
Masters of the Earth Players Guide

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Introduction

The first thing you will note while reading this document is that there is no setting information. This is done so that the GM has direct control over what information you as a player have access to. Your campaign may make the discovery of what the world is and was a major component of game play and thus it would be doing you a disservice by telling you too much during the character creation process. Masters of the Earth is an engaging setting (but as in ALL settings, it is limited by your own GM's creativity) with a lot of options and opportunities for fun *and* for tragedy.

The Masters of the Earth world is deadly, but the sentients that inhabit it in scattered communities are reestablishing trade and cutting new paths through the wilds that separate the isolated cultures. There are those who have the will to recover the ancient wisdom of the old ones and to tame this rabid world. As players you will have the opportunity to directly contribute to this worthiest of causes. You are the new heroes. The champions of justice and mercy....or at least a little rougher version of it. Frontier justice is the rule and you are the law outside of the communities in which you were born, and it is a harsh world with very little in the way of forgiveness.

You will meet new and strange races, some you will befriend, and those who stand in the way of progress or survival, will be eliminated. You will explore the ancient ruins of cities and underground military complexes. You will remap and reclaim the world once again.....and maybe, someday, rise above the poisoned atmosphere of the desecrated Earth and claim the stars for Earth's children, twisted as they are.

A player will also note that there is but one class in the MOTE setting. This one class is modified by applying a genotype template and by the selection of skills and feats making each and every character truly unique. Currently there are no prestige classes available for this setting. I personally am not a big fan of prestige classes, but I may provide PC templates in the future. In the meantime, feel free to develop your own and submit them to your GM for approval if he/she/it allows them in the campaign.

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Player Character Size

All PC's are medium size, end of story, unless they begin play as Mutated Plants and/or have the 'Larger or Smaller' mutations. This simplifies a whole lotta things.

Starting Hit Die

Pure Strain Human = D8 Mutants = D6 (Humanoid, Plant or Animal) Android = D4

Player Character Classes

There is only one class in the Masters of the Earth setting and that is the 'Explorer'. A player customizes this single class with any number of skills, feats, powers and saving throws. No longer are these game enhancements class specific (although some are limited by the racial template).

Select one of the three Save categories (Will, Reflex or Fortitude) as your Good, Middle and Bad saves.

Class Skills

Select any 8 skills as class skills. Skill availability is affected by the selected genotype template. (Androids have their own specific skills rules, see Androids below).

Class Features

All of the following are the class features of the Explorer Class.

- **Weapon and Armor Proficiency:** Explorers are proficient with any single group from the Basic Weapon Proficiency feat. Explorers automatically have the Minor Basic Armor Proficiency and are proficient with any basic armor of +5 bonus or less. They are not automatically proficient with a shield. These features may be affected by the genotype templates.
- **Saving Throws:** Each Explorer may select one of his saving throws as his good, then middle and finally, one bad saving throw, chosen at character creation only. Apply the bonuses from the Class Advancement tables above.
- **Bonus Feats:** Since the MOTE setting is a feats heavy system, bonus feats are gained every level beginning with the first level. This is in addition to any genotype bonuses. The starting feats are reflected in the Explorer class advancement tables above.

Starting Level

Characters start the game at level one. However, characters in this setting are effectively 2nd or 3rd level because of access to relic weapons and or mutations as well as the healing stamina system described later in this document when they start. So add at least +1 levels for each character when factoring encounter levels for the party.

Every 4th level explorers gain a +1 ability allocation point that may be used to increase any of the six ability scores of the character. This increase is permanent.

Level	Base Attack Bonus	Good	Middle	Bad	Special
1	+0	+2	+1	+0	Feat
2	+1	+3	+1	+0	Feat
3	+2	+3	+2	+1	Feat
4	+3	+4	+2	+1	Feat
5	+4	+4	+3	+1	Feat
6	+5	+5	+3	+2	Feat
7	+6/+1	+5	+4	+2	Feat
8	+6/+1	+6	+4	+2	Feat
9	+7/+2	+6	+5	+3	Feat
10	+8/+3	+7	+5	+3	Feat
11	+9/+4	+7	+6	+4	Feat
12	+9/+4	+8	+6	+4	Feat
13	+10/+5	+8	+7	+5	Feat
14	+10/+5	+9	+7	+5	Feat
15	+11/+6/+1	+9	+8	+6	Feat
16	+11/+6/+1	+10	+8	+6	Feat
17	+12/+7/+2	+10	+9	+7	Feat
18	+12/+7/+2	+11	+9	+7	Feat
19	+13/+8/+3	+11	+10	+8	Feat
20	+14/+9/+4	+12	+10	+8	Feat

Starting Hit Points

All characters receive their maximum die roll in Hit Points at first level in addition to any appropriate Constitution Modifiers.

A PSH = D8 hit die +/- CN mod
A Mutant = D6 hit die +/- CN mod
An Android = D4 hit die +/- CN mod

All Explorers gain a single roll of their HD type in hit points every level thereafter, plus any Constitution modifiers. The feat, Improved Hit Dice increases the HD of the character one step.

Healing Stamina Points (optional)

Because the availability of healing in the Masters of the Earth setting is relatively rare, a system of 'Healing Stamina Points' is used to make character survivability more likely. GM's may decide that this rule is too much for their campaigns. I suggest you give it a try, if it doesn't work for you, it is easy enough to ignore. You might even try halving the available reserve points first.

Healing Stamina Points = Hit Points

Each character has a HS score, representing their capacity to recover quickly from injury. Characters use these points to recover hit points. Thus a character may be wounded by the end of a fight, but then recover to full strength before the next fight begins. Over time these HS points would be depleted and the character would be unable to recover from battle wounds. HS points effectively double the number of available hit points that a character has. This does not, however, increase the amount of damage a character can take in any single combat period, as reserve points are only available between combat periods. Androids and plants can also use this ability, although they actually implement it differently than traditional warm-blooded beings, though in game terms there are no differences.

How it Works

Bobo has 22 hit points, so he also has 22 stamina points. In battle against a pissed-off hisser he suffers 6 points of damage, giving him 16 hit points left over. After the fight at a rate of 1 hit point for every 10 minutes; we'll say for 60 minutes (1 hour) without strenuous activity he regains those hit points back by using his HS points. His HS points are subsequently lowered to 16, because they were used to bring up his hit points. During his next fight he suffers 24 damage, dropping him to -2 hit points, he bleeds an additional -5 hit points until he finally stabilizes at -7 hit points. Over the next 70 minutes he regains consciousness at 0 hit points, thanks to the use of 7 more HS points. He now has 9 HS points, but those are used up in the next 90 minutes, leaving him at 9 hit points. Not feeling that great, but Bobo is alive. His HS points are, of course, at 0 having all been used.

