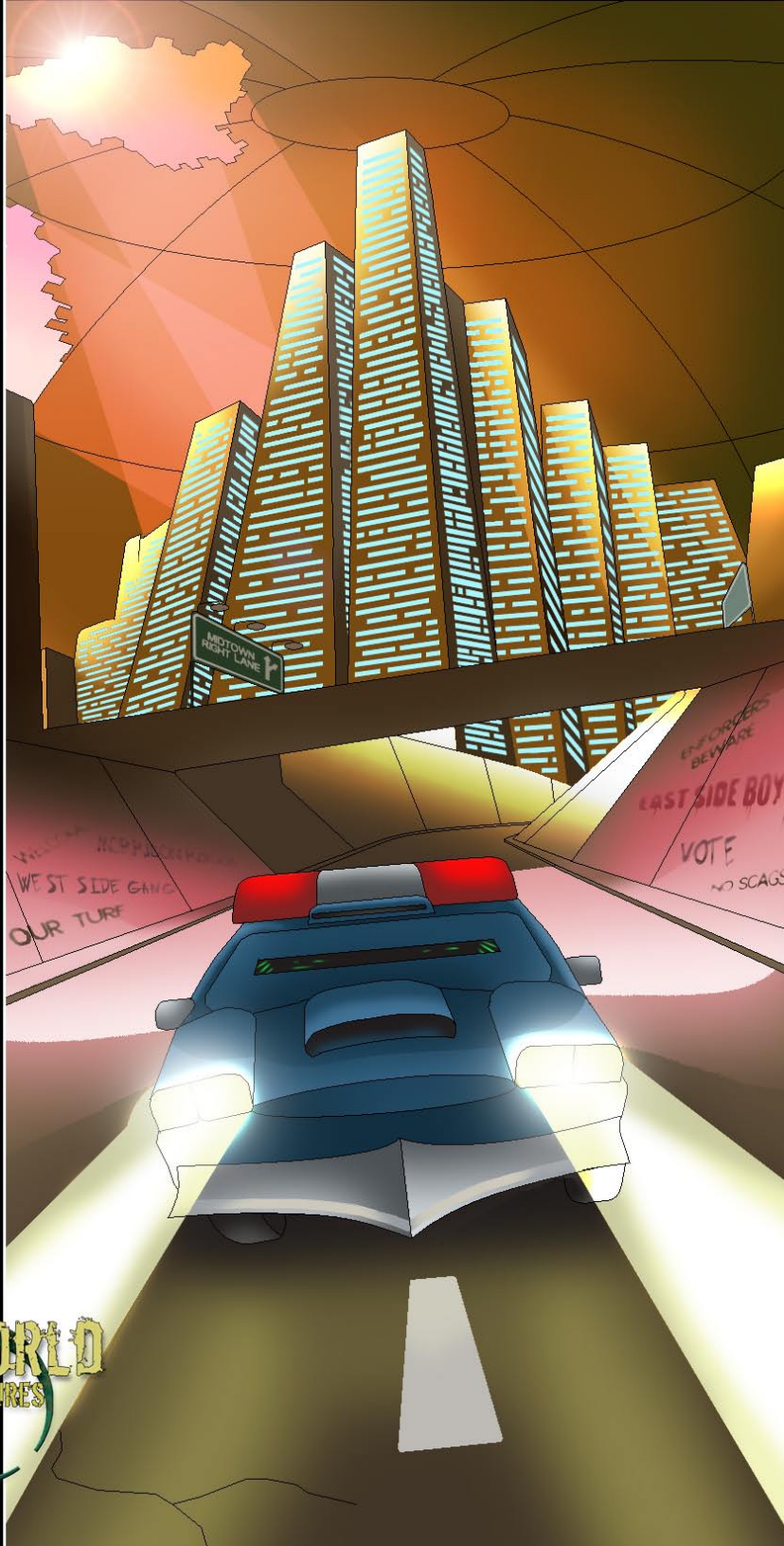


METROPOLIS RHO: URBAN DECAY

A DOME CITY
SOURCEBOOK



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METROPOLIS RHO: URBAN DECAY

Urban Decay is a collection of source material for the Metropolis Rho campaign setting as described in the adventure *Humanity In A Bottle*, which depicts a degenerating society in the far future, more than two hundred years after the nuclear holocaust known as “the Fall”. Isolated from the desolate world outside by its own ancient city dome, Metropolis Rho presents an ideal *Degenerate* community for GMs to base new campaigns in.

The material herein is intended to serve as background information for both GM and players alike, giving a history of the city, an overview of its culture and inhabitants, class divisions, and a glimpse of the elements that make it an iconic *Degenerate* community. In addition to “setting the stage”, *Urban Decay* presents guidelines for making characters from the city, including suggestions on how standard *Darwin's World* occupations and even variant backgrounds can be incorporated into the setting. A number of new weapons and items are also introduced here, as well as three new advanced classes that make an appearance in the *Humanity In A Bottle* adventure.

HISTORY OF METROPOLIS RHO

Metropolis Rho, one of several ultra-modern cities that sprung up in the growing desolation of the American interior during the few decades preceding the great Fall, was one of the more populated urban settlements that formed during the final financial and economic crisis of the late 20th century, as former croplands and bread basket production territory slowly turned into dust and sand.

The metropolis, like many others, adapted

to the growing acidity of the world climate by implementing strict social and security programs to curb and control the influx of outsiders that began to emerge from dwindling communities in outlying regions, hoping to get food and security from the city. In these times, with the threat of global war escalating by the year, cities such as Rho became virtual police states.

By the 2000s, Rho was over-populated, over-drawn, and out of luck. When the nukes began to fall all over the world, desert metropolis like Metropolis Rho were, unavoidably, among the targets. Although defense batteries of anti-missile warheads and ground-based lasers did an effective job of eliminating the nuclear threat against Rho (the same cannot be said of its sister cities to the west, which were almost entirely obliterated), with minimal damage from distant airbursts over 20 miles away, the second wave was by far more effective.

A second wave of strikes hit the region near Metropolis Rho, this time the missiles being the carriers of another, more sinister weapon - disease. Biological warheads managed to pierce through the city's aging and stressed automated defenses, and it was only a matter of time - a few weeks - before mutated plagues were rampant.

In only two weeks, three quarters of the population of Rho were dead or dying. The silence that shrouded the world prevented the panicked folk of the city knowing what happened to their fellow citizens elsewhere in the country. By the third week, motivated by massive food shortages, rampant disease, and hundreds of thousands of dead lying in the streets, the population abandoned the city altogether.

So the city remained for several years, left to blister under the wasteland sun.

A new community, however, soon came to claim the city as its own. A community was set up generations ago when a large number of survivors of the original exodus, horrified by the endless miles of desolation that they had found in the wastes, got together and returned to the intact but abandoned “domed city in the desert”.

Using knowledge brought with them, they erected a powerful barrier of robotic turrets and motion sensors that effectively made the city an island in the wasteland. For the next few years the last remnants of humankind, dying from mutation, disease, and radiation sickness, came to hopefully take refuge in the city but were killed or turned back each time; eventually Metropolis Rho alone survived, as all life died off outside leaving those fortunate souls within as the last enclave of Man.

As the years passed, the populace of Metropolis Rho discovered that the city had, in fact, a working nuclear reactor beneath it, and with it they were able to revive the city's power, transport systems, etc. With this piece of technology they immediately set about reviving the city, rebuilding a culture that, though it attempted to resemble the government from before the war, was tainted and twisted by the terror and horror of the post-holocaust world.

It was not long before tyranny and greed became the rule of the day, and the inhabitants of Metropolis Rho became prisoners in their own paradise.

THE METROPOLIS TODAY

The people who began the revival and brought life once more to the Metropolis attempted to design a society based on the civilization of the past. With an entire city's resources brought back on line, they

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attempted to create a way of life similar to that of America prior to the Fall, producing what they needed and scavenging the rest from the outlying rubble (slowly stripping the outer reaches of the city and focusing on building up the heart of the old Metropolis, within the confines of the original dome).

Part of their self-designed future was to recreate a system of democracy, law, and order. In time, however, the concepts behind these cherished ideals would slowly fade, degenerate, and run afoul of themselves. No one can say when or how things went bad, went so askew, but it was almost certainly a slow process. The city is no longer the democratic ideal its founders had hoped for, a protected enclave from the madness of the world outside. Government has slowly changed into something terrible, a mockery of what it once was, a study in how good intentions can turn rotten if left alone to fester without opposition.

The Metropolis is now a much different place. Though the old system of government is much the same on the exterior, it is also changed. City politics are now run by several powerful “mafia” or “gangs” – who run for office (and are voted into power). Each gang’s inner circle of leaders generally lives in absolute luxury, inhabiting the fabulous penthouse apartments that survived the war or have been refurbished – just like rich politicians of the past.

Each ganglord has his own personal “army”, with hitmen and hired killers being commonplace - and even legal. Open assassination and street warfare is totally legal in the city; it’s the way the system works. As such, powerful men surround themselves with bodyguards and crack shots. Loyal servants - bodyguards, hitmen, etc. - are rewarded with lavish privileges in the city; grateful (or just simply smart) employers give their best men their own expensive apartments, an endless supply of drugs (manufactured

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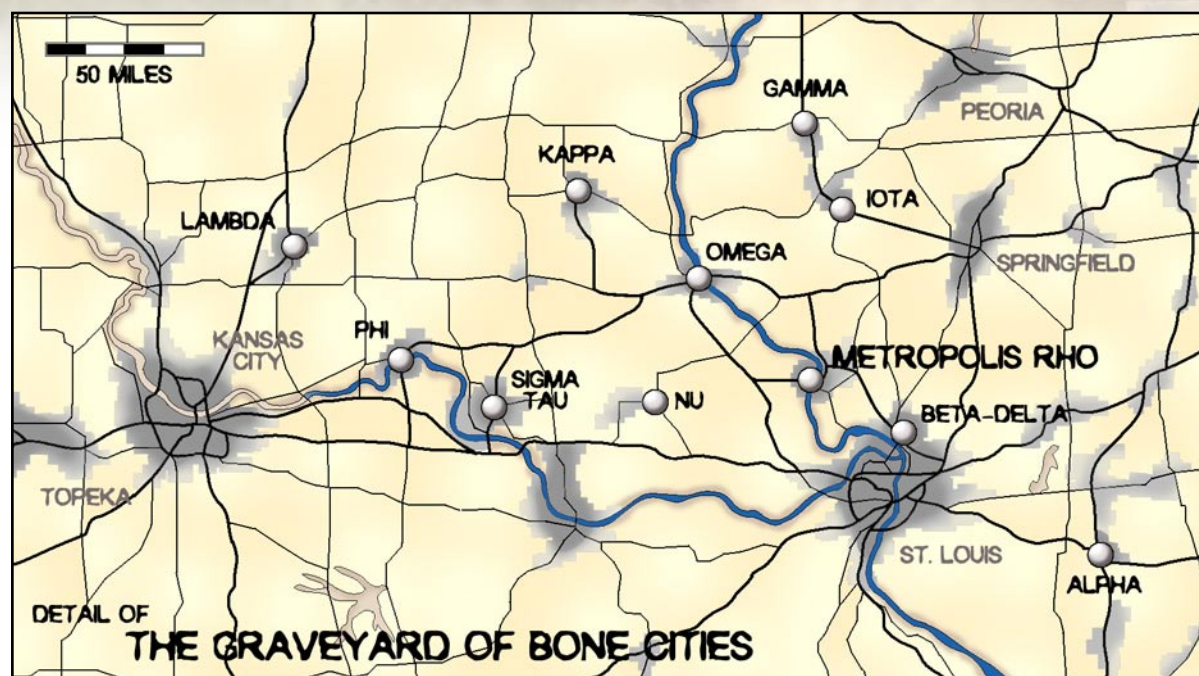
en mass on the city streets by one or more gang organizations), and beautiful women (known amusingly as “furniture”, yet giving one a remarkably accurate idea of how they are treated).

Electricity is still generated in the city. Neon lights still glow over the degenerate streets much like the cities of the past. People run shops, enjoy recreation in preserved parks, etc... The gangs, however, have the city pretty much divided into their own territories, demanding protection money and/or military/political support in their constant wars, whether above ground or beneath the social surface. The sewers are home to rebels who seek to betray the system or radicals with their own vision of how things should work; other parts are given over to the advanced power station complex that powers the city, grungy factories producing narcotics for the public, or the food processing complex that produces the limited supply of tasteless nutritional food products consumed by the masses in huge “farms” along the tepid riverside.

WHERE IS METROPOLIS RHO?

In the “Twisted Earth” setting of *Darwin's World*, Metropolis Rho is located in the forbidden region known as the *Graveyard of Bone Cities*, a former part of the eastern Great Plains that became the heart of a pre-Fall effort to build more living space for America's growing population. Metropolis Rho was just one of many hastily constructed domed cities, built in pre-fabricated sections with an almost identical layout to its sister cities.

In the Twisted Earth setting the Graveyard is now a desolate region of high radiation and little or no life. The placement of Rho inside this “dead zone” is integral to its current existence, as it is part of what has convinced the inhabitants of the city that all intelligent life has gone extinct outside their dome. While their enclave is protected inside the titanic



dome of the Metropolis, outside the sand storms and radiation so abundant to this region virtually surrounds them like an impassable wall.

The placement of the city inside the region of the Graveyard also explains why no one from outside the Metropolis (namely, the denizens of the wasteland more familiar to players of this setting) has ever truly discovered it. Considered forbidden by the primitive inhabitants of the desert, including the rare traders who venture this far north to visit the scattered tribes of the Desert of Nowhere, no one enters this region knowingly due to tales of the “red fever” (i.e. radiation sickness), and the widely-held belief that nothing survived the Fall in the ruined dome cities of the plains.

On the Darwin's World map of the Twisted Earth

(featured on the inside cover of the Darwin's World 2nd Edition rules), Metropolis Rho can be found in the Graveyard of Bone Cities region, between the ruins of St. Louis and Springfield (its closest sister cities are Metropolis Beta-Delta and Metropolis Omega).

WARDS

The streets and neighborhoods of Metropolis Rho are broken down into nine main districts or “wards”, which have become the province of the city's gangs. Long ago each ward was ruled by its own gang, but over time splinter groups and breakaway factions turned this fragile order on its head. Now a given ward, while ostensibly governed independent of its



neighbor, will often be contested by two, three, or even four gangs at a given time.

The nine wards of Metropolis Rho are described below, along with a list of those gangs that vie for its control (listed in order of majority).

DOWNTOWN

Local Gangs: South Side Killers, Midtown Angels, West Side Gang, East Side Boys, Nightcrawlers, Sodomites, Juvies, Chuds.

Downtown is just like any other sector of the city, except that the population density is much higher (there are more people downtown than anywhere in town, by a ratio of 3:1), and the living is much, much, more dangerous.

Downtown is where its at, as far as the citizens of the city are concerned. Although the wonderful and majestic Titan Tower overlooks the downtown area from the dark domed sky, illuminated at night by proud searchlights, it is the glow of twisting neon signs and flickering light pillars that reveals the true nature of this district.

Downtown is convoluted with streets, alleys, and a maze of sewers. All sorts of businesses can be found here - normal shops (generally open during the day), drug warehouses, scavenger emporiums, car dealerships, "furniture" outlets, virtual reality escape parlors, love shops, etc. - everything and anything. Even the sewers are home to all manner of decrepit souls - gangs use pockets of the sewers to create natural alcohol for consumption, or drugs (in the case of minor gangs who can't afford to show their face above ground), while beggars, lepers, and mutants thrive in darkness. It is even said that some bars, clubs, and warehouses are actually situated in the sewers, and thrive on a bizarre clientele of misfits, vagabonds, mutants, and escaped convicts in hiding

(such underground dens might be a good place to find a lost soul, a wanted man, or someone with priceless secrets). The sewers are a dangerous place, and dead bodies often turn up at the entrance to those dark tunnels.

A number of gangs fight over control of the downtown area. There are a larger number of minor gangs in the area, living in old warehouses or the sewers. The larger, more powerful gangs (such as those that generally contend for Mayorship of Metropolis Rho) generally have a stake in the businesses of this area, and have extensive holdings not only Downtown, but also elsewhere in the city (such as the Zones). Generally, with so many gangs touching in the downtown area, gang wars are frequent, bloody, and often involve more than two or three factions at a time.

GOVERNMENT

Local Gangs: West Side Gang, Uptown Playboys.

Maintained since the first years following the Fall, the Government quarter of Metropolis Rho is in itself a museum piece, a snapshot of what life was like during the golden era of the Ancients. At the heart of the Metropolis the city planners long ago set up a convenient gridwork of broad streets and parks, crowning this model of urban efficiency by the tallest and most beautiful high-rises in the entire dome. To this day the government of the city takes great pains to keep up the beauty of this, the city's true "heart", so that even from the furthest of the outer Zones the people can look towards the sky and be reminded of how great the Ancients were.

Today the Government quarter is something of the "private reserve" of the ruling Mayor and his gang, with several key structures dedicated to city institutions (such as the Council of Gangs, and of

course Titan Tower, the traditional residence of the Mayor himself). Because it's well policed, fighting here is rare, and since the complexes located here are largely administrative ones (and not financial), few gangs have any inclination to despoil the beauty of this one intact remnant of the city's past glory.

INDUSTRIAL ISLAND ("THE ISLAND")

Local Gangs: South Side Killers, Dr. Jones' Candymen, Chrome Cadre, Metal Freaks.

The industrial sector of the Metropolis is a narrow strip of built-up land on an irregularly shaped island on the main river. This area of the city, once the heart of the Metropolis' industrial facilities, has since become the primary manufacturing area since the re-habitation of the city by post-war survivors.

Much of this area gave in to decay and rust decades ago, but the structures, nearly one and all, remain in working order (though the degree of maintenance varies, depending on which gang is in control of what street and their relative stability). The buildings here are hotly contested by the two or three gangs that control the industrial sector, as they continue to produce mechanical and electronic goods for the consumption of the citizens. Open street fights are very rare in the industrial sector, however, since any damage done here not only threatens the gangs who control the facilities, but the fragile balance of resources in the city as a whole. Though fighting is uncommon here most streets are fortified, blocked, and trenched to keep out sabotaging rivals and roving anarchists. Many, if not all the sewers are blocked up and isolated from one another to deter underground infiltration. Metal catwalks and post-war observation towers permit gang guards to patrol the area and fire on intruders, and to monitor technicians who come in daily to work in one factory

or another.

Among the various factories and manufacturing plants in the sector are the battery factory (churning out a small but steady supply of civilian power sources of all domestic kinds for public use), the metal foundry (creating metal beams and supports for architectural uses), more than a dozen industrial chemical plants (selling their bulk stock to the various gangs of the city for use in drug production), two or three working car factories (production, however, is limited to about ten cars a month per plant), a glassblowing plant, at least a dozen packing factories, and more than a score of miscellaneous production facilities.

MIDTOWN

Local Gangs: Turf Cowboys, Uptown Playboys, Cats, Switchblades.

Flanking the Government quarter from the south, "Midtown" has long been home to the financial institutions that kept the city running. In ancient times this included over fifteen separate banks, many of which still operate today in one capacity or another. Of all the city quarters, Midtown is the most like the streets of a modern-day city - dangerous, but not necessarily deadly.

Midtown is densely populated, and while subject to the same violence that afflicts the rest of the Metropolis, Midtown seems to fare the decay better than most. Largely due to the optimism of the ambitious gangs that made this district what it is (that is, a successful model of how the gang system should work), Midtown has avoided the total economic collapse that has been observed in other parts of the city. Here the lucrative businesses of the native gangs have generated real wealth, which in turn has allowed the gangs to evolve from thugs and

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oppressors to become the closest thing the city has to true “political parties”.

The shining headquarters of the Enforcers of Metropolis Rho is located in Midtown, a silver-and-steel skyscraper that towers over all else in the district.

NORTHSHORE

Local Gangs: None.

This barren region lies across the River along the long and narrow north shore. This part of the city was once home to some of the poorest neighborhoods of the Metropolis, and were completely abandoned during the chaos of the war. After the Fall, when people returned to Rho to make a new home, they left this district deserted (with a much smaller population, they preferred to keep to the heart of the city and leave the outer areas empty) but not before dismantling virtually everything usable and moving it to the southern shore of the River.

Today the Northshore district remains almost entirely abandoned. The old ghettos here have largely fallen apart, due to decades of neglect and of course looting early in the city’s post-Fall history. Every few years armed parties are sent across the River on government orders to scavenge for scrap metal or anything else useful to the city’s industries, but by now (200+ years after the fall) this area is fast becoming a wasteland.

RIVERSIDE

Local Gangs: West Side Gang, East Side Boys, Capbusters, Mavericks.

This old district was once a part of the industrial heart of Metropolis Rho, with dock facilities serving

the river traffic going through the domed city to destinations near and far. Today the docks stand empty (the ships were taken apart one by one until none were left, long ago), though the crowded web of warehouses, degenerating apartment complexes, and other destitute structures still appear bustling despite the quarter’s age.

Riverside is one of the most heavily populated parts of the city, with a large blue collar representation. Unproductives are generally despised here, and when not rooted out by the local gangs they are chased out by armed gangs of civilian “vigilantes” who consider them nothing more than animals, a burden on the already fragile economy.

Though the truly destitute poor of the city have little representation in most of Riverside, they do find homes among the more shabby structures nearest the city Power Station and, beyond that, the flooded canal neighborhoods at the eastern end of Riverside. Here, in buildings condemned due to water damage (many are slowly sinking into the canals), and among streets that have become totally flooded, the district’s small population of Unproductives live, traveling the streets in small ferryboats and only under the cover of night.

SLAM

Local Gangs: East Side Boys, Turf Cowboys, Destroyers, Nightcrawlers, Metal Freaks.

Due to its somewhat central nature in the city heart the so-called “Slam” quarter has long been the battleground of many gangs. Once one of the most luxurious parts of town, over the generations the constant urban warfare of the city’s gangs have left this place a depressed shadow of its former self. The Slam quarter is congested with towering skyscrapers, futuristic apartment complexes, old decaying “skyways” (elevated walkways that soar over the city

and connect building to building, sometimes up to ten or twenty stories over the street below), and gray and withering parks that were once favorite retreats of the city’s wealthier citizens.

Though the Slam is still heavily populated by a wide range of social classes, it has become a much more dangerous place in the past few years for everyone as numerous gangs have taken to using its streets to conduct their battles. The residents of the district, confined to their isolated skyrise apartments, can only huddle in fear at the sound of regular gunshots, screams, and the distant sound of car bombs or drive-by shootings.

WESTBANK

Local Gangs: Zone Rangers, Juvies, Sodomites.

Like Northshore, the Westbank district lies across the River and this has largely resulted in its continued abandonment for almost 200 years. Unlike Northshore, however, Westbank does have a few areas of interest among its sprawling, empty ruins.

Primary features of Westbank include the sole bridge connecting both sides of the city (still maintained to this day), as well as the city’s food processing plant and Krestal Fuels (formerly the Ancient-era refinery of Metroleum Oil & Gas). While the majority of the district is abandoned, with mile upon mile of rust and rubble, several key arteries connecting the city proper with these vital outlying facilities are kept up to provide secure transport for weekly truck convoys. These “arteries” generally consist of a single long avenue or a network of city streets, blocked off from side streets by walls of concrete to provide safe routes for convoys to drive on. Regular vehicle patrols have orders to assume anyone coming near these roadways to be potential saboteurs (since fuel and food are rare, ambushes on

Krestal trucks have been a problem in the past), and open fire with impunity.

Westbank covers a lot of area, but its distance from the inner city (imposed by the River) means that much of its neighborhoods are nothing more than crumbling ruins. Many Barrier scavs make their homes in the Westbank district due to its proximity to the Dome, as well as larger communities of so-called “Unproductives” who live, by and large, outside of the system. Other than the paramilitary forces to be avoided on the roads connecting Krestal and the fuel processing plant with the heart of the city, the district is largely theirs to rule.

ZONES

Local Gangs: Midtown Angels, East Side Boys, West Side Gang, Marbreds, Lifers.

The broad region known collectively as “the zones” consist of a mass of buildings and neighborhoods that were once inhabited by the Ancients for commercial and residential purposes, and lie primarily on the east side of the river. Though rundown, condemned, and in some cases even ruined, these parts of the city are where most of the Metropolis’ surviving citizens live, in protected “arcologies” (old apartment buildings that now house dozens of squatter families), fortified residences, apartments of various qualities, etc. The alleys and more extensively run-down areas are home to the urban poor, homeless, and vagrants, the so-called “Unproductives” that are becoming an increasingly large presence in the city. Old warehouses here and there are the headquarters of minor gangs vying to make their niche in the city’s illicit economy, or house crumbling drug labs that churn out dangerous chemical gasses that soar high into the city sky, day and night.

Travel in the Zones is a danger depending on the

exact neighborhood, and the exact gang that controls the sector (much like old-style “ward bosses” of early American history). In some parts of the Zones, the gangs let their neighborhoods degenerate into chaos while they conduct their businesses and wars (and plots against more powerful factions), and in these areas street crime and random violence is likely to be higher than elsewhere. In others, the gangs are so well-established or reliant on public sympathy that the gang actually serves its official purpose (that is, administering to the public needs), and in these neighborhoods law and order is strongly enforced, street crime is rare, and city utilities are actually maintained.

An exception to the lawlessness and varying degree of chaos in the Zones are the *food distribution centers* located in every city ward. These are regulated and maintained in a “federal fashion” - that is, the ruling gang leader of the entire metropolis (i.e. the Mayor) is responsible for maintaining these centers for allocating food rations to the public. Because food shortages are not uncommon (and thus food riots are equally frequent), such centers are usually well fortified with barbed wire fences, guards, and pillboxes. This is also to ensure that local gangs do not compromise the leading faction’s food stores in the area, of course.

SPECIFIC LOCATIONS

There are a few specific locations in the Metropolis that are worthy noting separately from the general description of the city. This section gives an overview of the more significant locales.

BARRIER, THE

The city itself is surrounded by a “dead zone” several miles wide, erected long ago by the original refugees

who migrated here in search of an escape from the wasteland. Known as “The Barrier”, this complex killing zone was erected as a means of ensuring no one (or no *thing*) could ever intrude, invade, or otherwise discover the paradise that was to be rebuilt inside the city dome.

The Barrier is a literal dead zone. For over a mile in every direction there is no substantial life whatsoever in this broad band of broken land, except for the odd vermin or scurrying creature that manages to somehow survive there. In most cases the old buildings in these areas have long decayed and crumbled, leaving an irregular and uneven expanse of rubble stretching into the distance towards the deserts of the Outside.

At various key points the original reconstructors of the Metropolis placed mountainous berms, dug deep trenches, and installed varied energy defenses and minefields. To this day there is no known way to avoid these defenses, as they are continuously maintained and monitored by automated, robotic drones set in place generations ago.

Midway through this dead zone, the minefields become interspersed with tall metallic *turrets* that stand nearly two to four meters from the rubble; these turrets are thereafter situated every one hundred meters or so. Each turret is equipped with a certain type of heavy weapon (all the heavy weapons brought by the original city dwellers were used to create this overlapping defense layer, and as a result heavy weapons are almost non-existent in the City itself). Each turret is also automated, and will track and engage the nearest target, firing at maximum range and continuing until out of ammo. Each turret is capable of 360-degree fire, with relatively good ascension and declination (they can engage targets on the ground or in the air no less than five meters away), and is covered in an armoring of corrosion-

resistant stainless steel. Though the activation or destruction of any turret automatically triggers a light alarm at the appropriate computer control station in the City, no one remains in these control stations to recognize or react to such a threat. Still, the Barrier remains a significant deterrent to intrusion, though with the inevitable extinction of all life in the radiated wasteland outside (it is believed all human life died outside of the city in the first few generations following the nuclear war), the usefulness of the Barrier has been questioned in recent years.

BATTERY

This massive site, located on the abandoned north side of the Metropolis, was formerly a military station - a grouping of powerful laser batteries and anti-missile missile sites. The battery, and one or two others like it (now completely gone due to ruin), served to protect the Metropolis from missile attack during the days of the Fall.

Today the site is an abandoned ruin. The hard ferrocrete that surrounds the place is cracked and broken. The large spherical turrets that once threw laser fire (from one million watt laser generators) into the sky have long rusted in place and fallen into serious decay. The old missile batteries are completely empty, their missiles long used.

None of the old defense weapons can be used, as the populace has let them rust and deteriorate. The power links to the old city power plant, however, remain intact, and connect to a control station located somewhere beneath the site, underground, its entrance likely buried beneath tons of rubble. No one has ever located this control room, or the underground complex it is likely connected with, and it is conceivable that some technology still remains within, wherever it is.

CITY COMPUTER

The City Control Computer (or “City Computer” for short), one of the oldest surviving structures in the city, was constructed long ago to house a series of super-powerful computers deigned to aid and assist in the daily operations of the city. From controlling the timing of traffic lights to the dispatching of police units to emergency, from controlling the power grid to monitoring and fine-tuning the dome’s environmental systems, these computers were - and still are - the only thing that allows life, law, and order to exist in the crowded space beneath the Metropolis dome.

