

## SAVING THROWS AND NATURAL HAZARDS

When a character is confronted by some environmental hazard, lethal toxin, tragic accident, exploding grenade, mutant mind control, or other common peril of the New Earth, they are sometimes permitted a saving throw to avoid the worst of the effects. Individual powers will list whether or not a saving throw is allowed, and the GM may optionally grant one when it seems appropriate to the situation.

To make a saving throw, the character rolls 1d20 and compares it to the appropriate saving throw number for their class and level. If the roll is equal or greater than the number, the save is a success.

### FALLING

Characters take 1d6 points of damage for every three full meters that they fall. A successful Luck saving throw halves the damage taken.

### SUFFOCATION

A character can go without air for a number of minutes equal to four plus the character's Constitution modifier. This time is halved if the character is performing strenuous activity. A character that runs out of air begins suffocating, and each round they must make a successful Physical Effect saving throw or fall unconscious. An unconscious character will die in five minutes unless air is provided.

### RADIATION

The dreaded Slow Fires are a constant threat in the wastes of the New Earth, and while most denizens are capable of spotting obvious "hot zones", there remain some places tainted with subtler afterglows. Not only does radiation harm the long-term health of the subject, but it also leaves him or her vulnerable to opportunistic Highshine infestations.

A "hot zone" forces a Physical Effect saving throw after a given interval of exposure- for weak zones, this might be 24 hours, while more dangerous zones might force a save every hour, and ground-zero emissions might compel it every five minutes.

If the saving throw is failed, the PC loses one point of Constitution permanently. No hit points are lost even if the character's new Con-

SAVING THROWS	
<b>PHYSICAL EFFECT</b>	This saving throw applies to resisting diseases, poisons, privation, and other tests of personal hardihood.
<b>MENTAL EFFECT</b>	Mental effect saves are made to resist most psionic powers and other effects that directly influence a character's mind.
<b>EVASION</b>	Evasion saves apply in situations that test an character's ability to dodge or dive out of the way of peril,
<b>TECH</b>	Tech saves are made to resist the effects of exotic technology, such as alien beam weapons, nanite infections, strange energy fields, or similar enigmatic powers.
<b>LUCK</b>	When a character's wellbeing depends purely on dumb luck rather than any effort they might make, a Luck saving throw is in order.

stitution modifier has decreased, but the character falls unconscious if their System Strain now exceeds their current Constitution score. They awaken once they have shed sufficient System Strain points.

These lost Constitution points can be healed only by advanced medical technology and special pretech pharmaceuticals. Very few enclaves have the tech to cure radiation poisoning, though some do have stashes of the precious stims available for trade.

Perhaps worst of all, severe radiation poisoning leaves a character vulnerable to Highshine infection. Whenever a character loses one-third of his original Constitution, rounded down, he must make a second saving throw versus Tech. If failed, the Highshine has infested him, and rolls are made on the Stigmata and Flaw tables in the Mutation chapter. After this, another Tech saving throw can be made; if this one is successful, the mutation is not entirely negative, and the PC may roll for a beneficial mutation effect to go along with the stigma.

Once a character has mutated, those Constitution points are lost beyond even pretech's power to heal.