Bobo, after a hard days work finally gets a good nights sleep and regains 6 hit points (double his level), so he's up to 15 hp. His HS points do not get restored until his hit points have been fully restored. Any excess healing beyond his maximum hit points restore HS points instead, until they are maxed out as well. So, an additional day of rest would see his hit points fully restored, but it is still not quite enough rest to begin restoring his HS points. It would take an additional 4 days to fully restore his HS points.

Healing Stamina points can only restore hit points at the rate of 1 hit point per 10 minutes if the character is performing non-strenuous activities. No climbing, swimming or fighting, etc. Anything more than a leisurely stroll negates the ability to recover hit points. HS points restore subdual damage just as if it were real damage or a player may elect to allow natural recovery of subdual damage (1 point per level per hour). In fact the player may elect to NOT use Healing Stamina at any time, allowing natural healing to occur or unnatural recovery methods to be used, such as mutations or medical devices of the ancients.

Racial or Genotype Templates

These templates modify the basic Explorer character class in almost every case.

All but Humans, Mutated Plants and New Men(Nomen) are unique creatures and are sterile. They cannot breed or otherwise procreate by any natural means, there are no like individuals for which to form a society, they are alone in form and mind among the established races of the world. To clarify, Talkers are mutated animals and are sterile. Mutant humanoids are mutants, NOT Nomen and are sterile. Humans (pure strain or otherwise, barring a medical condition that precludes it) and Nomen are NOT sterile and may procreate at will, or when their societies say it's alright to get it on to make more babies. Woodies and Spongies (Mutant Plants) may procreate under certain conditions.

New Men are any of the new races of NPC humanoids that are genetically stable and have created a society. They are also referred to as Nomen in the trade tongue.

Available Races

Any of the NPC races (Nomen) in the game with GM approval.

Gain d4-1(min 1) random Defects.

Receive a -4 penalty when attempting to identify a relic or ancient device with *Deduction* skill. If you can't identify it you cant use it.

Must make a Fortitude check whenever attempting to be the beneficiary of ancient medical technology.

Any other bonuses or penalties the GM desires.

To randomly select a genotype template consult the following chart:

D8	Template
1	Nomen(consult GM for specific type)
2-3	Pure Strain Human
4-5	Mutant Humanoid
6	Mutant Animal
7	Mutant Plant
	1-6 Woody
	7-8 Spongy
8	Android

Pure Strain Human(Human): These are the descendants of men who have avoided the mutagenic elements of the new world's environment and in fact are resistant to it's effects. Their characteristics include the following:

Genotype Features

No mutations or mutation related feats

Normal chances for identifying relics with the *Deduction* skill

The ability to potentially be recognized by 'the created' or automatons as a human

Has automatic compatibility with all ancient medical technology

+1 Charisma

+1 Intelligence

+1 Fort saves

Resistant to most mutagenic effects

(8+Int Mod)X4 initial skill points

8+Int Mod skill points each level

All skills are class skills for PSHumans

+1 bonus feat at 1st level and every 2 levels after that

Mutated Pure Strain Humans:

Pure Strain Humans are only *resistant* to mutagenic sources, not immune. Since it is likely that eventually a PSH character may gain either temporary or permanent mutations this eventuality must be accounted for. The following details the game changes to the PSH character should this happen. Unless specified the penalties apply to those characters who have received either temporary or permanent mutation changes. Racial benefits affected by a temporary mutation are only affected during that mutations duration.

- If a mutation results in a physical deformity that makes it obvious that he/she is mutated, they lose any automaton recognition or social benefits.
- If a mutation results in a physical deformity that makes it obvious that he/she is mutated, they lose the +1 Charisma bonus.
- Cannot gain the use of performance enhancing mutation feats, but they still retain the use of PSH restricted feats. Characters with temporary mutations do not gain the use of any mutational based feats.
- Loses the automatic medical compatibility benefit. Must make Fortitude checks when attempting to use them during the mutation effects of radiation at +2.

Pure Strain Humans - Also referred to as True Born or simply Humans, are the genetic remnants of the ancients. Despite their outward appearance, even they have been changed by their environment. They are far more hardy and resistant to debilitating effects than their progenitors. Accepting those few individuals in stasis chambers, or those who have survived the ages in some other artificial way, there really are no more original genetic humans.

Still, they remain truest of all the world's beings to the old forms and ways of life of the ancients and no one really knows or cares about the minor inner differences anyway. For all intents and purposes, Pure Strain Humans ARE the direct genetic descendants of the men and women who built the glories of the ancients.

Ancient Humans have the following racial changes from today's PSH:

- +2 Intelligence (instead of the PSH +1)
- NOT resistant to mutagenic effects and suffer the full damage and mutation chances
- Do NOT receive the +1 Fort save bonus
- Receive double the initial skill points (ignore level limits, pick one Profession skill)
- Receives +6 in *Deduction-Identify Object* skill and automatically has the Ancient Lore Feat (ignore level limits to skills in this case)
- All other benefits and penalties are unchanged

Mutant Humanoid(Mutant): These are mutated humans or creatures who have assumed humanoid forms, upright walking modes, and manipulative appendages. Their characteristics include the following:

Genotype Features

Gain mutations and defects

-4 penalty when attempting to identify a relic or ancient device with the *Deduction* skill.

+1 bonus feat at 2nd level and every 2 levels after that

Must make a Fortitude check whenever attempting to be the beneficiary of ancient medical technology.

+1 Will saves

(4+Int Mod)X4 initial skill points

4+Int Mod skill points each level

Some skills are restricted for this mutant type

At GM discretion, any mutant that does not have any physical changes, may be able to interact with the created as if he or she were a human, but at -2 to appropriate die rolls.

Mutant Humanoids – Often referred to as Mutants or Muties. Most muties are from human stock, but humanoid mutants of every species can be found to walk the wastelands. You will rarely find two Muties that look the same, that is, when you can tell they are a Mutie. Not all Muties have discernable differences from Pure Strain Humans and can easily be mistaken for one except under careful scrutiny. Because Muties are so widespread, unless they have some abhorrent physical mutation or defect they are typically welcomed in most communities, if not enthusiastically, at least tolerated. There are exceptions, of course. Some PSH communities fashion themselves as purists and do not allow the 'lower' lifeforms to cohabitate, and sometimes even to exist.