The computers of the City Control building (located deep underground in a nine level subterranean facility) are each monolithic constructions, housed in individual “vaults”. These computers were designed and constructed over 200 years ago during the height of the Ancients’ reign on earth, and each is a testament to the ingenuity and true genius of Ancient man. Though the computers here are not technically 100% artificially intelligent (they were designed to activate only when accessed by human technicians, and thus are not fully cognizant of their surroundings or events taking place around them), it is almost certain they have developed in ways their original designers never intended...

In fact there are rumors (mostly among members of the Tech Union, who come here to perform repairs) that the City Control Computer building is *haunted*, for every now and then technicians on the upper levels will report the sound of voices on the levels below. Some in the know speculate that these are in fact the computers *talking* to one another - something they are not supposed to be able to do - communicating in some fashion, though no one has ever actually heard what it is they are talking *about*.

The City Computer building is generally off-limits to all levels of Metropolis society, since the machinery here is so vital to the continued existence of the city. Only Tech Union staff and a handful of experts from the Enforcers have any regular access to the City Computer, and then only the first two or three levels of the complex. Few are aware of what (if anything) remains operational deeper within the facility.

COTTON CLUB

Famous among the gangers of the city, the “Cotton Club” is an Ancient-era nightspot that has remained the “place to be” despite its incredible age. Located near Downtown, the Cotton Club manages to retain a classy and almost dignified reputation despite being the city’s largest (and most expensive) brothel.

Traditionally the Cotton Club has been the hangout of choice of the city’s long line of Mayors, who come here to relax (with armies of henchmen to provide security) in the luxurious club’s interior. As such its membership is exclusive, and few ever get the opportunity to mingle with the stable of fabulous faces that regularly appear on its stage or dance floor. Real alcohol, the finest furniture, and the month’s most popular party chems are all available on request.

The Cotton Club has gone through many changes over the years, and is currently themed as an ambiguous mix of 1920s speakeasy and 1940s jazz club. Regardless of its ever-changing identity and atmosphere, the club remains the favored high society hangout to this day.

FOOD PROCESSING PLANT

Metropolis Rho has one large food-processing center, a massive complex partly concealed beneath the earth. It is here that the bland and mundane food

rations of the city are manufactured and churned-out on a weekly basis.

Above ground, the processing center looks like a refinery complex, with tall smokestacks, massive storage facilities, truck pools, and factory buildings. An electrified fence surrounds the entire complex, preventing the poor from raiding in case of possible food shortages. The huge algae pools (where algae is captured or grown, and allowed to mature) are themselves located on the west bank of the river, away from the heart of the city (see below).

The food center was set up generations ago around the core of a pre-war fusion food replicator factory (such facilities were distributed to each domed Metropolis in the Midwest in the last few years of civilization in hopes of making up for the shortages in natural foods; however, such devices were prone to breaking down after four or six months) located in a large industrial complex above ground. Although the replicator provided food for the early citizens of Rho for several months after their return to the city, it eventually burned itself out and the factory stopped producing.

With the death of the replicator the inhabitants of the Metropolis were forced to confront a serious dilemma; they had to do something to avoid mass starvation. Unable to find any substantial food reserves in the city (these were long exhausted after only a few weeks after the wars broke out), and unwilling to take chances with the radiated and mutated denizens of the wastes from which they fled, the city government got together its best scientists and chemists to formulate a lasting solution to the food crisis.

The answer was quick in coming. Using a complex chemical process, vegetable and other organic matters were successfully broken down and reconstituted into highly nutritious (and easily life-sustaining) “chips”.

Although traditional vegetables were diminishing in number, they came up with an alternative: *algae*. Hydroponic algae farms had been in operation before the war, and it was decided to construct natural algae collection farms along the city’s riverbanks. The algae, combined with chemical additives necessary to provide for base nutritional needs, as then reconstituted as hard, cracker-like chips that were distributed to the citizenry.

The ambitious plan paid off, and has since solved the food needs of the populace. Though tasteless and odorless, these chips keep the men and women of the city alive. However, food production is limited, and the balance of supply-and-demand so finite, that rationing has been a necessity of everyday life for more than 200 years.

Armored buses and trucks take workers to the algae ponds morning, noon, and night, along well-established and highly protected routes. In recent years, diseased members of the poor population have begun moving out to these “dead sectors”, raiding passing convoys of workers and guards to steal arms and/or to attempt to smuggle themselves into the algae farms to steal food rations. None have so far succeeded, and the guards on the trucks now simply shoot at anyone approaching their route in these sectors. As such, it is not uncommon to see dead bodies - in various states of decay - rotting by the side of the main route to the algae ponds.

HIVE, THE

Though it has never been proven, rumors abound on the streets of a place known as the “Hive”, a refuge for the outlaws and outcasts of Metropolis society who somehow manage to evade the city’s laws their entire lives. Wanted (and hunted), these modern-day “untouchables” continue to defy the law by living in hiding far from public scrutiny.

Though three successive Mayors and the entire labors of the Enforcers have at various times been bent on discovering the location of this legendary “Shangri-La” of the criminal underworld, it has so far eluded all efforts to be found and rooted out. According to stories the “Hive” is a city unto itself, located either in an isolated part of the Zones or, as some claim, underneath the city itself. By all accounts the city is populated by beggars and prostitutes, gun dealers and thugs, as well as rumored cells of the so-called “Mutant Underground” and other deviant, anarchist groups.

KRESTAL FUELS

Located across the river from the congested Downtown, the sprawling complex that is *Krestal Fuels* (named after a now-defunct gang that purchased the facility from a previous Mayor and went “legit”) is the sole producer of vehicle and domestic fuels in Metropolis Rho. Built on an even older fuel production plant, Krestal Fuels has been at the forefront of researching fuels to keep the city’s vibrant vehicle traffic going for over 200 years.

Currently Krestal Fuels has begun an advertising campaign to sell its newest product, a vehicle fuel distilled from grass grown in plots throughout the city. Though widely touted as the “fuel alternative of the future”, this “grass-gas” has been responsible for many highway breakdowns and accidents; many even speculate the current operators of Krestal Fuels are working in conjunction with the car manufacturers to make a fuel that will force people to buy cars more often!

The major gangs, as well as the Enforcers and Tech Union, have special contracts with Krestal Fuels to receive standard gasoline instead of “grass-gas” for their fleets of vehicles, since none of these important groups can afford to take risks with their equipment.

LIFECENTER

LifeCenter is a famous institution in the Metropolis, a hospital megaplex near the center of the city that boasts state-of-the-art medical facilities enjoyed by no other clinic in the urban sprawl, whether privately run or government funded. The LifeCenter was founded only a few decades ago, as part of the city government's plan to begin "breeding a healthier population for the Metropolis". This is now the slogan of the LifeCenter, seen in numerous T.V. advertisements, billboards, and other government-funded forms of media.

The LifeCenter itself is a gargantuan building that from the exterior looks like any grim high-rise, but inside provides a warm and soothing atmosphere for patients to visit. Unlike normal hospitals, however, the LifeCenter is dedicated to only one form of medicine: childhood medicine. In particular the physicians of the 'center specialize in the delivery of babies, early childhood testing for genetic anomalies, and easing those exhibiting fatal diseases or defects on to the next world.

The 'Center offers escorted ambulance service, an emergency delivery room, numerous levels for patients and their newborns to recover, outpatient therapy for up to five years, comprehensive genetic testing laboratories, and a complete staff of nurses, pediatricians, and genetic scientists. In short the LifeCenter is a government-sanctioned and funded birth center, where all children in the city are now born (by law, thanks to an ever-tightening policy against allowing mutation to arise in the city's populace). Children born here are tested for mutation at birth, and kept isolated in any of the 'Centers state-of-the-art maternity wards (each of the ten separate wards occupies an entire level, with its own staff of genetic physicians, nurses, and robotic caretakers) while tests are conducted. Once the child is deemed

healthy and fit they are released into their mothers' care and sent home. Accommodations exist so that mothers (and fathers) can remain at the 'center for several days for recovery if need be.

Those children deemed "unhealthy" are euthanized in what spokesmen for the LifeCenter call "humane termination". It is not clear how exactly these children are put down (the methods are a closely guarded government secret), but the entire process is handled quickly, quietly, and as expediently as possible, without embarrassing the parents (though those parents who do give birth to mutants are kept on file and never allowed to conceive again) or subjecting them to any potentially horrifying aspects of the procedure. A team of the city's most qualified psychiatrists and therapists are kept on staff to help parents deal with such a loss, and the day-to-day nature of euthanasia has become a part of Metropolis culture.

METROPOLIS COLISEUM

The "Coliseum" of Metropolis Rho is one of the most popular attractions for the public. An Ancient-era structure, fully-automated with electric conveniences (a mini-reactor powers the place), this enormous stadium is capable of supporting 80,000 patrons.

The Coliseum is home to the same games today that were played decades ago when the Ancients came here for bloodthirsty recreation. These days the inhabitants of the city come here to watch *Bloodsport*, a popular and exciting game of life and death. In the game, armored players equipped with hover boards, rocket skates, and scythe-carrying motorcycles participate in a bloody game to move a time-detonated "ball-bomb" (like an explosive football) around the racetrack playing field. The object of the game is to make as many goals as possible before the ball explodes; anyone caught

holding the ball when it detonates is, of course, blown to bloody pieces (as is anyone close by, increasing the colorful visuals of the sport). Beyond this, there are few rules, and each team can literally kill the other as they see fit, with razor-edged hockey sticks, hand-held pistols, and close-in shotguns; however, only three players from each side can be killed per ten minutes of game - any more kills results in a penalty to the opposing team. Flash, concussion, and frag grenades - for taking out players or cyclists - can sometimes be used in specific matches, though these usually constitute special events.

Games of *Bloodsport* are brutal, sadistic, and fast-paced. Players knocked from the track at high speeds will often find themselves plowing into the crowd, either being killed on impact or in turn killing patrons of the sport. Sometimes excited fans will open fire on the players, and thus there is always a threat of being mowed down during play. Sabotage and cheating is always rampant, and seldom cracked down on - it's all part of the game. Special nights during the height of the season see the track being specially modified to further increase the danger of the game; at random intervals lasers fire across the track, mines are dumped onto the field, or walls are fixed with razor blades and spikes (thus anyone being thrown against the wall during play is impaled or sliced in half).

Favored players of *Bloodsport* are often heroic figures, virtually worshipped throughout the city. Women, drugs, money, and rare luxuries are often lavished on favored players by one or more factions in city politics or advertising. Some long-term survivors and players of the game often retire with actual pensions, living in comfort for the rest of their lives.

PEN, THE

The ruins of this ancient building have stood since well before the Fall, a testament to the fact that the rosy civilization of the Ancients had its darker side. A massive prison complex, the Metropolis Penitentiary (or, as it is more commonly known, the “Pen”) was almost completely obliterated either during the Fall, or in the years soon afterwards.

The current populace of Metropolis Rho knows very little of this ancient ruin, though it is widely believed that the inhabitants of the prison either died off when the city population fled (starving to death in their cells), or escaped on their own and put the facility to the torch before fleeing into the wilderness.

Today the ruins of the Pen are fast crumbling into nothing, and only a handful of vagrant Unproductives find any shelter among its broken buildings.

POWER STATION

The Power Station is the true heart of the Metropolis, the vital installation that keeps the city running. Although the politicians would like to think *they* were the blood of the city, if the plant ever stopped churning out power, the city would be finished.

The Power Station was (and is) a massive underground nuclear power plant, with three separate reactors located beneath the surface of the city along the south bank of the river. All Metropoli (not just Rho), which were largely pre-fabricated cities and followed similar if not identical architectural design, were equipped with A60 underground fission plants, capable of producing a steady source of power to supply the needs of the entire urban metroplex. The trio of A60 reactors (an advanced development of the earlier A50, which had a disastrous flaw that tended to cause tremors and minor quakes) were housed in completely safe and structurally-sound underground

“bunkers” that were designed to last for at least 500 years.

When the first survivors of the war came to Metropolis Rho, they found that the city’s fission plants were still operable, though reduced to minimal power. The facility beneath the earth, located among ruins, was almost completely intact. These first men and women brought with them the knowledge of the Ancients (as survivors), and thus were able to locate the plant and, more importantly, re-activate it.

With the reactivation of the Power Station and the subsequent discovery of at least 200 years of nuclear propellant in a connecting subterranean fuel storage facility, Metropolis Rho was able to support its own power, defenses, and the growth of its population once again.

Now, after so many years, the plant is still operational, and provides virtually 100% of the power needs of the citizens, although in some areas of the Zones the power still flickers or dims at times (this is not due to reactor inefficiency, but rather bad power connections in the decaying city). Some 40% of the plant’s power goes directly to the Industrial Sector; the rest is unevenly and irregularly dispersed throughout the Metropolis.

Above ground the plant appears to be largely ruined and abandoned, with only a few buildings of the original complex intact - though the large cooling towers still stand firm against the dismal sky, teetering on the edge of the river. Even the buildings ringing the plant complex are largely abandoned (most people fear possible radiation contamination from the plant, though in reality there is little danger of the reactors melting down any time soon), giving the whole area a “deathly silence” during the day.

Trucks enter regularly, morning, noon, and night bringing in workers from the Tech Union to operate the three reactors; some 150 men are employed in the

plant’s daily operations. A huge concrete tunnel leads from the surface to each of three bunker-like reactor buildings; only around these entrances have the buildings above ground been repaired and the eerie green neon lights restored, serving largely as above-ground garages and maintenance shops, as well as guard houses. Lookout towers overlook the entire dead zone surrounding the plant, and guards regularly patrol the place on the lookout for potential sabotage.

RIVER

The old river is a squalid body of water that meanders through the city lethargically, convoluted with pollution and debris swept from upstream. However, at the entrance of the river into the domed city there is a city water station - much like a hydroelectric dam - that not only processes and purifies drinking water for the city, but also prevents potential mutated monsters from entering the city along the waterway. The ancient lock system, which was once fully automated, has long ceased to function due to deliberate sabotage generations ago, further barricading the river. These barriers, generally out of reach of the civilized areas of the city itself, are typically overlooked by automated turrets and screened with barbed wire fences; only a handful of workers from the Tech Union ever see the interior of these plants, and then only to perform maintenance work when needed.

TITAN TOWER

Majestic and commanding in its presence (the tallest skyscraper still standing inside the dome of Metropolis Rho), Titan Tower has always been the site of the city’s administrative bodies. Certainly the most architecturally appealing building in the city, Titan Tower was created to house the pre-war city

government (including the city hall, offices of the Mayor, etc.) and the metropolitan court complex, while at the same time to stand as a monument to the original founders of the Metropolis.

The great structure has somehow managed to survive the nuclear war, the elements, and the countless gang wars that have ravaged the city for generations. And it is still used to house the city government. The Mayor resides in the ‘Tower in the luxurious apartments near the top (the penthouse level, complete with power, running water, luxurious personal apartments, etc.), while other floors contain paneled oak meeting rooms, dining halls, ball rooms, kitchens, walk-in freezers, lounges, and recreation centers. In addition there are various “guest” rooms (for other members of the ruling gang, or as holding cells for rivals), city administration offices, legal records storage, a mid-level cafeteria, the city courthouse, a small city jail, the city government council chambers, various luxurious meeting rooms, and a larger cafeteria/restaurant on the third floor, as well as a magnificent marble-floored lobby entrance (complete with metal detectors to prevent firearms from being smuggled into the tower) with a media center dedicated to expounding the virtues of the governing Mayor.

Titan Tower usually hosts the Mayor and the elite members of his gang, some two to five hundred citizens working to help administer the city, a vast secretarial pool, and a cadre of “Praetorian”-style commandos who, by tradition, act as the protective force for Titan Tower.

Titan Tower also has a subterranean parking garage (limited to visitors to the courts and employees of the city), and it is rumored there is a working power generator somewhere in the building that can switch on in a power failure and keep the security systems

and monitors in the halls and city chambers working indefinitely.

UNIVERSITY OF METROPOLIS RHO

Located in a part of the Zones that used to be heavily populated, the University of Metropolis Rho was a pre-war institution built to serve the higher educational needs of the city. Before the Fall, it had actually attained the status of a leading university in the Midwest.

When the Fall came the University was abandoned and badly damaged by the same fires that destroyed much of the old city. In time, when survivors of the exodus returned to the shell of Rho and began construction of a new society away from the rubble, the University was rebuilt, and once again became an institution of learning. It served to produce some of the most educated and influential members of early Rho society, but over time (and with the degeneration of their own civilization into chaos and gangland anarchy) the University lost funding and was once more abandoned.

The University grounds are now haunting and empty. Old buildings of magnificent Romanesque architecture are cracked, eroded, and dismal. Trash and debris litter the cold echoing halls and empty classrooms. The impressive university library was long ago ransacked by the few students and faculty who cared to preserve the knowledge within; the rest was burned by vagrants for warmth, or by hateful vandals for pure amusement.

The University has been “condemned” as a hazardous structure for the past five years; it has been abandoned much longer than that. There are currently no plan to rebuild the University or anything like it – stark evidence of the decay and marked degeneration of Rho society.

VICTORY TOWER

Victory Tower, a magnificent high-rise pre-dating the Fall, is the brother of Titan Tower, a building that has long served as a seat of the entrenched city government. Victory Tower, in particular, is the headquarters of the “Council of Gangs”, a legislative body consisting of appointed representatives of the city’s major gangs. The Council has long been portrayed as a balancing agency against the autocratic rule of the Mayor, an institution that represents all of the political forces in the city, not just the leader.

The Council of Gangs meets regularly in Victory Tower to discuss legislation and to cut deals, as well as to announce campaigns or official declarations of gang war. It also used to broker peace, and many negotiations between warring gangs have been televised publicly from the council meeting chambers all across the city.

LIFE IN THE CITY

To help the players understand a little more about life in the city, this section will briefly deal with various aspects of Metropolis living, and the populace’s general outlook, from nutrition to mutation.

FOOD AND WATER

Food and water in the city are provided by three main sources, all of which are strictly controlled by the city government, overseen by the Council of Gangs, and operated by the Tech Union.

The first (and main) source of sustenance in the city is the river that meanders through it like a grand and tepid sewage duct. This highly polluted waterway is filtered by an ancient automated water plant on one end, which continues to provide reasonably safe drinking water for the city. Beyond this, on the west side of the city where the river bends, the ancestors

THE STREETS

The streets of the city are still home to foot traffic and dispersed vehicle traffic at all hours of the day and night. The streets are filthy and decayed (no real maintenance has been kept up since the days before the Fall), and they are usually cluttered with street vendors selling cheap junk salvaged from the abandoned parts of town, small shops specializing in rare hard-to-get goods, and government food distribution centers.

At night the streets are kept lit by a functioning power grid powered by the Power Station. Thousands of neon signs throughout the city are still operational, as are several *skycar* warning searchlights near the city center (around Titan Tower), which are generally switched on to illuminate the tower and the sky around, lending more majesty to the Mayor and his ruling elite.

An interesting feature of the streets which may be important to note are “sweeps”. Sweeps occur when the Enforcers conduct a violent “combing” of a street or ward, whether ordered to or simply for their own sadistic amusement. Anyone found on the street is likely to be fired upon at long range, and anyone unlucky enough to be nearby to the squad will likely be killed or beaten. These events could be a legitimate taking in of wanted “criminals” (known enemies of the local ruling gang), perhaps with the Enforcers raiding a known hangout or hideout with brutal force. Or, they could simply be a sweep of a decayed section of town in an attempt to thin the population of diseased and ragged Unproductives.

of the current city population constructed a large algae-collecting facility. This is a fortified area under strict control by the authorities; the various ponds here collect algae from the river, which is harvested by poorer city labor and packed into heavy trucks for transport beneath the city to the underground processing center. Here the stuff is subjected to a certain wavelength of UV radiation that filters out all potential parasitic and biological infestation in the algae, and is strained and compacted into brown or orange crackers or chips, which are distributed to the populace of the city for consumption. These algae “chips” form a major part of the city diet, providing vital vitamin C (which prevents a number of degenerative ailments such as scurvy, beriberi, etc.) and other nutrients - though they are notoriously bland and flavorless.

To a limited degree, other forms of more “natural” foods are still available in the city - animals are raised

and slaughtered in highly controlled urban farms by the government, making real beef a delicacy of great value in the city. Likewise, packaged, canned, freeze-dried, etc. foods from before the Fall have long been expended from the City’s abandoned stores and groceries, and to discover a cache among the ruined parts of the city is like finding a lost treasure. The sense of taste, which has long been deprived of these people, is one that is only rarely enjoyed.

DISEASE

Disease does exist in the City, though it is a problem that is deliberately overlooked by the general populace. An unnatural diet, generally poor sanitary conditions, and the remnants of the plague that originally wiped out the city’s populace create a ready atmosphere for the spread and thriving of disease.

It is not uncommon to pass by diseased citizens

in the streets, usually members of the poor labor force (also known as “Unproductives”) living in the decaying and abandoned sections of the city. Citizens often protect themselves when they hit the streets by wearing surgical masks or by obscuring their mouths and noses with cloth bandanas. Breath masks are common among the urban elite, such as the highly paid soldiers and bodyguards of the gang crowd.

DRUGS

Drugs have long been an important part of the life of the average citizen of Metropolis Rho. Originally, the technology to refine and produce drugs was brought to the city by a few prized scientists who survived the Fall, though their efforts were geared more towards life-saving drugs and medicines than for the more recreational drugs now widely used throughout the city.

Today drugs are an everyday facet of Metropolis life. While medicinal and pharmaceutical drugs are still produced in some quantities (for a limited number of ailments), medical technology has inevitably declined (except for all but the richest citizens), and turned *recreational* - that is, it no longer attempts to solve problems, but rather appease the masses’ taste for newer and fancier drugs - and the escape they bring.

Drugs are widely available in the Metropolis, and are all quite legal. Almost like living celebrities, at any given time a wide number of drugs are popular, in the “limelight” so to speak, while others soon fall out of fashion, or are just now becoming all the rage. The use of drugs, in addition to easing physical pains and dampening the mind to the horrors of city life (including the ingrained sense of claustrophobia many have, knowing that the city is an “island” in the radiated wastes), has become a kind of “fashionable” thing, a trend that has given birth to a number of

different drugs, pill shapes, colors, sizes, and names.

Nearly every citizen of the city is, in one way or another, a user of drugs. Whether it is a drug to dull fear and depression, or to enhance sexual pleasure, the citizens of Metropolis Rho use a lot of it.

MUTATION

Mutation and genetic defects are a phenomenon that is just now beginning to appear in the Metropolis. The first citizens who rebuilt the city after the Fall feared that, eventually, the fallout and general atmospheric radiation they had been exposed to during their exodus would infiltrate every nook of the surviving population, and that it was only a matter of time before they, even isolated from the dying mutants in the wasteland, likewise became affected. However, over time the durability of their genes proved more resilient, and the overwhelming fear that their offspring would be born as mutants eventually vanished.

Over the years, however, a new genetic threat became evident, one that offered no easy solution. Instead of mutation as a result of earlier radiation exposure, the people began to realize that their own seclusion would in and of itself bring about the proliferation of genetic problems. Effectively “inbred”, and with no source of “new blood” to replenish the communal gene pool, in time the appearance of genetic illnesses would be fact of life.

In response to these concerns, years ago the city government conducted a study to catalog and track the genetic history of the city, to formulate a plan of action to prevent the future occurrence of mutation. This study led to the establishment of “humane termination” laws, which not only legalized but also made mandatory the euthanization of all children born with any form of genetic mutation or defect.

These laws, while once controversial, are now taken for granted, and their legacy has led to a healthier and “purer” population free of disorders and mutation.

MUTANT UNDERGROUND

While the “humane termination” laws have remained in force for several decades, rumors persist that some mutants do exist in the city, living side by side their human counterparts, or according to some stories, dwelling in the dark recesses of the Ancient-era sewer systems. While the government has taken great pains to prove the so-called “Underground” to be miniscule threat at best, there is little doubt that the movement continues to fester in unseen parts of the city. Composed of rejects of society and outlaws, the mutants of this movement are widely feared since no one is quite sure of their motivations.

RIGHTS

Rights, as they were once known before the Fall, are almost completely non-existent in the city of Metropolis Rho. Men are dominant, and powerful men make the decisions. There is a hierarchy in every gang and city organization, usually headed by he who is most physically powerful - or who has the most connections. Might, in the city, makes right.

Power, too, is the ultimate factor of worth in the city. While a single man can rise to great fame and notoriety for brutality or expertise in his given field, even a weakling can be more feared if he has a following of loyal guards and thugs alongside him (or lurking in the shadows). As such, everyone is always concerned with watching their backs, as there is no telling who has paid off whom, who is loyal and who is not, etc...

THE ROLE OF WOMEN

In Metropolis Rho, the role of women as equal members of society has deteriorated over the years. As Metropolis society has become more and more violent, by and large women are gravitating towards extremes just to survive. Because the value placed on human life is fast becoming insignificant, most women these days become professional playthings or possessions, while others are forced into pathetic labor jobs; only a few manage to break the norms and excel in their desired fields. Because of this mentality, women are developing into two distinct “types” in the city.

The first and most visible group of women is that of beautiful or even modestly attractive females. From a very early age (usually as teenagers) women of this category by and large either become street prostitutes to support their local gang (girls are generally “conscripted” to serve their “ward boss”, and every girl is expected to perform her “duty” at some point after she turns 18), or enter into exclusive circles where they are trained in the arts of pleasure, etiquette, and elite pampering. While the former are more common in the run-down neighborhoods of the city (hookers not only serve the public, but also serve to collect information and funds for whatever boss runs that part of town), the latter are generally reserved for the more well to do citizens. Such women typically do nothing but sit around the apartment of their owner (a man who either buys them from an advertising circuit, from a friend, or from an agency), spending her time looking beautiful and seeing to her master’s “needs”. Most of the time “furniture” is kept busy tidying up her owner’s residence, making it look nice, or - in the rare event that real food can be obtained - preparing an exotic meal. They also administer pleasure and relaxation drugs for their master when he retires for the evening.

There is generally no limit to the number of such companions a citizen can own, though he will usually only have one since feeding and supporting her will likely be a heavy financial strain.

Women of this first category are often passed on, sold, etc. at the whim of their masters, since in this twisted society they are considered no more important than “goods” - luxury goods, but goods nonetheless. It is not uncommon for a woman to actually pass on from one owner to another after the former dies (for instance, she could be willed to a son, or passed on to the next tenant of a home). Masters who actually treat their women as equals are quite uncommon, and tend to be looked upon by their fellow citizens as being “relics” (this kind of relationship, however, can sometimes be very beneficial as few people pay much attention to docile “furniture”; thus, a willing female servant can serve excellently as a spy).

The second group of women are those that lack the social graces or appeal of those mentioned above. Whether ugly or merely too spirited to be forcibly controlled, these women generally end up in the city’s labor ranks, working with elderly men and other urban poor at the processing plants or algae farms. Many are also employed as street cleaners and civil servants, or working in factories. Women of this category are generally treated like cattle, and the death rate among them is astonishingly high, since few care if they live or die.

FASHION

Fashion among the citizens is diverse but futuristic nonetheless, a reflection of their degenerating cultural tastes. Capable of rising above the need for survival over style due to the general “security” the city’s dome offers them, the populace of the city have come to develop their own unique “look” that often sets them apart from the people of the past, a fashion that

UNPRODUCTIVES

“Unproductive” is a broad term used by the citizens of Metropolis Rho to describe the vast unemployed and disenfranchised masses that infest much of the city’s darker neighborhoods. These people are members of society who have fallen through the cracks, either stepping outside the gang system willingly or forced there due to circumstances beyond their control. Without jobs they contribute nothing to Metropolis society (and in fact merely leech off of the city’s dwindling resources), thus their unflattering title.

exemplifies their growing hedonistic mindset.

The citizens of the city do not, in general, believe in using armor for protection. The proliferation of Kevlar-penetrating “cop killers” in the early days made the use of armor pointless in the bloody gang wars that are still near-constant in the city’s decayed streets. Citizens generally have a “live-for-today” attitude as a result, preferring to set heavy and cumbersome armor aside in favor for fashionable clothes or perhaps light leather gear for absorbing blows in brawls and knife fights. Only a few individuals who perhaps prefer the menacing look of armor (or the fact that it might conceal their identity) will opt for donning armor in the city.

In general light or translucent fabrics are favored throughout the city, as they tend to exaggerate or advertise the physical forms of those who wear them. Gossamer shirts and dresses, or “shimmering velvet” attire, are most widely used by those who either don’t expect to get into a fight (elite gang leaders, scientists, and high-class “furniture”), or those who are just keen on dying with a flair. Still others wear sturdy latex or rubber bodysuits, outfits that harkens back to popular “sex clubs” of the carefree pre-Fall era. Players of the popular sport, *Bloodsport*, wear daring costumes that are a hodge-podge of armor and revealing body stocking, regardless of their gender. Gangers, for their part, are just as varied in

their tastes; some tend to favor old-fashioned styles (a current fad has been to adopt the attire of 1920s and 1930s gangsters, complete with pin-striped suits and fedora hats), while others look no different than punks and vagabonds from the late 20th century.

