
Masters of the Earth Technology

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Introduction

Since relics of the past, or ancient devices replace magical devices as treasure in most apocalyptic games it was important to detail as much as possible the use, condition and repair of such technology. The ancients were very fond of making things for every imagined task and their purposes were not always obvious or clear.

Finding the Goods

The *Search* skill is used as described in the Skills chapter. This section will only detail Search as it effects finding relic technology in the post-apocalyptic science-fantasy setting. DC10 is the standard used for finding the simplest and easiest to find technology. It only gets tougher from there.

The following table illustrates the DC ratings for finding relics under certain conditions. This is only intended as a guide for GM's who will set their own ratings. This section assumes one thing, that the GM has NOT pre-placed relic items for the PC's to find. In other words, the PC's are just out banging around and they decide they want to find something juicy to drag back to their hang out or to sell to the local relics merchant. If a GM has placed items with the intent of the PC's finding it, these values would not be valid.

Rural, no ruins – DC+25 : What, you think someone is just going to abandon the good stuff in the middle of nowhere?

Rural, small ruins – DC+20 : The likelihood that you will find anything of value in this location is small.

Rural, large ruins – DC+15 : If there are ruins of this size in the wilderness, it's a good bet that it was the location of a remote factory of some sort.

Urban, small ruins – DC+16 : This is your typical small town of the ancients, not a hotbed of industrial activity.

Urban, medium ruins – DC+14 : Decent chances of finding something here.

Urban, large ruins – DC+10 : A hotbed of ancient activity and industrial capacity. If you don't find something here your simply not meant to find anything.

The *Search* skill will find general items and objects of interest. If a character were to 'search' for survival related needs such as food, water or shelter, then the appropriate *Survival* skill would be used in place of the standard *Search* skill.

Modifiers

Searching for something specific, unknown location DC+0
Searching for something specific, known location DC-5
Searching for something specifically hidden, DC+15
Searching for something in plain site, DC-5
Searching for something not well described or seen before DC+10
Searching for something well described or seen before DC-5
Searching for something high-tech, DC+5
Searching for something low-tech, DC-5

What you find

A successful search does not necessarily mean you have found something useful, a flat 70% - the *pc's Search skill rank* is the chance that you will find something totally useless, either because it is broken in some way or because it is something that the characters are not able to use or trade. You can simply reverse the math if you prefer...a roll of $30\% + pc's\ Search\ skill\ rank$ to find something useful. Refer to the Search Tables section of this chapter for the loot. Also refer to the Condition of found items tables in this section to see if the item is broke. If something useful is indicated simply roll on the support table instead of the random charts.

Trade and Barter in the Wastelands

In most cases there is no monetary system throughout the wastelands. Barter and trade are the most common means of obtaining goods. All cost values associated with an item are relative standards meant as a guide for the GM and players. For those rare times when a community or region has developed a monetary system, that community's money may not be valid in any other communities or regions.

If a monetary system has been developed then the gold standard is often used when available. Coins are cast at regional mints and vary in quality and precious metal content. One golden coin of the same size may have a slight variance in weight due to the actual precious metal content of the individual coinage. Some regions intentionally short coins of precious metals to save cost and enrich the makers and others are extremely scrupulous and have more credibility throughout the lands. So a particular coin is generally weighed as a matter of course to determine its value relative to it's size.

In addition to the gold standard used in other rpg sources you may find communities who use the old ancient coinage left from before the end as a matter of convenience. With civilization in the state that it is in now, it is impossible to duplicate the coinage of the ancients, so it is used in some communities.

Ancient Money:

Dôlar = 5 Golden

Half Dôlar = 2.5 Golden

Sents = $1/10^{\text{th}}$ of a Golden

Common Coinage:

Golden = 1 gold coin

Silvç = $1/20^{\text{th}}$ of a Golden

Penç = $1/20^{\text{th}}$ of a Silve

Material or Commodities Trade Value (optional)

Just as in everyday life, certain things have more value than others. These values often depend on the specific community. Water may be valued in a community that has little access to good sources far more than gold or technology. In a ville next to a large old ancient ruin, mechanical or electrical parts may have little value because they are common, while fuel may have a high value. While quite often subjective in nature, each commodity has a value, which will be quantified for game use in the following way.

Commodities

Base Value		Availability Factor	D100	Luxury Modifier	D100
Very Poor	.5 Golden or 10 Silve per unit	Very Common x.25	1-20	Amateur x1	1-60
Poor	1 Golden per unit	Common x.5	21-35	Professional x5	61-75
Good	10 Golden per unit	Uncommon x1	36-70	Skilled x10	76-85
Excellent	25 Golden per unit	Rare x2	71-85	Artistry x50	86-95
Extraordinary	50 Golden per unit	Very Rare x5	86-100	Masterwork x100	96-100

To calculate the actual value of any commodities, the GM merely assigns a unit of measure to a given base value and then multiplies the base value by the availability factor of the community they are bartering or trading in. If that particular item is considered a 'luxury' item, like jewelry, gems or other precious goods, then assign a luxury modifier as well and multiply that with your base value and availability factor. The final results are the actual value of the particular commodity. The random selection process for availability and luxury is purely optional and used at GM discretion. Typical units of measurement include: Mass (pound, ounce, gram, kilogram, ton, carat, etc) Volume (gallon, ounce, pint, quart, tablespoon, liter, kiloliter, etc). Occasionally if a commodity is also a repair or fabrication material it will be expressed in 'points'. These points have an associated weight that is listed in the Material Points table later in this chapter.

Commodities may be considered old-fashioned treasure. Commodities can be searched for and found, bought, sold, bartered and traded just like anything else. The GM may define specific 'commodities' if he or she so chooses. This is merely a simplified process to help take some of the ache out of not using a fixed monetary or wealth system.

Merely note on a character's sheet, that they carry a specific weight in base value of commodities, i.e (Commodities, 2lbs, base value), and when it is time to trade the actual value is then calculated using the previously stated method.

