Cost 2000 RU.

Extended Barrel - +2 to hit. Cost 4000 RU.

Extended Stock - +2 to hit. Cost 4000 RU.

Armor Upgrades

Superlight Kevlar - +5Defense, Any Armor. Cost 4000.

Artifact Slot - 1 more slot for an artifact. (up to 8, base is 2). Cost 4000.

Closed cycle breathing module - No effects from airborne dangers, clean air supply for 10 hours. Cost 9375.

Psy-Protection - No effects from Psy damage. Cost 12500.

Reinforced Body Armor - +10Defense (stacks + kevlar). Cost 12500.

Electric Dampeners - 20% Less Electricity Damage. Cost 3000.

Fireproofing - 20% Less Fire Damage. Cost 3000.

Superlight Lead Plates - -10 Radiation Taken per turn from outside sources (does not effect artifact radiation). Cost 5000.

Heavy Lead Plates - -25 Radiation Taken per turn from outside sources (does not effect artifact radiation). +2 Armor Encumbrance. Cost 10000.

11) Armor

Defense is the amount removed from damage (5 Damage is minimum).
Encumbrance is removed from movement roles.

Leather Jacket

Defense - 5
Encumbrance - 0
Cost - 1000 RU

Bandit Jacket

Defense - 7
Encumbrance - 0
Cost - 3000 RU

Merc Suit

Defense - 10
Encumbrance - 1
Flashlight
Cost - 7000 RU

Berril Armored

Defense - 13
Encumbrance - 3
Flashlight
Cost - 10000 RU

Stalker Suit

Defense - 15
Encumbrance - 2
Flashlight
Cost - 15000 RU

Monolith Suit

Defense - 18
Encumbrance - 3
Flashlight
Cost - 18000 RU

Ghost Suit

Defense - 20
Encumbrance - 3
Flashlight/Night Vision

Cost - 20000 RU

Modified Suit

Defense - 22

Encumbrance - 2

Flashlight/Night Vision

Cost - 24000 RU

Duty/Freedom Suit

Defense - 24

Encumbrance - 3

Flashlight/Night Vision

Cost - 26000 RU

Military Armored Suit

Defense - 28

Encumbrance - 4

Flashlight

Cost - 30000 RU

Windbreaker Suit

Defense - 25

Encumbrance - 1

Flashlight/Night Vision

Cost - 32000 RU

SEVA Suit

Defense - 26

Encumbrance - 2

Flashlight/Night Vision

Cost - 40000 RU

Universal Protection

Defense - 28

Encumbrance - 3

Flashlight/Night Vision

Cost - 42000 RU

12) Artifacts

Droplets

-10 Radiation
-2 Endurance

Fireball

-20 Radiation
-2 Endurance

Crystal

-30 Radiation
-2 Endurance

Sparkler

+2 Endurance
+10 Damage with Electric Shock

Flash

+3 Endurance
+10 Damage with Electric Shock

Moonlight

+4 Endurance
+10 Damage with Electric Shock

Jellyfish

+5 Radiation
+2 Bullet Resistance

Night Star

+10 Radiation
+5 Bullet Resistance

Mama's Beads

+5 Bullet Resistance

Wrenched

+5 Radiation
+2 Rupture Resistance

Goldfish

+10 Radiation
+5 Rupture Resistance

Kolobok

+5 Rupture Resistance

Harpy

-2 Strength
-3 Bleeding

Sap

-2 Strength
-5 Bleeding

Clot

-5 Bleeding

Thorn

-10 Radiation
+ 3 Bleeding

Crystal Thorn

-20 Radiation

+ 3 Bleeding

Thorn

-30 Radiation

+ 3 Bleeding

Glowdust

+5 Radiation

+5 Available Weight Points

Beacon

+10 Radiation

+10 Available Weight Points

Fallen Star

+10 Available Weight Points

Stitch

+5 Radiation

+2 Reflex

Snake

+10 Radiation

+3 Reflex

Hourglass

+3 Reflex

Battery

30% Resist Electricity

Spring

30% Resist Drop

Gem

30% Resist Fire

Pellicle

30% Resist Chemical Burn

13) Anomalies

Whirligig

The anomaly snatches its victim and spins them around at breakneck speed. The anomaly can be spotted by a light whirlwind above the ground. 1 reflex save to escape unharmed, 2nd reflex save to escape with 10dmg. 30Dmg for every turn afterwards+reflex save.

Springboard

A gravitational abnormality which inflicts Shock damage. Air fluctuations are above the abnormality. 20Dmg per hit. 1 reflex save to escape unharmed. DC15 agility to avoid.

Burnt Fuzz

Looks like a see through sheet hanging from a tree. It reacts to rapidly moving beings by shooting projectiles at them. Reflex save to escape damage. Burnt fuzz rolls a 1d20+10 to hit vs normal character DC. DC15 agility to avoid (no reflex save necessary to pass through).

Electro

An anomaly that accumulates electricity and discharges it as soon as anybody comes near it. 20Dmg per hit, does not cause bleeding. 1 reflex save to escape unharmed.

Ooze

A pile of green slime that greatly increases the rads of those who step in it. +10 rads per hit. DC 10 agility to avoid only (jump over).

Vortex

This anomaly looks as though it is simply a pile of leaves swirling in the breeze. Anybody sucked into this anomaly is crushed. 1 reflex save to escape unharmed. Death if failed. DC 15 agility to avoid.

Burner

This anomaly distorts the air around it in the same way as a fire. Anyone who steps into it will trigger a pillar of flames. 10Dmg per hit, does not cause bleeding.

Web

Nearly invisible strings of spider web that grow inside abandoned buildings. Almost impossible to escape from, aside from water dissolving the web completely. DC15 agility to pass through, failing the check or accidentally walking into the web causes the character to be stuck in the web until the web is dissolved.