The poor urban masses, such as those that live in the less populated sectors of the city or even in the sewers, must be content with rags and makeshift clothes of their own handmade design. Cloth bits scavenged from waste piles are used extensively by the poor as well.

TECH UNION

The so-called “Tech Union” is a sophisticated association of thinkers that was founded in the city’s early years during the reconstruction of the Metropolis after the Fall. Composed of the last core of technicians and scientists, personnel drawn from the Tech Union were responsible for constructing the Barrier, rebuilding the city’s dilapidated power grid, and preserving the technological skills that, while dated, still manage to keep the “island-city” afloat today.

Today the Tech Union is something of an independent organization, not unlike the Enforcers, but entirely civilian. The Union provides highly skilled personnel who maintain the city’s high-tech equipment and installations (examples include the

power station, the food processing plant, the city control computer complex, etc.). Granted their own charter to govern their own affairs separate from any government intervention in exchange for total neutrality in city politics, they operate like an old-style “union”, providing skilled labor and expertise to those companies and gangs that pay them.

Those groups that refuse to pay the Union’s prices, or in any way violate their charter of independence (such as stealing Tech Union equipment, kidnapping Tech Union personnel, or trying to force the Union into doing some act that would violate their neutrality), are generally *censured*, a term that means a total denial of access to the Union’s pool of technical expertise. For many gangs and industries such a censure could spell financial disaster, and though there have been instances in which the Union’s determination has been tested, today very few gangs dare test them for fear of destroying themselves in the process.

In Metropolis Rho, virtually all technically skilled personnel come from the Tech Union, which is similar in operation to the trade houses of the wasteland. The Tech Union usually selects children born in the city from an early age (following aptitude tests that show if the child is worth investing in), and trains them in secluded schools for much of their early life. Once they graduate, Tech Union technicians are “leased out” to various gangs (including the Enforcers) or civilian industries where their skills are needed, usually for a period of two to five years. The Tech Union teaches - and in doing so preserves - all sorts of skills and advanced sciences, ranging from the maintenance of complex electronic devices to advanced genetic medicine.

Though the gangs and Enforcers of the city hog the fame and prestige of keeping the Metropolis intact, it is probably more accurate to say it is really the Tech

METROPOLIS TERMINOLOGY

There are a handful of slang terms frequently heard on the lips of Metropolis citizens, which help differentiate their particular brand of Gutter Talk from the language of the Ancients. Some of these terms may be familiar to players of *Darwin’s World*:

Barrier: A legendary ring of automated and robotic defenses constructed soon after the Fall to keep the city and its dome safe from outside attack. The Barrier lies beyond the dome, a place where only a few foolhardy souls ever go anymore (see *Barrier Scav*, below).

Barrier Scav: One of a breed of cutthroat loners who dwell in the outer Zones and are said to be able to slip through passages in the Dome to scavenge scrap metal and other junk from the fringes of the Barrier.

Bloodsport: The deadly, fast-paced sport that has many Metropolis fans addicted.

Bronze: A somewhat derogatory term for an Enforcer.

Cat: Short for “electro-impulse subdual catalyst”, a popular and highly addictive drug that dulls one’s perception of the city’s true degeneration and isolation.

Dome: The dome that encloses the entire city, constructed during the time of the Ancients; perceived by many to be the only thing that keeps the city safe from the radiated world outside.

Enforcer: A member of the powerful organization of “Enforcers”, the city’s version of a “police force”.

Furniture: Once a derogatory term for *women*, now a part of the common language of the city.

Ganger: A slang term for a gangster, any member of one of the city’s numerous gangs both large and small.

GrassGas: The less-than-clever name for the poor-quality fuel produced for the city’s vehicles, distilled in a complex process from regular lawn grass.

Line: As in “The Line”. An Enforcer slang term for the “line of duty”.

Underground: The alleged coalition of mutant-born who live secretly in the city. They are hunted by the law, since all mutation was outlawed long ago to preserve the genetic legacy of the future. All face extermination if captured.

Unproductives: A blanket term for the vast number of people who contribute little to Metropolis society, including the homeless, elderly, and crippled, as well as many youths orphaned by the city’s gang wars.

Ward: Any part of the city; a district, quarter, or neighborhood.

Ward Boss: The official title of whoever legally runs a given district of the city; usually the leader of whichever gang is dominant in a particular ward.

Zones: A slang term for the vast run-down parts of the Metropolis that ring the heart of the city; closer to the city center these areas are home to the majority of Metropolis citizenry, living in old apartment buildings and the relatively hollow shells of skyscrapers.

Zones, Outer: As the Zones (above), except these are located close to the Dome itself, and are usually only inhabited by a smattering of homeless, but sometimes populated with gang-operated drug mills and warehouses. A very dangerous area.

Union's knowledge and dedication to preserving the last remnants of technology that keeps Metropolis Rho from falling apart.

METROPOLIS GANGS

In Metropolis Rho there are a handful of major gangs and over a dozen minor, disorganized gangs dispersed throughout the city. The main gangs are, of course, bitter rivals, and pit their considerable forces against one another all the time. The lesser gangs, usually splinters off the main groups (for instance, a younger son who tried but failed to usurp the birthright of his elder brother for control of the gang goes and makes his own organization – along the same lines of the gangs of America's "Roaring '20s") or groups of disgruntled anarchists who seek only to prey off the system, are far less powerful mainly because they lack the steady income and prestige; generally unlikely to get elected (a majority popular vote is required), they are unable to match the recruiting and enslavement power of the larger groups and can thus not afford to garrison large and efficient drug production factories (or large sectors of the city for protection skimming). As such, they are usually very small and generally insignificant - though they are certainly still brutal and capable of creating a noticeable threat when roused to action.

In essence, gangs operate much like the organized criminal families from pre-war history, "mafia" of a legalized and accepted kind. While it should be noted that many gangs are no better than armed street thugs who terrorize their part of the city, many more in Metropolis Rho are actually doing good for their "constituents", providing safety, security, jobs, and even a semi-decent future.

Gangs represent the people in various parts of the city. In some parts, such as the majority of slums,

TABLE 1-1: GANGS OF THE METROPOLIS

Name	Ranking	Primary Activities
West Side Gang	1	Drugs, furniture dealing, information brokering, protection
Enforcers	2	Protection, fencing
East Side Boys	3	Drugs, black market weapons, furniture dealing, protection
Turf Cowboys	4	Drugs, fencing, furniture dealing, protection
Midtown Angels	5	Drugs, fencing, furniture dealing
Destroyers	6	Armed robbery, black market weapons
Uptown Playboys	7	Drugs, fencing, furniture dealing
Chrome Cadre	8	Black market cybernetics
South Side Killers	9	Black market weapons
Cats	10	Burglary, information brokering
Switchblades	11	Protection, furniture dealing
Nightcrawlers	12	Burglary, kidnapping, information brokering
Dr. Jones' Candymen	13	Drugs, information brokering
Metal Freaks	14	Black market weapons, black market cybernetics
Capbusters	15	Armed robbery
Zone Rangers	16	Local anarchy, protection
Marbreds	17	Drugs, petty theft
Chuds	18	Petty theft
Sodomites	19	Petty theft, armed robbery
Lifers	20	Local anarchy, protection
Mavericks	21	Local anarchy, protection
Juvies	22	Petty theft, armed robbery

they have very little control over their community (or even care), simply skimming profits off businesses with extortion or blackmail. In others, such as in the more well-to-do wards, they protect the people in their quarter allowing them to prosper in peace and grow, so long as they pay their dues and buy gang goods. In others, the gangs are looked up to by the citizens (many children long to be in a stylish or elite gang), and turned to for protection and even employment.

THE MAYORSHIP

In the Metropolis the strong make the rules, and this is a given. Democratic processes and equal rights have bled away into a joke that bears little

resemblance to what was first intended when the city was rebuilt. As such, the gangs ARE the law, they ARE the power. In turn, the gangs have evolved into more than predators, but as providers and even administrators (the rule here is that to be a strong gang, you have to have strong support, and the best way to garner strong support is to make sure the people you govern like you).

Every once in a while, the ruler of the Metropolis dies (usually by another faction's hand, either through assassination or an all-out war), and the gangs get together and *campaign*. Much like political campaigning in the past, the gangs take to the streets, act their best (or their worst, depending on how they try to gain votes), pass out pamphlets, escort

their gang head to speeches, etc. Much expense and fanfare follows, of course, and during these times the “candidates” (only one candidate for Mayor per gang - no exceptions), usually the family head, confront each other either verbally, or, in many cases, in open warfare.

Campaigns for Metropolis Mayor are often broken by open, violent warfare (not altogether legal, but during these times the police force is stretched thin and is unlikely to get in anyone’s way; they certainly protect the incumbent, who by tradition is owed their loyalty). Candidates often send their cronies to bust up other gang members putting out pamphlets, or bomb the area of a speech, or simply attempt to assassinate each other. Once in a while, supporters of one cause will spill over into the ward of a rival, create mayhem (burn down businesses, kill locals, overturn cars, etc.), and generally continue to massacre any semblance of civilization or sanity in the process.

A Mayor can only finally be elected when the populace votes - majority wins (no matter by what margin, though a re-count may be called to verify results). Of course, those wishing to become mayor are usually the most popular or most powerful gang bosses, and often have one or two smaller gangs under their belt - all secretly, of course - to do their dirty work, assassination, and rioting.

Once a Mayor is elected, he’s elected for life (though this often doesn’t mean very long, since he can always be killed). Although a dangerous job, it is a prosperous one, as the Mayor gets official say-so in the affairs of the city, as well as the management of the city treasury - he can skim as much as he likes, though to endanger the basic costs of city maintenance has

always been a criminal offense, so just enough to live the posh life is usually embezzled - no more, no less. The elected Mayor always lives in absolute luxury, gets the best of everything from the city’s diminished resources for himself and his loyal supporters (i.e. his

gang), and is served by the entire police force (which by “law” and tradition always remains loyal to the elected Mayor when he comes to office, regardless of his past affiliations and any fighting that may have occurred between them).

The Mayor is also far more likely to be able to wage effective war against past enemies, because the Mayor becomes de facto “ruler” of the city police force. As such he can use the police to brutal effect against whomever he deigns. He can easily muscle in on any territory he likes (leading to more violence), dominate businesses and industry, etc.

GANG ACTIVITIES

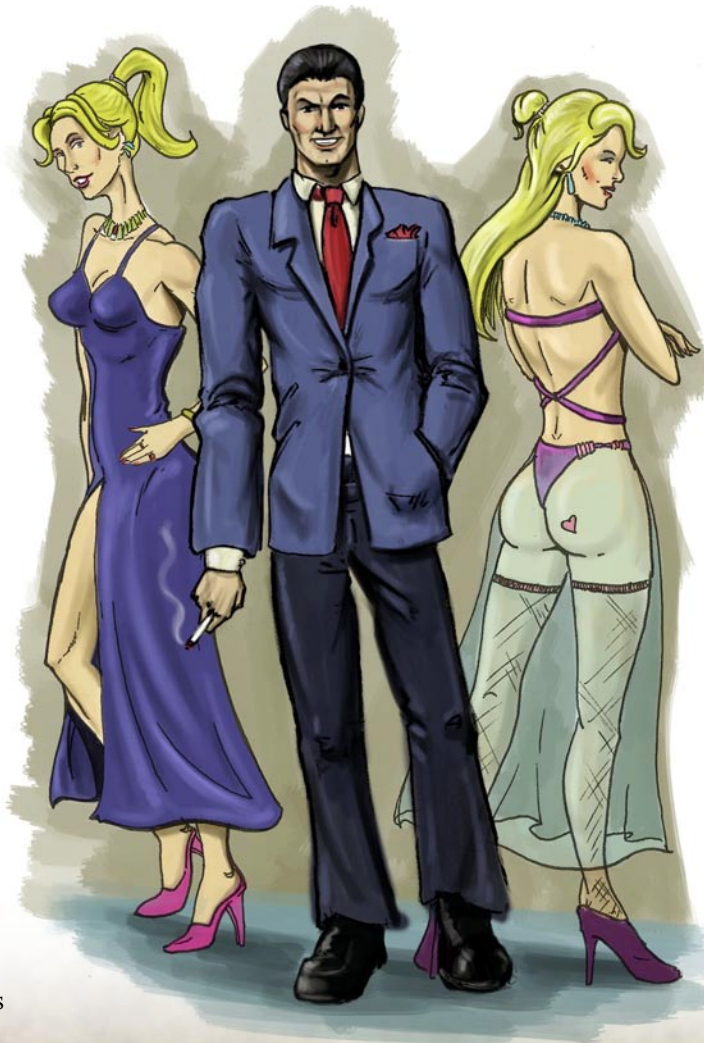
The gangs of Metropolis Rho are in the business of making money, not only supporting their vast armies of gangland thugs (who without the gangs would be members of the caste of “unproductives”) but also their tyrannical leaders and, in the process, creating a brutal and merciless laissez faire society.

Typical gang activities range from policing the streets to enforcing their own mandates within a given district. In addition, all gangs create wealth to support themselves through any of a number of activities. In Ancient times many of these activities were illegal, but today in the Metropolis they are legitimate businesses.

Armed robbery gangs specialize in hitting rival gangs or civilian businesses with armed parties, taking money and/or valuable goods (such as drugs from a manufacturing plant) at gunpoint.

Black market cybernetics involves the trafficking of the city’s few rare and expensive relics of cybernetic technology.

Black market weapons involves the buying and selling of weapons (virtually any kind)



without registering the transactions, paying legal fees, and securing required permits - which are often costly. Though illegal, the trade nets a lot of money.

Burglary is a trade undertaken by gangs who specialize in breaking into fortified or heavily guarded areas (high-rises or even rival gang headquarters) for a specific target - usually stealing priceless valuables but also planting incriminating evidence, bugs, etc...

Drugs involve the manufacturing, distribution, and dealing of medicinal and recreational drugs. Because of the city population's widespread dependence on drugs, this is one of the single most lucrative activities a gang can pursue. It is similarly one of the most dangerous, as the market is tightly controlled by the gangs with the most power and influence.

Fencing involves the movement and selling of stolen items (anything from weapons to expensive jewelry to rare luxuries such as real alcohol and food), trafficking them illegally.

Furniture dealing is the Metropolis version of prostitution, a system in which the city's natural-born women are basically traded as objects for pleasure and entertainment. A big, legitimate business that is an integral part of Metropolis culture.

Information brokering generally involves buying, selling, gathering, and trafficking information pertaining to virtually any sensitive topic in the city, from monthly profits of a particular gang's activities to the schedule of bank shipments or a rival politicians' appearances during a campaign. Information can be extremely valuable, and those gangs that deal in it are usually quite powerful.

Kidnapping is a dying art, in which a gang targets specific individuals to hold for ransom. Though they stand to make a great deal if they kidnap the right person, repercussions for such activities are usually quite extreme.

Local anarchy is a general term applied when a group disregards the traditional customs governing the behavior of a gang over the constituents of its district. Such gangs typically rule their turf like lawless brigands, dishing out violence on a whim and taking whatever they want from the local populace on threat of death. Such gangs typically only exist in low population (or unimportant) 'zones, since a larger gang would certainly move in and destroy them to win the voters in that area.

Petty theft is a general term for quick hit-and-run robberies, hold-ups, and small-time burglary, usually for small money and performed at random.

Protection involves pressuring a neighborhood, district, or (in the case of the Enforcers) the entire city into paying taxes and exorbitant fees (or privileges) for "protection" from other gangs. A gang that offers "protection" promises to keep its paying customers safe. If they fail to pay (or refuse to pay), they are usually ruthlessly punished as a result.

THE GANGS OF METROPOLIS RHO

Metropolis Rho is ruled by its native gangs, whether in the form of the lowest street dealer on the corner passing out propaganda portraying his "boss" as a champion of the people, to the politicians at city hall who have scaled the corrupt and violent ladder of MetRho's unique brand of "democracy" to reach the pinnacle of city power.

Below is a list of the 22 major gangs of Metropolis Rho listed by name, with a brief description and sample statistics of the typical ganger of each particular city faction. Many of these gangs are old and well-established, with origins reaching back before the Fall (when the Metropolis, like many other cities, was a haven for powerful organized crime), while others are new, rising from the ashes of other gangs either made defunct by political maneuvering

or outright destroyed by their rivals.

The *Enforcers* are listed here because they too are technically a gang, despite their unique situation in the city.

WEST SIDE GANG

The current "top dogs" of Metropolis Rho, the West Side Gang rose to prominence primarily through information brokering, avoiding the more violent activities of their fellow gangers on the streets of the Metropolis. While the others fought and bickered, the West Side Gang quietly crept its way up the political ladder to the top before anyone could stop them.

Unlike many gangs, the typical West Side Ganger is unquestioningly loyal to the gang's internal hierarchy, a fact that stems from the unusually good treatment the average footman receives from his superiors. Knowing that the strength of their organization lies in the footmen who comprise their vast network of moles, snitches, informants, drug peddlers, furniture sellers, and gunmen, the West Side Gang takes great pains to make sure their people are the best paid gangers in the city.

West Side Ganger, Strong Hero 3: CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 14; Init +2; Spd 30 ft; Defense 17, touch 14, flatfooted 15 (+0 size, +2 Dex, +2 class, +3 equipment); BAB +3; Grap +5; Atk +5 melee (1d6+4, rifle butt), or +6 ranged (2d6, M9 Spectre); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL West Side Gang; SV Fort +4, Ref +3, Will +2; AP 1; Rep +0; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Intimidate +5, Knowledge (Current Events) +2, Knowledge (Popular Culture) +2, Knowledge (Streetwise) +6, Knowledge (Tactics) +2.

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (M9 Spectre).

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Possessions: Expensive clothes, M9 Spectre, one box of ammunition (50), undercover vest.

ENFORCERS

The ostensible “police force” of Metropolis Rho is made up of the brotherhood of “Enforcers”, men (and rarely women) who are renowned for their ruthlessness and utter brutality - even more so than the vicious gangs that infest every quarter of the Metropolis. The typical Enforcer traces his loyalty as follows: to his squad, to the Enforcers, to the Mayor, and then to the Metropolis as a community. The tight-knit fraternal organization of the Enforcers, as well as their lucrative benefits and heady prestige, make them extremely dangerous for even the most powerful gangs to stand up against.

Enforcer, Strong Hero 3/Enforcer 1: CR 4; Medium-size humanoid; HD 3d8+3 plus 1d10+1; HP 23; Mas 13; Init +2; Spd 30 ft; Defense 20, touch 15, flatfooted 18 (+0 size, +2 Dex, +3 class, +5 equipment); BAB +4; Grap +6; Atk +7 melee (3d6+4, stun baton), or +6 ranged (2d8, Wildey .44); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Enforcers; SV Fort +4, Ref +4, Will +2; AP 1; Rep +0; Str 15, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Tactics]).

Skills: Climb +4, Drive +4, Gather Information

+0, Hide +3, Intimidate +7, Knowledge (Streetwise) +2, Knowledge (Tactics) +2, Move Silently +3, Sense Motive +2.

Feats: Intimidating Strength, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (stun baton).

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Talents (Enforcer): Riot Formation, Uniformed Fighter.

Possessions: Civil security suit, Wildey .44 Magnum, 2 boxes of .44 magnum ammunition (16), *stun baton*, *power beltpack*.

EAST SIDE BOYS

The East Side Boys rose to a prominent position in the city through business acumen and timely political maneuvers; though not necessarily one of the most violent gangs, their rabid pursuit of any opportunity to make a buck has bought them a lot of clout in city politics. A common trait of the East Side Boys is a love for the “good life”, personified in each individual ganger’s obsession with flashy attire, fancy cars, sleek new weapons, and an abundance of “furniture”.

Despite having the money to buy real respect, the gang’s sleazy “wannabe-mafia” image persists. Many urban gangs see the East Side Boys as little more than “ghetto playboys”, which is not far from the truth. Regardless, they are so numerous that as a single entity the East Side Boys are second only in power and clout in Metropolis Rho to the West Side Gang.

East-Side Boy, Strong Hero 1: CR 1; Medium-size humanoid; HD 1d8+2; HP 7; Mas 14; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+0 size, +2

Dex, +1 class); BAB +1; Grap +2; Atk +2 melee (by weapon), or +3 ranged (2d6, Parker Hale IDW); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL East Side Boys; SV Fort +3, Ref +2, Will +1; AP 0; Rep +0; Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Hide +3, Intimidate +1, Knowledge (Streetwise) +2, Listen +2, Move Silently +3, Spot +2.

Feats: Advanced Firearms Proficiency, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology.

Talents (Strong Hero): Melee Smash.

Possessions: Expensive clothes, Parker Hale IDW, one box of 9mm ammunition (20).

TURF COWBOYS

Renowned for their vicious reprisals against gangs who try to operate in their “territory”, the Turf Cowboys have earned themselves a violent reputation over the years. Primarily interested in the manufacturing and supply of recreational chems (“drugs”), the Turf Cowboys operate numerous mills and provide a solid 15% of the city’s entire drug supply. On top of this they field one of the more effective “armies” in the Metropolis, with some of the most elite footmen of any Metropolis gang ready to enforce their will. Even the city’s more powerful gangs tend to avoid the Turf Cowboys, preferring to use diplomacy to solve financial or territorial disputes, knowing that any clashes with the gang will likely lead to unacceptable damage to the city.

Turf Cowboy, Tough Hero 6: CR 6; Medium-size humanoid; HD 6d10+6 plus 6; HP 45; Mas 13; Init +2; Spd 30 ft; Defense 17, touch 15, flatfooted 15

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(+0 size, +2 Dex, +3 class, +2 equipment); BAB +4; Grap +6; Atk +6 melee (1d6+2, combat knife), or +7 ranged (2d6, HK MP5); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Turf Cowboys; SV Fort +4, Ref +4, Will +3; AP 3; Rep +2; Str 15, Dex 15, Con 13, Int 8, Wis 12, Cha 10.

Occupation: Predator (Intimidate).

Background: Degenerate (Drive).

Skills: Drive +5, Intimidate +3, Knowledge (Current Events) +2, Knowledge (Popular Culture) +2, Knowledge (Streetwise) +2, Listen +3, Spot +6.

Feats: Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Brawl, Knockout Punch, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Streetfighting.

Talents (Tough Hero): Robust, Damage Reduction 1/—, Damage Reduction 2/—.

Possessions: Functional clothes, HK MP5, two boxes of 9mm ammunition (60), combat knife, leather armor.

MIDTOWN ANGELS

One of the more rough-and-tumble gangs of Metropolis Rho, the Midtown Angels shy away from the bright lights of the inner city and tend to do much of their business with the Unproductives and “less desirable” elements of the Metropolis. Though once situated in the Downtown area, the ‘Angels have migrated over the years to the fringes due to the encroachment of other, more organized gangs on their traditional turf. Partly crippled by the rabid love of freedom (which prohibits them from regularly participating in the Council of Gangs, as to them it means a willingness to accept someone else’s authority over their activities), the ‘Angels have been marginalized in city politics.

Despite this the gang remains strong, selling drugs and stolen goods (such as weapons) to the people

who need them the most: the poor of Metropolis Rho.

Midtown Angel, Tough Hero 2: CR 2; Medium-size humanoid; HD 2d10+4 plus 3; HP 18; Mas 14; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); BAB +1; Grap +2; Atk +2 melee (1d6+1, rifle butt), or +3 ranged (2d6, Uzi); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Midtown Angels; SV Fort +4, Ref +2, Will -1; AP 1; Rep +0; Str 13, Dex 14, Con 14, Int 10, Wis 8, Cha 12.

Occupation: Predator (Sense Motive).

Background: Degenerate (Knowledge [Business]).

Skills: Intimidate +4, Knowledge (Business) +2, Knowledge (Current Events) +1, Knowledge (Popular Culture) +1, Knowledge (Streetwise) +2, Sense Motive +1, Spot +1, Survival +1.

Feats: Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Toughness.

Talents (Tough Hero): Second Wind.

Possessions: Functional clothes, Uzi, two boxes of 9mm ammunition (40).

DESTROYERS

One of the most bloodthirsty gangs in the city, the “Destroyers” are an anarchist faction that rules its part of the city in a state of virtual chaos. Having scared-off legitimate businesses and industries through their wanton plundering, they have turned their part of the city into an abandoned ghetto. Only the most desperate Unproductives dare live as squatters among the hollow and empty neighborhoods claimed by the gang, having too little to attract the attentions of the district’s “overlords”.

Because they have driven away all wealth from their part of town, the Destroyers habitually wage

war on neighboring wards (and neighboring gangs) for the things they need to stay in power, venturing into outlying territories on large, well-armed “raids”. The Destroyers ransack businesses, loot stores, and play havoc on their rivals whenever it suits them. Hated by the more established gangs, the Destroyers manage to keep themselves sufficiently armed so that only punitive action has ever been taken against them (usually the capturing of homeless people from the Destroyers’ part of the city to be “executed” in a neighboring ward for crimes their overlords committed). The Destroyers typically restrict their activities to raiding other undesirables such as the Marbreds and the Metal Freaks (they once battled the Enforcers in a three-day “street war”, but neither side relishes the idea of repeating that incident in the near future).

Destroyer, Strong Hero 3/Raider 2: CR 5; Medium-size humanoid; HD 3d8+3 plus 2d10+2; HP 30; Mas 13; Init +2; Spd 30 ft; Defense 22, touch 15, flatfooted 20 (+0 size, +2 Dex, +3 class, +7 equipment); BAB +5; Grap +7; Atk +7 melee (1d6+4, rifle butt), or +8 ranged (2d8, M16A2); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Destroyers; SV Fort +5, Ref +5, Will +1; AP 2; Rep +1; Str 15, Dex 14, Con 13, Int 13, Wis 10, Cha 8.

Occupation: Predator (Intimidate).

Background: Degenerate (Drive).

Skills: Climb +4, Drive +6, Gather Information +1, Hide +3, Intimidate +2, Jump +4, Knowledge (Current Events) +3, Knowledge (Tactics) +8, Move Silently +3, Repair +5, Survival +2.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (M16A2).

Talents (Strong Hero): Melee Smash, Improved

Melee Smash.

Talents (Raider): Chaps and Chains +1, Bloodthirsty Cry.

Possessions: Functional clothes, M16A2, two boxes of 5.56mm ammunition (60), one fragmentation grenade, tactical vest.

UPTOWN PLAYBOYS

On seeing a member of the Uptown Playboys one wouldn't suspect he (or sometimes she) was in fact a ganger. The Uptown Playboys are one of only a handful of gangs in Metropolis Rho who have dragged themselves off the mean streets and turned themselves into a "semi-legitimate" organization that uses tact, diplomacy, and negotiations to solve their problems rather than outright violence.

The Uptown Playboys fill a niche - they cater to the needs of the city's wealthiest citizens, providing top- notch drugs, objects d'art, and quality furniture, for the right price. While all of their "services" are extraordinarily expensive, the Playboys have made a reputation of never disappointing their clientele in any transaction. The gang holds numerous contracts with industry giants (such as Krestal Fuels) and individual citizens, offering regular services and even *insuring* paying customers against possible mishaps from the use of their "products" (in the rare event of a drug overdose, brain damage from a bad batch of DreamSlide, catching an STD from a piece of furniture, etc.).

Uptown Playboy, Charismatic Hero 2: CR 2; Medium-size humanoid; HD 2d6+0; HP 7; Mas 10; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d3-1 nonlethal, unarmed), or +2 ranged (2d6, TEC-9); FS 5 ft by 5 ft; Reach 5 ft; SQ none;

AL Uptown Playboys; SV Fort +2, Ref +3, Will +1; AP 1; Rep +2; Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 15.

Occupation: Slaver (Gather Information, Knowledge [Business]).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Bluff +7, Diplomacy +9, Disguise +3, Gather Information +9, Intimidate +7, Knowledge (Business) +7, Knowledge (Current Events) +7, Knowledge (Popular Culture) +7, Knowledge (Streetwise) +7, Listen +2, Perform +7, Spot +2.

Feats: Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Silver Tongue, Trustworthy.

Talents (Charismatic Hero): Fast-Talk.

Possessions: Expensive clothes, TEC-9, one box of 9mm ammunition (32).

CHROME CADRE

A powerful gang by virtue of their violent nature, the Chrome Cadre specializes in the sale of black market cybernetics - rare artifacts that predate the Fall but are still in great demand among the city's more war-like gangs, where any edge can mean the difference between life and death in the daily battle for turf. The 'Cadre boasts the largest collection of cybernetics in the city (the Metal Freaks come in a close second), and their foot soldiers bristle and gleam with "chrome" parts - bionic arms, cybernetic eyes, biomechanical targeters, etc., with all parts and requisite surgery financed by the gang. 'Cadre followers are renowned for their absolute loyalty to the organization, and rumor has it that each new recruit is required to have a chip implanted in his brain that will explode (taking off his head) if he betrays the 'Cadre.

Chrome Cadre, Fast Hero 3: CR 3; Medium-size humanoid; HD 3d8+6 plus 3; HP 23; Mas 14; Init +1; Spd 30 ft; Defense 17, touch 15, flatfooted 16 (+0 size, +1 Dex, +4 class, +2 equipment); BAB +2; Grap +4; Atk +4 melee (1d6+2, weapon), or +3 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ electricity vulnerability, susceptibility to attack, massive damage effects; AL Chrome Cadre; SV Fort +3, Ref +3, Will +2; AP 1; Rep +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Technology]).

