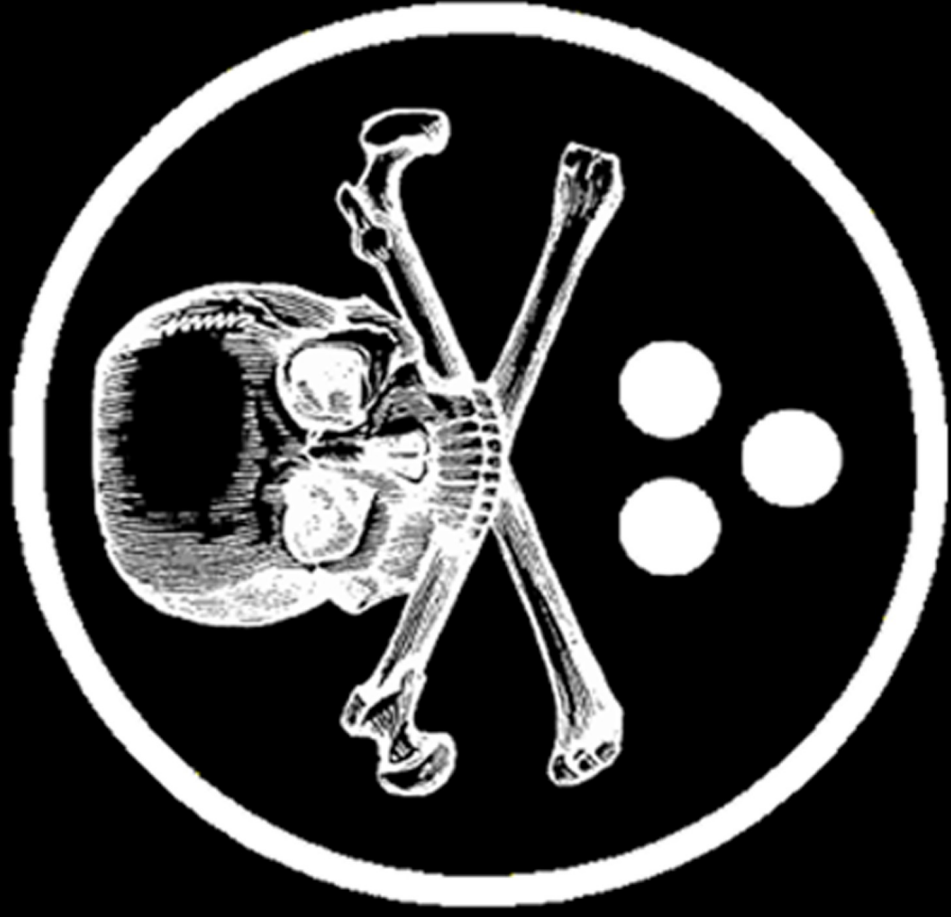
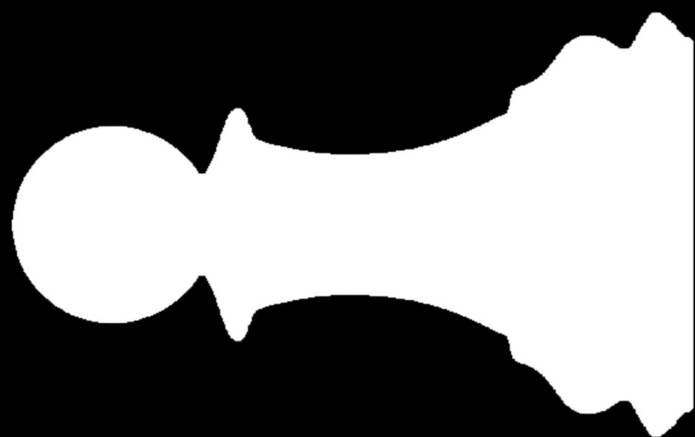
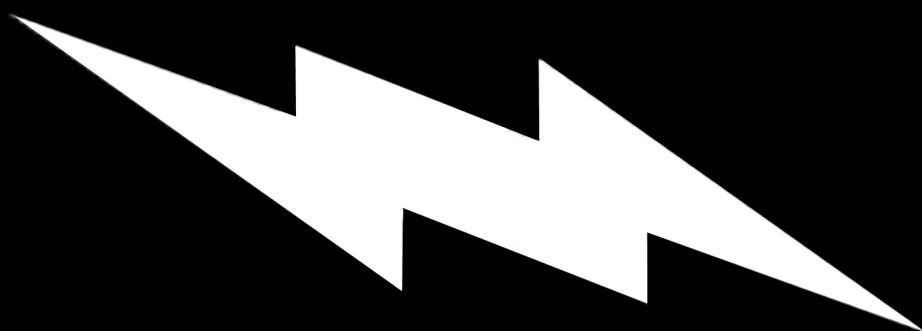