For those Muties of animal stock, a player may opt to automatically accept the defect or physical mutation of 'animal features' and gain the point value to spend on mutations. You may also opt to gain the beneficial mutations of claws/teeth or pincers according to animal type, though you would then have to pay the normal cost value in defects. Clear this with your GM.

Mutant Animal(Talker): These are intelligent mutated animals who have learned some form of communication but still have retained most of their animal ancestry. They are also able to use their natural attack forms of claws and teeth, etc. Their characteristics include the following:

Note:

It is HIGHLY recommended that players determine their animal stock randomly, that way they don't always choose the animals with the best abilities and bonuses.

Genotype Features

Gain mutations and defects, +1 free communicative mutation rolled randomly

Gain natural abilities of base animal stock, roll for specific animal stock.

Make a Fortitude check whenever attempting to be the beneficiary of ancient medical technology at -2 to the die roll.

+2 on any Survival, Rural skill checks

+1 initiative and surprise rolls

+1 Reflex saves

+2 Fortitude save vs disease

-4 penalty when attempting to identify a relic or ancient device with the *Deduction* skill.

(4+Int Mod)X4 initial skill points

4+Int Mod skill points each level

Some skills are restricted for this mutant type

Cannot wear armor unless it is especially made to fit and otherwise has the defense of the animal in which it resembles

May be recognized and designated by the created as a 'pet' which could be beneficial or harmful and which should be a good role-playing opportunity in any case.

Mutant Animals with the 'insect' base genotype may regenerate lost limbs or wings only

*Note: Animal, in the context of the game means Mammal, Avian, Amphibian/Reptile and Insect genotype templates. REFER TO THE PC ANIMAL SECTION FOR DETAILS

Mutant Animals – Often referred to as Talkers. Talkers are rare and usually solitary in nature. Few leave their wilderness lifestyles to seek out the companionship of other sentients, and generally are considered a novelty wherever they go. Also, Talkers only rarely associate with their own animal cousins, as they are obviously not like them and are far more intelligent and have very little in common. Occasionally you will find Talkers in leadership rolls of their less intelligent cousins for whatever reasons and are formidable leaders. It is rumored by travelers and merchants that there exists somewhere in the wastelands a region that is completely controlled by packs of animals lead by aggressive talkers and that two legged sentients are not welcomed there. Talker characters automatically gain the natural abilities of the animal type they chose to portray, a wolf's bite, a cat's claws and bite, a monkey's brachiation ability, etc. Check Animal tables for specific gained abilities.

Mutant Plant: Mutated plants are common enough nowadays, most are still pretty harmless, a few make you regret reaching for their sweet berries, and others can hold a pretty good conversation and walk you to your door. The flora of the world has changed and a few have gained abilities that approximate the humanoid abilities to walk and talk and even to think, though often not like you and I think. It's rare that a Walker will even care to interact with the warm-blooded, but occasionally, for whatever reason, they do.

Note:

It is HIGHLY recommended that players determine their plant stock randomly that way they don't always choose the plant stock with the best abilities and bonuses.

Genotype Features

Gain mutations, +1 free communicative mutation rolled randomly

Unable to use any medical treatments not intended specifically for plants (not eligible for the Medical Susceptibility feat)

Spongies have a Dexterity rating of 1 when detached from their host

+1 Constitution per age category

+1 Strength per age category (Woodies only)

+1 Intelligence per age category (Spongies only)

-2 Dexterity (+2 balance checks, Woodies only)

Natural Armor 14 (10+4 full carapace and cannot wear armor). Increases +1 every age category (Woodies only, because of their thick bark and woody limbs)

Damage Reduction -1 per die for every age category (Spongies only, because there simply is no vital areas to hit). This does not affect the host in anyway, just attacks that target the Spongy. The Spongy has an AC5 (-5Dex) +/- size category if singled out for attack

Recover Hit Points and Stamina Points at twice the usual rate as other genotypes

Gain +2 to will saves vs mind affecting mutations and +4 Fortitude save versus poisons (Plants don't have much of a physiology to effect)

Gain +4 to the hide skill when in wooded setting.

-4 penalty when attempting to identify a relic or ancient device with the *Deduction* skill.

(4+Int Mod)X4 initial skill points, 4+Int Mod skill points each level thereafter.

No plant has the sense of smell or taste, but may hear, see and feel unless specified by mutations.

Some skills are restricted for this mutant type (Plants cannot Swim, but get +4 to stay afloat).

Not susceptible to the damaging effects of radiation

May be recognized and designated as a 'cultivated plant' by the created and therefore subject to occasional pruning or if the character is lucky, ignored.

Woodies

Trees, bushes, anything with bark and sap.

Woodies automatically have the physical mutation of Flesh Armor/Carapace.

If a Woody has the communicative ability to use audible speech it is assumed that it must have some sort of chamber for moving air past an organ that is capable of generating that audible speech.

Woodies break the size rule, they begin play as size small and at every age category gain a size class plus other benefits associated with the new size class.

Assumed to be mobile in some way, usually by walking using the root system at a speed of 20' and woodies are not able to charge or run.

Woody Care and Feeding Habits

Woodies need to eat, they do this by 'rooting' in good topsoil at least once a day for 4 hours, usually while the others of the party rest or sleep. During this period, the woody may be considered dormant, which is equivalent to 'sleep' in everyway. The four hours do not have to be consecutive but must be at least an uninterrupted hour each time in order to count toward the total. If rooting is not done for some reason, it has the same affect as if a warm-blooded character had missed an entire days worth of meals or sleep. Harsh soil environments halves the benefits of rooting or doubles the time needed to gain the same amount of benefit.

The Good, the Bad and the Ugly of Being a Woody

Woodies may manipulate objects but receive a -2 to dexterity as their limbs and digits are not suited to manmade technology. However, Woodies gain a +2 on all checks that require balance. Woodies have no sense of 'smell', unless a mutation that allows it is gained.

Spongies

Molds, fungi, lichen, sponges, or any multi-celled or single celled organism that has no woody component.

Spongies break the size rule, they begin play as size fine and at every age category gain a size class plus other benefits associated with the new size class.

Spongies have the unlisted mutation: Symbiosis – The ability to either be a parasitic and controlling symbiote or merely a beneficial symbiote that relies on another being for sustenance, mobility and/or communications, plus potentially other benefits. Spongies cannot 'smell'.

Spongies, if without a host, move at a rate of 1 square every other turn or Speed = ½

Spongy Symbiosis

The act of attaching to the host is completely painless and largely undetectable unless awake and a spot check is successfully made against the symbiotes hide skill.

It takes a spot check to notice the symbiote attached to its host. The spotter gains +1 per size class over fine that the spongy has grown (for a total of +3 when full grown).

