

LOCAL PRICES

In any barter economy, the value of a given good is going to depend on how badly the buyer needs it, or how certain he is that he can move it along later to someone who will need it more. A little focus on this can be an enjoyable dose of verisimilitude in the game, but most groups won't be interested in haggling over every flint knife and fresh power cell they want to buy. As such, the equipment tables in this chapter give baseline prices in rations for goods and services.

If a GM plans on sticking to these baseline prices, it's worth having the players note down the value of their gear on their character sheets. When it comes time to trade for something new, it will save them time looking up the individual value of their barter goods. Often, they'll be obliged to offer something with a higher value than whatever it is they want to acquire, simply because they don't

have "exact change" for it. Most sellers won't be offering to make up the difference. As a general matter, GMs should always feel free to just eyeball an exchange- "A combat rifle for a half-dozen patch stims? He decides that it sounds fair if you throw in twenty rounds of ammo."

However the GM decides to do it, he or she should be careful to pay attention to the wishes and preferences of the group. Some groups want a fairly static and reliable scale of value, one where they can expect a certain amount of goods to be worth a certain value in trade. Other groups enjoy more emphasis on the capricious and unreliable nature of barter economies, and might make a point of moving goods that are common in one location through dangerous territory to a place of scarcity elsewhere. It's up to the GM to decide where a particular game should place itself on this economic continuum.

ARMOR

<i>Armor</i>	<i>Armor Class</i>	<i>Encumbrance</i>	<i>Cost</i>	<i>Tech Level</i>
Normal Clothing/Unarmored	9	0	5	0
Shields	-1 bonus	1	5	1
Hide Armor	6	1	10	0
Old Terran Clothing	7	0	40	4
Scrap Mail	5	2	40	1
Harmony Armor	4	1	80	3
Scrap Plate	3	3	100	2
Terran Explorer Suit	4	0	250	4
Insurgent Combat Shell	3	1	500	4
Executive Protection Field	2	0	1,500	5
Powered Armor	1	2	1,000	4
Storm Plate	0	1	5,000	5

Hunters, adventurers, and warriors of the New Earth are almost always found in some kind of protective clothing. Most have nothing better than the tanned hides of the creatures they kill, but some lucky or skilled souls are able to obtain better protection. The thick hides of mutant creatures provide some defense even against bullets and energy beams.

Heavily-armored characters are effectively immune to unarmed attacks. Those with AC 3 or less cannot be injured by an unarmed combatant unless the attacker has the advantage of a mutant's natural attacks, the Combat/Unarmed skill at 2 or better, or augmentation devices such as kinesis wraps. Most of the savage beasts of the wasteland have sufficiently impressive natural weaponry to overcome even heavy armor.

Primitive armor tends to be heavy, and adds a significant amount of encumbrance. Characters with mutations that leave them with additional limbs or drastic physical alterations cannot use armor that hasn't been modified for their physiognomy. Crafters can do this as part of making a suit for them, and characters with the appropriate Tech expertise can refit existing suits. Refit attempts require one day

and three units of the appropriate spare parts per tech level of the armor.

Some powered armor requires the use of energy cells. Such armor immediately drains whatever cell is inserted and remains powered for the full duration given- it's not possible to "turn it off" between combats in order to save energy.

Unarmored: Such people might be half-naked tribals or enclave villagers wearing only their common daily dress. While the homespun and soft leathers of normal clothing is relatively cheap, it provides no real protection in a fight.

Shields: Most shields are of modern construction, barring a few ancient Old Terran riot shields. Most are composed of transparent composite cut and shaped to a serviceable form, though the most primitive are nothing more than thin sheets of metal or planks of wood bound together. Shields grant an armor class bonus to the wearer against melee weapons or primitive missile attacks. Multi-armed mutants can benefit only from one shield.

Hide Armor: The hides and scales of the mutants of the New Earth are often far tougher than the soft leathers of a gentler age. Many enclaves lack the skills and resources to make any better armor than this, though some examples can be quite intricately worked.

Old Terran Clothing: These fabric comprising these colorful outfits never fades, rots, or stains, and it has a toughness that makes it a popular armor choice for those scavengers fortunate enough to find a full outfit. As ubiquitous as this cloth was in the years before the Scream, hard use, environmental nanite contamination, and the gnawing of mutant vermin has transformed most pretech cloth into tattered rags. Intact clothing is somewhat rare and remains a valuable article.