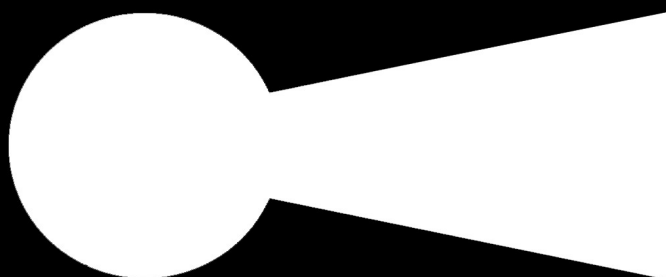
W4RDWORLD

Dark Comedy Sci-fi Phantasy









Airplane, Single Engine — 400 S.D.C.
 Airplane, Jet Airliner — 2,000 S.D.C.
 Boat, Canoe/Row Boat — 40 S.D.C.
 Boat, Cabin Cruiser — 450 S.D.C.
 Boat, Cargo Freighter — 8,000 S.D.C.
 Box, Cardboard — 2 S.D.C.
 Box, Wood Shipping Crate — 20 S.D.C.
 Box, Metal Shipping Crate — 60-100 S.D.C.
 Car, Compact — 250 S.D.C.
 Car, Luxury — 450-500 S.D.C.
 Car, Door Only — 150 S.D.C.
 Car, Windshield — 100 S.D.C.
 Chain, Standard — 50 S.D.C.
 Chain, Heavy — 250 S.D.C.

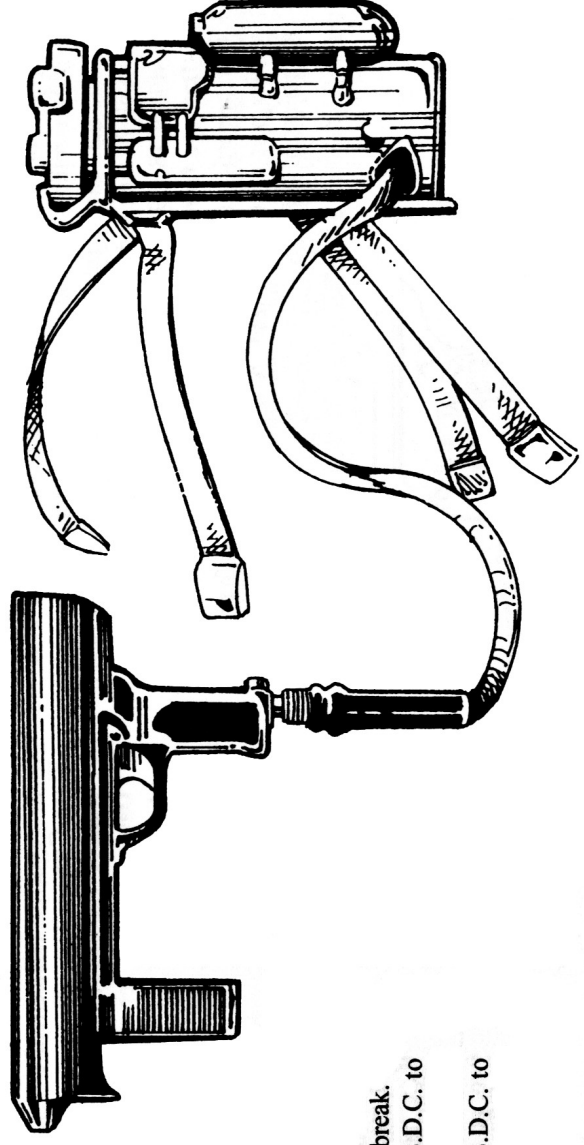
Door, Interior, Wood — 100 S.D.C.
 Door, Exterior, Wood — 170 S.D.C.
 Door, Metal Grille — 350 S.D.C.
 Door, Solid Metal — 600-800 S.D.C.
 Door, Metal Safe — 1,200 S.D.C.
 Door, Bank Vault — 5,000 S.D.C.
 Fence, Cyclone Mesh — 100 S.D.C.
 Fence, Iron Post — 250 S.D.C.
 Fence, Wood — 75 S.D.C.
 Gate, Wood — 50 S.D.C.
 Gate, Metal — 100 S.D.C.
 Gate, Metal Security — 250 S.D.C.