Typical Commodities Values

- 1- *Water* very poor base(.5g per unit)/very common(x.25): about .5 golden per gallon (1 gallon) = .125 (1/8th)golden or 2 silvçs and 1 penç.
- 2- *Liquid Fuel* excellent base(25g per unit)/uncommon(x1): about 25 golden per gallon (1 gallon) = 25 golden
- 3- *Chemical Battery, medium* poor base(1 golden per unit)/uncommon(x1): 1 golden per hour of charge (24 hours) = 24 golden
- 4- *High end Jewelry* excellent base(25g per unit)/rare(x2)/luxury, skilled(x10): 25 golden per lb (2lbs) = 2000 golden
- 5- *Electronic Parts* excellent base(25g per unit)/uncommon(x1): 25 golden per lb (5 points/1 lb) = 25 golden
- 6- *Mechanical Parts* good base(10g per unit)/uncommon(x1): 10 golden per lb (1 points/1 lb) = 10 golden
- 7- *Gems* extraordinary base(50g per unit)/rare(x2)/luxury, skilled(x10): 50 golden per carat (.6 carat) = 600 golden
- 8- *Relic Furniture* excellent base(25g per unit)/uncommon(x1)/luxury, professional(x5): 25 golden per 10lbs (30lbs) = 375 golden
- 9- *Furniture, Handmade* good base(10g per unit)/common(x.5)/luxury, skilled(x10): 10 golden per 10 lbs (35lbs) = 175 golden

All of these may be expressed on the character sheet as such prior to trade:

2x very poor or .5g/unit (1 gallon)[1 gallon] and (hour of charge)[24 hours]

2x good or 10g/unit (lbs)[1 lbs] and (10 lbs)[35lbs]

4x excellent or 25g/unit (1 lbs)[3lbs] and (10 lbs)[30 lbs] and (1 gallon)[1 gallon]

1x extraordinary or 50g/unit(carat)[.6 carats]

You could also use shorthand record keeping and express it thusly .5g/1lbs(10lbs).

You can say a commodity is either very poor, or you can say it is .5g/unit, either way says the same thing, after that it is the assigned unit in () then the amount carried in [].

Professional Kits

Unless otherwise specified, a professional's kit provides a +4 skill modifier when attempting skill tasks associated with the specific kit. Only those kits specific to the genre and setting are listed here. Most kits from the core rules are still valid. In most cases a kit does NOT provide any additional parts required to repair an item. It merely provides the means should the proper materials be on hand for the skilled professional to make the attempt to repair, create or perform a task. The GM determines when and if a specific kit is required to perform a specific task. If the kit is not owned, then the task cannot be completed. GM's are encouraged to add kits when necessary.

- Electrical Tool Bag	Cost\$200	Weight 10lbs
- Mechanical Tool Bag	Cost\$175	Weight 20lbs
- Automaton/Cybertronics Technicians Tool Bag	Cost\$250	Weight 15lbs
- Medical Experts Bag, Modern	Cost\$100	Weight 10lbs
- Medical Experts Bag, Holistic	Cost\$50	Weight 15lbs
- Fire Arms Repair Kit	Cost\$200	Weight 12lbs
- Energy Weapons Repair Kit	Cost\$250	Weight 8lbs
- Powered Armor Repair Kit	Cost\$300	Weight 15lbs
- Lab Kit (Alchemist/Pharmacist/Researcher)	Cost\$100	Weight 25lbs
- AI/Computer Kit	Cost\$500	Weight 10lbs
- Vehicle Mechanics Kit, High-Tech	Cost\$275	Weight 20lbs
- Lockpick Kit, Electronic	Cost\$150	Weight 3lbs
- Locksmith Kit, Electronic	Cost\$200	Weight 5lbs

Tech Levels and Technology Skills

Technology has progressed through the ages of man and man has always sought to quantify and label these changes. Jurassic Age, Bronze Age, Age of Reason, etc. ad nauseam. Well, why change things now. Since the level of technology is of some importance in a gaming genre where the technology level could be nearly anything, it is important to quantify these artificial technological advances into something definable. The MOTE setting follows certain practices as set in many a PA game before it in using Technology Levels or Tech Levels. Each and every piece of relic equipment has an associated tech level ranging from Tech I (simplest, crudest form of technology, stone axes and spear heads) to Tech IV (the highest technology available to the players, Laser guns and broadcast stations) and a complexity rating set by the GM. The format will be Tech Level : Complexity Rating (Hand Grenade, Frag = III:20, or Tech III with a 20 Complexity Rating).

Tech I - Comp: 12	Stone Axes, furskin clothing, tribal, nomadic and pastoral peoples, little to no agricultural production.
Tech II - Comp: 16	Steel melee weapons, specialized throwing weapons, horse and buggy culture, small villes with occasional larger settlements, primarily agrarian and settled peoples.
Tech III - Comp: 20	Firearms, electrical use, combustion engines, industrial agriculture and manufacturing.
Tech IV - Comp: 24	Ultra modern ray weapons, artificial intelligence, androids, cyborgs, spaceships, magneto levitation, automated factories.

Deduction– This skill determines the characters ability to understand new artifacts. What something might have been or how something might work if you push a button or turn a knob. Without this knowledge, a PC is completely clueless how a light switch works. A character who finds a relic item must first be able to tell what it is in order to do ANYTHING with it, including figuring out what it does. This does not necessarily grant the ability to use, repair or build objects. (see Skills and Feats chapters).

The basic DC to identify and understand any artifact or relic is its complexity rating. So.....

Tech I = DC12

Tech II = DC16

Tech III = DC20

Tech IV = DC24

The GM then adds or subtracts the difference (or gives a penalty or bonus to the pc) equal to the difference of the pc's tech level and the tech level of the object or item the character is attempting to deduce the function of. If the difference is a positive one for the pc, the difference is subtracted from the DC of the object when Identifying, Building, Repairing, Bypassing or Using it.

Example: A character who grew up in a tech II ville has acquired a .38 Revolver (Tech III:20 relic) and is studying it trying to figure out how it operates so that he can potentially use it. The DC = 20 + his tech level difference of +1 = 21 against that PC's *Deduction*-identify object skill of +10. Given these values the PC would have to roll 11 or greater on a d20 to figure out that the revolver is a weapon instead of a shoehorn and how the item is likely to work. Once he learns this particular item, he could then potentially use it if he had the Relic Weapon Proficiency, Revolvers feat. If the same character had acquired a stone handaxe (tech I:12 item) the DC = 12+ his tech level difference of -1 = 11. So the same character would only need to roll a 2 on a d20 to identify a stone axe (a roll of one on either of those attempts would indicate a catastrophic failure).

A PC may attempt to learn how to use an item he has previously failed at only once a class level. So if he failed to learn the revolver when he was 3rd level, he could make another attempt at the 4th level.

Any character may, at the GM's option gain a +4 to his *Deduction* (identify object) rolls when attempting to figure out how an ancient relic works if he or she has previously handled a similar, but different item.