Scrap Mail: Tough pretech fibers and textiles are woven together around Old Terran credit chips and other sturdy fragments of ancient plastic, usually with an undersuit of thicker padding to absorb the impact of incoming blows. Some scrap mail resembles patched and studded clothing, while other has a more overtly armored appearance to it. Working with pretech cloth is difficult, and manufacturing an effective suit of scrap mail requires expertise, good tools, and patience with the stubborn fabric.

Harmony Armor: The sight of the mirrored helms and snug black armor of the Harmony Bureau was meant to provoke a clammy dread among Old Terra's rebels. Most security officers died soon after the Scream, either lynched by panicked citizens, slaughtered by the engines of the Crazyed, or killed while trying to contain the countless local disasters that occurred during the catastrophe. Every so often, however, an adventurer finds a suit stored away in a usable condition.

Scrap Plate: These suits of articulated plate and woven mail are painstakingly assembled from fragments of Old Terran ceramic shielding and reinforced composite. Working such tough material with the tools available to most scrapsmiths is laborious and difficult, and finding the right plates and curved surfaces requires a rich trove of parts for the basic components. Such armor is the best that most enclaves can produce, though the weight and inevitable imperfections of fit can be cumbersome to a wearer. Those wearing scrap plate take a -1 penalty to skill checks involving movement.

Terran Explorer Suit: Restrictions on movement and population growth left wide swaths of Old Terra in a relatively pristine state. Many Mandate citizens enjoyed outdoor activities in these natural preserves, and clothing designed to facilitate this recreation was widely available before the Scream. Most such outfits appear to be snug civilian clothes, often with metafabrics fashioned to resemble leather, canvas, or wool in assorted styles of "rustic durability".

Explorer suits are very tough and subtly padded against impacts. All keep their wearer comfortable, clean, and dry under any normal Terran climate range. Small nano-imbued pads in the cloth can be pressed to foodstuffs or water- if the pads turn red, the substance is tainted, poisonous, or otherwise dangerous to eat, thus granting a +1 bonus to Survival checks when foraging. Glove and boot nanites can be triggered to cling to otherwise smooth surfaces, giving a +2 bonus on checks to climb an object, and integral spark elements allow the wearer the benefits of a firestarter. With the collapse of the

global positioning system, many of the suit's navigational elements are no longer useful, but its inertial locator can be locked to the user's location, thereafter giving a constant bearing and distance back toward that designated point.

The explorer suit is designed to run off of the trace power provided by a wearer's movement and body heat. The suit must be worn for at least an hour before any of its special functions are usable, but afterwards it will continue to operate until it is removed.

Insurgent Combat Shell: Most Mandate-era rebels and malcontents lacked access to advanced Old Terran military technology. However, they did have the use of numerous less sophisticated shaping and molding devices. Combined with high-impact composites and advanced civilian metafabrics, these rebels were able to produce a significant amount of light, durable armor for their more zealous operatives. These combat shells were built for use under circumstances when power, maintenance, and support were unlikely to be readily available. Most have similar qualities, as the basic plans for the suits were widely available on the black Net.

In addition to the protection provided by the shell, photomimetic materials embedded on the exterior surfaces allow the wearer to blend in with their surroundings, granting a +1 bonus to Stealth checks. The shell contains passive thermal and humidity regulation elements that keep the wearer comfortable under any normal Terran climate range, and it's even possible to sleep in the shell without undue harm to the wearer's rest. The suit is unpowered and requires no energy source.

Executive Protection Field: One of the more advanced products of Mandate technology, this force field system was designed to provide discreet but thorough protection for high-ranking Mandate bureaucrats and important security officials. The shield emitters themselves take the form of wristbands and anklets that project an invisible, largely intangible thermokinetic dispersion field. It automatically detects and shunts dangerous incoming objects and energies, flaring a pale blue when triggered. The kinetic dampers also negate all falling damage the wearer might otherwise incur. Operating the field requires a type A power cell for 24 hours of use.

Powered Armor: These sophisticated shells of composites, ceramics, and advanced alloys were uncommon on Old Terra, with most security needs filled by more conventional measures. Something more was needed to handle hardened rebel cells and maltech outbreaks, and the rare remaining suits of powered armor often bear the marks of rebel weapons and the eldritch energies of forbidden science. Operators without at least a level-0 skill in Exosuit suffer a -4 penalty to hit rolls and move at only half speed while cumbered with the heavy suit. Those with greater expertise can move so as to lessen the suit's restrictiveness, subtracting their skill from its Encumbrance rating.