The weight of the spongy counts toward the total weight encumbrance of its host.

Spongys, since they are largely immobile themselves, must rely on the mobility of hosts and thus have the unlisted mutational ability to live in a symbiotic relationship with another being. This takes two forms, either a beneficial symbiosis or a parasitic symbiosis. A beneficial symbiosis is one where the symbiote provides benefits to its host and the host provides benefits to its symbiote for their mutual betterment. The host is usually free willed for the most part and capable of making it's own decisions, sometimes contrary to its symbiote. Any Spongy that has this ability must roll up another host character that either he plays as a second dual character or allows another player or the GM to run as an NPC. The host, when play begins is almost exclusively a normal animal rolled randomly on the same animal charts provided for Talker characters. Over time, with the shared Intelligence increases of it's spongy symbiote the animal host could become sentient itself.

BENEFITS

- The physical mobility and abilities of its host, though not controlled by the symbiote
- The extraordinary abilities of its host are available but not controlled by the symbiote
- Gains a save vs death if the host or symbiote die
- The host gains all the ability increases as the symbiotes age increases
- The host gains any of the extraordinary abilities of the spongy
- The spongy may lend its Intelligence and Wisdom modifiers to any saves that the host is required to make and vice verse
- The symbiote may once per week accelerate its hosts healing rate or Hit Point and HS recovery to double its normal rate
- You don't have to eat, your sustenance is provided courtesy of your host

DRAW BACKS

- You are completely dependent upon a semi or completely self-willed host for almost everything. You must roll opposed will checks to influence the non-sentient host to do anything against its will. Sentient hosts are always self-willed with no chance of failing
- Being yourself nearly immobile, you are not able to dodge or protect yourself from harm and are reliant upon your hosts reflex save. (Spongies have a Dexterity score of 1 when detached from its host)
- If your host is starving to death, so are you. You gain sustenance only through the host.

In MOTE a parasitic symbiosis is one where the symbiote has complete control over its host and acts as it's mind and will. However, the cost is that they do not share certain benefits that a beneficial symbiosis has. But, some players may feel it is more than worth it not to have to deal with some self willed schmuck that wants to go right when they want to go left. Just as with the beneficial symbiote a host character is drawn up, except that the host is completely controlled by the player and the spongy character and there are no opposed will checks for any action.

BENEFITS

- The physical mobility and abilities of your host fully controlled by you
- The extraordinary abilities of your host fully controlled by you
- No backtalk or disagreement about whether to go left or right from your host, EVER!
- The host gains any of the extraordinary abilities of the spongy
- You don't have to eat, all your sustenance needs are met by your host
- The Spongy uses its intellect and wisdom in place of the hosts
- The symbiote may, once a week, double the natural healing or hp and hs recovery rate of its host.

DRAW BACKS

- If your host dies, you die. No save. It is the cost of complete mental control of your host
- Unable to share ability increases with your host
- Being yourself nearly immobile, you are not able to dodge or protect yourself from harm and are reliant upon your hosts reflex save. (Spongies have a Dexterity score of 1 when detached from its host)
- If your host is starving to death, so are you. You gain sustenance only through the host.

The Bad News about Symbiosis

- If either the host or the Spongy actually die, both die. Beneficial spongies gain a fortitude saving throw to avoid this effect, parasitic spongies do not.
- A Spongy is mostly immobile therefore has a fixed Dexterity Ability score of 1 when detached from a host. The Spongy is completely reliant upon its hosts Reflex saves to avoid damage.
- You are dependant upon your host for sustenance. You take in no nutrients when detached from a host and you will eventually starve to death.

Mutated Plants – Often referred to as woodies or spongies, based on their basic classification. The flora of earth have finally got their own voice, and man are they pissed. The next time you need some firewood, you might want to check to make sure YOU aren't the one about to be chopped up. Generally, mutated plants have very little in common with humanity or it's twisted remnants, but occasionally you will find a mutated plant who's curiosity has gotten the better of it and now walks among the other beings of civilization. More often, they are reclusive and protective of the regions in which they can be found. They sometimes make it even more dangerous for travelers as they are notoriously bad tempered. No doubt having something to do with the countless generations of their brethren that were murdered at the hands of the ancients and their wars or the busy French culinary institutes. Generally, you will find that the available mutations for mutated plants are slightly fewer than from the standard mutations offered in the mutations section for other mutants. This mostly applies to some physical mutations that obviously would not apply to a mutant plant.

Plant Regeneration

Most plants have the ability to completely regenerate or otherwise reconstitute themselves in some way over time if not completely destroyed.

To see if a plant can regenerate after being declared 'dead', simply roll a Fortitude check against DC10 + any damage over the original hit points that the plant character has suffered in order to 'die'. This modified DC is then compared to a roll of the dice +/- the plant creatures Constitution modifiers. If the roll exceeds the modified regeneration DC, then the plant character has not actually died and is able to regenerate over time, but must begin again at its smallest size category. This ability for spongies is conditional. They must first save against the death of their host to avoid their own demise.

Another aspect of plant regeneration is their ability to completely heal damage. If they loose an eye, organ, or limb, they can, over time grow a replacement. No damage is permanent as long as they live through it. They heal and regain HS points at double the rate of other character types.

If at anytime they loose more than 25% of their mass, they loose a size class until they again grow back naturally.

Fire Susceptibility

Most plants are susceptible to fire and suffer double damage from heat sources, such as fire or lasers.

Drowning

Plants can stay submerged a number of HOURS equal to their con score before succumbing to their first save vs drowning effects. Plants absorb vital air components through their outer covering and foliage and have small requirements at any rate.

Mutated Plant Age and Size Categories

Woodies

Size Class	Bonus	Size	Weight	Level Gains*	Age
Small	+1	2 ft.-4 ft.	8lb.-60lb.	+5(1-5 th)	Sprout
Medium	0	4 ft.-8 ft.	60lb.-500lb.	+5(6-10 th)	Sapling
Large	-1	8 ft.-16 ft.	500lb.-4,000lb.	+5(11-15 th)	Fruit Bearer
Huge	-2	16 ft.-32 ft.	4,000lb.-32,000lb.	+5(16-20 th +)	Ancient

Spongies

Size Class	Bonus	Size	Weight	Level Gains*	Age
Fine	+8	6 in. or less	1/8 lb. or less	+5(1-5 th)	Spore
Diminutive	+4	6 in.-1 ft.	1/8 lb.-1 lb.	+5(6-10 th)	Saprobe
Tiny	+2	1 ft.-2 ft.	1 lb.-8 lb.	+5(11-15 th)	Propagator
Small	+1	2 ft.-4 ft.	8 lb.-60 lb.	+5(16-20 th +)	Ancient

*Note: Mutated plant characters are eligible for a size increase every +5 levels. This works even if the character has lost size classes due to damage or regeneration due to death. If the character has lost a size class due to these conditions, simply add +5 to its current level to find out when the next size class may be achieved and all its benefits bestowed. In addition, any ability benefits gained by age categories are on top of or stack with normal level increase ability benefits.

