

THE FOUNDATIONISTS

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v1.2

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CHAPTER 1: FOUNDATION HISTORY	3
CHAPTER 2: FOUNDATION CHARACTERS	20
The Foundation Today	20
Foundation Classes	24
Foundation Demolitionist	24
Foundation Guardian	25
Foundation Road Jock	26
Foundation Scout	28
Foundation Air Jock	29
Foundation Paladin	30
Dark Paladin	31
Revenant Paladins	31
New Feats	32
Ironclad Hierarchy	34
Medals And Meritorious Awards	40
Regimental Histories	42
Foundation Organization	45
CHAPTER 3: THE CORE	46
Power Generation Technologies	46
Food Technology	48
Medical Technology	49
Space Technologies	51
Eugenics	53
Bionics / Cybernetics	57
Advanced Weapon Technologies	61
The Armory	63
CHAPTER 4: FORTRESSES AND OUTPOSTS	75
Fortress Avernus	75
Fortress Caina	77
Fortress Dis	79
Fortress Minauros	81
Fortress Nessus	82
Fortress Phlegethos	84
Fortress Stygia	85
Outposts	87
Outpost Hotel	87
Outpost India	89
Outpost Juliett	89
Outpost Kilo	90
Outpost Lima	91
Outpost Mike	92
Outpost November	92
Unrecovered Bases	93
CHAPTER 5: FACTIONS	96
The Foundation	96
The Foundation Symbol	97
The Todoshi Faction - "Dark Paladins"	108
The Revenants	116
Relations	124

THE FOUNDATION – a name, enough in itself to strike a mixture of awe, dread, and hatred in the minds and hearts of the varied peoples, tribes, and warring factions of the Twisted Earth. Some people know them only for their unfaltering intent to locate, collect, horde, and protect the lost artifacts of the Ancients, to preserve them for a future they call “Eden” – a time when conditions will be right to lead the way in the movement to reconstruct the lost civilization of the Ancients. To some people, the Foundationists are caretakers of bizarre “holy” objects, inheritors of a proud religious tradition dangerously on the verge of being forgotten forever. Their painstaking efforts, despite the ravages of time and various uncivilized predators, are the last hope for saving the Twisted Earth from perpetual anarchy.

To others, however, the Foundation is nothing more than an abomination of racism, intolerance, and arrogant superiority. Their legions, terrifying in their humming powered armor and unreachable as they ride fantastic flying craft far above the desert sands, are seen as symbolic of a secret agenda: to covet the few remaining treasures of technology left on the Twisted Earth, keeping them to benefit the Foundation alone. Takers of what few precious resources are left among the deserts of the wasteland, the Foundationists have earned for themselves a bitterly resented role as masters and predators, demanding respect and fear from the primitive survivors of this dying world.

HOW TO USE THIS BOOK

This book, *The Foundationists*, takes a long look at the organization known as the Foundation, one of the strongest and most dedicated pseudo-societies on the Twisted Earth. Like any group or struggling nation, the Foundation has a mixed and intricate history, rich

“We are a brotherhood of men, the sons and grandsons of the Ancients, inheritors of the magnificent civilization and glory that was theirs before the Great Fall. We will take up their arms, those mighty tools of war that still bear their fingerprints, and we shall don their coats of armor, gleaming and magical in their invincible strength, and we will march forth to conquer all. We are given this right – nay, this duty – by the words of the Ancients themselves in their last days, which proclaim in letters so bold that even today, centuries after their passing, they cannot be erased or forgotten... ‘Reclaim from the ashes what was Ours, rebuild, and bring civilization once more to the world.’”

- From the swearing in ceremony of the Foundation Paladin

with instances of greatness, victory, conquest, and trials of all kinds. Similarly there is a dark side to the Foundation, evidence of past atrocities, cruelty to those who failed to understand (and accept) its message, and elitism that is only now coming to light. Combined with strange semi-religious “eccentricities” and a degenerating understanding of their own roots and purpose, spawned from centuries of isolation from the past that they so revere, the Foundation is truly a unique and fascination entity.