To study an item takes 10 minutes x tech level of the item. A PC may not take 20 when examining, repairing or building items, but may take 10. A roll of a natural 20 means that no matter the characters background he had a special insight and figured out how an object works.

Related Feat:

Relic Identification – You are a font of ancient relic knowledge. You receive a +2 on your *Deduction* checks (identify object only).

PQ: +6 Ranks in *Deduction* skill

A general relic item without a specific feat attached to it's use would be able to be used once the character learned how it works as described above. Almost ALL items have an associated feat however.

Repairing or Fabricating Makeshift items: Repairing an item is a function of the *Repair* skill. To repair a relic item requires that you first recognize and know the use of a particular item. So, if you have not previously figured out the item for which you desire to repair, you must roll a *Deduction*-identify object check. The pc must also have the tools and materials required to repair the item on hand. After that the check to repair a relic is similar to understanding it. EX: The pc rolls against the items DC or complexity rating plus or minus the pc's tech level difference.

Related Feat: (Refer to the Feats chapter for specifics)

Repair – Choose a specific feats based ability (like Mechanical or Armor). Allows a PC to repair mechanical, electrical, primitive devices or any other objects with the *Repair* skill.

Fabricating or Building an item from scratch: Is handled similarly to identifying and repairing a relic item. To successfully fabricate an item you must first have the tools and materials on hand for the item to be made, then the pc rolls against the item's Complexity Rating or DC plus or minus the pc's tech level difference. Fabricating an item is a function of the *Build* skill. If an item is an electro-mechanical (contains mechanical and electrical components to it's system) device, then both of the two Repair feats, electrical and mechanical must have been selected by the pc in order to initiate the fabricating process.

Related Feats: (Refer to the Object Feats section below)

Build – Choose a specific feats based ability (like Electrical or Structural).

Identify, Repair and Build Times

The time to identify an object is the tech level x10 in minutes. The time to *Repair* an item is equal to its tech level in hours x the repair/fabricate adjustment number determined by the Condition roll. To fabricate or *Build* an item from scratch is the items tech level in hours x size class expressed as a number.

Tech Level	DC	Identify Time	Repair Time	*Build Time
I	12	10 min	1 hour	Varies
II	16	20 min	2 hour	Varies
III	20	30 min	3 hour	Varies
IV	24	40 min	4 hour	Varies

*Build Time = TL x size class (fine =1, colossal =9) in hours

The check against an items DC is attempted at the end of a repair or build period. Successful attempts mean the item is repaired or fabricated. Unsuccessful attempts mean the time starts from scratch and the cost in materials is halved for the next attempt.

Object Feats

Nearly all objects in the MOTE setting require an associated feat to build, repair or use. The following table details what a character may or may not do with or without an associated feat.

X = requires the selection of the feat

- = either no feats required or other feats required in their place

~ = anyone may perform this basic function as an unskilled or Untrained skill check.

Accept where noted, the Build and Repair skills may only be used trained. A character may attempt to use an item untrained if they desire unless there is a required feat associated with it (denoted by an X), when this is the case, object use must be rolled for successful usage each and every time as a Use Object Untrained skill check..

All of this is described in the Skills and Feats chapters as well.

Available Repair, Build and Use Feat Groups			
Feat	Build	Repair	Use
Mechanical-Simple	~	~	~
Mechanical-Complex	X	X	X
Electrical-Simple	X	X	~
Electrical-Complex	X	X	X
Weapons, Ranged-Simple	X	X	-
Weapons, Ranged-Complex	X	X	-
Weapons, Melee-Simple	X	X	-
Weapons, Melee-Complex	X	X	-
Armor-Simple	X	X	-
Armor-Complex	X	X	-
Structural-Primitive	~	~	-
Structural-Stone	X	X	-
Structural-Wood	X	X	-
Structural-Modern	X	X	-
Vehicle-Primitive	X	~	~
Vehicle-Land	X	X	X
Vehicle-Air	X	X	X
Vehicle-Sea	X	X	X
Vehicle-Space	X	X	X
Chemical-Simple	X	X	~
Chemical-Complex	X	X	~
Pharmacology-Simple	X	X	~
Pharmacology-Complex	X	X	X
General-Simple	X	X	X
General-Complex	X	X	X
Demolitions	X	X	X

Catastrophic Failure

On occasion, during the process of figuring out an item's use, or when repairing or building an item a pc may roll a natural 1 on the d20 rolls. When or if this occurs, no further progress on that item is possible, and as previously stated, the pc may have to wait till he/she obtains another level before attempting an identify action again on that item, provided it isn't damaged or the pc is killed. In any case, consult the appropriate Catastrophic Failures Charts below.

Catastrophic Failure: Identify

Cat One Failure

-You have broken the item, the Condition of the item increases one step to the next worse condition

Cat Two Failure

-You have broken the item, the Condition of the item increase two steps and in addition, you have falsely identified the item as something else and it gains a +2 Complexity rating permanently.

Cat Three Failure

-You have broken the item, the Condition of the item increases three steps and in addition, you have falsely identified the item as something else and it gains a +4 Complexity on all future identifying die rolls, permanently.

Cat Four Failure

-You have broken the item, the Condition of the item increases four steps and if there is a potential for a hazardous condition from the item, the player must make a WILL save to notice the condition in time to prevent it. If the pc fails the save the hazardous condition is realized. Further saves may be required to prevent the effects of the hazardous condition. Also, you have falsely identified the object as something else and it gains a permanent +6 Complexity on all future identifying die rolls.

Cat Five Failure

-You have broken the item, the Condition of the item is 'un-repairable', in addition, if the item has a potential for a hazardous condition, that hazardous condition is realized. Save vs the hazardous condition and apply any effects or damage as determined by the GM. (default = 2d6 within 5' and 1d6 out to 10'). Feel free to apply any appropriate special Conditions.

D20	Failure Result
1-2	Cat Five
3-6	Cat Four
7-10	Cat Three
11-14	Cat Two
15-20	Cat One

Catastrophic Failure: Repair or Fabricate

Cat One Failure

-You've gone off on a tangent and/or misplaced some parts, add 1 hour to the repair/fabricate time

Cat Two Failure

-You've gone off on a tangent and/or misplaced some parts, add 4 hours to the repair/fabricate time

Cat Three Failure

-You have misjudged the required parts to fix or make the object, you must re-acquire the parts at double the usual cost. Until you get the parts, you cannot repair or fabricate the item.