Skills: Drive +3, Hide +3, Intimidate +3, Knowledge (Current Events) +2, Knowledge (Streetwise) +4, Knowledge (Technology) +4, Move Silently +3, Repair +2, Sleight of Hand +3, Tumble +5.

Feats: Double Tap, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Toughness.

Talents (Fast Hero): Evasion.

Possessions: Functional clothes, MAG-7, three boxes of 12-gauge ammunition (15), *dermal plating* +2 (see *The Foundationists*).

SOUTH SIDE KILLERS

The South Side Killers are a ruthless organization that makes the majority of its gang money from the sale of weapons, with some small drug peddling and prostitution enterprises on the side. In a city whose very existence thrives on violence (as much to keep the population under control as anything else), the demand for weapons is always high; as such, the South Side Killers remain a strong and politically powerful gang due to their assets, connections, and popularity with the people living on the Metropolis streets.

South Side Killer, Tough Hero 2/Fast Hero 2: CR 4; Medium-size humanoid; HD 2d10+4 plus 2d8+4 plus 3; HP 31; Mas 14; Init +2; Spd 30 ft; Defense 21, touch 18, flatfooted 19 (+0 size, +2 Dex, +6 class, +3 equipment); BAB +2; Grap +3; Atk +3 melee (1+1, brass knuckles), or +4 ranged (2d6, TEC-9); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL South Side Killers; SV Fort +4, Ref +4, Will +0; AP 2; Rep +0; Str 13, Dex 15, Con 15, Int 12, Wis 10, Cha 8.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Business]).

Skills: Drive +4, Hide +4, Intimidate +3, Knowledge (Business) +5, Knowledge (Current Events) +3, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +5, Listen +2, Move Silently +4, Sleight of Hand +4, Spot +6, Tumble +6.

Feats: Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Toughness.

Talents (Tough Hero): Remain Conscious.

Talents (Fast Hero): Evasion.

Possessions: Functional clothes, TEC-9, one box of 9mm ammunition (32), undercover vest, brass knuckles.

CATS

A unique organization among the gangs of Metropolis Rho, the “Cats” consider themselves scholars and gentlemen - and behave as such. Professional burglars and thieves, the Cats have risen above the violent methods of their peers, turning the crime of theft into a true art form.

Though they claim to be descended from criminals released from the Pen sometime before/during/after the Fall, the Cats are largely mercenary these days, selling their skills as burglars, art thieves, and

safecracks to those gangs (and sometimes wealthy individuals) who are willing to pay for them. The Cats almost seem to “play” with their targets, adhering to cavalier codes of conduct (doing as little collateral damage as possible when blowing a safe, for example, using sleeping gas on guards instead of killing them, etc.) and often leaving calling cards that are as much a way to brag about their skills as to advertise their services for future customers!

In addition to stealing valuable material goods, the Cats also offer “information gathering” services, installing bugs and other secret surveillance devices to gather information for paying customers from even the most secure highrises and gang hideouts.

Cat, Fast Hero 2/Charismatic Hero 1: CR 3; Medium-size humanoid; HD 2d8-2 plus 1d6-1; HP 10; Mas 8; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); BAB +1; Grap +1; Atk +1 melee (1d3 nonlethal, unarmed), or +3 ranged (2d6, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Cats; SV Fort +0, Ref +7, Will +1; AP 1; Rep +2; Str 10, Dex 15, Con 8, Int 12, Wis 13, Cha 14.

Occupation: Predator (Sense Motive).

Background: Degenerate (Knowledge [Current Events]).

Skills: Balance +7, Disguise +5, Escape Artist +7, Gather Information +5, Hide +9, Knowledge (Business) +3, Knowledge (Current Events) +2, Move Silently +9, Sense Motive +2, Sleight of Hand +9, Tumble +7.

Feats: Lightning Reflexes, Nimble, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Stealthy.

Talents (Fast Hero): Evasion.

Talents (Charismatic Hero): Charm.

Possessions: Black coveralls, Beretta 92F, one

box of 9mm ammunition (15), suppressor, tear gas grenade, flashlight, autograpnel, two power cells.

SWITCHBLADES

The Switchblades are a large and violent gang, who have risen from mere thugs terrorizing a particular part of the city to become “legitimate” members of society. Though they retain a tough edge (using a switchblade to slice a rival’s throat remains their favored form of gangland execution), the Switchblades primarily operate as legitimate protectors of the constituents of their part of town - fighting for and defending the citizens from attacks by neighboring gangs (for a fee). Gone are the days of intimidation to make money; with the many violent gangs that threaten the average citizen, the Switchblades don’t have to ask to get paying customers.

Switchblade, Strong Hero 1/Tough Hero 1: CR 2; Medium-size humanoid; HD 1d8+1 plus 1d10+1; HP 13; Mas 13; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class); BAB +1; Grap +3; Atk +4 melee (1d6+3, combat knife), or +3 ranged (2d8, MAG-7); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Switchblades; SV Fort +3, Ref +2, Will +0; AP 1; Rep +0; Str 15, Dex 14, Con 13, Int 8, Wis 10, Cha 12.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Intimidate +3, Knowledge (Current Events) +1, Knowledge (Streetwise) +1, Knowledge (Tactics) +1, Spot +2.

Feats: Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (combat knife).

Talents (Strong Hero): Melee Smash.

Talents (Tough Hero): Second Wind.

Possessions: Functional clothes, MAG-7, one box of 12-gauge ammunition (5), combat knife.

NIGHTCRAWLERS

A particularly loathsome gang, the “Nightcrawlers,” are mercenaries and kidnappers who sell their skills to paying customers, such as the city’s major gangs and less scrupulous industrial companies. The Nightcrawlers are often hired to break into heavily-guarded establishments to abduct key members of one faction or another, and hold them “on ice” until “negotiations” can be conducted that are satisfactory to their current employer. Wives, favored concubines, and even the children of a gang leader’s own family are all fair game for the Nightcrawlers. They have numerous secret safe houses throughout the city where they hold their captives, and the identity of these hideouts is well-guarded.

Nightcrawler, Fast Hero 2: CR 2; Medium-size humanoid; HD 2d8+4; HP 13; Mas 14; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); BAB +1; Grap +1; Atk +1 melee (1d6, combat knife), or +4 ranged (2d6, Glock 17); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Nightcrawlers; SV Fort +2, Ref +4, Will +1; AP 1; Rep +3; Str 10, Dex 15, Con 14, Int 12, Wis 13, Cha 8.

Occupation: Predator (Sense Motive).

Background: Degenerate (Knowledge [Business]).

Skills: Balance +7, Escape Artist +7, Hide +9, Knowledge (Business) +3, Knowledge (Streetwise) +3, Move Silently +9, Sense Motive +3, Sleight of Hand +4, Tumble +4.

Feats: Low Profile, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology,

Stealthy.

Talents (Fast Hero): Evasion.

Possessions: Functional clothes, ski mask, Glock 17, one box of 9mm ammunition (17), suppressor, handcuffs, combat knife.

DR. JONES’ CANDYMEN

The legendary “Dr. Jones” who established this gang over 200 years ago no longer exists, but the organization he created in Ancient times persists to this day. The “Candymen” are descended from a long line of drug cartels that once infested Metropolis Rho in its early years, carrying on the tradition of supplying the public with recreational narcotics and even more dangerous chems. The Candymen stand above the other gangs of the city (most of whom have a hand in the drug trade in one shape or another) in that they are reported to have access to every drug imaginable, and are willing to part with them - for a price. In addition to more conventional drugs (like Cat, DreamSlide, and Eros), the Candymen have old-fashioned drugs (cocaine, crack, etc.) and even combat drugs (such as stimshots, hercurin, and hemochem) for sale.

Candyman, Smart Hero 3: CR 3; Medium-size humanoid; HD 3d6+0; HP 11; Mas 10; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d3-1 nonlethal, unarmed), or +3 ranged (2d6, Parker Hale IDW); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Dr. Jones’ Candymen; SV Fort +1, Ref +3, Will +3; AP 1; Rep +1; Str 8, Dex 14, Con 10, Int 15, Wis 13, Cha 12.

Occupation: Academic (DW) (Knowledge [Business], Knowledge [Streetwise]).

Background: Degenerate (Knowledge [Popular Culture]).

Skills: Bluff +3, Craft (chemical) +8, Craft (pharmaceutical) +11, Diplomacy +3, Intimidate +3, Knowledge (Business) +8, Knowledge (Current Events) +8, Knowledge (Popular Culture) +8, Knowledge (Streetwise) +8, Listen +2, Research +8, Sense Motive +3, Spot +2, Treat Injury +3.

Feats: Advanced Firearms Proficiency, Burst Fire, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Resistant*.

Talents (Smart Hero): Savant (Craft [pharmaceutical]), Trick.

Possessions: Expensive clothes, Parker Hale IDW, one box of 9mm ammunition (20), ready syringe (with one dose of *Psycho*).

METAL FREAKS

The only real competition of the Chrome Cadre, the so-called “Metal Freaks” offer discount cybernetics for low prices - but the quality of their goods is questionable at best. The ‘Freaks have a reputation for shoddy merchandise, with rumors circulating that some of their hardware’s neural connections, if installed incorrectly, can drive a man insane with only a few hours of use. The ‘Freaks deny these allegations, but their own record of unprovoked attacks on the Chrome Cadre and other neighboring gangs lends a lot of credibility to the rumors that they are just a bunch of psychos trying to turn everyone in the city into “half-metal cyborgs”.

Metal Freak, Strong Hero 3/Smart Hero 1: CR 4; Medium-size humanoid; HD 3d8+6 plus 1d6+2; HP 26; Mas 14; Init +2; Spd 30 ft; Defense 20, touch 14, flatfooted 18 (+0 size, +2 Dex, +2 class, +6 equipment); BAB +3; Grap +8; Atk +9 melee (2d6+7, crusher arms), or +5 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ electricity vulnerability, susceptibility to attack, massive damage effects; AL

Metal Freaks; SV Fort +4, Ref +3, Will +3; AP 2; Rep +1; Str 21, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Predator (Sense Motive).

Background: Degenerate (Knowledge [Technology]).

Skills: Craft (electronic) +3, Disable Device +3, Knowledge (Current Events) +2, Knowledge (Popular Culture) +2, Knowledge (Streetwise) +2, Knowledge (Tactics) +2, Knowledge (Technology) +4, Repair +8, Sense Motive +3.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Post-Apocalyptic Technology, Power Attack, Primitive Technology, Weapon Focus (crusher arms).

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Talents (Smart Hero): Savant (Repair).

Possessions: Functional clothes, *crusher arms* (see *The Foundationists*), tactical vest, can of *Tufn-Up*.

CAPBUSTERS

The Capbusters are a Metropolis gang closely allied with the West Side Gang and South Side Killers, who rely on outright banditry to stay alive. From their ward in the city the Capbusters stream out to raid neighboring districts, hitting banks and other financial institutions with lightning precision. Despised by their neighbors (who often come to the Council of Gangs with protests), the Capbusters have too many powerful allies (namely the ruling gang, the West Side Gang) to be brought to justice.

Grandiose and carefree to the point of folly, the thugs of the Capbusters have come to rely on the protection of their allies, and it remains to be seen whether or not they will simply be absorbed by the West Side Gang in the coming years.

Capbuster, Strong Hero 2: CR 2; Medium-size humanoid; HD 2d8+4; HP 13; Mas 15; Init +2; Spd 30 ft; Defense 17, touch 14, flatfooted 15 (+0 size, +2 Dex, +2 class, +3 equipment); BAB +2; Grap +3; Atk +3 melee (1+1, brass knuckles), or +5 ranged (2d8, Remington Streetsweeper); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Capbusters; SV Fort +4, Ref +2, Will +0; AP 1; Rep +0; Str 13, Dex 14, Con 15, Int 10, Wis 10, Cha 12.

Occupation: Predator (Intimidate).

Background: Degenerate (Drive).

Skills: Drive +7, Intimidate +6, Knowledge (Streetwise) +2, Knowledge (Tactics) +3.

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (Remington Streetsweeper).

Talents (Strong Hero): Extreme Effort.

Possessions: Expensive clothes, Remington Streetsweeper, 12 rounds of 12-gauge ammunition, brass knuckles, undercover vest.

ZONE RANGERS

The so-called “Zone Rangers” are a loose brotherhood of scavys; men who inhabit the most obscure outer Zones in almost complete isolation. Here, among the ruins of parts of the Metropolis long forgotten by the citizenry, the Zone Rangers scrounge for lost artifacts and junk to bring back into the city and trade for the things they need to survive.

Typical Zone Rangers are cruel opportunists; scavengers who would gladly murder another man for his shoes if he thought the odds were on his side. Life on the outskirts of the city is rough and resources so thin that killing for one’s next meal is not uncommon. They are also highly territorial, even among their own members; any ‘Ranger who

wanders into another ‘Ranger’s part of the ruins is fair game. Despite this (or perhaps because of this) the Zone Rangers have a dreaded reputation, and few of the major city gangs bother venturing into the Zones these days for fear of being hunted down by these legendary “shadows”. Masters of stealth and survival, Zone Rangers are said to always be invisible - until they want to be seen.

Rumors persist that individual Zone Rangers know of ways through the city’s great outer dome, and using secret tunnels can access the Barrier beyond to scavenge the defenses for antiquated weapons such as lasers and mines.

Zone Ranger, Fast Hero 3/Skulk 3/Barrier Scav 1:

CR 7; Medium-size humanoid; HD 3d8 plus 3d8 plus 1d8; HP 32; Mas 11; Init +2; Spd 35 ft; Defense 19, touch 19, flatfooted 17 (+0 size, +2 Dex, +7 class); BAB +4; Grap +5; Atk +5 melee (1d6+1, combat knife), or +6 ranged (2d10, 7.62mm pipe rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Zone Rangers; SV Fort +3, Ref +8, Will +3; AP 3; Rep +1; Str 12, Dex 15, Con 11, Int 14, Wis 13, Cha 8.

Occupation: Guide (Navigate, Survival).

Background: Degenerate (Knowledge [Tactics]).

Skills: Balance +3, Handle Animal +1, Hide +23, Jump +3, Knowledge (Streetwise) +3, Knowledge (Tactics) +8, Listen +5, Move Silently +10, Navigate +4, Search +15, Sleight of Hand +8, Spot +5, Survival +4.

Feats: Dead Aim, Far Shot, Improved Dead Aim, Post-Apocalyptic Technology, Primitive Technology, Stealthy, Track, Vulture.

Talents (Fast Hero): Evasion, Increased Speed.

Talents (Skulk): Sweep, Sneak Attack +1d6.

Talents (Barrier Scav): Survival Instinct +1, Urban Shadow.

Possessions: Rag clothes, dust mask, goggles, 7.62mm pipe rifle, 3d6 rounds of 7.62mm ammunition, combat knife, ghillie suit.

MARBREDS

The Marbreds occupy a small part of the Metropolis Zones, operating with textbook efficiency the remnants of a sprawling cigarette factory that survived the Fall. Though the conditions at the plant are miserable at best (resembling the worst of pre-Fall sweatshops), the Marbreds boast of 100% employment in their ward (virtually everyone under their dominion works at the plant) and, more importantly, offer a priceless luxury to those citizens of the Metropolis who can afford it: cigars and cigarettes.

As a gang the Marbreds are not particularly powerful or even influential, but they are a ruthless brotherhood that will do virtually anything to maintain control over their part of the city. Those people, who live in Marbred neighborhoods, while subjected to terrible working conditions, are given free housing and supplemental food rations by the gang, so that while things are bad in their part of town there are always enough people willing to work to keep the Marbreds in business.

Marbred, Strong Hero 1: CR 1; Medium-size humanoid; HD 1d8+1; HP 6; Mas 13; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class); BAB +1; Grap +3; Atk +3 melee (1d6+3, rifle butt), or +3 ranged (2d8, M4); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Marbreds; SV Fort +2, Ref +2, Will +1; AP 0; Rep +0; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Slaver (Intimidate, Knowledge [Business]).

Background: Degenerate (Knowledge

[Streetwise]).

Skills: Craft (pharmaceutical) +1, Intimidate +3, Knowledge (Business) +2, Knowledge (Popular Culture) +2, Knowledge (Streetwise) +2.

Feats: Advanced Firearms Proficiency, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology.

Talents (Strong Hero): Melee Smash.

Possessions: Functional clothes, M4 Carbine, one box of 5.56mm ammunition (30), box of matches, box of cigarettes.

CHUDS

Little is known of this ambiguous gang, though rumors among the city's street people persist that "people" do live in the sewers beneath Metropolis Rho. These "people" (known as "Chuds" after some obscure movie from the 20th century) are said to be "changed" from living underground, having acquired cannibalistic tastes and animal-like hunger. Though there is ample evidence that these people do in fact exist (enough that the gangs of the city no longer dare to use the sewers for their activities), the Chuds - whoever they are - have avoided all opportunities to make their presence known and claim a seat on the Council of Gangs.

Chud, Fast Hero 2: CR 2; Medium-size humanoid; HD 2d8+2; HP 11; Mas 13; Init +2; Spd 35 ft; Defense 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); BAB +1; Grap +3; Atk +4 melee (3d4+2, dicechain), or +4 ranged (3d4+2, dicechain); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, darkvision, blindness in light, phobia (open spaces); AL Chuds; SV Fort +1, Ref +4, Will +1; AP 1; Rep +0; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Predator (Hide).

Background: Degenerate (Knowledge [Tactics]).

Mutations and Defects: Sensitive Sight x2, Photosensitivity, Phobia (open spaces).

Skills: Escape Artist +6, Hide +9, Knowledge (Tactics) +1, Listen +3, Move Silently +9, Spot +3.

Feats: Exotic Weapon Proficiency (dicechain), Post-Apocalyptic Technology, Primitive Technology, Stealthy, Weapon Focus (dice chain).

Talents (Fast Hero): Increased Speed.

Possessions: Rag clothes, dicechain.



SODOMITES

Just one of many minor gangs that infest the Metropolis, the “Sodomites” are a particularly deviant group whose members model themselves after S&M fetishists. With only a small following, the Sodomites are generally confined to parts of town where their kind fit right in - such as the sex clubs and anarchist hangouts of the Downtown quarter. Relying primarily on petty theft and armed robbery, the Sodomites are by and large an insignificant presence even in their own part of town.

Sodomite, Strong Hero 1: CR 1; Medium-size humanoid; HD 1d8+2; HP 7; Mas 14; Init +0; Spd 30 ft; Defense 13, touch 11, flatfooted 13 (+0 size, +0 Dex, +1 class, +2 equipment); BAB +1; Grap +3; Atk +3 melee (1d6+3, metal baton), or +1 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Sodomites; SV Fort +3, Ref +0, Will +1; AP 0; Rep +0; Str 15, Dex 10, Con 14, Int 12, Wis 13, Cha 8.

Occupation: Predator (Hide).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Hide +4, Intimidate +0, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +3, Listen +2, Move Silently +3, Search +2, Spot +2.

Feats: Armor Proficiency (light), Post-Apocalyptic Technology, Primitive Technology, Stealthy.

Talents (Strong Hero): Melee Smash.

Possessions: Metal baton or combat knife, leather armor.

LIFERS

The so-called “Lifers” are a minor Metropolis gang. Unable (or unwilling) to invest in the kind of industries that make minor gangs into major players, the Lifers seem content with ruling their turf as petty

dictators, using terror to steal from (or blackmail) the few businesses that manage to persist in their part of the city. Riding around in beat-up vehicles (spray painted and covered in obscene graffiti), sightings of “convoys” of these violent gangers are not uncommon in the poorer parts of the city.

Lifer, Tough Hero 1: CR 1; Medium-size humanoid; HD 1d10+1; HP 7; Mas 13; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class); BAB +0; Grap +2; Atk +2 melee (1d6+2, rifle butt), or +2 ranged (2d8, Remington Streetsweeper); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Lifers; SV Fort +2, Ref +2, Will +0; AP 0; Rep +0; Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Predator (Intimidate).

Background: Degenerate (Drive).

Skills: Drive +6, Intimidate +3, Knowledge (Current Events) +3, Knowledge (Streetwise) +3, Pilot +4, Spot +4, Survival +2.

Feats: Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Vehicle Expert.

Talents (Tough Hero): Second Wind.

Possessions: Remington Streetsweeper, 12 rounds of 12-gauge ammunition, can of *Tufn-Up*.

MAVERICKS

The gang known as the Mavericks have been in trouble with the Council of Gangs for years. Once the recognized administrators of an entire district, the Mavericks have slipped in the eyes of their more powerful (and prestigious) peers through their own reckless brand of rule - a style of governorship that largely leaves the people to fend for themselves, and the Mavericks to merely skim what they want when it strikes their fancy. Ignoring the needs of their district, their brand of “government” has allowed the

neighborhoods under their control to dissolve into chaos and anarchy, where outlaws (those hunted by society) can flee to for safety.

Discussions are under way by the Council of Gangs to dissolve the Mavericks’ charter to rule, a move that will strip them of any remaining political clout in the city, and reduce them to the status of a former power.

Maverick, Strong Hero 2: CR 2; Medium-size humanoid; HD 2d8+4; HP 13; Mas 15; Init +2; Spd 30 ft; Defense 17, touch 14, flatfooted 15 (+0 size, +2 Dex, +2 class, +3 equipment); BAB +2; Grap +3; Atk +3 melee (1+2, brass knuckles), or +6 ranged (2d6, Colt M1911); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Mavericks; SV Fort +4, Ref +2, Will +1; AP 1; Rep +0; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Intimidate +4, Knowledge (Streetwise) +5, Knowledge (Tactics) +5.

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (Colt M1911).

Talents (Strong Hero): Melee Smash.

Possessions: Functional clothes, Colt M1911, two boxes of .45 ammunition (14), undercover vest, brass knuckles.

JUVIES

A sad but inevitable product of Metropolis culture, the “Juvies” are a loose organization of street kids and violent youths who have turned to opportunistic crime just to survive. These children come from various sectors of the city’s poor and impoverished masses; the sons and daughters of Unproductive families, kids orphaned by the endless gang wars,

CHARACTERS WITH GANG ORIGINS

In a setting like Metropolis Rho, many characters will likely have ties to, or at least origins with, the gangs of the city. Even Enforcers and members of the Tech Union often have shady pasts, either having been raised by one gang or another, or having been employed by a gang (willingly or otherwise) before starting a “new life” in their current occupation.

The best way to reflect the gang origins of most characters from Metropolis Rho (and to encourage players to actually read up on and choose a gang to be from) is to offer gang-specific bonus feats. Depending on the gang the character originally comes from, the following feats should be added to the list of available bonus feats (normally determined by whatever class the character is in). Table 1-2 lists the bonus feats available to members (and former members) of each Metropolis gang (feats in *italics* are new feats introduced in this sourcebook).

TABLE 1-2: GANG ORIGIN BONUS FEATS

Name	Bonus Class Feats
West Side Gang	Market, Renown, Silver Tongue
Enforcers	Attentive, Peacekeeper, Weapon Focus (any)
East Side Boys	Deceptive, Market, Silver Tongue
Turf Cowboys	Confident, Toughness, Weapon Focus (any)
Midtown Angels	Brawl, Iron Will, Streetfighting
Destroyers	Armor Proficiency (any), Toughness, Weapon Focus (any)
Uptown Playboys	Concubine, Silver Tongue, Trustworthy
Chrome Cadre	Chromed, Gearhead, Market
South Side Killers	Gearhead, Market, Weapon Focus (any)
Cats	Acrobatic, Stealthy, Trustworthy
Switchblades	Intimidating Strength, Renown, Weapon Focus (any)
Nightcrawlers	Cautious, Nimble, Stealthy
Dr. Jones' Candymen	Iron Will, Resistant, Silver Tongue
Metal Freaks	Brawl, Chromed, Streetfighting
Capbusters	Drive-By Attack, Toughness, Weapon Focus (any)
Zone Rangers	Animal Affinity, Stealthy, Vulture
Marbreds	Alertness, Gearhead, Market
Chuds	Exotic Weapon Proficiency (dicechain), Stealthy, Troglodyte
Sodomites	Brawl, Intimidating Strength, Streetfighting
Lifers	Drive-By Attack, Vehicle Expert, Weapon Focus (any)
Mavericks	Brawl, Streetfighting, Weapon Focus (any)
Juvies	Filthy, Low Profile, Stealthy

or simply rebellious youths and teens who ran away from abusive homes to find an even less desirable place on the gritty streets of the city.

The Juvies, though comparatively weak and poorly organized, are among the most vicious and sadistic of Metropolis gangs, similar to youth gangs of the late 20th century. Initiation rites usually involve mass beatings and/or the gang rape of would-be gangers, and after joining individual members live in constant fear of older members of the gang (who rule their individual neighborhoods as petty tyrants). The gang recruits children of any age below 16; boys and girls alike are forced to beg, pick pockets, snatch purses, shoplift, and even prostitute themselves for the “good

of the gang”.

The Juvies infest some parts of the Zones closest to the city; these neighborhoods are typically abandoned and heavily damaged, having nothing of value (if they did, more powerful gangs would drive the Juvies out and take the territory for themselves).

Juvie, Fast Hero 1: CR 1; Medium-size humanoid; HD 1d8-1; HP 4; Mas 8; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); BAB +0; Grap +1; Atk +1 melee (1d6+1, combat knife), or +2 ranged (2d8, MAG-7); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Juvies; SV Fort -1, Ref +3, Will +2; AP 0; Rep +0; Str 12, Dex 15, Con

8, Int 10, Wis 14, Cha 13.

Occupation: Predator (Sense Motive).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Escape Artist +6, Hide +8, Knowledge (Streetwise) +4, Move Silently +8, Sense Motive +4, Sleight of Hand +4.

Feats: Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Stealthy.

Talents (Fast Hero): Evasion.

Possessions: Rag clothes, MAG-7, one box of 12-gauge ammunition (5), combat knife.

THE ENFORCERS

Of all the factions that populate Metropolis Rho, making it the diverse canvas of criminal masterminds, gang lords, and corrupt officials that it is, none are more iconic to the setting than the “Enforcers”. The city’s sole police force, the Enforcers have evolved from the valiant civil servants of the past to become a paramilitary force of unprecedented prestige within the city, holding in their hands the keys to the Mayor’s power and the last vestiges of law and order.

This section is intended to briefly touch upon the Enforcers, with a look at the Enforcer hierarchy, rank system, pay scale, and a general overview of how the term “crime” has evolved in this degenerate locale.

HISTORY

The *Enforcers* of Metropolis Rho are the official protectors of the city. Generations ago, even before the Fall, this elite police force was established to keep peace and order in the city during the turbulent times predating the collapse of human civilization. Later, after people returned to re-populate the city and close off from the world, the Enforcer were re-established to continue the same mission. They monitored food distribution during the first years of rebuilding (when things were particularly rough), and fought destructive or anarchist factions that stood to gain from the collapse of the central order when the new Metropolis society was young. It is through their efforts, many believe, that Metropolis Rho was able to survive those harsh early years to become what is today, a secure haven for the last remnants of mankind.

Over time, the Enforcers have stuck somewhat true to their original mission, but they have evolved from a civilian enforcement agency into a paramilitary mercenary force due to the changing nature of the

city. The Enforcers now represent a very powerful institution (much more powerful than the law-enforcing branch of civil servants on which it was originally designed to resemble), clinging to illusions of tradition and maintaining their place through a mantle of city wide respect and fear.

Members of the Enforcers are brothers of a “fraternity” of sorts, well-armed and well-trained – a boy’s club with guns, authority, and led by a string of cunning and strategically-minded leaders who serve only the most powerful group in the city, the Mayor’s office. The Enforcers are organized as a single large body, ultimately loyal to the elected Mayor himself, whoever he may be at the time. In addition, the department is further broken down into *precincts*, located in various sections of different gang territories, responsible for maintaining order and the laws and edicts of the city’s long line of Mayors.

THE REALITY

In reality the Enforcers are more accurately described as the legal “army” of the Mayor. Although they do have more traditional duties (patrolling the streets, cracking down on wanton crime, investigating strange circumstances, gathering information, etc.), their real purpose these days is to protect the Mayor’s administration, and enforce his decrees.

The methods of the Enforcers have also changed over time, reflecting the spiraling violence of the city’s degenerating culture. For example, if a local ruling gang does not make the traditional payments or political gestures towards the government as expected, the Mayor will likely give the order for the local precincts to either conduct “random searches” of gang headquarters (usually arresting gang leaders, destroying gang facilities, etc. - in effect, a form of legal blackmail), or simply “stand down” and not interfere when the Mayor’s own private army of

thugs comes in to take over the action. It is thus wise, even for bitter rivals of the ruling Mayor, to pay him political complements or actual cash payments regularly to avoid having the police force ordered against them.

The Enforcers do serve the public, however. They act to cleanse the city of anarchists, radicals, and delinquents who threaten the fragile balance (political order and resources alike; both are precariously delicate). The Enforcers may even be called in to break up warfare between two gangs, but usually they refrain - wisely - from intervening. When they do, however, they come in force, with dozens of heavily armed officers in armored paddy-wagons with orders to sweep the streets clean, no questions asked.