Glass, Ordinary — 5 or 10 S.D.C.
 Glass, Automotive Safety — 30 S.D.C.
 Glass, Brick — 100 S.D.C. each
 Glass, Automotive Bulletproof — 250 S.D.C.
 Glass, Heavy Security — 1,000 S.D.C.
 Handcuffs, Regular — 60 S.D.C.
 Handcuffs, Heavy — 120 S.D.C.
 Leather Strap (belt) — 5 or 10 S.D.C.
 Leather Strap, Heavy — 20-40 S.D.C.
 Lock, Common Latch — 40 S.D.C.
 Lock, Dead Bolt — 100 S.D.C.
 Lock, Heavy Padlock — 75 S.D.C.
 Motorcycle — 100 S.D.C.
 Rope, Lightweight Twine — 1 S.D.C. to cut, 5 S.D.C. to break.
 Rope, 1/4 Cotton "Clothesline" — 5 S.D.C. to cut, 75 S.D.C. to break.
 Rope, 1/2 Nylon "Climbing" — 15 S.D.C. to cut, 325 S.D.C. to break.
 Truck, Medium-Sized Pickup — 450 S.D.C.
 Truck, Half-Ton Hauler — 550 S.D.C.
 Truck, Freight Hauler — 650 S.D.C.

Wall, Interior Plaster — 75 S.D.C.
 Wall, Exterior Wood — 150 S.D.C.
 Wall, Exterior Brick — 200 S.D.C.
 Wall, Cinder Block — 300 S.D.C.
 Wall, Reinforced Concrete — 400 S.D.C.
 Wall, Castle — 1,000 S.D.C.
 Weapon, Hard Wood — 40 S.D.C.
 Weapon, Metal Sword — 100 S.D.C.
 Weapon, Small Pistol — 35 S.D.C.
 Weapon, Assault Rifle — 75 S.D.C.
 Weapon, Energy — 50 S.D.C. (unless reinforced.)
 Weapon, Artillery Piece — 1,500 S.D.C.

ATTRIBUTE BONUS CHART

	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q. add to all skills. This is a one time bonus	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%
M.E. save vs. psionic attack save vs. insanity	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
M.A. trust/intimidate	40%	45%	50%	55%	60%	65%	70%	75%	80%	84%	88%	92%	94%	96%	97%
P.S. Hand to Hand combat: damage	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P. parry and dodge bonus	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.P. bonus to strike	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E. save vs. coma/death	+4%	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
save vs. magic/poison	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.B. charm/impress	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%
Spd. No special bonuses other than the raw, natural ability to run.															



HAND TO HAND: BASIC

- Level 1** Two attacks per melee; +2 to pull/roll with punch, fall or impact.
- 2 +2 to parry and dodge.
- 3 Kick attack does 1D6 points damage.
- 4 One additional attack per melee.
- 5 +1 to strike.
- 6 Critical strike on an unmodified roll of 19 or 20.
- 7 +2 to damage.
- 8 Judo-style body throw/flip; does 1D6 damage, and victim loses initiative and one attack per melee.
- 9 One additional attack per melee.
- 10 An additional +2 to pull/roll with punch, fall or impact.
- 11 An additional +1 to parry and dodge.
- 12 An additional +1 to strike.
- 13 Critical strike or knockout from behind.
- 14 An additional +2 to damage.
- 15 An additional attack per melee.