D20	Failure Result
1-2	Cat Five
3-6	Cat Four
7-10	Cat Three
11-14	Cat Two
15-20	Cat One

-Cat Four Failure

-You really have no clue how to proceed. What seemed clear when you started is now a frustrating mess. Your total time for fabricating or repairing the item in question has just doubled and you have to start from scratch including acquiring the parts.

-Cat Five Failure

-You have just broken the item so that it is un-repairable or if fabricating it, you must start from scratch, including acquiring the parts. The object in question gains a permanent +4 Complexity rating as well. If the object has a potential for hazardous conditions then save vs those conditions and apply any effects or damage as determined by the GM. (default = 2d6 within 5' and 1 d6 out to 10'). Feel free to apply any special Conditions.

Condition of Found Items

If not pre-determined by the GM, the condition of items found while adventuring can be determined with ease using the following tables. The worse the condition, the more materials and repair time it will require to bring into fully operable condition. The GM may choose to keep secret the exact condition of the item in question until after it's been identified. (Refer to the Random Finds tables for loot rolls).

Condition

D6	Condition of Item	Repair Adjustment	Default % of Damage
1	New or Mint Condition	0	
2	Very Good Condition	0	0% damage
3	Good Condition	0	0% damage
4	Minor Fault	2	1-30% damage
5	Major Fault	4	31-70% damage
6	Catastrophic Fault	6	71-90% damage
7	Item is Un-repairable	-	100%+ damage

Item Condition Adjustment Factors

Item is unprotected and in contact with debilitating elements	+4 to Condition die roll
Item is protected by surrounding structures but otherwise unprotected	+3 to Condition die roll
Item is lightly protected with a thin coating or wrapping	+2 to Condition die roll
Item is protected with a good wrapping of good but degradable materials	+1 to Condition die roll
Item is out of the natural elements and well protected by structures	+0 to Condition die roll
Item is well protected or stored with preservation in mind	-1 to Condition die roll

Materials Cost For Repair and Fabrication

In addition to time, it takes the proper materials in the proper amounts for any given repair or fabrication attempt. Typically, these materials can be scavenged from other sources or occasionally bought as novelty items or even from other npc's as a valuable commodity. These materials, like the repair skill itself, comes in two forms, electrical or mechanical (some specific other commodities are classified differently and detailed in other more appropriate sections).

A GM may consult the Gleaned Material Points table to determine the general amount of commodities that are represented by a particular find, represented in 'material points or value'. These values are relative and largely rely on the GM's assessment of just how broke an item or object is expressed in a number of required points to repair or fabricate.

Table: Gleaned Material Points

Size	Electrical Points	Mechanical Points	Weight E/M
Fine	.25	.5	.63lbs/.250lbs
Diminutive	.5	1	1.25lbs/5lb
Tiny	1	3	2.5lbs/15lbs
Small	2	5	5lbs/30lbs
Medium	5	10	12.5lb/60lbs
Large	10	20	25lbs/120lbs
Huge	15	30	37.5lbs/180lbs
Gargantuan	20	40	50lbs/240lbs
Colossal	30	60	75lbs/360lbs

*Many objects, if not repairable for one reason or another, may be cannibalized for their parts value.

Unless specified, all electronic parts have a base commodities value of 'excellent' and mechanical parts have one of 'good' for purposes of determining barter or trade value. The size column in the Gleaned Material Points table reflects the gleanable parts from an object of that given size not the size of the parts themselves.

In general, if the GM prefers, he or she may use a default base value of 100 golden per lb for electronic parts and 50 golden per lb of mechanical parts when determining costs for Building and Repairing. Or use a percentage system, whereby if a given item is 30% damaged it would cost 30% of the Build cost to repair or any combination desired.

Item Damage

Items that have been damaged and that can be repaired will require specific amounts of material to accomplish this. The following table details how many points an item may require to become operational in its intended role once again. If the item is purely an electrical one, then merely use the first of the two divided numbers as the cost in repair points required to repair the object. If it is a purely mechanical device, then use the second number of the two. If it is an electro/mechanical device then both numbers are used. The first is the amount of electrical components in points and the second amount is the mechanical components in points required to complete repairs. The top row of numbers is the amount of damage expressed as a percentage. Merely cross the amount of damage by the size and the listed numbers in that particular column and row is the required repair amount in electrical/mechanical parts points.

Table: Object Damage*

Size	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-99
Fine	0/1	2/5	4/9	6/13	8/17	10/21	12/25	14/29	16/33	18/37
Diminutive	2/5	4/9	6/13	8/17	10/21	12/25	14/29	16/33	18/37	20/41
Tiny	4/9	6/13	8/17	10/21	12/25	14/29	16/33	18/37	20/41	22/45
Small	6/13	8/17	10/21	12/25	14/29	16/33	18/37	20/41	22/45	24/49
Medium	8/17	10/21	12/25	14/29	16/33	18/37	20/41	22/45	24/49	26/53
Large	10/21	12/25	14/29	16/33	18/37	20/41	22/45	24/49	26/53	28/57
Huge	12/25	14/29	16/33	18/37	20/41	22/45	24/49	26/53	28/57	30/61
Gargantuan	14/29	16/33	18/37	20/41	22/45	24/49	26/53	28/57	30/61	32/65
Colossal	16/33	18/37	20/41	22/45	24/49	26/53	28/57	30/61	32/65	34/69

* Uncomplicated, basic mechanical items without many parts, such as syringes, hammers, etc. at GM discretion, are usable in damaged conditions ranging from 1% to 40%. OPTION: Add the results of the Condition:Repair Adjustment roll to the % roll if randomly determining.
 - If an item or object has hit points, divide the amount of hp damage by its max hp's and move the decimal two places to the right, this is the % of damage. Otherwise, roll randomly using %dice. Or, use the Condition tables above.

- Damage ranges from 1-30% are minor faults
- Damage ranges from 31-70% are major faults
- Damage ranges from 71-99% are catastrophic faults
- Damage greater than 99% is considered un-repairable

Command Ratings and Badges

Most everything in the ancient world required some sort of access permission to command it. Everything from military command posts and secret laboratories to basic household appliances. Every citizen carried some form of command and identification badge. Sometimes these took on the form of jewelry or buttons or stick on patches or cards. Occasionally they were implanted into living beings or built into automatons for convenience. Badges could be formed into almost anything. Badges for different class and occupational positions allowed access to the necessary levels of whatever was currently needed. There were badges for corporations that had their own levels of access and there were badges for the military at differing levels. Though it should be noted that most bureaucratic and military badges had overriding priority vs many commercial and private badges. The following list details some of the more common badges with their command priority and ratings. Colors were often used to identify command levels of individual badges, but just as often there were no identifying marks other than an owner's or agencies information.