Though often portrayed as a group righteously dedicated to reviving the honor and glory of the Ancients, this sourcebook provides a deeper, more detailed look at the various ideals and principles of this foremost of *Guardian/Resurrector* communities. GMs can use this book as a means of introducing the powerful Foundationist faction into their campaigns, as enemies, rivals, or even potential allies, and employers for the characters in your gaming group. This book also contains enough background information for characters to join the Foundation and learn its many secrets, if being part of the drive to rebuild the past is their ultimate goal.



CHAPTER 1: FOUNDATION HISTORY

Supervised by the Department of Civil Defense, construction will entail digging an unprecedented half-mile beneath the familiar landscape above to create the ultimate shelter of the future. Plans for the Redding vault include three levels of living areas to accommodate up to 500 people, a class A medical facility complete with surgical theater and volume pharmacy storage, and recreation areas stocked with games, holographic tapes, and virtually years of pre-recorded television and radio broadcasts to educate and entertain the shelter's occupants. Central to the facility is the habitat control center, where all aspects of the underground shelter can be monitored and tweaked; power, humidity levels, temperature, and most importantly, regulating the quality of air coming from these six gigantic air reprocessing units, made by the technology giants at General Electronics. If you think these machines are big, watch as we go deeper underground, to the technician's level of this amazing subterranean vault. Here we will find a 20-acre hydroponic farm, a marvel of botanical science in which ultraviolet light and super-chemicals work together to accelerate the growth of nutritious and delicious plants and algae, hundreds of feet underground where there is no sun. Beneath this is the water recycling plant, where waste water from throughout the vault is brought to be chemically treated and recycled; water from the humidifiers and even the surrounding bedrock helps to keep the population thirst-free indefinitely! As we continue our tour, we find even more marvels...

- *Your Shelter And You*, a film documentary of the Redding vault

The history of the Foundation begins not now, not a generation ago, but at least two centuries past in the form of the 689th Quartermaster Company of the United States Army. The true history of this archaic movement begins during the Fall, during the cataclysmic Final War, when the order of the Ancients had been turned on its head by the great Nuclear Wars.

The 689th, which had for various reasons resisted total transformation into an all-android unit, had been stationed in northern California just prior to the outbreak of total war, along with two full android transportation and construction companies. These units had been assigned to the development and construction of the massive OTEC energy "pipeline"

that was to connect the continental United States to a series of offshore OTEC power generation stations being built in the waters off the California coast along a geothermal fault line almost 100 miles out. The 689th was part of the force assigned to oversee the massive construction project on land, providing necessary support services to the often remote mountain locations through which this "pipeline" would travel; first to the coast of Northern California, then through the Sierras, to the various substations throughout the Sacramento Valley. This phenomenal project, which was designed to produce a virtually limitless form of energy (to complement the production of fission and fusion reactors springing

up all over the country, and to meet the ever-growing energy needs of the U.S.), was set to take ten years, and due to security concerns, in addition to civilian contractors, the Quartermaster corps would lend a hand in its oversight and finishing (this wasn't the first time that the men of the 689th first made contact with a host of civilian engineers, as the unit had been assigned similar tasks of oversight and support during the construction of the nuclear-powered Sacramento and Redding vaults, as well as the Pyramid Lake algae mass-cultivation project in neighboring Nevada).

This was during the heyday of American technological leaps and bounds when, more often than not, research, development, and construction teams were headed by superior thinker androids, the majority of their ranks composed of laborer surrogate models and automatons. Humans were relegated, to a large extent, to the maintenance and repair of these android engineers and staff, making up less than 20% of fielded individuals on a given project. The 689th was no different, though in practice many of the soldier androids had been reassigned to construction tasks during its tour in California, with humans – far less efficient in manual roles – being moved to support positions (as assistants and message-runners to the engineering teams).