Plant Propagation

When a woody reaches the age and size of Fruit Bearer or the spongy becomes a Propagator, then they may produce offspring. Mutated Plants are not subject to the sterility limitations of some other genotypes. However, their offspring are complete individuals with their own agendas and personalities and begin at the smallest size class and age category. They could be developed as pc's, but otherwise advance as npc monsters. Only one individual offspring may be produced in any given year...more may have been initially produced but that one is the only one that came to fruition so to speak. The plant spends 3 months 'pregnant' beginning at the first day of spring every year that it remains at the propagation age during which it may or may not be moody, or give off a scent that attracts animals, or causes irritation among nearby people or makes someone simply choke and die, or effect one or more stats or abilities or have no game effect at all. This all depends on your GM's evil nature and imagination.

Android(Droid): The creations of the ancients that have survived the end of civilization somehow. Some shut themselves down for centuries until activated by another being. Some have wandered the vast changed landscape and some formed enclaves. Most if not all have suffered the ravages of time and have become damaged in some way, unable to repair themselves without the ancient professionals and equipment. Androids are generation V (tech IV) automatons.

Genotype Features

No mutations or mutation related feats

(10) Points worth of Quirks – Defects from ineffective or broken circuits or internal equipment. Player selects. (The Feat: Repair Quirk is used to rid an android of quirks)

+4 bonus when attempting to identify a relic or ancient device with the *Deduction* skill

Immune to mutagenic affects of radiation, toxins or diseases. Immune to all bio-origin diseases.

May wear armor if the proper feats are selected.

Immunity to mind effecting mental attacks, stunning, fatigue, poisons, sleep effects, fear or moral effects, paralysis and drain or respiratory attacks.

+2 Intelligence

+2 Strength

(8+Int Mod)X4 initial skill points for 'learned' or un-programmed skill slots

4+Int Mod skill points each level thereafter (See Skill Notes: below)

All skills are class skills for an android (Androids can't Swim)

+1 bonus feat at 1st level and every level after that
NO off-hand penalties for weapons or objects usage
Will be recognized by other created as a fellow brother, and potentially be able to control other created or be controlled by them according to installed features, GM whim and the Command Ratings section.

An android is completely unable to use lethal means of combat or weapons that cause lethal damage to a human or anything it thinks is human. This is not a quirk that can be cured or repaired. It is part of its core programming in the Asimov circuits.

½ the daily food and water requirements. (only used for nanite production and reactor fuel)

Susceptible to EMP pulses or blasts. Fortitude saves apply but at -2.

Android Skill Notes:

Skills are handled a bit differently than normal pc skills. All skills for the android are class skills. At least ½ half of all skills, as determined by the GM, are pre-programmed skills the android has pre-existing. Alternatively the GM may roll a d8 to determine just how many skills are pre-programmed. It is suggested that GM's select at least two Knowledge, Build and/or Repair skills. The remaining skill slots are considered 'learned' skills of which, none of the actual skill levels may ever exceed the pre-programmed skill levels and are selectable by the player. Feats, unless specified by the GM, may be chosen freely.

Any time after the first level gain an android may opt to drop a single 'pre-programmed' skill in favor of gaining a new selected skill to replace it. All skill levels assigned to the replaced skill are lost and may not be re-allocated to the new skill.

Androids – Also referred to as Droids. Droids are generation V automatons as per the automatons rules. Android explorers come from two basic backgrounds, either an existing community of Androids, which is extremely rare, or a recently reactivated Android.

Physical Anatomy

Androids are universally pasty white colored. This is not a result of technical ignorance in syntheskin pigmentation. It is a result of laws passed by governing bodies. Androids are not supposed to look completely human. As their ability to act human grew it became obvious that the public would have issues with an artificial being they could not tell from normal humans. No doubt there were exceptions to the rule running about somewhere. GM's may, at their discretion allow normal human pigments. Also, not unlike DATA of Star Trek fame, many androids were anatomically 'complete'. This was not always the case, of course. Most parts not strictly necessary for function were left un-installed. However, the necessary attachments were available when needed. Although androids were basically androgynous, hair and prosthetics could make them be nearly any sex and anything in-between. Androids were not built like ordinary robots. Android physiognomy is more human like than robotic like. Most androids parts are synthetic equivalents to human parts and are grown in nutrient vats filled with nanites. Like robots, however, they are able to mix and match some parts and extremities for more diverse utilitarian purposes. Unless modified by accessories or other means, an android has the appearance of an androgynous humanoid with pasty white, hairless skin. Their eyes are usually gray, but shine red at night. Ears are smallish and close to the head. Noses are medium and proportional. The body is unblemished and smooth appearing unless recently harmed in some way by the environment or actions of the android. One android cannot be told from another by site unless they have different accessories installed. An android can choose to either, sound and act feminine or masculine at any given moment, but typically will choose one or the other state as a permanent identity.

The Care and Feeding of Androids

Although androids do not strictly require food and water for sustenance. They do require raw materials for their nanite populations to do their jobs of maintenance and repair as well as for fuel for the internal power reactor. Food and water intake are half the normal human levels. If a robot shuts down and does nothing, no food or water are required. If an android is incapable of maintaining its intake requirements for any reason then the android cannot recover hp's or hs points, nor can it repair quirks, even when the feat is selected at class advancement. In addition, the android loses one(1) point from each physical attribute per day and regains them at one(1) point per day when properly 'fed'. Eventually, the android would be expected to 'break down' due to the accumulation of damage, or run down due to lack of power, so there are no other penalties for 'starving' your android character.

Android Healing

Androids do not 'heal' normal damage obtained through adventuring and are not affected by the usual medical treatments, they 'repair' damage using nanites. Androids repair at the same rate as other biologic creatures heal rates. Quirks are the manifestation of damage that cannot be repaired by the current level of nanites in the android system and thus are incapable of major repairs either to the surface or internally. There are medical remedies specifically made for robotic or android characters. These medical remedies are typically nanite based. Critical hits to androids can cause further quirks, roll on the quirks chart, if you receive a quirk you already possess then the cost level of that particular quirk goes up by one(1) point, so that if you had the reduced speed quirk and further damage requires you to roll for an additional quirk and you roll the reduced speed quirk again, it would increase the cost value of that quirk to three(3) points and this is what it would cost the android to repair that particular quirk.