CID = Civilian ID MID = Military ID SID = Service ID

Automatons recognized only authorized and legitimate commands in a prioritized manner.

Step 1: No CID/MID	Anyone, voice command, no badge required (common automatons)
Step 2: Common CID	Anyone with a badge (private supervisory automatons)
Step 3: Common MID	Anyone with a military badge (low-level military automatons)
Step 4: Regional CID	Law Enforcement, Medical Personnel, Corporate Heads, Scientific Leaders, Important Civil Authority in a specific region. (civil emergency response Automatons and civil authority supervisory bots)
Step 5: Regional MID	Regional Military Leaders in a specific region (command level military supervisory automatons and facility AI's)
Step 6: National MID	National Military leaders of a specific nation
Step 7: National CID	National Civil Authorities and major heads of Agencies and Cabinets.

*Notes:

1. Often Step 6 MID and Step 7 CID were reversed. It depended on national governments.
2. There was a special ID called a SID. This is the service id. It allowed maintenance personnel to override the operation and programming of any automaton in order to reprogram and/or repair them. This ID is very rare and very powerful. Without it, no working automaton will allow its core programming to be altered nor its physical characteristics to be changed. There are tech gadgets that can override this system, usually held by civil authorities for emergencies.
3. Step 1 issuers have no ability to override current programming or task assignments. If the robot is literally assigned NO tasks by an authorized user only then could it be commanded to do anything by a step 1 issuer.
4. It is rumored that there was a Step 8 ID that could override any and every automated system in existence and closely held by the heads of state of each nation. This has never been substantiated.
5. No automaton ever has command authority above Step 5.
6. AI's of installations with assigned automatons have SID authority over all of its units and may preprogram or change the physical structure of any of its units.

Search Tables

The tables in this section may require other documents that are not included in this section. The following selections included in the Random Tables and the Support Tables are to be found within other documents detailed below.

- The Medical Tables can be found in the Physician's Handbook Document
- The Weapons Tables can be found in the Weapons Document
- The Armor Tables can be found in the Armor Document

The following search results tables can be found within this chapter.

- Random Tables 1 through 5
- Liquids and Containers Tables
- Food and Food Values Tables
- Books Tables

Random Table:

D10	1-2	3-4	5-6	7-8	9-10
Table	1	2	3	4	5

Support Table:

D10	Table
1-3	Liquids
4-5	Food
6-7	Medical
8	Books
9	Weapons
10	Armor

Note: The Support table selections can also be randomly found within the Random tables. The Support Table Selection matrix is only provided for a GM who wants to vastly increase the likelihood of finding useful items during a random search or when a 'useful' random find has been indicated by a search skill check..

The results of a random Search skill check are determined by rolling on the Random Table above unless a 'useful find' was indicated by the results of the Search check as detailed in the Finding The Goods section above. The number indicated by the roll is the Random Table that the GM or player would roll on to determine the exact item or additional table the character has found. If a roll on a Random Table indicates one of the tables listed in the Support Table above, simply roll on the indicated table to find the exact item the character finds in his Search attempt.

If a 'useful find' was indicated by the find roll (base 30%+characters Search skill ranks), then roll directly on the Support Table

Whether or not the Search result indicated a 'useful find' or not, the player or GM must still determine the actual condition of the item. The GM would then roll on the Conditions of Found Items section above to see what condition the item is in, and whether or not it is operable or usable.

If the item is determined to be 40% damaged or less and has a basic mechanical function, it may still be operable. This is determined by the GM.

Table 1

#	Item	#	Item
1	Batteries, Solar/Hydro/chem	51	Liquids Table
2	Cartridge belt	52	Water
3	Flask, metal	53	Medical Table
4	Gloves, leather working	54	Baby food
5	Food Table	55	Food Table
6	Liquids Table	56	Fresh water synthesizer
7	Water	57	Range finder, sound/infrared
8	Medical Table	58	Thermal goggles
9	Gloves, rubber general	59	Rucksack, large
10	Dumbbells, bodybuilding	60	Cold weather jacket
11	Weights, measuring	61	Sleeping bag, warm climate
12	Tennis racket	62	Excavating tool
13	Football uniform w/ pads	63	Electrical repair kit
14	Shoes, sneakers	64	Chem sniffer
15	Food Table	65	Chem defense suit, high intens.
16	Liquids Table	66	Anesthetic, total, high Intens.
17	Water	67	Anesthetic, local, high intens.
18	Medical Table	68	Antibiotic, general, high intens.
19	Tennis ball	69	Seditive
20	Darts & board	70	Personal Medikit
21	Jewelry, costume	71	Military clothing, desert cameo
22	Wood, fuel	72	Food Table
23	Sports bag, med.	73	Food Table
24	Satchel, med.	74	Liquids Table
25	Food Table	75	Liquids Table
26	Liquids Table	76	Water
27	Water	77	Water
28	Medical Table	78	Water
29	Books Table	79	Medical Table
30	Watch, communications	80	Medical Table
31	Money, foreign	81	Food Table
32	Paper, toilet	82	Food Table
33	Clock, desk	83	Food Table
34	Furniture, office	84	Flashlight, solar/hydrogen
35	Food Table	85	Tent, 1-10 man
36	Liquids Table	86	Thermal Clothing
37	Water	87	Plastic, rolled, 50sq yrds
38	Medical Table	88	Knife, felayer
39	Sacks, paper	89	Encyclopedia Brittanica 1999 ed.
40	Lantern, propane	90	Calculator, scientific
41	Propane bottle	91	Toys
42	Camp stove, 2burner, propane/butane	92	Android arm/eye/foot/leg/hand
43	Camp stove, 2burner, dual fuel(prop/butn)	93	Cup, metal
44	Civilian clothing, leasure	94	Folding chair, light wt metal/plastic
45	Utensils, eating	95	Cumbustion engine parts
46	Appliances, household (blender,toaster,etc)	96	Anti-Rad serum
47	Glasses, prescription	97	Back pack, H-frame
48	Glasses, UV protection	98	Armor Table
49	Hearing enhancer	99	Books Table
50	Food Table	100	Books Table