THE END IS ONLY THE BEGINNING

The 689th was largely embroiled in supporting the OTEC engineering project when war broke out in 2011. Among of the first targets of conventional attack were the power production facilities along both coasts of the continental United States, and the OTEC facilities and onshore infrastructure were no exception. Long-range strategic bomber formations, by virtue of sheer numbers, penetrated past automated air defenses in droves during the first phase of the attack, destroying a complex energy grid that provided for many of the major cities in a number of states.

During the initial air raids, 60-80% casualty rates were inflicted on the units and important military bases positioned all over the west coast of the United States (not to mention the east coast, which suffered similarly catastrophic damage at the outset).

Though the naval bases at Miramar, Alameda, and San Diego had been some of the most important first targets in these bomber raids, the U.S. Navy did manage to muster a sizeable fleet to meet the invaders at sea and along the coast, in a concerted effort to do as much damage as possible to the transport ships of the invasion fleet. But despite the heroic efforts of the fragmented navy, the invaders were finally able to win naval and air superiority and land their armies all along the west coast: at San Diego, Los Angeles, San Francisco, and Portland.

Considering the sudden and very real threat of the invaders making progress inland (again, due to the unexpectedly high casualty rates from a conventional bombing campaign), units all over California and the United States were naturally moved toward the two major fronts – East and West. The 689th, already in California, was immediately pulled from the OTEC project (indefinitely suspended) and reassigned to the Sierra Army Depot, 55 miles northwest of Reno, Nevada. The Depot, located high in the mountains, was of vital importance to the continued defense of the West Coast, since it was here that the Army stored operational stocks and tactical support systems to sustain its units in the field.

The 689th continued to serve in the supply role for the first four weeks of the war, keeping vital supply lines open to the robotic units fighting the invaders on the beaches. Their daily mission of transporting supplies took them through fiery, bombed-out cities where the urban populace, shocked awake by the sudden prospect of war on their own soil, met them with a combination of violent protest and rage. Firefights to secure quartermaster supplies, and

ensure the safety of these transport columns, were not unheard of in the quickly degenerating cities of California.

In time the armies of the “Pacific Coalition” managed to take San Diego and move up along the Pacific coast to Los Angeles, where a string of heated battles were fought among the bombed-out urban ruins. Similar gains were being made near San Francisco, and up north in Portland, the enemy armies were already driving hard towards Seattle to neutralize the homeport of the Pacific naval reserves, the boomer bases, and the nuclear silos of Washington state.

With the fall of the Sierra Army Depot to one week’s devastating bomber raids, and the subsequent scattering of supply reserves across a number of Rocky Mountain states, the 689th was pulled from northern California and reassigned to the 11th Signal & Intel Brigade (Robotic) at Fort Huachaca in Arizona. The transition was a welcome one for the men of the 689th, who were themselves disillusioned at the realities of war – though they performed admirably against air attack and civil disturbance, as well as battling (in one instance) a Soviet paratroop regiment dropped behind enemy lines to disrupt supply to the defending front, the idea of fighting one’s own people, for any reason, had caused morale among the human soldiers of the 689th to dip low. Though a nationwide draft had been called to bring human beings into the defense of their nation, and the size of frontline units were doubling, support units like the quartermasters were largely unaffected by either reinforcement or the ensuing revitalization of morale.

The reassignment to the 11th Signal & Intel Brigade (Robotic) served three main purposes. First it was an effort to remove the 689th from the shrinking battle lines in California, part of a strategic-level repositioning of supply depots and restructuring of supply lines to accommodate the reality of the U.S. Army’s slow pullback.