Enforcer officers are generally very loyal to their comrades, and there is a very strong community sentiment among their ranks. They enjoy special benefits and privileges that other citizens do not enjoy - they have an established base from which to work from, established rights and the benefit of the doubt in almost every legal dispute, as well as the Mayor’s unspoken (but universally felt) approval in what they do. They are protected by others of their own kind, and are, by law, guaranteed a place to live along with regular rations. And, more importantly, they are paid commissions (or “bounties”) on their work, making them among the highest-paid individuals in the city.

Perhaps because of their close-knit fraternal mentality and their cart-blanche permission in all police matters, the Enforcers have become corrupt over the years. Individual officers often display subtle or overt cruelty in apprehending criminals, and little or no care is taken to ensure the public safety when the Enforcers make a raid or sweep the streets. Rape, torture, beatings, and murder by police officers is not uncommon, and members of the force have also been known to supplement their

incomes by skimming off the businesses in their beat (if a business owner does not pay, the police will unfortunately be mysteriously absent when a bunch of masked men come and burn it to the ground, harass the proprietor, etc.), dabbling in extortion of drug manufacturers in their precinct, or simply looting stores to sell the stolen merchandise in the chaos following street sweeps or riots.

Still, the Enforcers are perhaps the single-most prestigious institution in the Metropolis, next only to the Mayorship. Promises of power, prestige, and glaring wealth (in comparison to the vast urban poor) attracts many to the Enforcer fold. Similarly, the unquestioning brotherhood-mentality, which gives officers a free hand and grants protection from reprisals, also attracts many who have already grown up in the savage streets. Keeping themselves neutral when they can, throwing their weight and influence in only when it suits them best, has ensured the Enforcers have become the city's real ruling "gang".

ENFORCER HIERARCHY

The Enforcer organization is broken down into "precincts" (similar to gang "wards"), which are as much as a way to police the entire city as to disperse Enforcer resources over a broader area, so that a single strike by an enemy gang or vengeful rival can't do too much damage. Likewise the Enforcers, as a whole, are arranged in a rigid hierarchy that has withstood the test of time relatively unscathed, allowing them to resist the chaos of coup and counter-coup that has seen the rise and fall of countless gangs in the city.

PATROL OFFICER

Prerequisites: Personal Firearms Proficiency.

Monthly Pay: 1,200 credits.

ENFORCER EFFICIENCY

The Enforcers of Metropolis Rho are notorious for their brutality and efficiency as the sole enforcers of the city's laws. A single Enforcer is said to be the equal of three or four gangers, and to make sure this claim is true the Enforcers train continuously with a multitude of weapons and vehicles throughout their careers. Much of this "training" is true, live-fire exposure, and though the death rate of rookie Enforcers is high, those that survive even one or two missions as Enforcers are like the modern-day equivalent of hardened soldiers.

The mere presence of a single Enforcer is intimidating to most citizens of Metropolis Rho, since every Enforcer is effectively judge and jury rolled into one. While there are rules Enforcers must operate by, the degeneration of Rho society as a whole has given them a broad range in which to interpret the law. Investigations of Enforcer brutality - and excesses - have long gone unpunished, and the resulting effect has only made the Enforcers that much more fearsome. Since they are above the law, the best thing to do when an Enforcer is around is to just do what he says and hope the encounter is brief.

While at times they may seem like little more than just another violent gang themselves, individual Enforcers are easily distinguished against the city's colorful lineup of gangs. Recognized by their distinctive uniforms - a heavy suit of armor plate, with protective leg guards and arm greaves, and a menacing helmet that conceals their faces - there is no mistaking an Enforcer for the thugs that make up most gang armies. Their favored sidearm is the Wildey .44 Magnum, a powerful automatic pistol that is second to none in the Metropolis. Most Enforcers ride around in squad cars like the venerable "Terminator", a souped-up Crown Victoria that has been the hallmark of the Metropolis police force since the time of the Fall. Larger squads travel in "Peacemakers", heavy armored cars also from the time of the Ancients. These vehicles speak volumes of the kind of anarchy that reigns supreme in the city, requiring the maintenance of such massive vehicles to keep the "peace".

Patrol officer is the lowest Enforcer rank, but it is by no means an unworthy position; in fact, many citizens strive their entire lives hoping to become patrol officers, if not for the promise of lucrative wealth, then for the security of the uniform and the sense of belonging in so tight-knit a brotherhood.

New Enforcer "rookies" are only selected from the top candidates that apply each year. While the requisites are well known, the application and acceptance process has long been rife with corruption and bribery. As such it is expensive even to apply (the combination of numerous "application fees"

can be crippling to someone without the right connections), and to make matters worse, most candidates who apply and are found wanting are usually rejected in either a humiliating way - or are injured or even killed during the early phases of their training. Despite this, the city's fascination with the Enforcer organization (and all the privileges that being a member offer) means that there is never a shortage in potential recruits for the Enforcers.

Due to the abundance of Enforcers at this rank, patrol officers are called on to fill a number of roles in the city. These roles range from foot patrol (the

most dangerous assignment), to being assigned to either a two- or three-man *Terminator* patrol unit, or in some cases, a five-man *Peacemaker* unit. Patrol units generally move through a pre-designated area (known as a “beat”), keeping an eye out on the citizenry and responding to crimes as they happen. In addition, motorized patrol units can (and often are) called upon by a central dispatch to reinforce foot patrols or react swiftly to citizen calls for Enforcer assistance. Other duties include riot duty, guarding important city facilities, etc.

Patrol officers form the backbone of the Enforcer organization, serving as its rank-and-file and general “footmen”. Patrol officers assigned to given precincts form unique and lasting bonds with their fellow officers, bonds that often transcend their loyalty to the Mayor, the city, and even Enforcers of other precincts. Unique customs and traditions often develop as a result of this “fraternity mentality”, ranging from painful hazing of new recruits, to vowing never to leave a fallen comrade behind in the line of fire.

ASSAULT OFFICER

Prerequisites: Personal Firearms Proficiency, Point Blank Shot, Room-Broom.

Monthly Pay: 1,300 credits.

Members of the elite assault teams of the Enforcers are seasoned officers who have experience in urban combat techniques. In the crime-infested city of Metropolis Rho, dangerous gangsters leave a high toll on the ranks of the Enforcers, and any bronze who survives more than a few raids is often considered “elite” - and rightly so. Facing a steep learning curve, the assault Enforcer must quickly learn how (and how not) to conduct raids, including breaking down doors, sweeping rooms, and fighting in close

quarters against multiple foes.

Assault officers are usually looked-up to by their fellow Enforcers, as they are men who have volunteered for some of the most dangerous duties an officer can perform. Still, their do-or-die attitude often develops into a macabre detachment from life (even more so than your average citizen in Metropolis Rho), forming bonds among assault squads that can be extremely prejudiced against “outsiders”, even against other (non-assault) Enforcers.

TECHNICAL

Prerequisites: Educated (or Gearhead).

Monthly Pay: 1,500 credits.

Members of the technical branch of the Enforcers are collectively known as “technicals”, but their skills, specialties, and level of experience are quite diverse. Trained in various scientific fields by the city’s Tech Union, they commit their considerable skills to helping solve crimes or developing new and more efficient law enforcement technology and techniques. Typical technical divisions include forensics, ballistics, and research and development.

Most technicals are highly skilled and highly trained individuals leased to the Enforcers by the Tech Union. A typical lease usually runs from two to four years, and, if the technical performs well, his contract is often renegotiated without a hitch to prolong the technical’s service to the Enforcers. While new technicals assigned to the Enforcers are often first viewed as outsiders, and treated roughly by their lay brethren, more often than not a technical who has served with the Enforcers soon earns the trust and grudging admiration of his peers, and finds his new home a welcome one. Few technicals protest having their leases continued when asked to stay on by the Enforcers, seeing in the organization an

opportunity to shine in an environment typified by “low-brows” with a “stormtrooper” mentality.

Technicals enjoy many of the same privileges of Enforcer officers, but without any of the danger. Because they are usually more valuable in crime labs or behind research computers, technicals rarely leave their precinct headquarters, instead preferring to do their detective work from the security of a fortified station house. On the rare occasion a technical may be called into the field (for example, when a highly-trained electrician is needed to defuse a bomb), but when he does he is usually assigned a heavy Enforcer bodyguard consisting of 2-3 Assault officers.

DETECTIVE

Prerequisites: Personal Firearms Proficiency, character level 2+.

Monthly Pay: 1,200 credits.

Over the past 200 years the statistical landscape of the city’s unsolved crimes has changed drastically. With a legalization of many formerly illegal activities, as well as a trend towards the kind of violent crimes that are easily traced (such as gangland killings, drive-by shootings, and revenge slayings where tracing motive is usually a sure bet), the need for real detective work has become something of a secondary concern to the resource managers of Enforcer precincts. And with a much greater emphasis on fielding ever increasing numbers of officers with heavier and heavier firepower (and armor), the efforts of the Enforcers over the past two centuries have been focused on making tougher cops - not smarter ones.

Still, *detectives* are needed to solve the rare crime in the Metropolis that cannot be easily traced, glossed over, or forgotten - the kind of crimes that attract the attention of the public or, even worse, powerful

individuals who demand answers and swift justice.

Detectives are usually former patrol officers or technicals promoted from their previous duties due to either a record of continued success, exhibiting an unusual investigative aptitude, or cashing in favors they may have with their higher-ups. The assignment to detective brings no raise in pay, but it does offer other benefits making the promotion desirable. In addition to being pulled from the front lines of Enforcer work (which in and of itself is often enough to make most men envious), detectives are given much greater freedom to pursue their work, authority to pursue investigations into the affairs of private citizens, and the opportunity to enhance their regular wages through “skimming” (see *Enforcer Pay*, below).

The relationship between detectives and the patrol officers of their own precinct can vary from a mutual, professional respect to friendship or even rivalry and hatred. Detectives who openly flaunt their newfound status (and their safety, being far removed from the chaos of the streets) are often reviled by the rank-and-file, though some do manage to avoid rubbing the common footman the wrong way and curry contacts among the uniformed cops of the ‘force.

SERGEANT

Prerequisites: Personal Firearms Proficiency, Reputation +2, character level 2+.

Monthly Pay: 2,000 credits.

Due to the dwindling resources of the city *sergeants*, like patrol officers, fill a number of roles. In some precincts there are numerous sergeants permitting each to have a specialized job, while in others (where manpower may be low), sergeants are depended upon to shoulder a lot of responsibility.

By and large the duties of a sergeant include

supervising Enforcer activity within a precinct’s territory. This ranges from coordinating the activities of individual patrol squads, to assisting higher-ranking officers in conducting and executing raids or other large-scale actions, to running jail blocks and seeing to the protective custody of witnesses. Sergeants are also responsible for a great deal of paper work, being personally involved in the assignment of new recruits, rotating troublesome squad members around, and filing reports on the behavior and record of individual Enforcers under their command. Sergeants also serve as the patrol officers’ conduit to the higher-ups, processing complaints, materiel requisitions, and requests for transfers, as well as recommending their officers for promotions.

Generally speaking sergeants do not leave precinct headquarters, but for large operations they are expected to don armor and join their fellow officers when needed. Many sergeants see this as a prized opportunity to “leave the desk” and “crack some skulls”; others loathe revisiting the mean streets they so viciously fought to get away from.

LIEUTENANT

Prerequisites: Personal Firearms Proficiency, Int 13+, Reputation +2, character level 5+.

Monthly Pay: 3,000 credits.

Like other members of the Enforcers, the *lieutenant* shoulders a broad workload, with duties similar to the sergeant but usually involving a larger number of officers (or technicals, if the lieutenant is part of an investigative branch) or an entire section of his department. The lieutenant assigns officers to various cases, oversees their progress, allocates funds appropriated with the captain’s approval, and generally acts as the captain’s daily liaison to

the rank-and-file, making sure things are running smoothly (and vice versa, working closely with a precinct’s sergeants to keep a finger on the pulse of the station).

Lieutenants are also often called on to act as spokesmen for their individual precincts (when captains aren’t available - or are unwilling to be harassed by the press), addressing the public - including the media - whenever necessary. This usually puts junior lieutenants in the spotlight, and because of this they are often regarded as the public’s source of information on police affairs. Needless to say this exposure also attracts less savory elements, and many lieutenants work as Enforcers on the surface and as informers for the city’s major gangs behind closed doors.

This kind of corruption is generally kept subtle and low-key; in exchange for a steady stream of bribes lieutenants will keep their gang contacts apprised of planned investigations, raids, or arrests, but only under the condition that the information is never used to bring harm to the Enforcers (either individually or as a whole). This kind of “white bribery” is generally harmless enough that the corruption is seldom cracked down on (in fact many lieutenants have come to rely on gang bribes to supplement their income), though in the rare case that a gang violates the trust and uses the information to kill Enforcers, the lieutenant in question is usually “eliminated” by his own peers...if discovered.

CAPTAIN

Prerequisites: Personal Firearms Proficiency, Int 13+, Cha 13+, Reputation +3, character level 7+.

Monthly Pay: 10,000 credits.

While the *captain* sometimes has superiors of his own, for the most part he is looked up to (or in

some cases, despised) by the common Enforcer as the ultimate say-so in police affairs. Captains in the Enforcers are picked from the ranks of lieutenants, and only promoted after many years of experience and proven loyalty to the Enforcers. In addition, an aspiring candidate's record of service and administration is scrutinized; his political views tested and examined, so that only the most competent officers (with an unshakable vision for the future of the Enforcers that doesn't challenge the organization's history) are ever placed in so high a command position.

Needless to say, in an organization where ruthlessness, terror tactics, and the remorseless struggle for self-perpetuation are the ultimate goals, the men selected to lead whole precincts are usually the cream of the crop. *Most* captains in the city have either proven themselves under fire as patrol officers, through acts of loyalty either in the field, or as administrators that somehow preserved the integrity (and status quo) of the organization. *All* captains, regardless of their talents, can claim to have been owed favors by their higher-ups when they were promoted - it's the only way to get the job.

The captain's duties range from day-to-day administrative duties, to involvement in important investigations. Captains assign the officers under their command as needed, whether in the form of patrols for their part of town or in the form of investigative teams or additional manpower needed by the technical departments in their precinct. They sort through all requests and communications from the rank-and-file, and work directly with other captains (in other precincts) for joint operations or in cases where crimes committed come under more than one jurisdiction. This cooperation with other captains sometimes leads to rivalry, but more often than not allows captains to cultivate personal and professional

relationships with their peers that quickly evolve into political power (i.e. "favors") that can be called upon in the future.

Captains usually aren't corrupt, despite the corruption that infests the lower ranks. The simple reason is that while they may have former affiliations and gang ties, captains are powerful enough that once they reach this rank they begin to tell the gangs what to do, and not the other way around. Captain pay is high enough to keep them comfortably situated, and since an entire precinct's resources and funding is at their disposal they can (and are expected to) complement their pay as needed to keep them loyal to the organization.

Captains are still involved in politics, however, even though the Enforcers are officially "neutral". Captains are often looking out for the future, knowing that with each new election the political landscape of the city changes and former enemies must now become friends. Smart captains use their new power to keep themselves detached from the affairs of gangs, adhering to what everyone expects to be their duty, so that in the end whatever happens they can claim they were "only doing their job".

Each precinct in Metropolis Rho is run by a single captain, and collectively these experienced officers (who have their own hierarchy, based on aptitude and seniority) make up the "Police Commission" - an administrative body that unifies the Enforcers as a single organization and sees to its continued existence. A "council" that effectively rules the Enforcers, the Commission meets as needed (at least once each month, but sometimes two or three times a week), allowing a sharing of information, a pooling of resources, and opportunities to plan short and long-term strategies for the Enforcers.

Since there are a limited number of precincts, there are a limited number of captains, and as a

result openings are few and far between. Still, an ambitious officer can ensure his rise to prominence by sabotaging the career of his own captain, framing him for crimes or disloyalty, or outright assassinating him. While these are certainly illegal methods they are not unknown in the world of Enforcer politics, but more often than not a smart candidate will curry connections (and favors) from rival captains in the city, using these connections to call for a vote of no-confidence to have the current captain thrown out and himself elected in his place.

COMMISSIONER

Prerequisites: Personal Firearms Proficiency, Cha 13+, Reputation +6.

Monthly Pay: 15,000 credits.

Elected by the Police Commission for life, the *commissioner* of Enforcers is a carry-over from the law enforcement hierarchy of the past. Today the commissioner serves as the Enforcer organization's "public face", a liaison between the city's sole law enforcement agency and the people of the Metropolis. While long ago commissioners were only selected from among the captains of the Police Commission, the job required so much attention and constant public scrutiny (ranging sporadically between being trusted by the public to being vilified and made a scapegoat), as well as people skills to assuage the populace, that it became a position none of the more serious Enforcer commanders even wanted. As a result, the tradition of selecting a commissioner from their own ranks was retired, and instead the Police Commission began accepting any individual who could not only do the job (personifying the image of the Enforcer that the public wanted and demanded), but also suited their needs best. This usually involved being little more than a figurehead,

an individual who could be easily controlled by the Police Commission, taking the flak for the Enforcers' antics and failures while allowing the true culprits - the captains - to continue unmolested.

While the commissioner is rarely anything more than a demagogue thrown into an impressive Enforcer uniform, his position often allows him to make powerful contacts with various gangs, the Tech Union, and the Council of Gangs. In addition, while most Enforcers are pragmatists, some rookies still look up to the commissioner, refusing to believe the "stories" that portray him as nothing more than a puppet.

ENFORCER PAY

The wages Enforcers make are detailed in *Enforcer Hierarchy* (see above); below are detailed two other primary sources of Enforcer income, known as *bounties* and "skimming".

BOUNTIES

In addition to the regular wage they receive from their organization, the Mayor of Metropolis Rho typically keeps the Enforcers happy - and loyal to his administration - through the dispensation of what are known as "bounties". Bounties are almost identical to the payments of the same name from the ancient past; they are cash rewards given to individual officers for bringing down "criminals" wanted by the Mayor of the city.

Bounties are usually only collected on individuals (or entire gangs, in which case bounties are paid "per head" almost like cattle) who have wronged a Mayor, or else committed a crime that warrants the Mayor's personal wrath. The assignment of bounties is entirely the domain of the Mayor, but when a Mayor does publicly declare a bounty on someone's head he is bound to pay (through the city treasury, or

SPECIAL ENFORCER BENEFITS

In addition to belonging to a tight-knit brotherhood, having squadmates in the field, reinforcements to call upon when in trouble, as well as resources that supply free weapons, armor, and medicine, Enforcers also share in other benefits as well. These benefits are listed below:

- Regular monthly wages in credits (the precise amount depends on the character's rank);
- One food ration card each month;
- Communal living space at the precinct headquarters (if needed);
- The right to refuse any order to disarm or be disarmed (unless ordered to by an Enforcer of superior rank);
- Free legal protection and representation by Enforcer lawyers;
- In the absence of overwhelming evidence, automatic benefit of the doubt in legal disputes;
- Judged only by a jury of Enforcer peers, with at least one member of the jury being a current squadmate;
- Automatic reduction of all legal punishment to the minimum sentence (except for crimes committed against the Enforcers, which always receive the maximum punishment);
- If convicted, punishment and incarceration to be overseen in an Enforcer-run facility (i.e. not a public facility).

from his own personal funds if necessary). Needless to say, the Enforcers have come to rely on bounties to supplement their pay, and look forward to collecting bounties any way possible. This has been one of the main factors for keeping the Enforcers in line over the years, instead of de-evolving into a separate paramilitary force, an independent "super-faction" of its own.

Actual bounties can range considerably, from a mere twenty credits for every low-level ganger taken out in a Mayor's war against his rivals, to hundreds of thousands of credits for taking out personal enemies of the Mayor, such as enemy gang bosses or public figures who threaten to oppose/embarrass/bring harm to the administration.

SKIMMING

Established as a police tradition during the last anarchic years prior to the Fall, the custom of "skimming" by the law enforcers of Metropolis Rho has been one of the most effective tools of keeping the job of Enforcer lucrative and attractive.

Skimming is the tradition in which investigating officers are permitted to take valuables from a crime scene as personal "loot", usually divided equally among all members of the investigating squad. The amount of loot a squad will skim depends on its involvement in the investigation; usually the first patrol squad takes only a token amount, while detectives can (and usually do) help themselves to anything they deem "irrelevant" to the case at hand. Depending on the crime being investigated, this can range from the cash found in the wallet of a back-

alley corpse, to valuable furnishings, decorative art, and rare luxuries taken from a highrise murder scene.

The two rules of skimming are as follows:

1. Anything taken from a crime scene must still be reported to the precinct or investigating officer, in case it is later needed as evidence. There is usually a required waiting period as well before anything skimmed can be sold on the open market, in case the item(s) in question is needed for the crime's investigation.
2. The patrol unit that first arrives at a crime scene is usually permitted to pick one item for itself to be shared by its Enforcers. Ultimately, however, the investigative team has the say-so on which items can and cannot be taken from a crime scene (though this often leads to the patrol unit taking items and not reporting them, but the penalty for being caught doing this can be quite steep).

Skimming complements the regular wages and bounties Enforcers already receive and most Enforcers have come to rely on the tradition as part of their standard "benefits". In addition, the custom has curbed the flagrant misuse of Enforcers by the average citizens, who know that when Enforcers arrive they never leave without taking something "in payment for services rendered".

CRIME

The penal code of Metropolis Rho is not a static thing, but a set of laws and legal traditions that evolve and deviate with every ebb and flow of its degenerate society. While many of the crimes bear the same names as they did before the Fall, the 200+ years of

TABLE 1-3: CRIMES AND SENTENCING

Crime	Priority	Sentence
Arson/Gross Destruction	Top	Death
Controlled Weapons Trafficking	Top	10 years to Life
Controlled Weapons Use	Top	Death
Counterfeiting	High	Death
Drug Bootlegging	High	5 to 25 years
Termination Violation	High	Varies (usually Death)
Improper Product Labeling (Accidental)	Moderate	5 to 10 years
Improper Product Labeling (Intentional)	Moderate	Life
Manslaughter	Moderate	1 to 5 years
Murder	Moderate	10 years to Life
Bribery (Offering)	Low	1 month to 1 year
Bribery (Accepting)	Low	1 to 5 years
Harboring	Low	Varies
Larceny	Low	3 to 6 months
Grand Larceny	Low	1 to 10 years
Obstruction of Justice	Low	Varies
Rape	Low	3 months to 10 years
Robbery	Low	10 years to Life
Theft, Embezzlement, Trafficking	Low	3 months to 10 years
Unlawful Assembly	Low	1 week
Vagrancy	Low	1 week

self-imposed isolation by the people of Metropolis Rho have left them with wildly deviant ideas of what is right and wrong.

Below is a summary of the most serious crimes in the city, a general description of each, and typical punishments and attitudes towards that crime by the city's population.

ARSON/GROSS DESTRUCTION

The offense of *arson* (or "gross destruction", which covers any crime that causes irreparable large-scale damage to public property) is one of the most serious in the controlled environment of the Metropolis. Underneath the dome all things have become scarce, and without an influx of outside resources everything used today is recycled and re-used tomorrow. As a

result, damage to this fragile balance of environment and resources can be potentially devastating, even life-threatening, to society as a whole.

Actions that endanger the physical well being of the city itself are generally punishable by death, both to underscore the severity of the consequences of such wanton crimes, as well as to provide a strict example for others that gross destruction will not be tolerated. These executions are always televised publicly.

BRIBERY

The crime of *bribery* generally only applies to public officials (Enforcers included), and is more serious for the official implicated, assuming he accepted, than the individual who attempts a bribe. The penalty for

bribery is entirely variable, however, depending on what harm came as a result of the bribe.

CONTROLLED WEAPONS TRAFFICKING AND/OR USE

While there are virtually no gun laws to speak of in Metropolis Rho due to the willing acceptance of violence in society, highly destructive weapons (that is, weapons that cause a lot of collateral damage) are still generally illegal due to the potential to destroy priceless and irreplaceable resources. This includes virtually all explosives, fire-starting weaponry or devices, as well as weapons that by their use can cause significant structural damage to buildings, streets, etc.

The trafficking in controlled weapons is a serious crime, but actually using such a weapon is an even more serious offense, usually resulting execution (see *Arson/Gross Destruction*).

COUNTERFEITING

Due to the potential disruption this crime has on the fragile balance of economics (and politics, which, like the past, seems to go hand-in-hand with money) in the Metropolis, *counterfeiting* is a serious crime. Throughout Metropolis history various gangs explored counterfeiting as a means to supplement their income and were censured for their activities, but when it became clear just how catastrophic the dissemination of false money could be, the sentences involved skyrocketed. Counterfeiting is now a capital offense.

Because the gangs of the city now agree to an unofficial “ban” on counterfeiting activities, occurrences of this crime are few and far between, usually limited to small groups of desperate Unproductives trying to cook up “funny money” to

pay for their next meals. As a result most counterfeit jobs these days are rough and easily detected.

DRUG BOOTLEGGING

Unlike in the days predating the Fall, the manufacturing of narcotics and hallucinogens is no longer illegal in the Metropolis, and in fact contributes immensely to the very fabric of Metropolis society. In addition to providing addictive recreational alternatives, drugs also serve a vital role - dulling the senses to the miserable reality of life inside the dome (see *Cat* under *New Drugs* for one example).

Due to the large-scale nature of the drug industry in the city, the production of sub-standard or dangerous drugs is a serious offense. While guidelines are put forth by the Council of Gangs that outline how drugs should be made to meet certain standards, in reality these rules are in place not to protect the consumer, but to protect the companies and larger drug gangs from “drug bootleggers” who threaten the market with their cheaper alternatives. Since many of these bootleggers cut corners during the manufacturing of their drugs, impurities and sometimes even dangerous chemicals are left in the drug when they hit the streets.

Drug bootlegging is usually punishable to the extent of the law, since the prospect of bad (and possibly lethal) drugs floating around is bad for everyone. Bootleggers are usually shut down, imprisoned, and their financial backers fined heavily for their role.

HARBORING

Individuals or groups that knowingly *harbor* (protect, aid, or assist) wanted criminals are, by law, subject to the same punishment that the criminal faces,

regardless of whether or not the offender was aware of his assistance. This is to instill in all citizens the sense of responsibility for finding out who they hire, who they allow as tenants, and who they look the other way for.

IMPROPER PRODUCT LABELING

A seemingly minor crime that can have terrible consequences, *improper product labeling* has led to more mass deaths than any other form of corporate negligence in the city. In Metropolis Rho this has manifested over the years in the absent-minded bottling of industrial chemicals and poisons as common medicines, or caustic acids as ingested drugs and food additives. The government comes down hard on individuals or companies that violate these laws (as they shake the public’s confidence in industry), and sentences are noticeably higher if the violation is proven to have been intentional.

LARCENY/GRAND LARCENY

Larceny involves the opportunistic theft of goods of no great value, usually with a cap around 50 credits (above this and the crime becomes *grand larceny*); examples include picking pockets, purse snatching, and shoplifting. Unlike with the trafficking of stolen goods, larceny is considered more of a “nuisance crime”, and since it affects virtually everyone in the city (including the largest gangs), it is not generally justified as “economic Darwinism”. Since the city’s youth gangs seem to have no fear of even the largest gangs, the crime eats away at the patience of virtually every level of society.

MANSLAUGHTER

Manslaughter is the lesser offense in which a human being was killed as the result of another’s

actions. In the Metropolis manslaughter includes accidental killing, as well as industrial accidents that can be traced to an individual's carelessness or oversight, and even unintentional slayings from traffic accidents, faulty building construction, etc. In general, manslaughter is the charge when an individual's actions end up costing the lives of others, even though this was not the perpetrator's intention.

MURDER

While the focus of the Enforcers has evolved to narrow in on property crimes, the ugly face of the classic *murder* investigation has never been fully forgotten. Though Enforcers show little regard for the countless beatings, stabbings, and armed robberies that lead to death every day in the city, more suspicious murder cases draw public attention fast - and demand justice from all corners of Metropolis society.

The tenacity with which Enforcers pursue murder investigations also depends on the nature of the individual killed, political pressure from the Mayor's office, and of course public opinion. Generally speaking the Enforcers tend to gravitate towards whatever conclusion will bring a swift close to a given case, a sad reality that often leaves telling evidence uninvestigated, leads unexplored, and justice unrealized.

OBSTRUCTION OF JUSTICE/RESISTING ARREST

While this is hard to prove, any individual who hampers or resists an Enforcer while performing his sanctioned duties can be held on *obstruction of justice* charges. Mostly this merely involves increasing the sentence of a criminal, who resists being brought in, but "resisting arrest" is also justification enough for an Enforcer to bring his quarry down - with whatever force he deems necessary.

RAPE

The crime of *rape* has evolved over time in the city, keeping pace with the slow degeneration of women's rights. While it is still technically a crime to "rape", the emphasis has moved away from the actual pain, injury, and violation incurred on the victim, to focus more seriously on the damage the act does to a woman's ability to generate *income*. More importantly, furniture dealerships that rent women out to private citizens rabidly pursue rapists in court, since their crime (which is often violent) usually leaves the dealership's "property" worthless.