Android Drowning:

Androids can drown, just as their fully biological cousins can, although they do not suffer the effects of 'death' from drowning. They drown not because they are unable to process the air from the water, because they don't actually use any of the individual components that comprise 'air', but because water is entirely too heavy for the airflow impellers to efficiently push in and out of their cooling orifice. The android uses air as an internal coolant and is constantly 'breathing' to maintain internal core temperatures at an acceptable limit. The special pumps installed to move this air in and out of the internal cooling cavities are not powerful enough to handle the added mass of water and will eventually burn up allowing the internal temperature of the android to exceed acceptable levels and it will be forced to shut down all non-critical systems, effectively 'drowning'. There is a chance that additional malfunctions will happen during this overheating process giving the android additional quirks, make a fortitude check to see. The shutdown period is for a minimum of ½ hour before a restart of systems is allowed. An android may operate without it's cooling system for a number of rounds equal to it's Constitution score, after that it must make a fortitude save each and every round thereafter at a cumulative -1 per check. Androids receive a -2 penalty to all swim checks, due to increased density.

Android Quirks

A player may either select quirks as desired or at GM discretion.

-Reduced Speed: Your speed is reduced one step for every application of this quirk. Ex: Android speed unhindered is

30, a player applies 4 points worth of quirks in this category during character creation so the final speed of his android character would be 20, -5' speed category per selection.

Cost: 2/selection

-Reduced Ability Score: External or internal damage is such that one of your ability scores are reduced by 1/point cost. Roll d6 for a random affected ability score.

Cost: 1/ability point

-Reduced Manipulative Ability: Your manipulative digits are damaged in such a way that you have trouble using tools, wielding weapons or any item related task. You suffer a -1 point on all manipulative tasks.

Cost: 1/-1 point reduction

-Speech Impediment: Your speech centers or electronic articulation circuitry are damaged so that you are unable to speak unless you make a standard Will save.

Cost: 2+1 point/-1 to Will save to speak

Android Quirks

1	Reduced Speed	7	Reduced Ability Score
2	Reduced Manipulative Ability	8	Speech Impediment
3	Erratic Behavior	9	Reduced Power Supply
4	Reduced Nanite Control	10	Reduced Emotional Capacity
5	Reduced Cooling System	11	Asimov Circuit Malfunction
6	Malfunctioning Memory Core	12	Reduced Senses

-Erratic Behavior: You have random behavioral problems that are exhibited in high stress situations, such as when your teammates are relying on your knowledge or skills or combat abilities. You must make a Will save during these situations to successfully complete the task or engage in combat without exhibiting one of the following behaviors.

- 1- Stare blankly unable to move for 1d4 rounds
- 2- Become enraged or confused and refuse to participate in actions for d4 rounds
- 3- You forget one random feat for d4 rounds
- 4- You are unable to use skills successfully for d4 rounds

After failing the initial Will save and after the duration of whatever effect you were penalized with you must make another Will save to again try to overcome the quirk, and again, and again ad nauseum until successful, each round or event period.

Cost: 3+1 point/-1 to Will save

-Reduced Power Supply: Your internal power supply has been damaged and you are not able to operate a full day without shutting down. During this shutdown period, you are not asleep and cannot be woken or roused. You are vulnerable and unable to resume normal activities.

Cost:	Operation Period	Shutdown Period	Quirk Cost
	20 hours	4 hours	2
	16 hours	8 hours	3
	12 hours	12 hours	4
	8 hours	16 hours	5

-Reduced Nanite Control: You suffer a -1 heal rate per day per selection of this quirk and -1 healing stamina rate per period as well.

Cost: 1/selection

-Reduced Emotional Capacity: You are unable to respond emotionally to other sentients. You are for all practical purposes a Robot, not an Android. You complete tasks in an automated fashion without passion or regret. You suffer a -4 charisma which effects all charisma based skills or abilities.

Cost: 3/selection

-Reduced Cooling System: The cooling system in the effected android is not working as efficiently as it should. Once the internal core temperature of the android reaches the critical point, the androids hardwired internal programming shuts all systems down, effectively leaving the android in whatever physical position he was in last seemingly dead and unable to respond to any external events. This lasts for the indicated duration.

Cost:	Operation Period	Cool Down Period	Quirk Cost
	16 hours	½ hour	2
	8 hours	1 hour	3
	4 hours	2 hours	4

-Asimov Circuit Malfunction: This results in one of three conditions.

Cost:	Manifestation
3	Unable to harm ANY humanoid appearing character
4	Unable to harm ANY sentient
5	Unable to harm ANY living creature (the higher life forms)

-Malfunctioning Memory Core: The android is unable to remember or use one or more skills.

Cost: 1/random skill

-Reduced Senses: You suffer a -1 to Listen and Spot checks per selection of this quirk.

Cost: 1/selection

Starting Gear

The GM may assign or have the characters purchase any number of starting goods, but I offer the following adventure materials for a quick start. For further information refer to the appropriate sections. Substitutions will probably be required for some genotypes as they may not be able to use some goods. Consult GM if any changes or substitutions are required.

Basic Goods

- One pair of traveler's cloths
- A hat
- A robe or cloak or coat
- One blanket
- One pair of foot ware of choice
- Either a backpack or a satchel
- A belt
- Any scabbards or straps required for carrying weapons or misc items.
- As many pairs of underwear as the character wants (can also double as hats and earmuffs)
- 2 - 16 pint water bladders or jugs. (Yeah I know the daily requirements don't match the carrying capacity of the supplied equipment....how's that for reality..huh!?)

In addition each Explorer may randomly roll for one item from each category at creation (or any GM allowed goods).

Weapon

*One of any basic weapon type

D6	Weapon Type
1-2	Misc Melee Weapon
3-4	Bladed Weapon
5-6	Primitive Missile Weapon

*a single weapon that the pc is proficient with is ok

Armor

One of the following armor types

D6	Armor Type
1	Furs
2	Padded
3	Leather
4	Studded Leather
5	Ballistic Cloth, Armorlon
6	Sheath Armor

Food/Water

One weeks worth of food and water in whatever form the characters like. In the MOTE system that would translate to 42 pints of water or equivalent and 63 ounces of food. This is a lot to carry, as it realistically should be. A character can always choose to carry less. The daily requirements are as follows:

Basic medium size humanoid requires - 2 pints potable liquid per 8 hour period

Or 1 pint with the appropriate amount of food

3 ounces of food per 8 hour period

- Daily requirements: 6 pints of liquid or 3 pints with food and 9 ounces of solid food.
- Any amounts less than the full stated amount is NOT enough. You still suffer from the full fatigue accumulation. REFER TO THE ENVIRONMENTAL ADVENTURES CHAPTER FOR DETAILS.