Secondly, the High Command (who were themselves cyborgs operating from the seemingly invincible shelter of Cheyenne Mountain) recognized that the vast majority of human elements in all non-combat formations (and soon the combat formations as well) were suffering from morale problems, no doubt brought upon by the growing sense of inevitable defeat. Units like the 689th had been chosen for a special experiment – the slow replacement of the upper echelon of human officers with human-mimicking androids. This, it was believed, would remove the leadership responsible for failing to maintain morale in the human ranks, and secretly replace it with morale-immune surrogates of artificial design. Put simply, the High Command had lost faith in the human officers, and replaced them with androids who would lead by example. Since they looked like humans, the rank-and-file simply assumed they were replacements, or reassignments. In some cases, in fact, a particular human commander would be quietly “reassigned” and replaced the same night with an android that looked, spoke, and acted just like him – albeit with a renewed vigor and sense of “duty”. To the men, they wouldn’t know their real commander was gone, and would only notice a sudden rise in their commander’s morale; this, in turn, would likely cause them to suspect he knew of a coming counterattack, or of reinforcements, and the overall morale of the unit would rise.

Fort Huachaca was the site where the experiment was conducted, under the scrutiny of the 11th Signal & Intel Brigade (which had a number of “special elements” attached to it for just this purpose). All units that passed through Fort Huachaca in the coming months underwent this clandestine “alteration” before being put back into the frontlines to revitalize the war effort.

The third reason, of course, was the impending, top secret decision of the High Command to begin

nuclear strikes against enemy rallying points and beach heads here on the American continent. In an effort to preserve as many units as possible from the detonations, the High Command pulled back those it could (with reasonable explanations so that armies in the field who had to hold the line – and the enemy in place – would not mutiny) to rear positions to wait out the strikes. Almost as soon as the campaign of “nuclear scorched earth” erupted it spiraled out of control into an escalating global nuclear war that, in a matter of days, turned the world into a nightmare wasteland of burning cities, billions of dead, and radiation storms that would last for years. To make matters worse, conventional and nuclear attacks were joined by the release of chemical and biological weapons stockpiled for the past 50 years; from places like Fort Detrick, Maryland, and the Dugway Proving Grounds in Utah, the robot High Command authorized the use of the most advanced biological weapons on the enemy, whether aimed at their formations occupying domestic soil or targeted at their civilian centers (“cities”) overseas. Chemical weapons, drawn from massive reserves (such as at Umatilla, Oregon), were deployed to destroy agricultural regions under threat of enemy conquest, with amazing effectiveness.

Behind-lines units like the quartermasters of the 689th were saved the horrific experience of witnessing the nuclear devastation first hand, but not for long. During the unit’s assignment to Fort Huachaca, roughly two-thirds of the unit had been relegated to the processing and shipping of corpses extracted from the front to be sent to reprocessing centers throughout the country. Handling masses of war dead, most unrecognizably injured, burned, or irradiated, scarred the unit’s novice soldiery.

By chance a small force of military engineers, who had served with the 689th during the peacetime construction of the California OTEC network, were routed through Fort Huachaca as part of a buildup of

units capable of repairing the damage to the rail and road network of the Southwest. What might have been a brief and happy reunion between pre-war soldiers turned into a desperate information-sharing session that lasted only a few days. The engineers, who had been reassigned to the demolition of passes and bridges throughout the Rocky Mountains, were now being pulled back to the heartland to help in reconstruction efforts; in specific, the revitalization of the nuclear power network that kept the American cities – and war materiel production lines – up and running. But it is what they saw on their journey from the Rockies to the staging area at Huachaca that left them (and those in the 689th who would listen) aghast.

Nuked rail yards and countryside. Livestock by the tens of thousands dead and rotting in the pastures, the result of bio-engineered pestilences scattered indiscriminately across the country. Agricultural regions that once stretched to the horizon were now withering wastelands, where strategic-level chemical bombs and warheads had ravaged them. Dams, power plants, and power grids devastated by conventional strikes or by enemy cruise missile attack. And dozens of cities and towns where the population lay dead – either dead from nuclear blasts, the ensuing firestorms, or the biological and chemical weapons used with such frequency.