Powered armor can sustain a full environmental seal indefinitely, providing the user with oxygen and protecting them from most hostile environments. The wearer gets a +4 bonus to save versus radiation, and is immune everything short of military-grade invasive combat gases. The wearer can pack an additional 2 readied and 4 stored items with no additional encumbrance thanks to the

suit's augmented joints. One type B power cell fuels the armor for 24 hours of use. The armor can be used even when power is unavailable, but the environmental seals and joint augments will no longer work, and the suit will then count as 4 items worth of encumbrance. The same burden applies if an unpowered suit is to be carried by a character.

Storm Plate: Most of the surviving Old Terran suits of storm plate were never intended for actual use. They were intended for the ceremonial guard of elite Mandate officials, for demonstrative displays of military strength among restive locals and the intimidation of troublesome malcontents. The masters of Old Terra shipped most of these suits offworld to supply Mandate Fleet operations against hardened alien fortifications and recalcitrant planetary governments. Operators without at least a level-1 skill in Exosuit suffer a -4 penalty to hit rolls and move at only half speed while dealing with the suit's neural interface. Those with level-2 skill or greater can treat the suit as if it had no Encumbrance cost.

Storm plate is composed of intricate, interlocking plates of nanoreinforced composites and psitech-created alloys. Injuring its wearer is a matter more of luck than raw firepower, as the suit subtracts 6 points of damage from any injury source that isn't a Gunnery-type weapon or similar massive trauma. The suit's environmental seals can be maintained indefinitely, and it can ignore up to 2 dice of environmental damage per round, wading through caustic chemicals and bulling through bonfires without harm. Radiation is ignored unless the radiation save is required once per minute or more. Integral blades give the user the benefits of a monoblade in melee combat, allowing either Combat/Unarmed or Combat/Primitive for hit rolls. The wearer can bear their full Strength in readied items and twice their Strength in stowed gear.

The suit is an insatiable energy hog, however, and requires one type B energy cell for every eight hours of operation. Unpowered suits are immobile and count as 8 items of encumbrance for those carting the dead suit.

PRIMITIVE WEAPONRY

<i>Weapon</i>	<i>Damage</i>	<i>Range in Meters</i>	<i>Cost</i>	<i>Attribute</i>	<i>Tech</i>
Unarmed Attack*	1d2	-	-	Str/Dex	-
Knife or Club	1d4	6/9	1	Str/Dex	0
Spear	1d6	10/20	2	Str	0
Sword	1d8	-	10	Str/Dex	1
Great Weapon	2d6	-	10	Str	1
Bow, Primitive	1d6	50/75	20	Dex	1
Bow, Advanced	1d6	100/150	100	Dex	3
Grenade, Fragmentation	2d6	10/30	20	Dex	3
Grenade, Stun	2d4	10/30	20	Dex	4
Grenade, Sticky	Special	10/30	40	Dex	4
Stun Baton	1d8*	-	50	Str	3
Monoblade	1d8+1	6/9	200	Str/Dex	4
Huge Monoblade	2d8+2	-	300	Str	4
Proton Axe	3d10	-	600	Str	5
Kinesis Wraps*	1d2+2	-	25	Str/Dex	4

Ranges are expressed in normal and maximum ranges. Firing at a target past normal range applies a -2 hit penalty.
 * These weapons use the Combat/Unarmed skill, and the user may add their skill level to the damage done.

Virtually every inhabitant of the New Earth has some kind of primitive weapon near to hand, usually a knife, club, or spear. Primitive weapons include all those tools of murder that rely on a strong human arm for operation, though some can gain exceptional benefit from a dextrous wielder. Each weapon has an associated attribute listed for it, and that attribute's modifier is used to determine hit and damage bonuses. If two attributes are listed the better of the two may be used. Attacks can be made with ranged weapons up to the listed maximum distance. Attacks over the first increment given suffer a -2 penalty.

Weapons count as one item for encumbrance purposes. Weapons that require two hands to use, such as great weapons or rifles, count as two items.

Knife: Whether chipped stone, glass-edged wood, or sharpened metal, almost every denizen of the New Earth has at least this much of a weapon available near to hand. Statistics for knives can also be used for clubs, staves, and other light and simple weapons.

Spear: The spear is the universal weapon of hunters and warriors alike on the New Earth. Its simple manufacture, ease of use, and versatility as a hunting weapon make it the weapon of choice for most tribals and denizens of the less advanced enclaves. Most spears require only one hand and can be thrown; larger pikes qualify as a Great Weapon.

Sword: Most swords on the New Earth have a greater resemblance to machetes than to elegant dueling weapons, many of them de-