Chasm

Indicated by a cracked and dry patch of brittle ground. When enough weight is put on the patch of ground it opens up, dropping anything on it down into a bottomless pit. Characters who fall into a chasm can roll one DC10 reflex check to grab the edge, and then DC 10 strength check to keep their grip. Failure of either check causes the character to fall deeper into the pit (one foot in), they can roll a second reflex and strength check. If a character fails both checks they fall to their death. DC 15 agility to avoid the chasm (stepping around it).

Freezer

Can be spotted by frost on nearby surfaces. When activated, a wave of frost radiates from the center of the anomaly, the wave of frost does cold damage to anyone hit by it. 20Dmg from freezing per hit, does not cause bleeding. If hit by 50+dmg from freezing a character will be flash frozen, and unable to move until thawed. DC15 reflex to avoid damage. DC15 reflex to pass through.

Pulsar

A basketball sized bluish-gray ball. When activated the ball rises into the air a few feet up and releases a pulse of blue energy in a sphere around the ball, 10' diameter. When hit by the spheres energy a character takes 10dmg and is pushed out of the spheres range. DC15 reflex to jump out of the range of the pulse. DC15 reflex and agility to avoid.

Psychic Energy Field

An invisible field of psychic energy, the only indicator that one is nearby is the possible presence of zombies. 10 Psychic damage per turn while inside the energy field. No reflex roll to escape.

Radiation Field

An invisible field of radiation, the only indicator is the beeping of a characters Geiger counter when within 10' of the radiation field. Radiation damage intensity can range from 5 per turn to 40 per turn (this will be indicated by the Geiger counter). No reflex roll to escape.

Acid Mist

A deep green foggy mist of acidic particles. 10Dmg per turn while inside. No reflex to escape.

Teleport

Teleport Anomalies are partially transparent black spheres that are easy to see. Anything that moves into the teleport anomaly is transported to another teleport anomaly. There is no distance limit, but the two linked teleport anomalies are usually near each other. An object must pass fully into the teleport anomaly to be teleported (i.e. Putting your head partially into the anomaly will not allow you to see to the other side, you just won't teleport).

Avoiding/Passing through Anomalies

Avoiding an anomaly involves passing a spot check to see it, once you have seen it you can avoid its area of effect. If you have no other option but to pass through a location with an anomaly in it, you must roll a check to see if you correctly avoid damage from it while passing through. Some anomalies can be activated, meaning they are triggered by outside stimuli to release their energy momentarily and dissipate while regaining that energy. Other types of anomalies are constant, meaning that their effect is constantly applied to the area they cover, instead of releasing and recharging. Most constant effect anomalies cannot be avoided, they must be either navigated around or passed through directly, with no way to avoid their effects aside from certain artifacts or armor upgrades. Activated anomalies can usually be passed through without great trouble by throwing a bolt into the anomaly to activate it, roll a reflex save to enter the anomaly at the correct time (when it is still recharging) and an agility save to avoid setting off the recharging anomaly while passing through it. Failing the reflex save causes a character to rush into the anomaly before it is fully discharged, causing them damage or some effects from the anomaly. Failing the agility save means a character did not properly navigate around the anomaly while trying to pass through it, they may still avoid the damage due to the reflex save, but they do not pass to the other side of the anomaly and are forced to stay inside the anomaly at that point. Different anomalies have different DC's to pass for attempting to navigate through them, and different DC's to spot them.

The Basic Reflex DC to pass through an anomaly unharmed after activating it is 10, the basic agility DC to pass through to the other side of the anomaly is also usually 10. There are exceptions which are listed in the anomalies description.

Spot checks for anomalies

Different anomalies have different effects on their environment that make them easier or harder to see.

DC10 spot check anomalies

Freezer, Pulsar, Electro, Acid Mist, Fruit Punch, Teleport

DC15 spot check anomalies

Chasm, Vortex, Springboard, Burner, Burnt Fuzz

DC20 spot check anomalies

Web, Psychic Field, Radiation Field

Example of a filled-in Character Sheet

Name: Example	
Hp: 50/50	Ammo: 2/1
Radiation: 0/50	

Strength	7
Endurance	5
Perception	4
Agility	6
Reflexes	6
Charisma	5

Belt slots:

1. P Clip (used)
2. P Clip (used)
3. P Clip
4. P Clip
5. S Clip
6. Grenade
7. Grenade
8. VOG Grenade

Primary weapon:

Sawn Off Dbl Barrel
 2 clip - 1 bullets/turn
 Damage - 2D20 + 10 (-10 after 2 squares)
 Accuracy - 1D10 + 1

Secondary weapon:

Walker P9mm
 16 clip - 4 bullets/turn
 Damage - 1D20 + 2
 Accuracy - 1D10 + 1

Mods: -5 Rad, +1 End, +10 Shock, +2 BullRes, 30% Res Drop, -2 Acc (vodka).

Age: 42	Nationality: French
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Artifact	
Droplets -10 Radiation -2 Endurance	Flash +3 Endurance +10 Damage with Electric Shock
Jellyfish +5 Radiation +2 Bullet Resistance	Spring 30% Resist Drop

Food: Tourist's Delight/Bread
 Water: Half a Day
 Bolts: 4/4
 Medkit: 2/3
 Bandages: 3/5
 AntiRad: 3/3
 Knife: Yes
 Binoculars: Yes
 Flashlight: No
 Night Vision: No

Other Equipment
 (can carry half a backpack)
 P Ammo (15), Boar's Leg, Vodka.

Armour
 Leather Jacket
 Defense - 4
 Encumbrance - 0

RU: 2243

Membership:
 Duty