To these engineers, and soon the 689th, the war had gone too far. It was Armageddon, the end of the world. If there had ever been a possibility of victory, what was the use now? The country had been destroyed, American civilization damaged beyond repair.

Whatever their reasons for sharing this information, the engineers were shipped off by rail a few days after their arrival. The quartermasters of the 689th, for their part, were joined by an auxiliary android labor battalion to begin repair and reconstruction of the road network connecting Huachaca with Phoenix, which

strategic commanders planned to use as their HQ if the enemy managed to break through the lines (which were now barely holding along the Colorado River).

WHEN THINGS BREAK DOWN

The month-long move to Phoenix was a bitter one. Fallout from the nuclear attacks on San Diego, Los Angeles, and other cities to the west was already affecting the landscape. An invisible killer, fallout poisoned the land itself, the water, the people. The formation moved past desert towns where the inhabitants were dead to the last man, victims of the slow poisoning of their water sources and the death of their animals. They toiled under the hot Southwest sun rebuilding roads and railways, burdened by radiation suits and environmental gear, using heavy bulldozers and equipment to shove virtual *columns* of abandoned cars from the highways to let them pass. The dead were everywhere.

Out of growing desperation the unit’s soldiers began hanging their hopes on Phoenix, like a mythical El Dorado, as the end to all the madness. Once they got there, they kept saying to themselves, they’d see the destruction wasn’t total and that there was hope beyond the frontlines of California. Desperation was turning into disillusionment. Already suspicions were beginning to arise amongst the ranks that their leadership were not as they seemed. The cold, inhuman response to the obvious suffering of millions they witnessed, the lack of desperation shared by most of the flesh-and-blood soldiers, and the emotionless, single-minded determination to follow their orders was slowly beginning to create a division in the unit; the rank-and-file, and the officers in command.

When the 689th reached Phoenix, they found the devastation was as bad as they had secretly feared. A strategic nuclear target, a potential major staging area, the city had been almost completely destroyed in the first wave of nuclear counterstrikes by the enemy.

Gone was the city's majestic complex of sky-scraping domes (which had once been described as the most beautiful in the West) and buildings. In its place was a rubble-strewn field, pulverized by bombardment, nuclear blast, and a flood of unnatural acid rains that were being swept across the desert from Los Angeles and other coastal cities where the nuclear bombs had been most concentrated.

Talk spread of giving up, of disbanding. Many of the soldiers wanted to return home to see how their families had fared. Their commanders pushed them on. Those who spoke openly of mutiny were summarily executed.

Among the ruins of Phoenix, the 689th came across a refugee camp that looked from a distance to be little more than a smudge among the rain-washed rubble. Here they found a contingent of robot auxiliaries guarding a mass of nearly 2,000 human survivors of the nuclear attacks on Phoenix and Tucson, and from other urban centers in the region. Their arrival was celebrated by a mix of desperation and rage as they arrived at the camp. The robot garrison, however, reported that the expected supply convoys from the east were not making it through, and that communication with High Command was deteriorating. Over the coming days, as the miserable soldiers learned that the war effort had virtually collapsed (though the legions of androids constructed to fight the wars were continuing the battle, oftentimes alone and independent of orders from above), the lines had disintegrated into chaos. Communications satellites, and atmospheric interference due to the high levels of radiation, were dissolving the cohesion of the military units still in the field. They overheard communications speaking of mass desertions, of civilian uprisings, and of the inability of the remaining scientific establishment to control the diseases they had unleashed.

In the camps, the men of the 689th noticed that

most of the civilians were in the advanced stages of radiation sickness. They became silent observers as a few who showed signs of biological infection were separated from the camp population like cattle, and promptly executed, their remains incinerated just out of sight among the city ruins. The steady column of black, ash-laden smoke dispersed into a gross cloud over the rubble, mixing with rain as it came down to pummel the survivors in a sticky powder. As discontent and desperation grew intolerable, the civilians attempted to rebel – only to be cut down brutally by their efficient android and robot “caretakers”, in an effort to “maintain the peace”.