Table 2

#	Item	#	Item
1	Medical Table	51	Furniture, household, rocker
2	Water	52	Sacks, cloth, med
3	Food Table	53	Sacks, burlap, large
4	Liquids Table	54	Lantern, kerosene
5	Beer	55	Medical Table
6	Binoculars, normal, 20X/30X/40X/50X	56	Water
7	Boots, hard leather	57	Food Table
8	Boots, military style	58	Liquids Table
9	Candles, long burning	59	Can, kerosene, 1gal
10	Cur-in dose	60	Camp, stove, 2burner, solar
11	Energy Cell, chemical	61	Sterno stove
12	Energy cell, solar	62	Painting equipment
13	Flask, flammable oil	63	Utensils, cooking
14	Glow cube	64	Cleaning gear
15	Medical Table	65	Weapons Tables
16	Water	66	Glasses, anti-glare, UV/AV
17	Food Table	67	Hearing enhancer
18	Liquids Table	68	Artificial limbs
19	Gun Scope, infrared 1X/3X/5X/8X	69	Weapons repair kit
20	Insect repellent	70	Mirror, small
21	Compass, digital	71	Infrared spotlight
22	Vial, blood	72	Spotlight, hydrogen/chemical cell
23	Sewing kit	73	Fishnet, hand
24	Gloves, rubber chemical	74	Sleeping bag, cold climate
25	Weapons Table	75	Medical Table
26	Body building weights, full set	76	Water
27	Multi-function gym set	77	Food Table
28	Baseball equipment, bag and equip.	78	Liquids Table
29	basketball	79	Still, alcohol fuel 5g/day, portable
30	Medical Table	80	Construction tools
31	Water	81	Lock pick tools, normal
32	Food Table	82	Gas mask, low/med intensity
33	Liquids Table	83	Anesthetic, total, low/med inten.
34	Shoes, high top sneakers	84	Anesthetic, local, low/med inten
35	Volleyball equipment, bag and equip.	85	Weapons Tables
36	Tools, plumbing	86	Antibiotic, low/med intensity
37	Jewelry, low value	87	Anti-fever, full range
38	Suitcase, med, vinal	88	Surgical instruments
39	Student book bag	89	Clothing, military, forest cameo
40	Weapons Table	90	Clothing, military, arctic cameo
41	Belt pouch, small	91	Flashlight, solar
42	Belt pouch, large	92	Tent, 10-100 men
43	Books Table	93	Clothing, rain-all weather
44	Money, dahlers & domars, d100 value	94	Game, board
45	Medical Table	95	Medical Table
46	Water	96	Water
47	Food Table	97	Food Table
48	Liquids Table	98	Liquids Table
49	Paper, 8X11, d100 sheets	99	Armor Table
50	Clock, wall	100	Books Table

Table 3

#	Item	#	Item
1	Medical Table	51	Chalk, powdered
2	Water	52	Flower, baking, whole wheat
3	Food Table	53	Fishing gear, deep sea
4	Liquids Table	54	Bottle, glass, med.
5	Axe, hand	55	Medical Table
6	Javelin	56	Water
7	Hose, garden	57	Food Table
8	Morning star	58	Liquids Table
9	Net, hunting, hand	59	Holy symbol
10	Garrote	60	Ladder, extending, 20'
11	Polearm	61	Lock, hasp
12	Sling	62	Magnifying glass, 10X
13	Sword, long	63	Scales, weights and measures
14	Sword, 2-handed	64	Musical Instrument, wood wind
15	Medical Table	65	Weapons Table
16	Water	66	Parchment, blank, D30 sheets
17	Food Table	67	Pitons, climbing, D30
18	Liquids Table	68	Anvil, blacksmithy
19	Hammer, war	69	Leather Apron, blacksmith
20	Baskets, woven, wicker	70	Bandolier, cartridge, shotgun shell
21	Food, perishable	71	Shoulder holster, med/lrg auto
22	Fruit, fresh	72	Clip pouch
23	Herbs, medicinal	73	Knife, survival
24	Incense	74	Pocket computer 10gig hardrive
25	Weapons Tables	75	Medical Table
26	Native art	76	Water
27	Pottery, clay	77	Food Table
28	Statuary	78	Liquids Table
29	Rug, common, med.	79	Insta-chill kitchen mate
30	Medical Table	80	Shoes, running
31	Water	81	Wine, inexpensive
32	Food Table	82	Writing kit
33	Liquids Table	83	Tools, power, hand drill
34	Beads, assorted colors & sizes	84	Heavy furs
35	Plado/putty	85	Weapons Table
36	Soap, hand	86	Studded leather armor
37	Whistle	87	Shield, leather
38	Whetstone	88	Shield, metal
39	Packs, saddle, large	89	Blowgun
40	Weapons Tables	90	Bow, short
41	Blanket, bedding	91	Crossbow, light
42	Barrel, metal	92	Fire extinguisher, class C
43	Block and tackle	93	Chain armor
44	Quiver, arrow	94	Arrows, special exploding tips
45	Medical Table	95	Medical Table
46	Water	96	Water
47	Food Table	97	Food Table
48	Liquids Table	98	Liquids Table
49	Chain, light D20'	99	Armor Table
50	Chest, wood, large	100	Books Table

Table 4

#	Item	#	Item
1	Medical Table	51	Stim dose
2	Water	52	Sustenance dose
3	Food Table	53	Tinderbox
4	Liquids Table	54	Ultraviolet goggles
5	Razor, Chem-rechargeable	55	Medical Table
6	Watch, Wrist	56	Water
7	Calculator, general	57	Food Table
8	Cyborg, parts	58	Liquids Table
9	Home viewer, communications&entertain	59	Sack, plastic mesh, large
10	Cup, ceramic	60	Cookware, metal set
11	Dictionary, unabridged, printed	61	Neutralizing pigmet, green
12	Dictionary, unabridged, electronic	62	Neutralizing pigmet, orange
13	Adhesive, paste	63	Pain reducer, low/med intensity
14	Back pack, student	64	Poison antedote, low/med Int
15	Medical Table	65	Weapons Table
16	Water	66	Quarter staff
17	Food Table	67	Saddle, horse sized animals
18	Liquids Table	68	Mirror, small steel
19	Bedroll	69	Suggestion change drug
20	Binoculars, infrared, 20X/30X/40X/50X	70	Telescope, 30X/40X/50X/60X/70X/80X
21	Boots, soft leather	71	Torches (d10)
22	Boots, steel toe	72	Waterskin, empty
23	Candles, wax	73	Wine, fine
24	Communicator, world-net	74	Whiskey
25	Weapons Table	75	Medical Table
26	Energy cell, atomic	76	Water
27	Energy cell, hydrogen	77	Food Table
28	Energy cell, charger	78	Liquids Table
29	Fungicide, medicinal spray	79	Tool kit, basic
30	Medical Table	80	Chainmail vest
31	Water	81	Leather armor
32	Food Table	82	Shield, medium wood
33	Liquids Table	83	Shield, medium plastic
34	Gun scope, 1X/2X/3X/5X/8X/10X	84	Axe, battle
35	Rope, hemp 100'	85	Weapons Table
36	Iron spikes (d20)	86	Bola
37	Lantern, oil	87	Club
38	Matches, water proof (d30)	88	Dagger
39	Neutralizing pigment, black	89	Flail
40	Weapons Table	90	Arrows, hunting (d20)
41	Neutralizing pigment, grey	91	Autopistol clip
42	Neutralizing pigment, red	92	Bullet sling, .44/.45/.38/.40
43	Poison antedote, high intensity	93	Bolts, crossbow (d20)
44	Hammer, rock	94	Oil, automotive
45	Medical Table	95	Medical Table
46	Water	96	Water
47	Food Table	97	Food Table
48	Liquids Table	98	Liquids Table
49	Rations, (1 week)	99	Armor Table
50	Plastic cord, 50'	100	Books Table