HAND TO HAND: EXPERT

- Level 1** Two attacks per melee; +2 to pull/roll with punch, fall or impact.
- 2 +3 to parry and dodge.
- 3 +2 to strike.
- 4 One additional attack per melee.
- 5 Kick attack does 1D6 damage.
- 6 Critical strike on an unmodified roll of 18, 19 or 20.
- 7 Paired weapons.
- 8 Judo-style body throw/flip; does 1D6 damage, and victim loses initiative and one attack.
- 9 One additional attack per melee.
- 10 +3 to damage.
- 11 Knockout/stun on an unmodified roll of 18, 19 or 20.
- 12 An additional +2 to parry and dodge.
- 13 Critical strike or knockout from behind (triple damage).
- 14 An additional attack per melee.
- 15 Death blow on a roll of natural 20.

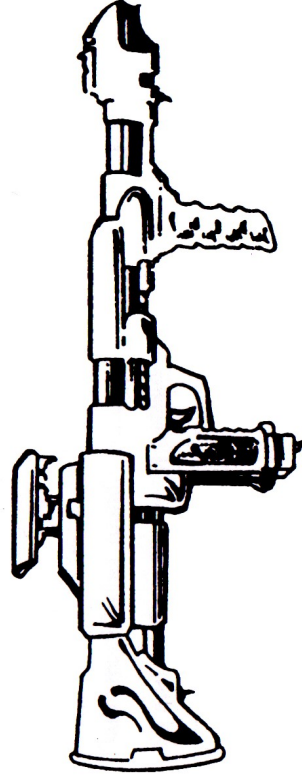
BODY ARMOR

Ancient Styles	A.R.	S.D.C.	WT.
Padded or Quilt	8	15	66lbs
Soft Leather	9	20	8lbs
Studded leather	12	38	20lbs
Chain Mail	13	44	40lbs
Scale Mail	15	75	45lbs
Plate and Mail	15	100	52lbs
Plate	16	150	58lbs
Plastic Plated	13	80	28lbs

Note: The costs reflect the rarity of manufacturers/builders and time involved in the construction. Homemade armor is possible, reduce cost by half. A.R. 2 and S.D.C. by 20%.

Modern Styles	A.R.	S.D.C.	WT.
Light (half suits)			
Concealed	10	50	12lbs
Riot Jacket	10	60	12lbs
Vest	10	50	10lbs
Point Blank Vest	10	70	14lbs
Hard Armor Vest	12	120	15lbs

Heavy Armor	A.R.	S.D.C.	WT.
<i>(full suit)</i>			
Frag. Cape/Vest	13	120	16lbs
Riot Armor	14	180	17lbs
Hard Armor	16	260	20lbs
Class 4 Armor	17	280	20lbs



PERCEPTION ROLLS

This type of roll uses the same mechanics as combat, horror factor, and saving throws. **Perception rolls** are used to simulate the character's five senses (sight, hearing, smell, taste and touch) in situations where noticing something might be important or relevant. Searching a room, standing watch, listening through a door, peering into night-shrouded underbrush to see what might be lurking there — these are all situations where a perception roll might be called for.

To determine whether the character's perception finds something, the player must roll a 20-sided die. Add I.Q. bonuses (use the M.E. bonus table, but use I.Q. instead), and any O.C.C. and R.C.C. bonuses. Also, all characters get a +1 to perception at levels three, nine, and fifteen. The Game Master then compares the roll to the table below.

Situation	Perception	Roll	Number
Easy ; hearing a loud noise, finding a bright-colored object against a white background			4 or better.
Moderate ; looking for somebody in a well-lit area; hearing a slight noise.			8 or better.
Challenging ; looking for something in a poor light; hearing something over a noisy background.			14 or better.
Difficult ; finding something in the dark; hearing a snake sliding over a carpet.			17 or better.

SAVING THROWS

Saving Throws: Occasionally, characters must roll to save against exotic attacks like poison, gas, insanity, psionics, etc.

Lethal Poison — 14 or better

Radiation — 16 or better

Non-lethal Poison — 16 or better

Harmful Drugs — 15 or better

Acids — No save possible. Dodge!