Enough was enough. The non-commissioned officers among the 689th, led by a senior sergeant known only by the name of “Adler”, gathered whoever was willing to join them and a fateful decision was made: they would desert, en masse, and head back west to California. Not to rejoin the battle, but with the single-minded purpose of finding their families – if any were still alive.

A force of 80 soldiers and countless civilians escaped “Camp Phoenix”, following a successful surprise mutiny in the dawn hours of late October. The complicit soldier androids among their ranks were ferreted out and destroyed, and a squad managed to take temporary control of the Camp Phoenix command center. With only minutes to spare these men managed to defeat the automated defenses guarding the camp's vehicle pool, armory, and slave pens. They were also able to tap into the command network that kept the camp's android labor battalion in line, and reprogram some 30 labor androids to follow the commands of the 689th's new leadership.

By November the remnants of the 689th had made it as far as San Bernardino in southern California. The nuclear devastation from the Fall was immense; many cities were utterly erased, others abandoned during the firestorms that reduced them to a basin of ashes in

the weeks after the strikes. Disease had thinned what few survivors had made it out alive, or those who had returned during the acid rainstorms and nuclear winter that was now just settling in. An early snowfall, eerily silent as it blanketed southern California's cactus and desert wilderness, was beginning to kill off anything left alive in the ruins.

During their flight from Arizona, the 689th had passed through desolate terrain, corpse-strewn towns and cities, and radiated hotspots scattered all along the front. They had moved from the ruins of Phoenix, through the Painted Rocks Mountains and the Yuma Desert, attempting to find a crossing of the Colorado River that would lead them into California. From Yuma they moved north to Blythe, then on to Lake Havasu City, finally finding a suitable crossing for their heavy equipment at Topock, along the border with the Sacramento Mountains. Along the way they had to evade the remnants of shattered android units that had once comprised the front lines, various natural dangers, as well as marauding bands of desperate civilians – who attacked them at every opportunity out of rage and out of a growing desperation for the supplies they carried in their trucks and tanks. It was during this “exodus” that they realized it was their equipment, training, and professionalism that alone kept them alive; the military and technological edge they possessed (in the form of military weapons, demolitions, and armored vehicles) allowed them to persist against adversity in every situation. Simply put, a band of marauding civilian looters didn't stand a chance against a well-armed platoon of powered armor soldiers.

It was a lesson they would not soon forget.

During their crossing of the Mojave Desert, they encountered bands of refugees who had fled to the desert to escape the firestorms and radiation. Impoverished, pathetic, they took to fleets of cars in an attempt to catch up with the mechanized columns

of the 689th as they passed through the wasteland, sometimes even trying to ram their supply trucks off the road. Precursors of the vehicular road gangs that would soon take over the highways of the post-apocalyptic world, the soldiers of the 689th were at times forced to turn their machineguns on the approaching masses of beggars and would-be looters to prevent further dwindling of their supplies.

These were desperate times, when the strength of humankind was put to the test and, ultimately, broken.

DESPERATE MEASURES

When the remnants of the 689th finally reached San Bernardino, they came to a city that was ravaged by firestorms, a nexus of numerous highways that were clogged with tens of thousands of burned-out automobiles, trucks, and buses. The city's five domes, which had covered the downtown areas, had been burned almost completely, and now stood like empty hemispherical "cages" over the city, like the domes of some gargantuan aviary.

For two full weeks the soldiers surveyed the ruins, setting up a temporary base and defendable perimeter on the outskirts of the city, away from the fires that still raged in the interior. Immediately they began foraging for food, sending scroungers out to hoard any food and other necessary supplies they could get their hands on. Almost from the onset they had to fight off the packs of badly-burned and malnourished ruin-pickers, the survivors of the bombings and nuclear strikes, who came at them like an unbroken tidal wave to overwhelm them and steal their medicine, food and water. Loud warnings over bullhorns turned into warning shots, and warning shots turned into full automatic fire into the crowds to hold them back. During the first two nights after their arrival in Bernardino, the firefights claimed more than 200 local civilians – and less than 5 members of the 689th. And by the third morning it was clear that the entire city of

Bernardino was now empty.