Table 5

#	Item	#	Item
1	Medical Table	51	Barricade, cement
2	Water	52	Bolt case
3	Food Table	53	Chain, heavy (d20')
4	Liquids Table	54	Chest, small wood
5	Autorifle clip	55	Medical Table
6	Darts, blowgun	56	Water
7	Wood, compressed logs (d4)	57	Food Table
8	Petroleum, 1gal	58	Liquids Table
9	Hose, fire	59	Cloth, 1 bolt, polyester
10	Lance	60	Chalk, writing
11	Mace	61	Fishing gear, lake and stream
12	Musket	62	Flint and steel
13	Net, fishing	63	Hook, grappling
14	Pistol, 1-shot	64	Ladder, step
15	Medical Table	65	Weapons Tables
16	Water	66	Ladder, 10' pickers
17	Food Table	67	Magnelock
18	Liquids Table	68	Map/scroll case
19	Sap	69	Musical instrument, stringed
20	Spear	70	Papyrus, 1-6' roll
21	Sword, short	71	Horse shoes (d8)
22	Vibrodagger	72	Tongs, blacksmith
23	Cask, ale	73	bandolier, shotgun shell
24	Food, non-perishable	74	Gunbelt w/ holster, quickdraw
25	Weapons Table	75	Medical Table
26	Fruit, dried	76	Water
27	Glass, drinking	77	Food Table
28	Herbs, cooking	78	Liquids Table
29	Herbs, smoking	79	Speed loader pouch
30	Medical Table	80	Webbelt, adjustable
31	Water	81	Knife, swiss pocket
32	Food Table	82	Pistol, .45 single action
33	Liquids Table	83	Camera, 35mm auto
34	Jewelry, ivory	84	Socks
35	Flask, animal oil	85	Weapons Tables
36	Pottery, ceramic	86	Stop watch
37	Rugs, fine	87	Screw driver
38	Tapestry	88	Flashlight
39	Wax	89	Map
40	Weapons Table	90	Flask, metal (whiskey)
41	Clay	91	Emergency med-kit
42	Soap, shampoo	92	Access/security card
43	Tools, thieves	93	AstroBoy poster
44	bags, medium saddle	94	Robot
45	Medical Table	95	Medical Table
46	Water	96	Water
47	Food Table	97	Food Table
48	Liquids Table	98	Liquids Table
49	Blanket, saddle	99	Armor Table
50	Barrel, large wooden	100	Books Table

Liquids Tables

D100	Item	Amount Code
1	Water, Polluted	B-G
2	Gasoline, Aviation	C-G
3	Perfume	A-C
4	Alcohol, Isopropil	C-E
5	Liquor, Drinking	B-E
6	Bleach	C-E
7	Lighter Fluid	A-C
8	Gasoline, Automotive	D-H
9	Oil, automotive	C-G
10	Oil, lubrication, general	C-G
11	Gas Treatment	B-E
12	Brake Fluid	B-D
13	Transmission Fluid	B-D
14	Cleaner, General Purpose	A-E
15	Solvent	A-G
16	Clothes Soap	B-E
17	Dish Soap	B-E
18	Hand Soap	A-E
19	Stripper, Paint	B-F
20	Paint	B-F
21	Rain Sealant, Wood	B-F
22	Acid, Low Int	A-C
23	Acid, High Int	A-C
24	Poison, Low Int	A-B
25	Poison, High Int	A-B
26-35	Medication Table	~
36	Kerosene	B-G
37	Ammonia	B-E
38	Dye, Food	A-C
39	Dye, Clothing	A-E
40	Hydraulic Fluid	B-E
41	Peroxide	A-C
42	Soup/Broth	B-C
43	Vinegar	B-E
44	Soft Drink	C-D
45	Fruit Drink	C-D
46	Hand Lotion	A-C
47	Defoliant	B-G
48	Poison, Insect	B-G
49	Milk	C-E
50	Blood	A-D
51-60	Water, Potable	B-G
61	Coffee	C-D
62-70	Water, Polluted	B-G
71	Mocho Drink	C-D
72-80	Water, Irradiated	B-G
81-90	Water, Salt	B-H
91-99	Water, Potable	B-G
100	Pick-One	~

Amount Code	Find Amount (D100)	Metric	U.S. Equivalent	Approx. Amount
A	X .001	MilliLitre	Dram	1/8 Ounce
B	X .01	CentiLitre	Ounce	1/16 Pint
C	X .1	DeciLitre	Pint	1/4 Gallon
D	0	Litre	Quart	1/2 Gallon
E	10	DekaLitre	Gallon	~
F	100	HectoLitre	~	10 Gallon
G	1000	KiloLitre	~	100 Gallon
H	Effectively Unlimited - DM Rule			

Optional Find Water Search Results

D20	Find
1	Poison Mistaken for Water
2	Water, Irradated
3-4	Water, Polluted
5-6	Water, Salt
7-8	Fruit Drink
9-10	Soft Drink
11-20	Water, Potable