Miscellaneous

Each character may roll twice on this list (GM's feel free to supplement if desired)

D20	Item	#	Item
1	D100gp worth of tradable goods	11	4 large sacks
2	10 sheets of paper and pencil	12	Rope, hemp, 100'
3	Hooded Lantern, oil	13	4 torches
4	4 Man Tent	14	Crowbar
5	Binoculars 4x	15	Compass
6	D100gp worth of tradable goods	16	D100gp worth of tradable goods
7	2lb hammer	17	Climbing Hook
8	Wooden shield, small	18	3gl leather pale
9	400' stranded string	19	1 set of cast iron cookwear
10	Medi-kit, first aid 4 uses	20	Medi-kit, personal 4 uses

Player Character Vocations (Optional)

The basic backgrounds detailed in this section, listed by Occupation, are to help players, without much GM intervention, create viable characters in keeping with the Master's of the Earth regional campaign requirements. Androids do not use these charts, they are always assumed to be vocationless wonderers (although they may have skill or feat combinations that approximate an occupation or vocation). Mutated Animals and Plants are only eligible for a few of the occupations. Mutated animals and plants are always assumed to be from the regional forests of the campaign area, although they could be wonderers as well with their limited vocational options. This allows the GM to reveal only specific regional information without compromising the greater storyline. Keeping players ignorant of many campaign elements will only enhance their game play in the end as pieces of the puzzle are revealed over time. A player may choose a basic background story or select randomly. Players should be encouraged to share their individual piece of the regional background that they know, by telling their stories during the group formation process.

The recommended skills and feats are just that, recommended. The whole idea of a single class modified by the racial genotype is to allow players the ability to create whatever character they envision without the 'square peg in the round hole' approach that is inherent in the usual class based system that limits the selection of skills and feats.

Random Selection Method

Roll a D6 for primary occupation then either a D8, D6 or D4 to select specific vocational background. Players may select background occupation if the GM allows it.

Occupation	Die Roll	Occupation	Die Roll
Caravaner	1	Country Folk	4-5
- Caravan Guard	- 1-3	- Farmer, Agrarian	- 1-2
- Entertainer	- 4	- Farmer, Pastoral	- 3
- Skilled Craftsman	- 5	- Hunter	- 4
- Trader/Merchant	- 6	- Gatherer	- 5
City Folk	2-3	- Forest Kin	6
- Craftsman	- 1	Wanderer	6
- Guard	- 2	- Any Previous	- 1-3
- Laborer	- 3	- Warrior for Hire	- 4
- Layabout	- 4		
- Militiaman	- 5		
- Progeny of Notoriety	- 6		
- Thief	- 7		
- Thug	- 8		

Caravaner

You travel between the villes of the region, trading in services or goods. Although you do not know every ville and wilderness region intimately you know a little about them all because of your travels.

GM: Give basic background of region, villes and famous personages in each region and ville. No information of outside campaign regions is revealed.

Occupations

Eligible Genotypes

Human / Humanoid / Android / Nomen

Caravan Guard – You are employed to protect the goods or passengers of whatever caravan has hired you. You travel with them from ville to ville in the region.

Recommended Skills

Bluff / Language, Regional / Listen / Perform Task-Gamble / Perform Task-Handle Beast / Perform Task-Jump / Ride Beast / Sense Motive / Spot

Recommended Feat Groups

Combat / Defensive / General / Language / Misc. Physical / Sensory / Task

Entertainer – You are skilled in some art form that is in demand throughout the known lands. You travel from ville to ville sharing your talents with the masses for good coin of the realm. You also act as unofficial mail carrier and rumor disseminator.

Recommended Skills

Bluff / Concentration / Diplomacy / Disguise / Knowledge, Art / Language, Any / Perform Task-Read Lips / Perform / Perform Task-Climb / Perform Task-Forgery / Perform Task-Handle Beast / Perform Task-Jump / Perform Task-Sleight of Hand / Perform Task-Tumble / Ride Beast / Speak

Recommended Feat Groups

Charismatic / General / Language / Misc. Physical / Task

Skilled Craftsman – You travel between villes providing rare but vital regional services. You could be a tinker, teacher, mason or builder or even a healer.

Recommended Skills

Appraise / Build / Handle Beast / Instruction / Knowledge, (any) / Language, (any) / Medical / Profession, (any) / Repair / Use Object

Recommended Feat Groups

Build / Language / Medical / Repair / Task / Technical / Use Object

Trader/Merchant – You trade goods purchased in one ville for goods in another ville at a fair (or unfair) profit. You also act as unofficial mail carrier and rumor disseminator.

Recommended Skills

Appraise / Bluff / Diplomacy / Investigate / Knowledge, Business / Listen / Perform Task-Handle Beast / Profession, Merchant / Ride Beast / Sense Motive / Language, (any) / Use Object

Recommended Feat Groups

Charismatic / Defensive / Environmental / General / Language / Task / Use Object / Vehicle

City Folk

You were born and raised in the ville of Boze (or insert city or town name). You know the city intimately and are familiar with most of its inhabitants and establishments. Select one of the following former occupations as a focus for your starting character.

GM: Give as much detail about the ville in which the character was born as you have ready and only a basic knowledge of the villes and regions outside of the ville in which they were born.

Occupations

Eligible Genotypes
Human / Humanoid

Craftsman – Your parents before you passed on the skills of a craftsman professional, giving you a trade that can support you and your own family someday.

Recommended Skills

Appraise / Build / Handle Beast / Instruction / Knowledge, (any) / Language, (any) / Medical / Profession, (any) / Repair / Use Object

Recommended Feat Groups

Build / Language / Medical / Repair / Task / Technical / Use Object

Guard – You have no formal training with most weapons, but you are trustworthy and true and so are employed to watch over the valuables of local and traveling merchants.

Recommended Skills

Bluff / Listen / Perform Task-Gamble / Perform Task-Jump / Ride Beast / Sense Motive/ Spot

Recommended Feat Groups

Combat / Defensive / General / Misc. Physical / Sensory / Task

Laborer – You spend the day roaming the city streets and warehouse areas looking for work, any work to fill the grumbling void that is your stomach. You have grown strong with your work and can work long hours at heavy labor.