Insanity — 12 or better

Psionics — 15 or better for non-psionics
10 or better for psionic

PSIONIC ABILITIES

Sensitive	Physical	Healer
Astral Projection	Alter Aura	Deaden Pain
Clairvoyance	Bio-Manipulation	Exorcism
Death Trance	Death Trance	Healing
Divination	Ectoplasm	Healing Touch
Empathic Transmission	Electrokinesis	Impervious to Cold
Empathy	Hydrokinesis	Impervious to Fire
Meditation	Impervious to Cold	Increase Healing
Mediumship/Clairsentience	Impervious to Fire	Induce Pain
Mind Block	Impervious to Poison	Induce Sleep
Object Read/Psychometry	Levitation	Psychic Diagnosis
Presence Sense	Meditation	Psychic Purification
See Aura	Mind Block	Psychic Surgery
See the Invisible	Pyrokinesis	Resist Fatigue
Sense Evil	Resist Fatigue	Suggestion
Sense Magic	Resist Hunger	
Sixth Sense	Resist Thirst	
Speed Reading	Speed Reading	
Suggestion	Summon Inner Strength	
Summon Inner Strength	Telekinesis	
Telepathy	Total Recall	
Total Recall		

Domestic

- Animal Husbandry (35% +5%)
- Breed & Control Insects (40/20% +5%)
- Carpentry (30% +5%)
- Cook (30% +5%)
- Dance (30% +5%)
- Dowsing & Water Location (20% +5%)
- Farming & Gardening (40% +4%)
- Fishing (60% +5%)
- General Repair & Maintenance (35% +5%)
- Identify Plants & Fruits (25% +5%)
- Imitate Animal or Insect Sound (42% +4%)
- Language (40% +5%)
- Literacy (30% +5%)
- Musical Instrument (25% +5%)
- Preserve Food (30% +5%)
- Read Music (42% +3%)
- Sculpting & Whittling (30% +5%)
- Sewing (40% +5%)
- Sign Language (33% +7%)
- Sing (40% +5%)
- Skin & Prepare Animal Hides (30% +5%)
- Trapping (25% +5%)
- Tracking (30% +5%)
- Wilderness Survival (30% +5%)
- Writing (25% +5%)

- Hand to Hand: Basic
- Hand to Hand: Expert
- Hand to Hand: Assassin
- Hand to Hand: Martial Arts
- Hand to Hand: Bull Fight
- Juggling (30% +5%)
- Prowl (25% +5%)
- Running
- Swimming (50% +5%)
- Swimming: Advanced (55% +5%)
- SCUBA (50% +5%)
- Wrestling

Pilot Skills (Ground, Air, Water)

- Aircraft Mechanics (45% +3%)
- Airplane (60% +4%)
- Automobile/Car (70% +4%)
- Automobile Mechanics (50% +5%)
- Boating (60% +4%)
- Construction & Farming Equipment (40% +4%)
- Helicopter (35% +5%)
- Jet (40% +4%)
- Military Vehicles (40% +4%)
- Motorcycle (60% +4%)
- Navigation (50% +5%)
- Read Sensory Equipment (30% +5%)
- Sailing (60% +5%)
- Teamster/Wagoner (45% +5%)
- Truck (60% +4%)
- Vehicle Weapon Systems (50% +2%)

Rogue & Thief Skills

- Card Shark (24% +4%)
- Computer Hacking (30% +5%)
- Concealment (20% +4%)
- Cryptography (25% +5%)
- Detect Ambush (30% +5%)
- Detect Concealment & Traps (25% +5%)
- Disguise (25% +5%)
- Escape Artist (30% +5%)
- Forgery (20% +5%)
- Imitate Voice (36% +4%)
- Impersonation (40/20% +4%)
- Locate Secret Compartments/Doors (15% +5%)
- Palming (20% +5%)
- Pick Locks (30% +5%)
- Pick Pockets (25% +5%)
- Safecracking (20% +4%)
- Streetwise (20% +4%)
- Tailing (30% +5%)
- Use & Recognize Poison (24/16% +4%)
- Ventriloquism (16% +4%)

Scientific & Scholastic

- Anthropology (20% +5%)
- Antiquarian (40% +5%)
- Archaeology (20% +5%)
- Astronomy (30% +5%)
- Astrophysics (25% +5%)
- Biology (40% +5%)

Physical

- Acrobatics
- Athletics (general)
- Baseball (60% +4%)
- Body Building
- Boxing
- Climbing (40/30% +5%)
- Fencing
- Gymnastics

- Botany (30% +5%)
- Chemistry (50% +5%)
- Chemistry: Analytical (40% +5%)
- Electrical Engineering (45% +5%)
- Genetics (30% +3%)
- History (40% +4%)
- Mathematics: Basic (64% +4%)
- Mathematics: Advanced (50% +4%)
- Mechanical Engineering (45% +5%)