The punishment for rape in the Metropolis can vary depending on the circumstances, but by and large the sentence usually involves heavy fines, financial compensation, prison time, and being put on a watch list by all brothels and "furniture dealerships" noting the offender as a potential "problem customer".

ROBBERY

Robbery and armed robbery are no longer distinguished from one another in the city, since with the rapid propagation of firearms virtually all crimes committed today are violent ones. Like the trafficking of stolen goods, robbery is not a crime that is enforced in practice, though anyone with the legal acumen or clout can push an investigation (and conviction) through.

TERMINATION VIOLATIONS

Laws instated long ago to protect the genetic well-being of the city's inhabitants, the so-called "humane termination legislation" made it mandatory for all expecting mothers to deliver their children in the controlled environment of the city's *LifeCenter*. Under these laws, those children exhibiting a greater than average likelihood of developing a

genetic defect during life (i.e. a "mutant") are to be terminated in a humane fashion, so as to be unable to threaten the genetic integrity of the city's populace.

These laws are violated in one of three ways: either by failing (deliberately or otherwise) to deliver a child in the proper manner (i.e. in the LifeCenter), removing a child before he/she can be terminated, and simply by just being a mutant. The first case is considered a lesser crime, since many Unproductives continue to have children outside of the LifeCenter in far corners of the city. Children born in this illegal manner are taken into public custody and properly tested; those exhibiting signs of mutations are terminated, while those deemed healthy are returned to their parents, who are then fined.

In the latter two cases the offending party is subject to capital punishment (i.e. execution), without exception.

THEFT, EMBEZZLEMENT, AND TRAFFICKING IN STOLEN GOODS

Once considered a relatively serious crime, *theft* (including embezzlement and the trafficking of stolen goods) no longer holds much penalty in Metropolis Rho. Long ago the early gangs of the city tried to hoard resources to starve out their rivals, an act that (following their eventual destruction) forced the creation of a new system that made theft an accepted - if unsavory - part of life. Underscoring the general belief that "might makes right", the laws of the city no longer make much of a fuss against individuals or even companies and gangs stealing from one another - it's a kind of natural selection.

Still, anyone with money can push the old laws into action. An individual with enough clout (or enough money) can convince the Enforcers to investigate and prosecute. Since the process is usually frustrating

and time-consuming, only truly dedicated people ever do this, or else hire third parties (i.e. lawyers) to pursue the case. Generally speaking civilians prefer to avoid the hassle and instead pay protection money to their local gang to keep their businesses and homes safe from theft. If the “victim” of theft is a gang, they usually prefer to exact “vengeance” personally anyway, leaving the Enforcers out altogether.

UNLAWFUL ASSEMBLY

Usually reserved for riots, *unlawful assembly* has become a catchall term for any unsanctioned gathering of people, especially when such a gathering has the potential to cause damage, disrupt law and order, and incite civil disobedience.

The punishment for unlawful assembly is usually just a weeklong stint in jail; however, since many resist in the process of being arrested (or have no means of surrendering), crackdowns on such assemblies often leave hundreds dead.

VAGRANCY

Vagrancy is considered a form of theft, since it robs a potential landowner the income he might otherwise make charging rent from the vagrant. This is not a serious crime, one that cannot usually be strictly enforced, but the threat of Enforcer action is often enough to make vagrants move on. Not only because of the prospect of being incarcerated, but rumors abound of particularly sadistic Enforcers using vagrants to test their *stun baton* swing, or even for target practice.

MAKING CHARACTERS FROM METROPOLIS RHO

This sourcebook presents the idea of an all-inclusive *Degenerate* community, a setup that by its nature requires the players to make characters from a specific community. Though this may seem to limit the players to a specific “type” of character, the following section is intended to offer guidelines, suggestions, and alternatives that will allow each character from the Metropolis to be different and unique despite their shared origins.

BACKGROUND

The background of all characters hailing from Metropolis Rho is, by default, *Degenerate*, since the city as presented is after all the model of a *Degenerate* society from the *Darwin's World 2nd Edition* rules. Still, some players may feel “shoe-horned” by the dictation of their characters’ background, so you may want to consider the following as a few optional alternatives:

Radical: Some of the more nihilistic gangs of Metropolis Rho may have attitudes that place them closer to this category than *Degenerate*, at the GM’s discretion. Examples include the *Sodomites*, who openly disdain the conventions of their fellow citizens, the *Metal Freaks*, who care only about sowing wanton destruction, and some members of the *Mutant Underground* who have begun to espouse the idea of casting off the culture of the city in favor of rebuilding a simpler, “purer” form of society for their kind.

Resurrector: It is possible that a character from Metropolis Rho has ideals and ethics that have defied the tide that has swept the rest of society. Believing in the benevolence of the past, a character of this type

might be one of only a few men and women in the city who long for the “good old days”. A character of this background might be an idealist, looking for a way to steer the city away from its degenerate downward spiral and rebuild it in the image of its former glory.

Guardian: *Guardians* might exist at the GM’s discretion in the form of individual men and women who desperately cling to any reminder of the Ancient past, despite the endless destruction and nihilism of their fellow citizens. *Guardian* characters will typically focus on protecting something, anything, saving that one thing from the violence and destruction of the endless gang wars and anarchy, even if it costs him his life.

Hedonist: The society of Metropolis Rho, while violent and cruel, is not far removed from the typical *Hedonistic* culture presented in the rules. The rampant abuse of drugs, the open sexuality, and the objectification of human beings for the pleasure of others are all hallmarks of this character background. Characters could conceivably make characters with this background; this should be reflected by a drug habit, a sex addiction, or simply a devil-may-care attitude that precludes all other concerns.

OCCUPATIONS

While this sourcebook is intended to portray a sample *Degenerate* community background for characters to be from, and the standard occupations from *Darwin's World* are certainly appropriate, you may need to adapt them a little to fit this particular setting. Below are a few suggested ideas:

Academic: *Academics* in Metropolis Rho are almost exclusively drawn from the ranks of the Tech Union, since advanced learning has all but diminished outside that organization’s private training programs. Still, the Tech Union does train

new recruits in drug manufacturing, computer operations, and more advanced sciences (such as genetics and medicine), and the *Academic* occupation more than adequately represents these uncommon but nonetheless prestigious lines of work.

Caravan Guard: Though there are no real “caravans” in Metropolis Rho, the *Caravan Guard* occupation could conceivably be used to represent mercenaries hired to protect gang holdings, private security of the Tech Union paid to defend the Food Processing Plant or the Power Station, or even Enforcers with a vehicular emphasis.

Corium Prospector: Though corium holds no value in Metropolis Rho (nor does it even exist), this occupation could still represent any kind of ruin scavenger or urban scrounger, or even a researcher hired by the city government to pore over maps of the old ruins in search of the most likely places to find lost stockpiles and untapped resources.

Craftsman: Rare and precious, *Craftsmen* in Metropolis Rho are usually trained experts drawn from the ranks of the Tech Union, though there are some private citizens who still cling to the knowledge of how to build and repair objects of technology. They are as rare as *Academics*, however.

Demagogue: Men trained to rally a crowd are a high-priced commodity in the city, paid big bucks by the various gangs to sway public opinion. Characters from the *Demagogue* occupation could be gang propagandists, television personalities (there is still an operating T.V. station in the city, complete with its own studios), charismatic street vendors, or even loud-mouthed barkers advertising their gang’s exploits from a street corner soapbox.

Furniture: *Furniture* is a common occupation of women in the Metropolis, and remains virtually the same as elsewhere on the Twisted Earth.

Guide: *Guides* might be Unproductives who know

their part of the city like the back of their hands (and sell themselves out as guides), scavs who navigate the ruins near the Barrier with some frequency or even former cabbies or limo drivers (working for one gang or another) who know the city’s layout by memory.

Healer: *Healers* are in widespread demand in the city, useful for mending wounded members of virtually every gang. A few individuals of this occupation could instead work at one of the city’s few hospitals, or even the LifeCenter.

Herdsmen: This occupation probably only applies to characters who worked as hands-on technicians in one of the city’s few remaining dairies or animal farms, raising animals for the tables of the wealthy elite. Most are trained in the fields of animal handling and animal healthcare by the Tech Union.

Merchant: Though the activities of the city’s gangs certainly drive the economy of Metropolis Rho, there are those who manage to make a living less violently by either operating their own businesses, or merely managing those of the gangs. They are the “gentler” face of the Metropolis economy.

Military: There is no real “military” in Metropolis Rho, but this occupation could be used to represent privately funded and expertly-trained security forces (security guards, building guards, or even Enforcers could be from this occupation).

Predator: By far the most common occupation in the city, *Predators* make up the majority of gangers, Enforcers, and even the urban homeless who are forced to prey on one another to survive. Those few civilians who sell themselves as bounty hunters might also be of this occupation, as might be urchins, beggars, and the rare mutant.

Repairman: Anyone with the *Repairman* occupation is likely to have been trained by the

city’s Tech Union and either lent out to a gang or the Enforcers due to the value of his skills. A character of this occupation could be a maintenance man, building superintendent, computer operator, mechanic, technician, or even a gunsmith working for one of the city’s arms-dealing gangs.

Slave: Slavery doesn’t technically exist in the city, but the *Slave* occupation could conceivably be used to represent the downtrodden such as domesticated women, Unproductives, and members of the unskilled labor force.

Slaver: A good example of a *Slaver* in Metropolis Rho would be a ganger who specializes in “furniture dealing”, acquiring young women from the streets to turn out a few bucks for his gang.

Wanderer: *Wanderers* could include Unproductives, scavs on the outskirts of the Zones, or any of the vast population of homeless that live in the city, moving from one area to the next in search of shelter and the next day’s meal.

Alternatively, at the GM’s discretion, characters can be made using d20 Modern occupations instead. Many of these occupations would fit well in the setting (Athlete for Bloodsport heroes, for example, or Celebrity for famous public figures), albeit with a little modification.

ALTERNATE RACES

Metropolis Rho, as a domed city pre-dating the Fall, offers a unique opportunity (or at least unique from the standpoint of *Darwin’s World*) for players to make characters from an almost exclusively “pureblood” human community. The alternate races of the game - namely mutants and androids - are not likely to appear in the setting without careful consideration by the GM and players alike. Here are a few suggestions for incorporating these possible racial variants in the human-dominant Metropolis Rho setting.

ANDROIDS

While Metropolis Rho personifies a society in which technology and resources are winding down, if a player wants to play an android (see *Metal Gods* for details on making androids as characters), it may be possible to work that angle in. The GM can either decide that the PC in question is one of a dying breed of unique life forms dating from the time of the Ancients, or a “new model” (see android occupations in *Metal Gods*) created in the city in recent years with the last bits of technical expertise remaining. A kind of repository, the character would be a priceless asset, however, and would only likely exist to fill very specialized functions (for example, working with the Enforcers to solve crimes). Or the GM can merely make it that androids are just as common as people in the domed city of Metropolis Rho, with PCs being from the countless laborer and entertainer models created long ago that managed to survive until today.

Being an android in the Metropolis offers some unusual advantages, not the least of which are the abilities to repair damage and ignore radiation (useful if the PCs venture near the Barrier). Certain features can provide other unique benefits as well, such as the ability to navigate in the sewers without a light (if the android has *Infrared Photoreceptors*, for example), or detect hidden enemies with a *Bio-Sensor*. You may even want to adapt certain robot features so that they prove more useful in this setting (for example, an android Enforcer with the *Computer Link* feature can make all Research checks through the police force’s computers using their Computer Use skill instead).

MUTANTS

Since this is *Darwin’s World*, the temptation to play a mutant may be strong for some players familiar with the game. Keep in mind that this setting is designed from the perspective of creating a “mutant-paranoid”

society, and justifying a mutant character - who has somehow evaded the law for so many years - may take some imagination. Here are two possible ways of having mutants as playable characters:

- The character was born before the euthanasia laws were put into effect, and once the laws were passed, either he (or his family, before they died) took great pains to destroy his birth and medical records to avoid being hunted down. The PC will have to be an older individual, of course, and one that is always aware that if his identity is ever found out, he is as good as dead.
- The character was born in secret among the Unproductives, where health care (and exposure to genetic scans) is non-existent. Escaping the gauntlet of the government by his illegal birth, the character grew up on the streets acutely aware of the danger he will be in if ever discovered.

Also note that since the gene pool of the city is limited, so too are the possible mutations and defects a player can choose for his mutant character. See the *Mutants - What Do They Look Like?* for typical mutations and defects found in the mutated population of Metropolis Rho. Player characters should not stray from these set parameters without good cause.

MUTANTS - WHAT THEY LOOK LIKE

Because of a shrinking gene pool due to the inbreeding of 200+ years inside the domed city of Metropolis Rho, certain mutations (and genetic defects) crop up more frequently than others in the city; the combinations listed below are merely the most common. For ease of use the GM can just pick a sample “mutation package” if and when the PCs

encounter a group of mutants during their adventures, applying these mutations and defects to each member of the opposing group:



MUTATIONS (PICK ONE)

- *Abnormal Joint Flexibility* - the mutant has an extra joint in her arms between the elbow and wrist; or the mutant's spine is segmented;
- *Autism* - the mutant has mild mental retardation;
- *Extreme Resilience* - the mutant has tough leathery skin reminiscent of an elephant's hide; or the mutant has the beginnings of bone-like "scales" growing out of her skin;
- *Sensitive Sight* - the mutant's eyes have adapted to living in dark alleys and/or underground tunnels, and seem to be slightly luminous;
- *Skeletal Fortification* - abnormal bone growths give the mutant unusual durability and strength.

DEFECTS (PICK ONE)

- *Aberrant Deformity* - the mutant's eyes, nose, or ears shifted or out of place; or a foot has developed backwards, causing the mutant to limp noticeably; or instead of a regular hand one of the mutant's hands is small and underdeveloped, like an infants; etc.
- *Bilirubin Imbalance* - the whites of the mutant's eyes are a striking yellow, and seem slightly luminescent in low light;
- *Bizarre Pigmentation* - the mutant has dead white or gray hair that grows in patches on the scalp; or her skin has ugly grayish melanin blotches;
- *Blindness* - the mutant's eyes are fogged over with cataracts and she must feel around with her hands to "see";
- *Hemihypertrophy* - the mutant's body seems "slouched" to one side (in reality one whole side has not developed physically past the age of 10 or so), and as a result she walks with a pronounced limp;
- *Skeletal Deterioration* - bone ague causes parts

of the mutant's body to be badly deformed, with the underlying bone jutting through or stretching the outer skin like tightly-drawn rubber; or the mutant's bone structure is merely weakened, prone to breaking or splintering unless proper protective gear is worn;

- *Underdeveloped Organ* - the mutant has no nose, only slits over the nostrils that open and close with each breath; or the mutant has no lower jaw, and must feed through a straw or some other specialized utensil.

Similarly, certain mutations and defects do not exist in the Metropolis Rho setting. Non-existent mutations include *Accelerated White Blood Cell Activity*, *Energy Immunity*, *Energy-Retaining Cell Structure*, *Gamma-Ray Visual Sensitivity*, and *Radiation Immunity*. Non-existent defects include *Cannibalism*, *Cystic Fibrosis*, and *Sensitivity (any)*. As such players cannot select any of these mutations or defects for characters from the Metropolis.

ADVANCED CLASSES

As with any campaign, the GM should be actively involved when characters reach a high enough level to begin selecting advanced classes. In Metropolis Rho, consider at all times the atmosphere of the city, its technological level, and the party's place in its rigid and violent hierarchal society.

Here are some suggestions for bringing the advanced classes of *Darwin's World* to life in the setting of Metropolis Rho:

Barbarian: A particularly savage character who was raised in the outer Zones by scav, Zone Rangers, or similarly primitive types, far from the more "cultured" heart of the city. Learning to utilize the junk of the outer ruins, the *barbarian* character is a true survivalist.

Demagogue: There are ample opportunities for citizens of the Metropolis to become *demagogues*, since the charismatic skills of these characters are in great demand. *Demagogues* can often be found as leaders and rabble-rousers among gangs, as well as subversive groups such as the Mutant Underground.

Guardian: *Guardians* in the Metropolis could be gang soldiers with experience as guards, the personal bodyguards of important political figures, or even Enforcers.

Juju Doctor: Due to the generally "low-tech" angle of this class, *juju doctors* are not a common choice in Metropolis Rho. Still, such a character might be the only member of an Unproductive community with any medical knowledge, a doctor thrown out of the Tech Union for being drunk (who now operates on those who fall through the cracks and have no other choice - such as the Mutant Underground), etc.

Psionic: A *psionic* character might be one of only a handful of members of the Mutant Underground with real mental abilities, a special asset they call upon only when the organization is in real trouble. Because mutants with neural mutations can often pass undetected as humans, *psionics* might be ideal for characters who want to play mutants and still blend in with the inhabitants of the city.

Raider: A *raider* could be any member of one of the city's more violent gangs, a particularly ruthless and bloodthirsty Enforcer, or even a *Bloodsport* player whose method of play borders on the psychotic.

Road Warrior: *Road warrior* might be the ideal advanced class for any ganger or Enforcer whose focus is on vehicles.

Scav: The outer Zones of Metropolis Rho are infested with *scavs*, who make a stable living scrounging for junk and other garbage among the

ruins and selling it to the people of the inner city.

Scholar: A character with the *scholar* class could be a teacher or professor of the Tech Union, or any private individual who has devoted his life to the study of history, the Ancients, technology, or any other obscure form of “lore”.

Skulk: The Metropolis festers with a vast number of thieves, burglars, and other less savory types, making the *skulk* a common option for an advanced class. It is also common among groups that operate in secret (such as the Cats, Nightcrawlers, and Mutant Underground).

Sister of The Desert: This advanced class is the hardest to reconcile with the urban setting of Metropolis Rho; the GM will be hard pressed to justify a PC entering this class.

Survivalist: *Survivalists*, while normally suited for wilderness environments, could exist in the Metropolis living alongside the scavs of the outer Zones.

Symbiote: A *symbiote* might have been orphaned as a youth, growing up on the streets constantly on the run from the gangs, with only a loyal animal as his companion. Or he could be an Enforcer from a special “K-9” unit, having a dog as his partner and with whom he has an uncanny friendship.

Tinker: Individuals trained by the Tech Union often become *tinkers*, serving the city with their skills, and some private individuals scattered throughout the city also cling to the last remnants of technical knowledge, living in small enclaves and using their knowledge to make life better for their fellow street people. Some *tinkers* are also hired by gangs.

Trader: A *trader* could be anyone who makes a living buying and selling legitimate goods, or even an Enforcer or ganger who makes extra money selling on the black market on the side.

Champion: The *champion* epic class is ideal for characters that have a heavy focus in combat, representing heroic (or at least legendary) gangers and Enforcers.

Mech: Like *tinkers*, *mechs* can exist either as members of the Tech Union, or as men and women who defy the Metropolis’ trend towards technological degeneration by keeping it alive either at home or sharing it with a small group of like-minded friends and followers.

Medicine Man: The few real “doctors” in the city are a highly prized asset, making *Medicine Man* a desirable epic class. Some *medicine men* are also hired by gangs to operate drug mills, or research and develop new chemicals for mass consumption.

Mutant Hunter: The *mutant hunter* is an uncommon epic class in Metropolis Rho; in addition to being difficult to get into, though there are mutants in the city (the Mutant Underground) few people are likely to dedicate themselves to their eradication as completely as a *mutant hunter* requires.

Scientist: Like the *medicine man*, real *scientists* in Metropolis Rho are a rarity, usually only found in the employ of the Tech Union. Often they are leased out to companies to help develop new food substitutes and synthetic fuels to keep the city’s precarious economy alive.

Tech Looter: The *tech looter* class could represent an “advanced” form of *scav*, a man or woman who haunts the outskirts of the city, lingering in bars and squalid hangouts listening to rumors of “tech wonders” being found by his fellow scavs - and beating them to it every time. Since the Barrier (and other ruins) are said to be rich in preserved technology, the business of the *tech looter* is potentially quite lucrative.

Trade Master: Like the *trader*, *trade masters* can represent any legitimate businessman, but can also

represent the bosses of major gangs, especially those who focus less on criminal aspects and more on just making money.

Warrior Monk: This epic class is mostly unheard of in the Metropolis, but it is still possible for them to exist. An example might be a former survivalist or scav who has taken it upon himself to “protect” the people of the Zones (namely Unproductives and other scavs) against the intrusion of the gangs from the inner city. Or the character could become the right-hand man of one of the city’s most powerful gang bosses, a cold-hearted and emotionless killer who blends concepts of *zen* and spiritual perfection with his role as assassin and bodyguard.

LANGUAGES

Unlike other communities in *Darwin’s World*, characters from Metropolis Rho should really only be exposed to *Gutter Talk*, since the inhabitants of the city have had no contact with outsiders for over 200 years. Languages such as *Unislang* and *Trade* do not even exist here. The language of the Ancients (*Ancient*) could conceivably exist, though learning it would probably be restricted to members of the Tech Union, or to the rare eccentric or historian citizen living in isolation somewhere in the city.

MONEY

The standard money of the Metropolis is the credit, which resembles ratty, color-faded dollar bills. All characters from Metropolis Rho start with *credits* instead of *corium pieces*, but the amounts are the same as normally dictated by occupation (see pages 10-12 of the *Darwin’s World* rulebook). When buying equipment, credit and corium piece values should be considered interchangeable.

In addition to cash, characters from Metropolis

Rho (a *Degenerate* community) normally begin with one artifact of 3,000 cp value or less. Characters who are of a different background (*Radical*, *Resurrector*, *Guardian*, or *Hedonist*) receive whatever is listed under “Special” in their particular entry in the *Darwin’s World* rules instead. This artifact can be anything the PC wants (for this one-time inheritance a character does not need to make a Knowledge [Streetwise] check to acquire an item, as is normal with *Street Deals*).

NEW FEATS

Urban Decay presents a few new feats that are ideally suited for the overcrowded and violent urban setting of Metropolis Rho. These feats are presented below.

CHROMED

Whether due to past injuries while fighting one of the city’s many gangs, or from a careless industrial accident while working in one of the city’s aging factories, you have lost a body part to the violence and carelessness of Metropolis society. Luckily you had the injury remedied by a bionic replacement part.

Prerequisite: Degenerate, Resurrector, Guardian, Hedonist, and Advanced only.

Benefit: You begin play with a single piece of cybernetics, of up to 8,000 cp in value (see *The Foundationists* for a list of available cybernetics), already installed in your body. In addition, the number of cybernetic attachments you can have without suffering negative effects is increased by one.

Special: This feat can only be taken at 1st level, and can apply to characters from any community of the appropriate technology level.

EXCESSIVE FORCE

Your blows, even with sanctioned nonlethal weapons, cross the line between acceptable force and excessive force.

Benefit: When using a nonlethal melee weapon, in addition to inflicting nonlethal damage you also inflict lethal damage equal to your Strength bonus (if any) to your opponent with each attack.

GANG LEADER

Through ruthless discipline and brutal training you have taught your followers to act on your command – without question.

Prerequisite: Cha 15+, Leadership.

Benefit: All of your followers (including cohort) use your Initiative in combat, acting in unison with you.

HARDWIRED

You know how to “modify” nonlethal weapons so that in addition to stunning opponents, they also inflict a dangerous electric shock.

Prerequisite: Weapon Focus in a powered nonlethal weapon.

Benefit: When using the appropriate weapon roll nonlethal damage normally; however, you also inflict half that amount in lethal electricity damage to the target as well.

JUNK CRAFTER

You waste nothing, finding a use in even the most worthless junk. You can turn a piece of scrap into a useful component, putting scavenged garbage to work in unusual but effective ways to reduce your reliance on uncommon or expensive materials.

Benefit: The items the character crafts employ junk for many secondary components, making them

much cheaper to make – but just as effective. When making any item the cost in raw materials is halved.

PEACEKEEPER

You are expertly trained in using nonlethal force to deal with dangerous adversaries.

Prerequisite: Weapon Focus in any weapon that deals nonlethal damage, base attack bonus +1.

Benefit: When using a nonlethal weapon with which you have the appropriate Weapon Focus, you inflict an additional dice of damage. For example, a character with this feat using a stun baton would inflict 4d6 points of nonlethal damage with each hit. This feat can only be taken once.

PEACEMAKER

Your advanced training with nonlethal weapons makes you far more effective in bringing down even the most resistant opponents.

Prerequisite: Weapon Focus in any weapon that deals nonlethal damage, base attack bonus +1.

Benefit: When using a nonlethal weapon with which you have the appropriate Weapon Focus, if your damage exceeds the target’s Constitution score the save to avoid being knocked unconscious is made with a -2 penalty.

Special: You can take this feat a second time, increasing the penalty to -4, and a third time, increasing it to -6.

RESISTANT

The over-use of drugs in your community has most everyone hooked to one drug or another, but a few are born each generation with a phenomenal resistance to a broad spectrum of chemicals.

Prerequisite: Con 15+.

Benefit: When taking drugs you never need to check for *addiction*, though you may still *overdose*.

STAGGERING FLURRY

You use your nonlethal weapon so quickly that each follow-up blow staggers your opponent even further.

Prerequisite: Weapon Focus in any melee weapon that deals nonlethal damage, base attack bonus +6.

Benefit: When using a nonlethal melee weapon against one opponent, total up the damage done by all of your successful attacks (against that opponent)



in a single round. If this total meets or beats the opponent's current Constitution score, she must make a save as normal to avoid being knocked unconscious.

Normal: Normally you must do more damage than an opponent's current Constitution score in a single attack to force him to save against being knocked unconscious.

UNFAIR BLOW

When you're fighting for your life, it's foolish to play "fair".

Prerequisite: Brawl, Streetfighting, base attack bonus +2.

Benefit: Instead of inflicting extra damage with your *Streetfighting* feat, you can alternatively choose to try and *stun* your opponent. If you hit you do normal unarmed damage and force the target to make a Fortitude save (DC equal to 10 + your Strength modifier) or be *stunned* for one round.

NEW ADVANCED CLASSES

The unique degenerate culture of Metropolis Rho offers its inhabitants new choices for advanced classes, embodied by the three classes presented below: the *Enforcer*, the *Ganger*, and the *Barrier Scav*. While these advanced classes certainly exist in numbers in Metropolis Rho, at the GM's discretion they may also exist outside of the city, in other communities where their existence might be appropriate.

ENFORCER

The term "Enforcer" is used throughout *Urban Decay* to describe the ruthless lawmen who have come to uphold the edicts of the city Mayors, and maintain the fragile hold of law and order whatever the cost.

However, Metropolis Rho is not alone in having a dedicated force of protectors; other technologically advanced communities in the wasteland could, conceivably, have "policemen" or "lawmen".

The Enforcer is different than the standard community *Guardian* in many ways, not the least of which are his emphasis on intimidation to enforce order and his effectiveness when working with other Enforcers as a cohesive unit. While the typical Guardian is by himself a powerful defender of his community, the Enforcer gains even greater strength when operating in numbers.

The *Enforcer* advanced class is only open to characters of more advanced communities, where the concept of a dedicated police force is more likely to have been preserved since the time of the Fall. More primitive communities typically use *Guardians* to enforce the peace, and lack the morale and strict training of these more elite fighters.

REQUIREMENTS

To become an Enforcer, a character must fulfill the following criteria.

Background: Degenerate, Visionary Reinventor, Resurrector, Guardian, Hedonist, and Advanced only.

Base Attack Bonus: +3.

Feats: Personal Firearms Proficiency or Futuristic Firearms Proficiency.

Skills: Intimidate 3 ranks.

Special: One Allegiance (to a community or organization).

CLASS INFORMATION

The following information pertains to the Enforcer advanced class.

Hit Dice: 1d10.

Action Points: 6 + one half the character's class level, rounded down.

TABLE 1-4: THE ENFORCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+0	Uniformed Fighter, Riot Formation	+1	+0
2nd	+2	+2	+2	+0	Enforcer Sense +1	+1	+0
3rd	+3	+2	+2	+1	Bonus Feat	+2	+0
4th	+4	+2	+2	+1	Armored Fighter	+2	+1
5th	+5	+3	+3	+1	Enforcer Sense +2	+3	+1
6th	+6	+3	+3	+2	Bonus Feat	+3	+1
7th	+7	+4	+4	+2	Fearless	+4	+2
8th	+8	+4	+4	+2	Enforcer Sense +3	+4	+2
9th	+9	+4	+4	+3	Bonus Feat	+5	+2
10th	+10	+5	+5	+3	Intimidating	+5	+3

Class Skills: The Enforcer's class skills are: Drive (Dex), Intimidate (Cha), Knowledge (ancient lore) (Int), Knowledge (streetwise) (Int), Sense Motive (Wis), Treat Injury (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Enforcer advanced class.

Bonus Feats: The Enforcer receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Attentive, Combat Driving, Confident, Drive-By Attack, Force Stop, Frightful Presence, Point Blank Shot, Power Attack, Renown, Room-Broom, Suppressive Fire, Vehicle Dodge, Vehicle Expert, Weapon Focus.