The search of a now-vacant San Bernardino turned up none of the family members they had so desperately sought. Many had likely been killed in the first strikes, both conventional and nuclear. This revelation caused a number of the 689th to desert, never to be seen again. They figured it was truly the end, that there was no point going on, and took what they could before fleeing. No attempt was made to hunt them down. The leaders of the remaining 70 or so soldiers, plus an additional 10-20 civilians who had survived from Camp Phoenix, gathered and, after much debate, recognized that their only chance of survival was to remain together. Hanging their hopes on the thin notion that their families may have made it to one of the many "vaults" scattered across the state of California, they began a concerted effort to locate the entrance to the nearest vault – the shelter complex constructed underneath Los Angeles.

As they moved into the eastern reaches of the L.A. ruins, they encountered an encampment of 80+ civilians dwelling in the burned-out ruins of California State Polytechnic University (in Pomona). Raising a white flag, the civilians – professors and students – emerged, apparently destitute, willing to surrender. Seeing the column of military vehicles headed their way, and the soldiers in their heavy powered armor dismounting to investigate the university grounds, they had assumed the unit to be the returning enemy.

When the commander of the 689th, Sgt. Adler, met peacefully with the disarmed group, he soon discovered that these men and women were all that remained of the university's faculty and students, part of nearly 50,000 civilians who had been abandoned during the Army's retreat, the enemy occupation, and the nuclear strikes. Up until about two months previous, most of the men and women here had been interred in one form of concentration camp or another; first by the enemy, then later by roving bands

of robot "military police" that were trying to enforce order among the ruins. Many had seen their families liquidated, or died of starvation and disease. The camps had by and large dissolved as the androids lost control, and there was nothing left in L.A. to return to. Instead they returned to the university here in distant Pomona and found that others like them had also come back – and they began to use the campus as a base of operations while they surveyed the situation.

The commanders of the 689th learned a lot from these civilians during their stay; radio communication from the university had not uncovered any receivers within a sizable radius. The vaults, whose automatic beacons should be transmitting night and day for the civil populace to find them, were offline. Listening in on military wavelengths, microwave and radio communications sets salvaged from the ruins picked up only static – and odd, irregular communications between robotic command centers in neighboring states. Enemy communications were detectable within Los Angeles, but their signal was weak at best. No civilian source within or outside the area could be raised. They had listened for weeks for a predicted address by the president of the U.S. to explain what was going on and what had happened; some message to reassure that victory was near, or at least sum up the situation. But the airwaves were, all in all, dead.

Furthermore, the scientists from the university's environmental science division had rigged a makeshift "atmospheric monitoring station" on the university's tallest building, which was registering a gradual increase in radiation in the atmosphere. They were already monitoring the rads registering in the unusual precipitation that was now in its fourth week of unbroken snowfall. It was obvious by these readings that the nuclear exchange had gone beyond California and the east coast, but had been complete in their destruction of the world's major urban areas, from Los Angeles to Moscow. They were horrified

when a few of the commanders of the 689th spoke of the devastation east of Bernardino – the cropland and livestock pastures devastated by disease and chemicals.

The men of the 689th planned to stay for only three days, but remained for a full week when it became clear the faculty and students had used the buildings of the campus to stock food, water, and medical supplies scrounged from shopping centers throughout the surrounding city of Pomona. When the leader of the 689th remarked that he could have the faculty shot for “looting”, there was almost a laughable idiocy to the statement that only brought the civilian and military leadership closer in this time of apocalypse.