Technical

- Art: Drawing & Painting (40% +4%)
- Barbering (70% +3%)
- Blacksmith (40% +5%)
- Boat Building (25% +5%)
- Brewing (30% +5%)
- Canoe Building (32% +4%)
- Carpentry (30% +5%)
- Computer Operation (40% +5%)
- Computer Programming (30% +5%)
- Computer Repair (40% +5%)
- Electronics: Basic (40% +5%)
- Farrier: Basic (40% +4%)
- Locksmith (25% +5%)
- Masonry (30% +5%)
- Mechanics: Basic (40% +5%)
- Photography (50% +5%)
- Plumbing (50% +5%)
- Public Speaking (30% +5%)
- Radio: Basic Communications (50% +5%)
- Rope Works (30% +5%)
- Television & Video Systems (30% +5%)

Weapon Proficiencies - Ancient

- W.P. Archery
- W.P. Battle Axe
- W.P. Blunt
- W.P. Chain
- W.P. Crossbow
- W.P. Forked Weapons
- W.P. Grappling Hook
- W.P. Knife
- W.P. Net
- W.P. Paired Weapons
- W.P. Pole Arm
- W.P. Shield
- W.P. Spear
- W.P. Staff
- W.P. Sword
- W.P. Targeting (Throwing/Missile Weapons)
- W.P. Whip

Weapon Proficiencies - Modern

- W.P. Revolver
- W.P. Semi-Automatic Pistol
- W.P. Bolt-Action Rifle
- W.P. Automatic & Semi-Automatic Rifle
- W.P. Sub-Machinegun
- W.P. Shotgun
- W.P. Heavy Military Weapons
- W.P. Energy Pistol
- W.P. Energy Rifle
- W.P. Heavy Energy Weapons

EXPERIENCE POINTS TABLE

Action	Experience Points
25	Performing a skill (successful or not).
25	Clever, but futile idea.
100	Clever, useful idea or action.
100	Quick-thinking idea or action.
200	A critical plan or action that saves the character's life and/or a few comrades.
400-1000	A critical plan or action that saves the entire group or many people.
100-300	Endangering the character's own life to help others.
500-700	Self-sacrifice (or potential self-sacrifice) in a life and death situation (like leaping in front of a fireball meant for someone else to save that person, even though he/she is likely to die, or offering his/her own life to save the group or another).
100	Avoiding unnecessary violence.
100-200	Deductive reasoning and/or insight.
50	Good judgment.
50	Playing in character bonus.
50-100	Daring (clever or not).
25-50	Killing or subduing a minor menace.
75-100	Killing or subduing a major menace.
150-300	Killing or subduing a great menace.