Uniformed Fighter: Ever since the chaotic and crime-ridden twilight of the Ancients, Enforcers have been trained to operate in body armor at all times. An Enforcer is considered to be proficient in whatever armor is the standard for his community's defense forces. Note that he does not gain the actual associated Armor Proficiency feat, and he does not benefit from a different type of armor even if it is of

the same general category (light, medium, or heavy).

If the Enforcer already possesses the Armor Proficiency feat (medium), he gains a +1 expertise bonus to his defense when wearing Enforcer Armor.

Riot Formation: While a lone Enforcer is often intimidating, a group of Enforcers working together can be terrifying. When more than one Enforcer is present in a situation, all allied Enforcers double their requisite statistic bonus (Charisma or Strength) when determining the results of Intimidate checks.

Enforcer Sense: An Enforcer's training continues well after the academy. Soon after hitting the streets he quickly develops his sixth sense - or else he becomes just another rookie killed in the line of duty. At 2nd level the Enforcer receives a +1 bonus to Initiative rolls. This bonus increases to +2 at 5th level, and +3 at 8th level. This stacks with all other bonuses that modify the character's Initiative.

In addition, if an allied Enforcer with a higher *Danger Sense* bonus is within 30 feet of the character, the character may use that bonus instead of his own.

Armored Fighter: At 4th level the Enforcer gains a +1 deflection bonus to Defense when wearing the standard armor of his community's defense forces.

Fearless: At 8th level the Enforcer is seldom

shaken by criminal elements of any kind. Once per day the Enforcer may re-roll a failed saving throw against any fear-based ability or effect (such as Bloodthirsty Cry, Horrifying Kill, Death Cry, or the Ganger's "Cold As Ice" ability), but he must accept the results of the second roll.

Intimidating: At 10th the Enforcer can attempt to demoralize an opponent with an Intimidate check as a free action (normally intimidating an opponent in combat is a standard action).

FORMER ENFORCERS

An Enforcer who abandons his community (or otherwise gives up his Allegiance) can no longer advance in the Enforcer class. He still benefits from any abilities he gained previously from taking levels in this class, however.

GANGER

Whether wearing pin-striped suits and carrying Tommy guns like thugs of old, or clad in form-fitting leathers with multiple body piercing that personify the hedonistic and nihilistic nature of post-apocalyptic gangs, the term "ganger" is a general one used to describe the urban predators that thrive, often unchecked, at the heart of many of the Twisted Earth's burgeoning communities. By definition these men are members of one powerful gang or another, parts of a criminal brotherhood that seek to dominate a given neighborhood, territory, or even an entire city, through building a network of crime and outright terror.

Unlike the savage raider gangs of the wasteland, gangers are more sophisticated in their methods, generally restricting themselves to cities or communities where they can hide among the local populace and feed off their labors...and eventually come to dominate them (either from the shadows or

openly, depending on how powerful the law is in their given turf). Entire communities have fallen prey to the infiltration of gangers, eventually succumbing to their rule and living as virtual slaves to their oppressors.

Metropolis Rho is not alone in its infestation by gangers and other large communities in the Twisted Earth setting could conceivably have persons belonging to this most repugnant of advanced classes.

REQUIREMENTS

To become a Ganger, a character must fulfill the following criteria.

Background: Degenerate, Visionary Reinventor, Resurrector, Guardian, Hedonist, and Advanced only.

Base Attack Bonus: +1.

Skills: Knowledge (streetwise) 6 ranks.

Feats: Personal Firearms Proficiency or Futuristic Firearms Proficiency.

Special: One Allegiance (to a gang or criminal organization).

CLASS INFORMATION

The following information pertains to the Ganger advanced class.

Hit Dice: 1d8.

Action Points: 6 + one half the character's class level, rounded down.

Class Skills: The Ganger's class skills are: Bluff (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (business, current events, streetwise) (Cha), Move Silently (Dex), Sense Motive (Wis), Sleight of Hand (Dex).

Skill Points at Each Level: 5 + Int modifier.

TABLE 1-5: THE GANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Underworld Grapevine	+1	+1
2nd	+1	+2	+2	+0	Coordinator	+1	+1
3rd	+2	+2	+2	+1	Bonus Feat	+2	+1
4th	+3	+2	+2	+1	Cold As Ice	+2	+2
5th	+3	+3	+3	+1	Nine Lives	+3	+2
6th	+4	+3	+3	+2	Bonus Feat	+3	+2
7th	+5	+4	+4	+2	Ringleader	+4	+3
8th	+6	+4	+4	+2	Escapes Death	+4	+3
9th	+6	+4	+4	+3	Bonus Feat	+5	+3
10th	+7	+5	+5	+3	Godfather	+5	+4

CLASS FEATURES

The following features pertain to the Ganger advanced class.

Bonus Feats: The Ganger receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Alertness, Attentive, Combat Driving, Confident, Drive-By Attack, Force Stop, Frightful Presence, Intimidating Strength, Low Profile, Renown, Vehicle Dodge, Vehicle Expert, Weapon Focus.

Underworld Grapevine: At 1st level the Ganger can use Knowledge (streetwise) in place of Gather Information when attempting to learn information or rumors.

Coordinator: At 2nd level the Ganger can coordinate his allies and underlings in combat. By spending 1 action point and a standard action the Ganger provides a +1 insight bonus to either Defense or attack rolls for that round. He can affect up to one ally per class level.

Cold As Ice: At 4th level the Ganger's renown is so intimidating that others have a hard time lying to him without freezing or tripping themselves up. All characters attempting to use Bluff, Diplomacy, or

Sense Motive on the Ganger receive a morale penalty equal to the Ganger's Reputation score. This is a *fear*-based effect.

Nine Lives: At 5th level the Ganger can spend 1 action point to avoid being killed by a fatal attack that brings him to -10 or lower hit points. When the action point is used the character immediately drops to 0 hit points (or, if already below 0 hit points, the attack does no damage) and is considered unconscious. He cannot use this ability more than once per day, however.

Ringleader: At 7th level the Ganger receives the Leadership feat for free. If he already has the Leadership feat his Leadership score increases by +3 instead.

Escapes Death: At 8th level the Ganger's ability to cheat death improves. Now instead of being reduced to 0 hit points by an attack that would otherwise kill him (bring him to -10 or lower hit points), by spending an action point the Ganger completely ignores the damage from that single attack as if it had missed altogether. He cannot use this ability more than once per day, however.

Godfather: At 10th level the Ganger has eyes and ears throughout his territory (be it a neighborhood,

ward, or entire settlement or city), with which he manages to remain virtually omni prescient about activities conducted on his “turf”. By making either a Knowledge (streetwise) or Gather Information check (player’s choice) he can find out the details of any violent or criminal occurrence that takes place in his territory, including what exactly happened, who did it, and what their motivation was. This information does not let him track down the culprit, it only identifies who it was, what he did, and why.

The DC varies depends on what kind of information is being sought:

Object of Scrutiny	DC
Details of an obvious (or public) event	15
Details of a private (or secret) gathering	20
Details of a crime scene	20
Motivation of the individual(s) behind the event	25
Identity of the individual(s) behind the event	30

BARRIER SCAV

Related to the traditional Scav of the outside world, the “Barrier Scav” is a man (or rarely, a woman) who makes his living poking through the forbidding ruins of “the Barrier”, the ring of minefields, automated defenses, and gun turrets that surround Metropolis Rho like a prison wall.

Barrier Scavs are notorious in the city because they are some of the most degenerate and ruthless of survivors. Left to rot out in the periphery of the city, far from the warmth of the inner urban sprawl, they have relapsed into primitive mindsets obsessed with finding shelter, one’s next meal, and artifacts to scavenge from the ruins to better their lives.

Because the Barrier’s defenses are still an ever-present danger, despite their great age, Barrier Scavs quickly learn how to spot, recognize, and evade its many layers of defenses. The reflexes of a Barrier Scav are said to be second to none. The cutthroat

nature of Barrier Scavs is also legendary, and no sane man travels near the Barrier willingly for fear of intruding on their “turf”; even among their own kind there is no place for the concept of “trust”. As if their miserable lives weren’t dangerous enough, Barrier Scavs often hunt each other, hoping to kill a fellow scrounger for the things he may have found. As such the best Barrier Scavs soon learn to vanish almost completely from sight, fashioning camouflage suits out of bits of cloth and rubbish that, when seen from afar, look like heaps of mundane garbage.

REQUIREMENTS

To become a Barrier Scav, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Hide 6 ranks, Move Silently 3 ranks, Search 6 ranks, Spot 3 ranks.

Feats: Vulture.

CLASS INFORMATION

The following information pertains to the Barrier Scav advanced class.

Hit Dice: 1d8.

Action Points: 6 + one half the character’s class level, rounded down.

Class Skills: The Barrier Scav’s class skills are: Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Knowledge (technology, current events) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Repair (Int), Search (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Barrier Scav advanced class.



Bonus Feats: The Barrier Scav receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Acrobatic, Alertness, Armor Proficiency (light), Athletic, Attentive, Cautious, Defensive Martial Arts, Dodge, Elusive Target, Meticulous, Mobility, Nimble, Run, Spring Attack, Stealthy, Track, Unbalance Opponent.

TABLE 1-6: THE BARRIER SCAV

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Survival Instinct +1, Urban Shadow	+1	+0
2nd	+1	+2	+2	+0	Sneak Attack +1d6	+2	+0
3rd	+2	+2	+2	+1	Bonus Feat	+2	+0
4th	+3	+2	+2	+1	Survival Instinct +2	+3	+0
5th	+3	+3	+3	+1	Sneak Attack +1d6	+4	+1
6th	+4	+3	+3	+2	Bonus Feat	+4	+1
7th	+5	+4	+4	+2	Survival Instinct +3	+5	+1
8th	+6	+4	+4	+2	Sneak Attack +1d6	+6	+1
9th	+6	+4	+4	+3	Bonus Feat	+6	+2
10th	+7	+5	+5	+3	Perfect Camo	+7	+2

Survival Instinct: At 4th level the Barrier Scav develops the ability to react instinctively to traps in the Barrier, giving her a +1 bonus to Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps. These bonuses rise to +2 at 4th level and +3 at 7th level.

Urban Shadow: The Barrier Scav learns to make the most of her urban surroundings. At 1st level she gains a competence bonus to Hide, Move Silently, and Survival checks equal to her Intelligence modifier (if positive), when in an urban or ruined environment.

Sneak Attack: The Barrier Scav often prefers to kill those who trespass in her domain rather than let them pass, and she most often attacks such interlopers from hiding or a sniper's perch. This ability is the same as the *Sneak Attack* ability of the *Scav* (see page 29 of Darwin's World 2nd Edition).

Perfect Camo: With her camouflage the Barrier Scav seems to literally vanish into the ruins of her urban environment. By spending an action point the Barrier Scav can effectively become *invisible* as a free action, so long as she is wearing light or no armor. This invisibility only remains so long as she lurks near substantial rubble, debris, obstacles, buildings, or vehicle remains ("substantial" meaning

large enough to conceal someone of her size and shape). If the Barrier Scav "breaks cover" (by going more than 20 feet from cover, or by attacking) she again becomes visible.

NEW ITEMS

The following lists a few miscellaneous items unique to the futuristic setting of Metropolis Rho. Many of these are reflective of the degenerating culture of the city, and could be ported to any *Degenerate* community of the Twisted Earth at the GM's discretion.

BLOODSPORT SEASON TICKET

These are all the rage in Metropolis Rho, guaranteeing seats at the Coliseum for weekly matches of *Bloodsport*. They generally come in three types, "nosebleed" (the worst seating), "VIP" (good seating, extremely expensive and limited in number), and "good" (everywhere else).

Cost: 50 credits (nosebleed), 500 credits (good), 5,000 credits (VIP). **Craft DC:** N/A.

CAT CARD

These ever-popular cards (resembling credit cards of the past) are good for a month's supply of *Cat*, a drug that has become a necessity of life for many MetRho citizens. The card makes getting Cat quick and easy, and guarantees the owner a ready supply. Many legitimate boutiques in all parts of town are required to keep extra stocks of Cat on hand so that customers with pre-paid cards are never left without a "fix" when they need it.

Cost: 2,000 credits. **Craft DC:** N/A.

FOOD RATION CARD

These items resemble identity cards of the past, and are issued to virtually every citizen who can afford them (and that usually entails everyone but the poorest of Unproductives). Owners present these cards for scanning when they pick up their monthly allotments of food at government distribution centers in their part of the city. A card is generally good for a month's worth of food. Since these items are so precious, the theft of food ration cards is a serious problem in the city that is frowned upon by even the most ruthless gangs.

Cost: 600 credits. **Craft DC:** N/A.

FURNITURE

This represents the cost of buying the "deed" to a privately owned woman in the city. There are generally three categories of "furniture" available in Metropolis Rho:

Low Quality: While all furniture is generally attractive, the "low-quality" sticker generally covers models who have had more than five owners to date, or have a heavy drug habit (that may cost the owner in the long run to support), a medical problem (that may also result in unseen costs for the owner), a

consistent record of being delinquent in fulfilling her part of the contract, or a history of being difficult to get along with.

Good Quality: This represents the standard deal on “furniture” in the city, an attractive woman who will serve as a loyal companion for her owner. Furniture of this quality is guaranteed to have a spotless record of obedience, few previous owners (less than five), has no drug or medical problems, etc.

Elite Quality: The “elite” rating of furniture of this quality does not necessarily govern a particular model’s beauty or youth, but rather her record as a pleasing hostess and accomplished entertainer. Most elites also must be drug free, have no medical problems, have had a certified tubal ligation (to avoid possible pregnancy and the financial complications it poses to an owner), and never have had a “black mark” on their records for disobedience, theft, or otherwise disappointing a previous master.

Cost: 10,000 credits (low), 30,000 credits (good), 60,000 credits (elite). **Craft DC:** N/A.

GRASSGAS CARD

Like food ration cards, *GrassGas* cards are good for regular supplies of gas for those citizens who own cars. These are obviously a lot less common than food rations (everyone has to eat, but not everyone has the money to own and operate a car), as the use of buses, trains, and other mass transit systems in the city are usually more practical for the average working citizen. A *GrassGas* card, when purchased, supplies fuel for one car for one month.

Cost: 300 credits. **Craft DC:** N/A.

HOVERBOARD

One of the implements of the violent and bloody *Bloodsport*, “hoverboards” are neat little leftovers of

pre-Fall technology. A hoverboard resembles nothing short of a skateboard, but instead of wheels it soars (a few inches to a foot) over the ground on a cushion of air. Because of their appearance in *Bloodsport*, hoverboards have become popular with many youth gangs in the city.

A hoverboard can carry up to 350 lbs. (any more and it cannot move), and is controlled with foot movements, moving left to right as the user chooses. A hoverboard has a base speed of 90 ft., and can accelerate or decelerate at a rate of 60 ft. per round. A hoverboard requires a *power cell* to operate.

Cost: 7,500 cp. **Craft DC:** 30.

RIOT SHIELD

While not necessarily intended to serve as a weapon, riot shields are commonly distributed to Enforcer riot formations to deal with large and unruly crowds. A typical riot shield of the Metropolis Rho Enforcers is partially transparent at the top to allow officers to remain hidden behind cover while still being able to view what is going on in front of him.

A riot shield requires one hand to use, and provides a +2 shield bonus to Defense. If the user does not have the *Armor Proficiency (Medium)* feat he suffers a -2 Dex penalty when using a riot shield.

Cost: 100 cp. **Craft DC:** 20.

ROCKET SKATES

Seen exclusively in *Bloodsport* matches, “rocket skates” are just that - roller skates with small chemical rocket engines attached. Resembling “armored rollerblades”, rocket skates propel the wearer at breakneck speeds down the track with a flash of fire and sparks, followed by a trail of gaudily colored smoke.

A pair of rocket skates must be worn for them

to have any effect. Rocket skates can carry up to 250 lbs. (any more and they cannot move), and are controlled just like roller skates. Rocket skates have a base speed of 60 ft., but can only accelerate or decelerate at a rate of 20 ft. per round. The tiny fuel source in each skate cannot be turned off once the rockets are ignited, and usually exhaust themselves after 30 minutes (fuel cartridges are hard to acquire, and cost 250 credits for a pair).

Cost: 2,500 cp. **Craft DC:** 25.

SAFEGUARD CARD

Certain established gangs (namely the *West Side Gang*, *East Side Boys*, *Turf Cowboys*, and *Switchblades*) have begun selling special cards on the open market that, when purchased; ensure safe passage for the bearer when passing through that gang’s territory. A *SafeGuard* card guarantees no bodily or financial harm will come to the bearer, and according to the commercials, “only display the badge to a gang patrol and you’ll be on your merry way”. Of course there is no guarantee other gangs will honor the card, however, and the card only applies to the bearer - not others in the bearer’s party (“so don’t forget to buy one for each member of the family”). Gangs who specialize in the protection field have used this burgeoning industry to expedite and clean up the image of this time-honored racket. *SafeGuard* cards are usually good for one month.

Cost: 4,000 credits. **Craft DC:** N/A.

NEW ARMOR

A number of armor types are unique to the setting of Metropolis Rho, and make an appearance in *Humanity In A Bottle*. Full game statistics for these armors are presented in this section.

BLOODSPORT ARMOR

The armored suits worn by the god-like athletes of the Metropolis' favorite sport, *Bloodsport*, are nothing short of obscene. Deliberately designed to be as lewd as possible, these stylized casings leave little to the imagination while providing only a minimum of protection for the actual players who wear them. Made of a tough and resilient rubber-like material, these suits resemble form-fitting body stockings with large spaces left open to reveal the muscled mid-drift - the part of the human anatomy that is currently considered "risqué" in Metropolis culture. A heavy armored helmet, a few strategically-placed ballistic weave inserts, and abrasion-resistant joint pads fill out the rest of the uniform.

A character wearing this armor receives a +2 circumstance bonus to all Charisma-related skill checks when playing Bloodsport.

Cost: 400 cp. **Craft DC:** 20.

ENFORCER ARMOR

The armor used by the Enforcers of Metropolis Rho resembles the civil security suits developed during the time of the Ancients, but with one unique adaptation. In addition to the armored pieces standard to most civil security suits, as well as web belt and holster for the officer's sidearm, *Enforcer armor* also features a short-range headset radio that connects all members of a given squad (up to five officers) on a secure frequency. This radio allows all Enforcers in the squad to remain in touch and in (verbal) communication so long as they remain within 50 feet of another similarly equipped officer. Any officer who moves more than 50 ft. from another Enforcer (voluntarily or otherwise) loses his radio link.

Cost: 1,700 cp. **Craft DC:** 28.

TABLE 1-7: ARMOR OF THE METROPOLIS

Armor	Type	Equip Bonus	Nonprof Bonus	Max Dex	Penalty	Speed	Weight	Cost	Craft
Light Armor									
Bloodsport Armor	Tactical	+3	+1	+5	-2	30	20 lb.	400	20
Praetorian Armor	Tactical	+3	+1	+5	-2	30	10 lb.	850	25
Medium Armor									
Enforcer Armor	Tactical	+5	+2	+3	-	25	8 lb.	1,700	28
Riot Shield	-	+2	+2	-	-2	-	15 lb.	100	20



PRAETORIAN ARMOR

Found only in the possession of the elite guards who defend Titan Tower and the reigning Mayor of the city, this lightweight plastic body armor resembles a full armored body encasing, sleek and stylized to be as intimidating as possible. A flared helmet with flash guard and integral short-range communicator (with a 50 ft. range, operating just like the radio in *Enforcer armor*) is standard issue. Because it is made of lightweight polymers the armor offers minimal practical protection, however.

Cost: 850 cp. **Craft DC:** 25.

NEW WEAPONS

A number of weapons are unique to the setting of Metropolis Rho, and make an appearance in *Humanity In A Bottle*. Full game statistics for these weapons are presented in this section.

ENFORCER WEAPONS

The Enforcers of the Metropolis typically employ weapons unique to their faction, including high-powered pistols and more menacing-looking weaponry. Though all Enforcers are issued the pistol described below (the *Wildey .44*), other pistols and even larger caliber weapons may be acquired with department permission.

MOSSBERG M500 BULLPUP

The Mossberg M500 is a pump-action shotgun in bullpup format, featuring a seven round tubular magazine. It was designed specifically for military guard duty, prisoner supervision, and law enforcement roles. Many weapons of this type were left behind by prison guards of the Metropolis penitentiary ("The Pen") when the city was

abandoned, and as such they are found in abundance in the city today, mostly among the Enforcers.

WILDEY .44 MAGNUM

A little known firearm during the time of the Ancients, the super-powerful Wildey was bought at bottom basement prices and in large numbers to supply various Metropolis police forces (including the Enforcers of Metropolis Rho). The Wildey is a fierce looking automatic chambered to fire the dreaded .44 Auto Mag pistol round.

GANG WEAPONS

The more than twenty gangs of the Metropolis generally have no set weapon more characteristic than any other, but in some circumstances certain firearms are more common than others in the hands of the city's ruthless overlords.

MAG-7

Imported into the city illegally by criminals well before the Fall, the MAG-7 is a South African curiosity, a true "room-broom" shotgun with unparalleled concealability. Roughly the size of a small submachinegun, it nonetheless fires 12-gauge shotgun shells from a five round clip inserted in the grip. Designed for close-quarters combat (such as clearing rooms in urban warfare scenarios), it is of limited range but its small size and balance make it

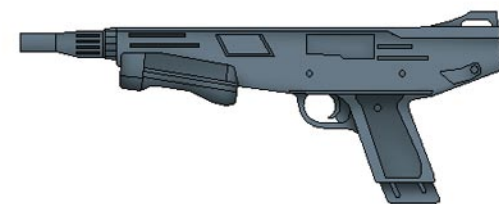
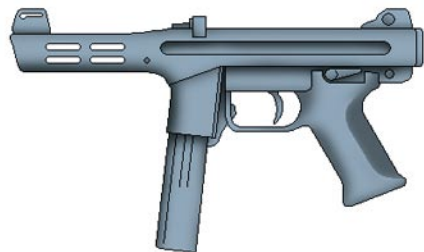


TABLE 1-8: NEW FIREARMS

Weapon	Damage	Critical	Type	Range	ROF	Magazine	Size	Wgt	Cost	Craft DC
Mossberg M500 BP	2d8	20	Ballistic	30 ft.	S	7 int.	Large	7 lb.	1,200 cp	25
Wildey .44 Magnum	2d8	20	Ballistic	40 ft.	S	8 box	Med	4 lb.	1,250 cp	25
MAG-7	2d8	20	Ballistic	20 ft.	S	5 box	Med	8 lb.	800 cp	26
M9 Spectre	2d6	20	Ballistic	50 ft.	S, A	50 box	Large	6 lb.	2,100 cp	25
Parker-Hale IDW	2d6	20	Ballistic	40 ft.	S, A	20 box	Med	4 lb.	500 cp	25
Ruger Muzzelite	2d8	20	Ballistic	50 ft.	S	10 box	Large	7 lb.	600 cp	25



an ideal choice for this type of combat.

In Metropolis Rho, MAG-7s are commonly used in matches of *Bloodsport*. This has given the gun a deadly image that has also made it a popular weapon among the city's gangs.

M9 SPECTRE

The M9 Spectre is a relatively cheap 9mm submachinegun, roughly equivalent in size to the MP5. The appeal of the M9 is its innovative use of four rows of bullets in its magazine, giving it a 50 round clip no larger than a typical 30 round clip.

PARKER-HALE IDW

The Parker-Hale IDW ("individual defense weapon") is a compact 9mm machine pistol designed specifically as a true "briefcase" weapon, originally intended for SWAT and police operations but now extremely popular (due to its concealability) among gangers in the Metropolis.

RUGER MUZZELITE

The Muzzelite is a bullpup conversion, in this case of the ever-popular Ruger Mini-14 chambered for the .223 caliber round. The Muzzelite features a much-shortened barrel and a bizarre futuristic appearance. Almost completely rebuilt it is a weapon of menacing appearance, generally only seen in the possession of the Mayor's personal "Praetorian" guard.

DICECHAIN

The so-called "dicechain" is the favored weapon of the "Chuds", one of the Metropolis' more unusual

gangs. The dicechain is basically 20 lbs. of heavy metal chain, fitted with razor-sharp barbs and saw-toothed lacerating blades. When thrown, it wraps around a target with a tendency to dice him to pieces.

The dicechain can be used in one of two ways. It can either be swung out to attack a nearby target, or it can be thrown. In the former case the dicechain attacks as a melee weapon with a 10-foot reach. Unlike most other weapons with reach it can also be used against an adjacent foe.

When thrown the dicechain has a range increment of 10 feet. If a thrown dicechain hits a target she must make a Reflex save (equal to the unmodified attack roll of the thrower) or become *entangled*.

An *entangling* dicechain can be removed as a full-round action that provokes attacks of opportunity.

Because a chain can wrap around a target's leg, you can use it to trip attacks. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

RIPPER STICK

The *ripper stick* is used almost exclusively in the violent arena game of *Bloodsport*. The ripper stick is basically a reinforced hockey stick, with a scythe-like razor edge along one end. This allows the stick to be used as an effective slashing weapon (in addition to its primary function of moving the game ball along the ground).

Because of the curve of the stick, you can use it to trip attacks. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

NEW DRUGS

The various gangs of Metropolis Rho have, over the years, developed quite a few new and interesting

TABLE 1-9: NEW MELEE WEAPONS

Weapon	Damage	Critical	Type	Range	Size	Wgt	Cost	Craft DC
Dicechain (exotic)	3d4	x3	Slashing	10 ft.	Large	20 lb.	150 cp	21
Ripper stick (exotic)	1d10	x2	Slashing	19-20	Large	10 lb.	200 cp	21

drugs to complement the old favorites - cocaine, PCP, marijuana, etc., getting the people of their neighborhoods addicted and continuing the economic tradition of gangs of the past. Each gang has its own favorite to which it dedicates major research into refinement and development, and thus different drugs are the rage in different parts of town.

Drugs are usually produced in underground labs that rival pre-war factories, with masses of poor workers herded in each morning, noon, and night to produce the drugs in mass quantities for quick distribution through the city. Such complexes are almost exclusively heavily guarded by gang members or hired mercenaries, and provide a large portion of each ganglord's monetary gains.

ADDICTION

These rules are meant to give a quick means of resolving the effects of drug addiction, an optional new aspect of drugs for *Darwin's World*.

Effect: Once a character is addicted, failure to take the drug in question within 24 hours results in the character suffering one of the following effects (depending on the addiction DC; see individual drugs for details):

DC 10 or lower: Headaches and nervous tick; character suffers -1 to all attack rolls, saving throws, and skill checks for the duration.

DC 11-15: Cold sweat and tremors; character is considered *shaken*.

DC 16-19: As 11-15 above, except the character is also *fatigued* for the duration (rest has no effect).

DC 20+: As 16-19 above, except the character suffers an additional -2 circumstance penalty to Dexterity and Wisdom for the duration.

Duration: In general the duration of addiction penalties last for one day per DC of the addiction saving throw, or until the character takes another

TABLE 1-10: NEW DRUGS

Drug	Type	Addiction DC	Overdose?	Cost (per dose)	Craft DC
Cat	Ingested	13	Yes	200 credits	25
Copia	Injected	10	No	50 credits	25
DreamSlide	Ingested	16	Yes	1,000 credits	25
Eros	Inhaled	10	No	200 credits	25
Psycho	Injected	20	Yes	750 credits	32
Tufn-Up	Ingested	18	Yes	500 credits	30

dose.

If the character persists in staying off the drug she breaks the addiction.

CAT

Electro-Impulse Subdual Catalyst, nicknamed "Cat", is a drug in widespread use throughout Metropolis Rho, the latest in a string of "fad" chems used by the poor and wealthy alike. The drug affects the brain stem by confusing and fragmenting electric impulses which pass on to the frontal lobe of the cerebrum - in effect, dulling and confusing impulses of guilt, reason, etc.. Users of the drug become dulled to the psychological effects of living in a closed, isolated environment (such as a domed city), as well as to the guilt associated with killing, rape, and torture. This allows much of the population to deal with the gradual degeneration of the city, of course, and as such Cat is one of the biggest sellers on the streets. Nearly everyone enjoys a "hit" now and then, and most of the population is hooked.

Benefit: In addition to a perceptible stunting of the moral conscience (which has no real game effect), Cat increases a character's Will saves by +2 for 1d4 hours.

Addiction: Each time a character takes a dose of *Cat* she must make a Fortitude save (DC 13) or become *addicted*.

Overdose: Failing an addiction roll by more than

5 results in an overdose. A character who overdoses on *Cat* falls into a temporary coma for 2d12 hours.

Incompatibility DC: 12.

COPIA

Copia is an unusually popular drug that has recently become a hit among mid- to lower class citizens of the city. *Copia*, when taken (usually in shot form), stimulates the part of the brain that governs the sense of taste, causing the user to experience the sensation of eating a feast for real. The drug has become popular largely in part of the shortage of real foods in the city (other than bland algae chips), and since *Copia* is far cheaper than real food, it provides a practical alternative to those who want to taste real food, but can't afford to.

Copia comes in many different flavors, including (but not limited to) the popular brands *SimuBeef*, *ArtiChicken*, and *SensuFish*. Note that the drug does not actually provide nutrition, only the *perception* of taste, and lasts for only about one hour at a time.