Recommended Skills

Bluff / Concentration / Knowledge, Popular Current Events / Knowledge, Popular Culture, Knowledge, Streetwise / Perform Task / Repair / Survival, Urban / Use Object

Recommended Feat Groups

Build, Simple / General / Misc. Physical / Repair, Simple / Task / Use Object

Layabout – You have no real function, simply living off of the good graces of your family, friends and associates. You have used your wits and charm to ease your way through life. You may occasionally perform tricks for the crowds to earn a little extra and to hear the accolades of the crowds.

Recommended Skills

Bluff / Diplomacy / Investigation / Perform Task-Read Lips / Perform / Sense Motive / Survival, Urban

Recommended Feat Groups

General / Misc. Physical / Task / Thievery

Militiaman – You have some military training and practice and work out regularly with your fellow militia members in defense of the ville and its allies.

Recommended Skills

Bluff / Concentration/ Knowledge, Military / Listen / Perform Task-Jump / Ride Beast / Spot

Recommended Feat Groups

Combat / Defensive / General / Misc. Physical / Sensory / Task

Progeny of Notoriety – You are the child or relation to a famous member of the ville. You, yourself have done nothing to earn the status of your relation, but use every chance to take advantage of those who's good will your relation has earned. You feel your position in society is elevated having come from notoriety and you tend to look down on the less fortunate. This occupation is not

readily discernable from the layabout in many ways, as they share the same disdain for actual substantive participation in local society.

Recommended Skills

Bluff / Diplomacy / Investigation / Knowledge, any / Language, any / Perform / Sense Motive

Recommended Feat Groups

Charismatic / General / Misc. Physical / Task

Thief – Despite the honesty of the typical Bozean inhabitant you have found a taste for filching. You are a rarity among the citizens and rely on your ability to remain incognito and not caught in the act of taking what is not yours.

Recommended Skills

Appraise / Perform Task- Balance / Disguise / Investigation / Perform Task-Hide / Perform Task-Tumble / Listen / Bypass Device / Perform Task-Sleight of Hand / Search / Spot / Survival, Urban

Recommended Feat Groups

Defensive / General / Misc. Physical / Sensory / Task / Thievery / Use Object

Thug - You were born and raised in the rougher sections of town and grew up tough. You survived anyway you could, sometimes it wasn't pretty. You used your fists and your bluster to eek out a place among the rabble, and here you stand today as testament to your skills or luck.

Recommended Skills

Bluff / Knowledge, Current Events / Knowledge, Popular Culture / Knowledge, Streetwise / Perform Task-Gamble / Sense Motive / Spot / Survival, Urban

Recommended Feat Groups

Combat / General / Misc. Physical / Sensory / Task / Thievery

Country Folk

You were born and raised in the rural regions of the ville. You know the dangers and joys of the country life. There is little leisure time because the fields and animals always need care.

GM: Allow basic knowledge of the nearest ville and intimate knowledge of the region of birth.

Occupations

Eligible Genotypes

Human / Humanoid / Mutated Animal / Mutated Plant

Farmer Agrarian – You grow the basic food stuffs that feed the people in the region and for trade in the markets.

Recommended Skills

Perform Task-Climb / Build, Simple / Perform Task-Handle Beast / Perform Task-Swim / Knowledge, Earth and Life Sciences-Agriculture / Listen / Spot

Recommended Feat Groups

Environmental / General / Misc. Physical / Task / Use Object

Farmer Pastoral – You care for the herds and flocks of animals that supply meat, leather, transportation and labor for the region.

Recommended Skills

Build, Simple / Perform Task-Climb / Perform Task-Handle Beast / Perform Task-Swim / Knowledge, Earth and Life Sciences-Pastoral / Listen / Ride Beast / Spot

Recommended Feat Groups

Charismatic / Environmental / General / Misc. Physical / Task / Use Object

Hunter – You hunt the wilds for exotic flora and fauna either alone or in small hunting groups. You know the wilds of the region intimately and can survive long periods without the comforts of home. Mutated Animals are eligible for this vocation.

Recommended Skills

Knowledge, Earth and Life Sciences-Regional Flora and Fauna / Listen / Perform Task-Climb / Perform Task-Handle Beast / Perform Task-Hide / Perform Task-Move Silent / Perform Task-Swim / Ride Beast / Spot / Survival, Rural

Recommended Feat Groups

Environmental / General / Misc. Physical / Task

Gatherer – You wander the wilds for exotic flora used in medicine and food or raw materials used in the manufacture of goods by the craftsman of the ville, or even the relics of the ancients, trading for your basic needs.

Recommended Skills

Knowledge, Earth and Life Sciences-Flora and Fauna and Herbalism / Listen / Perform Task-Climb / Perform Task-Swim / Ride Beast / Spot / Survival, Rural

Recommended Feat Groups

Environmental / General / Misc. Physical / Task

Forest Kin – You were born and raised in the forests or wilds of the region and relied on its bounty for survival. You were beholden to no one and lived wild and free. You know the rural region intimately but have never left its confines before. Mutated Plants and Animals are eligible for this vocation.

Recommended Skills

Knowledge, Earth and Life Sciences-Flora and Fauna / Listen / Perform Task-Climb / Perform Task-Hide / Perform Task-Move Silent / Spot / Survival, Rural

Recommended Feat Groups

Environmental / General / Misc. Physical / Task

Wanderer

A wanderer is someone from outside the known region. They could be wandering for any reason. Perhaps they are outcasts, outlaws, smitten with wanderlust, or on a personal quest. A wanderer could be any of the previously listed occupations or one of the following...

GM: It is NOT recommended that a character come from outside the known campaign region because this immediately compromises your ability to introduce the 'unknown' to your group. A character from outside the campaign region, unless there is some elaborate contrived reason, would know something about a campaign element you may not have developed yet. You could, of course, work it into your campaign. My suggestion is that if a player decides that he would like to take on the persona and background history of a Wanderer, that he provide the GM with detailed information of the region or regions that this character is supposed to have originated. That way, everyone is happy. The GM gets some work done by someone else, and the player gets the character he or she always wanted.

Occupations

Eligible Genotypes

Any

Any of the previously listed occupations

Warrior for Hire – You are a hired gun. You ply your trade wherever there is conflict or opportunity.

Recommended Skills

Knowledge, Military / Language, Regional / Medical / Perform Task-Jump / Perform Task-Swim / Perform Task-Tumble / Ride Beast / Spot / Survival, (any)

Recommended Feats

Combat / Defense / Environmental / General / Language / Misc. Physical / Task

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