GENERAL EQUIPMENT

Type	Tech	Cost	Wt.	Notes
Accelerator Dose	B IV	*(100)	.1	Healing, base (10) points
Adhesive Paste	A III	20	.2	Quick drying (PS 15)
Anti-Grav Pods	F IV	**	5	(See Notes) D: 2H 10hrs
Anti-Radiation Serum	D IV	**	.1	Negates radiation damage
Backpack	A I	5	1	Capacity = 15 kg
Bedroll (or furs)	A I	5	2	Reduces rest time by 25 %
Beer (2 liters)	I	5	.5	1/2x Drug dosage
Binoculars (per 10x power)	B III	100	1	+ 1 range per 10x
Boots	II	20	1	Without, travel at 1/2x speed
Candles (6)	A I	2	.3	Range = 6m; D: 2 hrs
Clothing (all types)	Nil	5-50	2	Without doubles exposure damage
Communications Sender	C III	*(500)	2	(See notes) Range = 1000 km; D: C 10 hr
Communicator (small)	C III	*(250)	.5	(See notes) Range = 50km; D: C 100 hr
Control Baton	C IV	**	.5	(See notes) D: H 10 hr
Crash Foam	C IV	**	2	Reduces impact damage by -2RF
Crash Suit	E IV	**	10	Reduces impact damage by -5RF
Cur-In dose	B IV	*(300)	.1	Negates drugs & poison
Energy Cell, Atomic	C IV	**	12	(See notes)
Energy Cell, Chemical	A III	*(50)	.1	(See notes)
Energy Cell, Hydrogen	B IV	*(150)	.1	(See notes)
Energy Cell, Solar	B IV	*(100)	.5	(See notes)
Energy Cell Charger	D IV	**	2	Recharges in 1-10 hours
Energy Cloak	C IV	**	1	(See notes)
Fire Foam/Gel	C III	*(250)	5	Extinguishes 20 points per use
Flammable Oil Flask	A I	5	.5	Flame may scare animals
Fungicide (one application)	A IV	30	.5	Dm (30) fungus
Genetic Booster (4 doses)	C IV	**	.1	Mutates man & plants
Glow Cube	A III	50	.1	Range = 30 m or beam 30 km; D: H 24hrs
Gun Scope, per 10x	C III	*(350)	1	+ 1 range per 10x
Harness	D II	15	10	Reins and tack by specific beast
Hemp Rope (15 meters)	A I	1	1	ST 6
Herbicide (one application)	A IV	**	.1	Dm (20) Plants
Insect Repellent (one tube)	A III	50	.2	6 doses; D: 2wks
Interra Shot	B IV	**	.1	Truth serum; D: 10 min
Iron Spikes (12)	A II	5	2	Climbing aid, ST 18
Kinetic Nullifier Fluid (8 oz)	B IV	**	.2	Frictionless oil, A: 35 meters
Lantern (with oil)	B II	10	2	Range = 15m; D: 3hrs
Large Leather Sack	A I	2	.5	Capacity = 10 kg
Lexicon (1d6 + 2 languages)	C III	500	2	Translation dictionary
Map, local	Nil	100 or 500	1	Rough or notated map of 20 km
Matches (box of 50)	A III	10	.1	25 % chance each lights
Medi-Kit	E IV	**	1	(See Medical Equipment)
Metal Cookware (ten pieces)	A II	3	2	Iron & copper
Mind Booster (4 doses)	B IV	**	.1	Increase MS +3; D 1hr
Mines	D IV	**	1 to 10	I 12(6) to I 30(15) + Special Attacks
Neutralizing Pigment, Black	B IV	*(200)	.5	Negates Lasers
Neutralizing Pigment, Green	B IV	*(150)	.5	Negates Electricity
Neutralizing Pigment, Gray	B IV	*(100)	.5	Negates Corrosive
Neutralizing Pigment, Orange	B IV	*(250)	.5	Negates Sonics
Neutralizing Pigment, Red	B IV	*(500)	.5	Negates I10 Radiation
Pain Reducer (4 doses)	B III	100	.1	Negates pain; + 1 hp/CN
Parachute	D III	125	5	DX Save to land safely or fall 10 meters
Plastic Cord (10 meters)	A III	50	.5	ST 8
Pneumo-jack	D III	1,000	12	PS 50, can lift 5x PS
Poison Antidote (115)	B III	50	.1	As Immunity
Portent	C IV	**	5	Capacity = 5 people (See below)
Quarrier Staff	Nil	1	1	Length 2 meters; Dm (8)
Rations, Iron (1 week)	I	20	2	Dried food, doubles water need
Rations, Journey (1 week)	I	10	5	Condensed food
Saddle (specific animal)	B II	30	8	Without 1/2x Talent
Small Leather Sack	A I	1	.2	Capacity = 1 kg
Small Rock Hammer	A I	2	1	Dm (5); double to stone
Steel Mirror, concave	A II	10	.2	+ 3 to start solar fires
Stim Dose	B IV	75	.1	PS & DX +1; IN -1; D: 1hr
Suggestion Change Drug	B IV	**	.1	Hypnosis for 4 hrs
Sustenance Dose	B IV	*(100)	.1	Equals 1 ration

Telescope (per 10x power) B II 75 3 + 1 range per 10x
Tinder Box (flint & steel) C I 3 .2 + 3 to start fire
Torches (6) A I .2 1 Range = 15m; D: 1 hr
Ultraviolet/InfraRed Goggles A III ** .2 (See notes)
Water Skin I 1 .5 Capacity = 2.5 liters
Wine I 10 .5 Capacity = 1 liter
Writing Kit A II 50 .5 Pen, ink, 20 pgs paper & mapping tools

Abbreviations:

D = Duration H = Hydrogen cell oz = ounce
E = Area of Effect ST = Material Strength Wt. = Weight
* Item not normally available for purchase.
** Item only found as treasure.