*Type of Container Table

#	Description	Capacity Maximum	
1	Tube	MilliLitre	Dram
2	Jar	DekaLitre	Gallon
3	Jug	HectoLitre	100 Gallon
4	Barrel	KiloLitre	10 Gallon
5	Tub	KiloLitre	100 Gallon
6	Bin	HectoLitre	100 Gallon
7	Bottle	DekaLitre	Gallon
8	Can	DekaLitre	5 Gallon
9	Beaker	DekaLitre	Gallon
10	Decanter	DekaLitre	Gallon
11	Skin	DekaLitre	Gallon
12	Blister	DekaLitre	Gallon
13	Bladder	DekaLitre	Gallon
14	Bag	KiloLitre	10 Gallon
15	Cup	Litre	1/3 Gallon
16	Cask	HectoLitre	10 Gallon
17	Keg	HectoLitre	50 Gallon
18	Goblet	Litre	1/3 Gallon
19	Mug	Litre	1/3 Gallon
20	Stein	Litre	1/3 Gallon
21	Tankard	Litre	1/3 Gallon
22	Tank	Special	~
23	Cistern	Special	~
24	Vat	KiloLitre	10 Gallon
25	Well	Special	~
26	Bowl	Litre	1/3 Gallon
27	Glass	Litre	1/3 Gallon
28	Barrel	KiloLitre	100 Gallon

* = Most containers will be found WITHOUT labels

Food Tables

# D30	Item
1	Dried Fruit
2	Dried Meat
3	Salted Meat
4	Fresh Fruit
5	Dried Vegetables
6	Dead Animal Carcass
7	Nuts, Mixed
8	Canned Meat
9	Rations, Normal, 1wk
10	Healing Fruit
11	Sugar
12	Spices
13	MRE's
14	Fowl/Reptile Eggs
15	Canned Fruit
16	Fresh Vegetables
17	Flower, Baking
	a. wheat
	b. corn
	c. white/bleached
18	Boxed Noodles
19	High Energy Fruit
20	Potable water, fresh, standing/running, unlimited supply
21	Provisions, light, 1 wk
22	Dessert Foods
23	Living semi-mobile edible aggressive plant
24	Potable water, 5gl
25	Cereal
26	Bread
	a. Whole wheat
	b. Corn
	c. White/bleached
27	Large Fish
28	Provisions, Normal, 1wk
29	Beans, Dried
30	Canned Vegetables

D100	*Meals Worth
1-10	0.5
11-15	8
16-20	7
21-29	6
30-40	2
41-67	1
68-74	5
75-83	3
84-88	4
89-94	9
95-100	10

*Average Human Sized Consumption

Animal Food Value Table

Size	# of Days	# Meals
Tiny	0.25	0.75
Small	0.5	1.5
Medium	1.5	4.5
Large	3	9
Huge	6	18
Gargantuan	12	36

Book Table

#	Useful Book Finds: 66-100%	Tech/DC	#	Useless Book Finds: 1-65%	Tech/DC
1	Edible Wild Plants	II/16	1	Encyclopedia, 1 volume, AA-AP	I/12
2	Make Your Own Fuel	III/20	2	The Prophet	I/12
3	Silencer Manufacturing	III/20	3	The American Rhyming Dictionary	II/16
4	Explosives and Propellants	III/20	4	Websters Dictionary, Unabridged	I/12
5	Ranger Training	II/16	5	The Songs of Bob Marley	IV/24
6	Viet Cong Booby Traps	II/16	6	Roverrandom	II/26
7	Nuclear Survival Handbook	III/20	7	The Lion, The Witch and the Wardrobe	I/12
8	The Anarchist CookBook	III/20	8	The Encyclopedia of Philosophy	III/20
9	Knife Throwing Made Easy	I/12	9	The Dead Sea Scrolls Translation	II/16
10	Tactical Use of Explosives	III/20	10	Ancient Greece	I/12
11	Healing Herbs	I/12	11	The Vikings	I/12
12	Emergency Medical Care	II/16	12	GammaWorld Role-playing Rules	I/12
13	Sailing and Sail Craft	II/16	13	The Memoirs of Julius Caesar	I/12
14	Basic Carpentry	II/16	14	The Collected Works of Shakespeare	III/20
15	Metal Working and SmithCraft	II/16	15	Hug Therapy	I/12
16	Carving	I/12	16	The Kama Sutra	II/16
17	The Art of Molding	III/20	17	Dictionary of Angels	I/12
18	The Lost Art of Cooperage	II/16	18	London Transports	I/12
19	Animal Husbandry	I/12	19	Summer Heat	I/12
20	Plant Identification Encyclopedia: Pre-Holocaust	I/12	20	Ten Days To a Better You	I/12
21	Macramé	I/12	21	Life and Times of JFK	I/12
22	The Farm and Farming Techniques	III/20	22	Applesoft Programming	II/16
23	Locks & Locksmithing	III/20	23	Guitar Basics	II/16
24	Fire Arms Repair Manual	III/20	24	Silmarillion	II/16
25	Electronic Repairs Made Easy	IV/24	25	The Adventures of Porno Pewee	I/12
26	Basic Combustion Engine Repairs	III/20	26	Hinduism in America	I/12
27	Household Appliance Repair	III/20	27	Anthology of Russian Verse	II/16
28	Meditation: The Way of Silence	I/12	28	The Bible As It Was	II/16
29	Think Tanks: Theory and Operation	IV/24	29	I Never Promised You A Rose Garden	I/12
30	Modern Weaponry: Tactics and Use	III/20	30	Wuthering Heights	I/12
31	Robot Functions	II/16	31	War and Peace	I/12
32	The Big Book of Instruction	I/12	32	Feirenhiet451	III/20
33	Basket Weaving: Style and Function	II/16	33	Of Mice and Men	II/16
34	Medikit User Manual	I/12	34	The Tale of Two Cities	II/16
35	Chuck-Cho: The Way of Norris, Effective Martial Arts	I/12	35	Little Women	I/12
36	How To Live Off Nature	II/16	36	Foundation	I/12
37	Sword Making	III/20	37	Valley Of The Dolls	II/16
38	Building Security Methods	IV/24	38	The Satanic Bible	I/12
39	The Big MapBook of Military Bases	II/16	39	The Complete Sherlock Holmes	I/12
40	Cartography For The Adventurer	II/16	40	The Adventures of Tarzan	I/12

- The tech level indicates the level of comprehension for the listed book. A character wishing to read and understand the written material in the context for which it is presented must be able to read at that particular tech level
- This makes use of the MOTE skill system. Adjust as necessary

Tech I = DC12 Tech II = DC16 Tech III = DC20 Tech IV = DC24

End of Chapter

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