Benefit: No real game effect.

Addiction: Each time a character takes a dose of *Copia* she must make a Fortitude save (DC 10) or become *addicted*.

Overdose: None, there is no risk of overdose with *Copia*.

Incompatibility DC: 10.

DREAMSLIDE

This drug is a powerful hallucinogen that sends the user into a comfortable but stimulating rest; while unconscious the senses are stimulated, creating an active and three-dimensional “dream”. *DreamSlide* is used as a means of escaping reality, sending the user into a deep dream-like trance for hours on end.

Benefit: A character taking *DreamSlide* (willingly or otherwise) must make a Fortitude save at DC 16 or fall unconscious, remaining asleep until the duration runs out (1d2 hours). Making noise, slapping the character, etc. allows for a second saving throw (once per round only).

Addiction: Each time a character takes a dose of *DreamSlide* she must make a Fortitude save (DC 16) or become *addicted*.

Overdose: Failing an addiction roll by more than 5 results in an overdose. A character who overdoses on *DreamSlide* enters a permanent coma.

Incompatibility DC: 12.

EROS

Eros is a strong drug that stimulates the adrenaline and hormonal centers of the body, as well as the emotion/behavior lobe of the frontal cerebrum. *Eros* is generally used as a sexual stimulant, exciting the user into a blissful ecstasy that enhances and magnifies sexual pleasure during sessions of physical intercourse. It also has a subtle hallucinogen effect that distorts reality and perception to a limited extent. While *Eros* gas does enjoy some private sales (enhancing the love life of many wealthy couples), it is most commonly seen in “sex parlors” where it is pumped in via fog machine (or similar device) to affect entire crowds.

Benefit: A character affected by *Eros* suffers a -4 penalty to Wisdom for 1d2 hours.

Addiction: Each time a character takes a dose of *Eros* she must make a Fortitude save (DC 10) or become *addicted*.

Overdose: None, there is no risk of overdose with *Eros*.

Incompatibility DC: 10.

PSYCHO

Popular among the gangs of Metropolis Rho, *Psycho* is an injected drug that stimulates various parts of the motor cortex - in effect, agitating the body and stimulating acceleration in adrenaline production. *Psycho*, once injected, takes mere seconds to kick in, after which time the user becomes “pumped” - receiving an increase in strength and speed.

Benefit: A character affected by *Psycho* receives a +2 bonus to Strength and Dexterity for 1d4 minutes.

Addiction: Each time a character takes a dose of *Psycho* she must make a Fortitude save (DC 20) or become *addicted*.

Overdose: Failing an addiction roll by more than 5 results in an overdose. A character who overdoses on *Psycho* becomes *paralyzed* for 1d4 hours, after which time she must make a second Fortitude save (DC 15) or die from cardiac arrest.

Special: Each increased dosage of *Psycho* increases a character’s Strength and Dexterity cumulatively, but also increases the save DC to avoid addiction and overdose risk by +2.

Incompatibility DC: 15.

TUFTN-UP

Packaged in green soda cans reminiscent of an Ancient-era soft drink, the drug known as “Tuftn-Up” is widely popular among the more violent gangs of Metropolis Rho. Similar to *Psycho*, Tuftn-Up is highly addictive, but when drunk it gives the user

almost inhuman fortitude for a brief time. Most street gangsters love the stuff as it makes them virtually immune to pain.

Benefit: A character who takes *Tuftn-Up* has her Massive Damage Threshold increased by +3 for 2d4 rounds.

Addiction: Each time a character takes a dose of *Tuftn-Up* she must make a Fortitude save (DC 18) or become *addicted*.

Overdose: Failing an addiction roll by more than 5 results in an overdose. A character that overdoses on *Tuftn-Up* suffers no immediate effects, but after 3d6 minutes becomes *fatigued*. This fatigue lasts for 2d4 days, regardless of the amount of rest the character has.

Special: Each increased dosage of *Tuftn-Up* increases a character’s Mas cumulatively, but also increases the save DC to avoid addiction and overdose risk by +2.

Incompatibility DC: 10.

NEW VEHICLES

A number of Ancient-era vehicles managed to survive the chaos of the Fall, and the survivors who populated the city in its early years managed to re-activate one or two auto factories as well. As a result, a vast number of vehicles are still used in the city.

This section only details new vehicles used by the Enforcers; other vehicles from d20 Modern may appear here in abundance, at the GM’s discretion.

TERMINATOR PATROL CAR

The standard police car of the Enforcers is the *Terminator*, a sedan of the typical variety often souped-up and armored for city street combat. Because of the added armoring, it is allegedly a difficult vehicle to drive. Most *Terminators* carry a

Mossberg M500 in the front seat for the crew to use in emergencies.

There are usually about ten or twelve of these vehicles per Enforcer precinct.

PEACEMAKER ARMORED CAR

The *Peacemaker* is an armored car that was used by many pre-Fall cities to ensure civil order during the final years of Ancient civilization, and many have been salvaged and replaced in duty with the Enforcers. The *Peacemaker* is really just a surplus British Shorland S55 Armored Car purchased by the Metropolis' pre-war government and repainted in police colors. City *Peacemakers* are sometimes armed with a 7.62mm machinegun in the turret (or a high-power water jet), a standard two-way radio, and a computer connecting units in the field with precinct headquarters.

There are roughly five *Peacemakers* per precinct, usually assigned to squads charged with assault, riot control, or fugitive-hunting duties.

OTHER GOODS & SERVICES

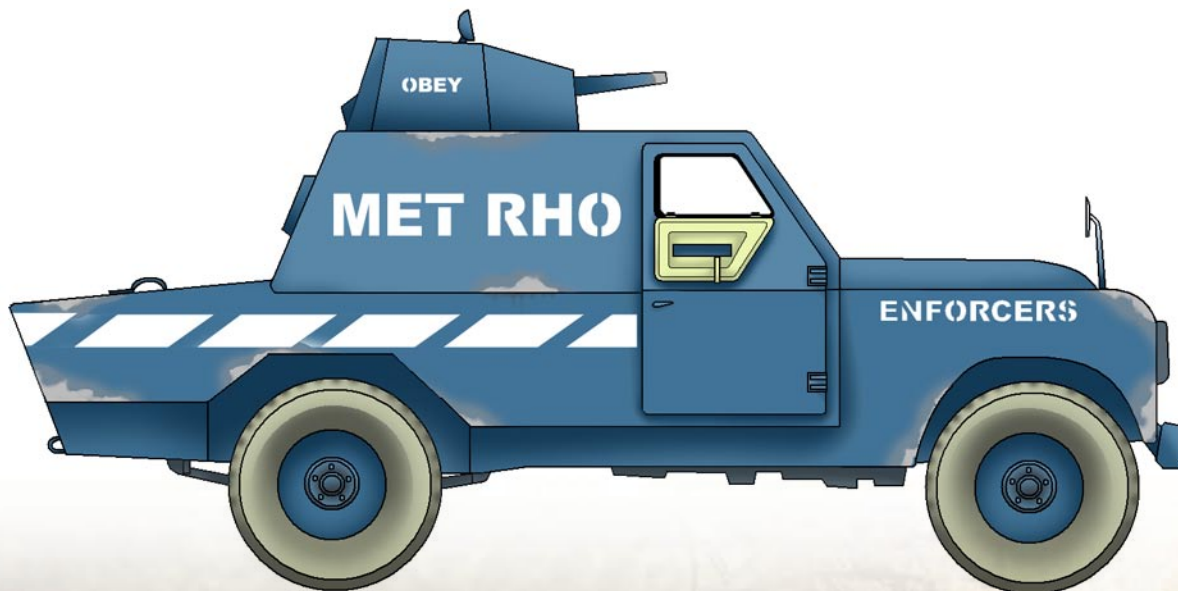
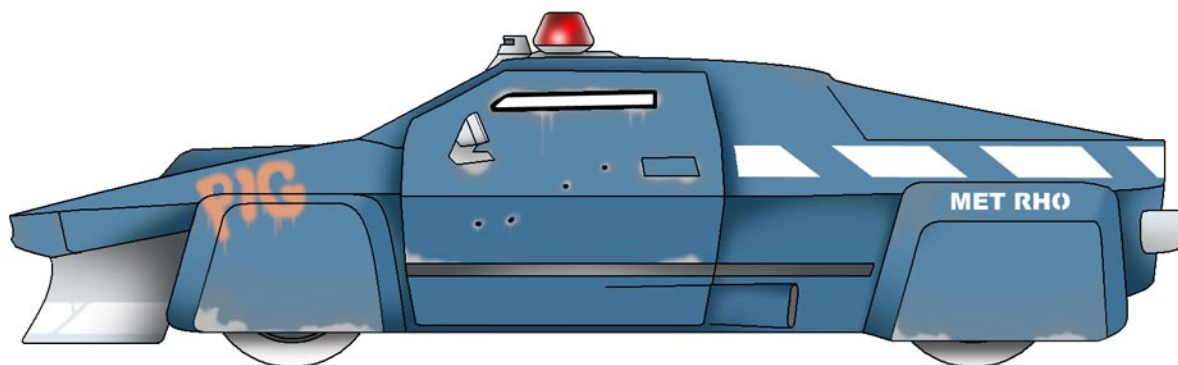
In addition to items from the standard *Darwin's World* rules, there are goods and services available in the Metropolis that aren't available anywhere else. Few of these items will have much functional use to PCs, but they do give an idea of the rarity of certain items and the relative value of particular services mentioned in this sourcebook.

CLOTHING

The styles and fashions of the people of the Metropolis change with each passing decade, sometimes even with each passing year. As the city slowly degenerates the fashions of the times reflect

TABLE 1-11: NEW VEHICLES

Name	Crew	Pass	Cargo	Init	Man.	Top Speed	Def.	Hard.	HP	Size	Cost	Craft DC
Terminator	1	5	400 lb.	-2	-1	185 (18)	8	5	38	H	12,000	25
Peacemaker	2	6	200 lb.	-2	-2	175 (17)	8	10	44	H	52,000	25



the hollow soul of its citizens, with clothes that have moved from functional to alluring to downright obscene.

While natural fabrics are now a thing of the ancient past (there is not enough space to grow cotton in usable amounts, nor an abundance of animals to skin for their hides), clothes made of synthetic materials - most based on recycled plastics - are still made in the city's many textile mills, and range from the cheapest and most affordable attire to the truly flashy and expensive suits of the big-time gangers.

Clothing	Cost
Clothing (cheap stuff)	50 credits
Clothing (informal wear)	100 credits
Clothing (formal working clothes/suit)	200 credits
Clothing (expensive)	250 credits
Clothing (ultra-elite)	1,000 credits

FOOD & DRINK

As stated before the people of Metropolis Rho constantly live on the verge of starvation and food crisis. With a population that is barely kept under control by its own constant gang warfare, conventional food reserves became far too restricted for the average civilian long ago. While some strictly controlled dairies and animal farms do exist in a handful of secure parts of the city, by and large the people of Rho are forced to subsist on what are known as "algae chips" - nutritious but utterly flavorless wafers made from algae (bulk up through feeding off of biological waste products dumped into the river).

Most people in the city live on algae chips alone; only the wealthy can afford real fruit, real vegetables, and real meat.

Food & Drink	Cost
Synthihol (per bottle)	20 credits
Algae chips (day's ration)	5 credits
Real alcohol (per bottle)	250 credits
Real fruit/vegetables (per fruit)	50 credits
Real meat (per lb.)	500 credits
Real flowers (per bulb)	150 credits
Real cheese (per lb.)	50 credits
Real milk (per bottle)	50 credits

RENT

As if the people of the city didn't have enough to worry about, living space is still at a premium. While much of the city was abandoned during the Fall (leaving hundreds if not thousands of empty buildings including vast apartment complexes and even downtown skyscrapers), many of these are in ruin, their condition less than sub-standard; in these, rats and decrepit Unproductives vie for living space.

Countless renovated buildings do exist, however, though these are usually owned by the gangs of a given district. Monthly rent is usually paid directly to the gang, though sometimes private entrepreneurs are allowed to "own" buildings as private businesses (in exchange for paying a percentage of profit to the gang). It is these buildings that see regular occupation, and while it would be possible for someone to just go out and find an abandoned building to squat in for free, having running water and electricity are necessities that the people of the Metropolis have yet to give up on.

All costs listed below are per month.

Rent (per month)	Cost
Communal flophouse space	-
Downtown	100 credits
Riverside	125 credits
Slam	150 credits
Midtown	175 credits

Government	n/a
Typical dive (private)	
Downtown	200 credits
Riverside	300 credits
Slam	400 credits
Midtown	500 credits
Government	n/a
Highrise suite (low-end)	
Downtown	1,300 credits
Riverside	1,500 credits
Slam	1,700 credits
Midtown	2,000 credits
Government	2,500 credits
Highrise suite (penthouse)	-
Downtown	2,600 credits
Riverside	2,700 credits
Slam	2,800 credits
Midtown	3,000 credits
Government	3,500 credits
Highrise suite (luxury)	
Downtown	n/a
Riverside	n/a
Slam	7,800 credits
Midtown	8,000 credits
Government	8,500 credits
Services (per month)	
Running water (added to base cost)	100 credits
Electricity (added to base cost)	100 credits
Secure keycard locks (added to base cost)	200 credits
Security guards (added to base cost)	5,000 credits

STREET DEALS

An important consideration in the kind of restricted setting posited here would be what the characters can and cannot get, either legitimately or on the black market of Metropolis Rho. Since the Metropolis still produces some goods, and also holds onto various bits of technology from the time of the Fall, many items may be available to the PCs in one way or another.

TABLE 1-12: STREET DEALS

General Type	Knowledge (streetwise) DC	Examples
Tools, professional equipment	14	Basic/deluxe mechanical tool kit, demolitions kit, evidence kit, etc.
Modern-era weapons	16	Uzi, Glock 17, Bushmaster M-17S, ammunition, etc.
Modern-era armor	18	Undercover vest, light-duty vest, NBC suit, etc.
Basic gizmos	18	Power sources, binoculars, common surveillance gear, etc.
Advanced melee weapons	22	Chainsword, stun baton, shock gloves, etc.
Modern-era medicines	26	First aid kit, potassium iodide tablets, ready syringe, etc.
Advanced medicines	28	Stimshot, medi-spray, rad-purge shot, etc.
Vehicles	28	Chevrolet Cavalier, Ford Crown Victoria, Harley Davidson FLSTF, etc.
Advanced gizmos	30	Magnetic shield, power fist, animatrons, etc.
Computer equipment	30	Portable detection radar, motion detector, X-ray goggles, etc.
Advanced medical equipment	32	Diagnostic scanner, pocket nurse, healing pack, etc.
Advanced ranged weapons	32	Laser rifle, maser pistol, gauss rifle, etc.
Cybernetic/bionic equipment	32	Myoelectric arm, biomechanical targeter, combat arm, etc.
Advanced armor	35	Military combat suit, lazab, plastex, etc.

For a start, recreational drugs, synthetic alcohol, foodstuffs, and most basic survival items (clothing, apartment space, and algae chips) are all readily available and go for the listed cost (see *New Drugs* and *Other Goods & Services*). Medicines from the *Darwin's World* rules are getting scarcer, however, and are now hoarded by most gangs and city factions to keep their ranks swollen with healthy foot soldiers. The price should be 2-3 times normal for these valuable items.

Typical weapons that should be available include most modern-era firearms formerly produced in the U.S.A. (i.e. non-foreign), all advanced melee weapons, and perhaps some advanced ranged weapons as well (with the exception of cannons, anti-tank weapons, and missile launchers, etc. - these were all confiscated long ago to construct the Barrier). Most of these sell for regular price.

Various high-tech gizmos (such as professional equipment, surveillance equipment, etc.) may be available at the GM's discretion. Power sources

should generally sell for 2-5 times their listed price, as these items are becoming scarcer as the years advance.

PCs may be able to purchase cybernetic/bionic limbs and other parts (as detailed in *The Foundationist* sourcebook), as a few of these advanced items have been preserved by the hospitals of the city over the years. These items are rare, however, and should sell for 1.5 to 2 times their normal list price. Most have been "recycled" from previous owners (i.e. taken off of dead gangers), and as a result may have some minor damage that will need to be repaired.

FINDING AN ITEM

Actually *finding* a desired item in Metropolis Rho is much more difficult than buying it, however. Generally speaking the only way to find a legitimate seller, street dealer, black marketer, or any merchant with the goods the PCs want is to hit the streets, canvas the area, and drop a few credits here and there

to get the word out - and loosen lips. This translates to requiring a Knowledge (streetwise) check to find each individual item on a character's shopping list. The DC varies, depending on the general nature of the item.

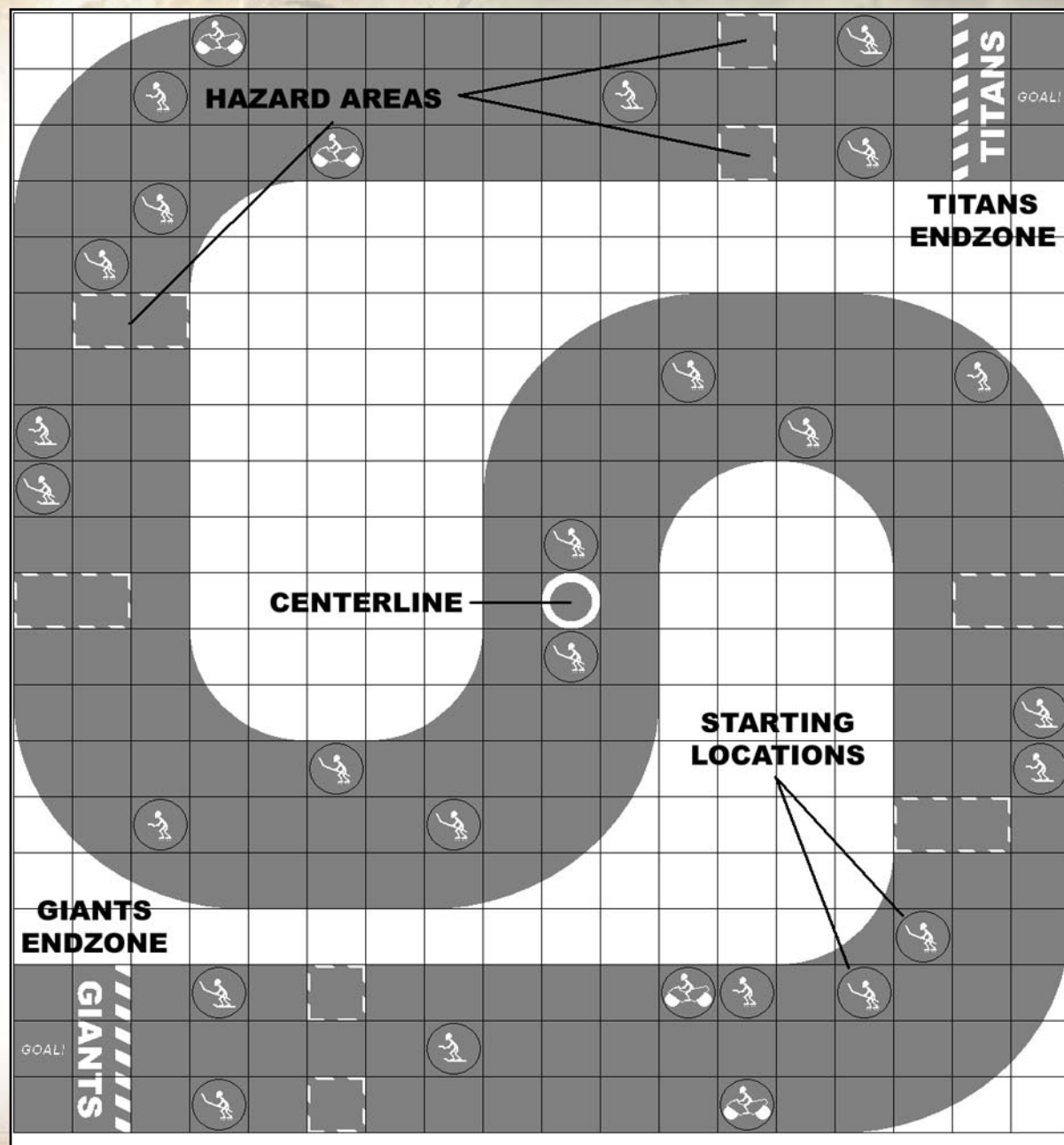
RESTRICTING ITEMS

Since the people of the Metropolis have been scrounging through the same ruins and sifting through the same rubble for generations, new finds of technological items are exceedingly uncommon. Still, tech items have been maintained over the years despite the prevailing violence of society, though they are now getting quite rare.

While most items should be available (assuming the PCs make successful Knowledge [Streetwise] checks; see above for details), the following items should be considered unavailable in this setting: *blood agent grenades, negation grenades, nerve gas grenades, radiation grenades, satchel charges* (any kind), *stun grenades, all energy field generators* (blasters, plasmas, EMP weapons), *all particle beam weapons, anti-tank weapons* (AT-5, LAW, RPG, TOW II), *Hydra rockets, UH radiation rifles, powered armor, identity cards, impulse detectors, corium lanterns, cyborg sustenance tubes, gravity boots, force field belts, jetpacks, neural control pods, obedience collars, pain collars, stealth packs, truth serum, regen tanks, armored vehicles, and aircraft of any kind.* The GM can also restrict other items as she sees fit.

BLOODSPORT (MINI-GAME)

Included in this final chapter is a brief system of rules for playing *Bloodsport*, the violent and ruthless sport of choice for the degenerate citizens of Metropolis Rho.



OBJECT OF THE GAME

The object of the game is to get the “ball” from one end of the playing field to the other. Each time this is achieved the team whose player crosses the finish line with the ball earns his team a point. Whichever team has the most points when the ball finally detonates is declared the winner.

PLAYERS AND EQUIPMENT

Each team has fourteen players at the start, with each player possessing a varying degree of skill at the game. There are two players mounted on motorcycles, four players mounted on hover boards, and eight players wearing rocket skates.

At the start of the game two of the players on hover boards have *ripper sticks* (a hockey stick with a scythe blade on one end), while two are armed with pistols or close-in shotguns (on this scale these weapons have the same effect). Of the rocket skaters, six have *ripper sticks*, and two have firearms. Motorcyclists do not have weapons, but their motorcycles are equipped with scythe-like blades along each side that allow the motorcycle to “swipe” other players as they race by.

SETUP

Players must set up in the spots indicated on the track as their team’s “starting positions”. However teams can arrange their players any way they choose, so long as they start with one player on each of these positions.

At the start of the game a member from each team declares which side of the coin is “his”. A referee then flips the coin. The team that wins moves and acts first.

When the game begins, the ball piece should be placed on the Centerline marker.

ACTING

Each player may move and attack during a given turn. A player must move first, then attack (or alternatively *knock* or *throw* the ball; see *Moving The Ball*). Players attack and move one at a time (in any order); only once the current piece has played its turn can another act.

MOVEMENT

A map accompanies this module showing the Bloodsport playing field, divided into squares. These squares govern movement per turn, as well as distance (for when the ball is “thrown”; see below). A player may move up to his allowed squares either straight, backwards, diagonally, or any combination thereof.

Each turn a player on *rocket skates* can move up to 2 squares.

Each turn a player on a *hoverboard* can move up to 3 squares.

Each turn a player on a *motorcycle* can move up to 6 squares.

HITCHING A RIDE

There is a special movement option that players can use if they have at least one motorcycle remaining on their side. A player on either *rocket skates* or a *hoverboard* can “hitch a ride” by holding onto the motorcycle and trailing along behind it.

Any player can hitch a ride on a friendly motorcycle if he ends his movement adjacent to the motorcycle. When the motorcycle moves its 6 squares the hitching player move also, ending up adjacent to it (on a facing opposite the direction of the motorcycle’s movement, i.e. behind it).

While hitching a player cannot make an attack,

but he may hold on to the ball. Only one player may hitch a ride with a motorcycle per turn.

ATTACKING

Each player may attack once on his turn, after moving. Players equipped with *ripper sticks* (or riding motorcycles, since they have razor-blades along their sides) may only attack other players adjacent to them in a *melee attack*. Players equipped with guns can attack anyone on the map in a *ranged attack* (so long as their is line-of-sight; if any player is in the way, the attack can’t be made).

When attacking, the attacker must roll d20 regardless of what weapon he uses; any number above 10 indicates a hit. The target of the attack may make a roll to dodge aside (or block, in the case of melee attacks). He must also roll d20, and beat the number rolled by the opposing player. If he succeeds he stays in the game; if he fails he is *killed*.

Each playing piece also receives a modifier to its defense roll; this reflects the skill of the player in question. Modifiers range from +0 (for rookie players) to +4 (for true champions of the sport).

PUSHING

A player (of any kind) can attempt to push another player into a square adjacent to his current position by moving into contact with him, then rolling d20. Any number above 10 indicates the player is forcefully moved into any adjacent square of the pusher’s choice (no dodge).

This tactic is usually used to push important players into hazard areas.

HAZARD AREAS

Certain squares bordered in orange on the Bloodsport map mark “hazard areas”. These areas contain

random dangers sometimes inserted into the game to add a little bit of chaos and uncertainty to the match. These hazards range from pop-up laser turrets to mines concealed in the track.

Hazard areas are only triggered if and when a *rocket skater* or *motorcyclist* rides into or through them on a given turn (*hoverboarders* do not activate hazard areas, since they are pressure sensitive). When this happens the GM should roll 1d6 to determine what happens:

Roll	Hazard
1-3	Nothing.
4	Pop-up laser; a small turret pops up in the center of the hazard area and shoots a laser beam at the nearest target. The GM must roll d20 for its attack; the target may attempt to dodge as normal. Otherwise he is killed (sliced in half).*
5	Concealed ditch; the player is immobilized, and his movement stops immediately. He cannot move again until next turn. If the player was on a motorcycle, he goes flying (and is removed from play).*
6	Mini-mine; the player who triggered the hazard area is killed and removed from play.*

* Note that if the player was carrying the ball it is dropped on this square, and someone must risk entering the hazard area for the game to continue!

STAR PLAYERS

Players marked with a gold star (as shown on their piece) are considered “star players”. These players may re-roll any one roll (attack, dodge, the result of triggering a hazard area, etc.) during the course of the game. He must accept the new roll, however.

GOAL TOKEN

At the start of the game this token should be placed in the endzone of the opposing team. Since the ball can

be intercepted during play, the goal may change at virtually any time, so this token can be moved around as necessary to mark the new goal.

MOVING THE BALL

The ball must be moved from one end of the field to another to score a goal. After the first goal is scored the ball must always be moved to the opposite end of the track to score another goal. It can be hand-carried, *knocked*, or *thrown* to cover the distance.

Handcarrying is the traditional method of ferrying the ball. When the ball is carried in this manner it moves with the player holding it, starting and ending in the same square as its carrier.

A player armed with a ripper stick (or a motorcycle) can *knock* the ball at any time instead of attacking. When the ball is knocked it moves a random number of squares in the desired direction (straight or diagonal). Roll 1d4+5 to see how many squares it moves. The ball cannot be *knocked* through a square occupied by another player; if it makes contact it is considered “intercepted” (and passes into that player’s possession).

A player can *throw* the ball at any time instead of attacking. Doing so allows the ball to be thrown up to 8 squares, even over squares currently occupied by other players. Note that each time the ball passes through an occupied square, the player there may make an immediate d20 roll to “catch” it (the target number is 16; no modifiers apply).

Note that the ball can never move off the track; if it makes contact with a wall its movement stops there.

SCORING A GOAL

A goal is only scored when the ball is *hand-carried* over the goal line. A ball thrown or knocked over the goal line does not score a goal. Instead the ball is immediately moved to the centerline (see map); the first player to reach it regains control of it.

Each time a point is scored (or if the ball is intercepted by the opposing team) the goal changes from its current endzone to the opposing endzone. Use the goal token to mark the new goal.

WHEN THE BALL EXPLODES

The ball is a *bomb*, with an interior timer set before the game to explode at a random time in the last 10 minutes of the game. No player knows when the bomb will explode - this adds a certain degree of uncertainty to the sport (and the crowds love it).

When the game begins the GM should roll 1d10 and add it to 50. This indicates the number of minutes before the bomb goes off. The GM should keep track of time during play (with a stopwatch or any other timer that has a buzzer) so as not to forget when the bomb explodes.

When the ball explodes it instantly kills the player holding it where he stands *and all players within two squares of the holder*. These kills (regardless of who was holding the ball) count as scored points for the appropriate teams.

If 60 minutes is too long for a game, you can of course shorten the game to 30 minutes or less.

MISCELLANEOUS POINTS

In addition to making goals, points can be scored by killing other players. Each player of a given team killed (whether by friend or foe) nets the opposing team one point.

Note that only three members of a given team can be killed for each ten minutes of game (this is known as the “overkill rule”, and is intended to prevent the game from devolving into a pure bloodbath). If this number is exceeded, each player killed over three results in a *negative* point for the opposing team.

VICTORY

The game ends when the ball explodes, at which time all points are tallied. The team with the highest number of points wins the game!

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