By week’s end, most of Sgt. Adler’s men had been treated for malnutrition and injury. The students were more than hospitable, and helped re-stock the unit’s supplies of food, water, and fuel for their vehicles from the stocks on campus. In return, the military unit sparingly returned the favor by expending a small portion of their military “rad purge shots” to treat the students. But his men were eager to move on; if there was even a small cell of students alive in Pomona, their families might still be clinging to life elsewhere in the north. Many of the students agreed; they had seen the wasteland that was now Los Angeles, and wanted to move north to see if any of rural California retained any isolated pockets of human civilization.

Sometime during their stay, Adler realized the potential windfall that their discovery of the campus and its relatively plentiful supply of sharp minds could mean – not only to the unit, but to the rebuilding of some semblance of civilization in the future. The more he spoke with the elected leader of the faculty (Prof. Terrence Hill) and his learned colleagues, the more he came to realize how essential their skills could be to rebuilding. Before long Adler came to the faculty and students and presented to them a proposition.

The 689th would be willing to take the civilians with them on their journey north. The civilians were ecstatic to have a strong military escort; the soldiers were a bit wary of relinquishing some of their heavier weapons and supplies to make room for “more civvies”. But Adler was insistent, and in an unprecedented show of flexibility addressed his men on a very personal level. He explained to them his reasoning; the scientific staff at the college had at their fingertips some of the last existing knowledge of environmental and technical science. They had the know-how to set up large scale agriculture, to monitor radiation levels and chemical dangers, and to possibly rebuild industrial reproduction machinery given the right tools. These skills would be vital if mankind was ever to rise from the ashes. It is a testament to Adler’s charisma, and the loyalty of his men, that he was able to convince them he was right.

With little time to lose (fearing that every day meant less of a chance of finding friends and families still alive), the university campus was stripped of all useful equipment and scientific apparatus. Much of the unit’s heaviest equipment (anti-tank missile launchers, light artillery pieces, etc) was abandoned and demolished. Adler set up a supervisory board of quartermasters that sorted through what was - and what was not - absolutely necessary to the group’s long-term survival. Students argued with the soldiers when they tossed their personal belongings and other trimmings out of the back of transport trucks, but necessity overwhelmed compassion.

The faculty, for their part, had to argue for keeping vast stocks of textbooks, learning manuals, and video storage disks – going straight to Adler to argue that these books and disks, texts and manuals, comprised a “core” of learning that would be absolutely necessary to preserve the knowledge of the university for future generations. Up until now Adler hadn’t even thought of that. He had held within an unreasonable hope

that they might reconstruct civilization in their own time, and repair the damage. But the men of the university leadership were right, and carefully (with patience) took the time to explain to Adler that the radiation wasn’t going to level off, it was only going to increase as the worldwide climate settled into new patterns. Nuclear detonations sparked the world over during the exchange would send fallout all across the troposphere, to find its way to every corner of the globe in the next five to ten years. Animals, plants, and whatever crops remained across the heartland would be poisoned and spoiled; those that didn’t die outright would become sick, and their consumption would be toxic to humans.

They further pointed to whispered rumors of biological weapons used during the conflict that had claimed hundreds of thousands in the cities; these diseases were certain to be waiting in the urban ruins for new hosts to pass through, to permit them to spread far and wide. All of these diseases (anthrax, super-flu, and other bio-engineered “mystery plagues”) were probably no longer curable, thanks to the mutating effects of radiation. The surface had far too many dangers.

The scientists proposed they move north to find any remnants of civilization, locate one of the northern “vaults” (which may still be intact, unlike the non-responding shelters within the Los Angeles ruins), and remain there until surface conditions were survivable. The men gave it to Adler straight – it could be almost a century before they could be sure it was safe to once again return to the surface and begin any kind of reconstruction efforts.

With this grim knowledge in mind, Adler sent out recovery details to find and bring back any and all vehicles they could from the city. Military trucks, armored vehicles, civilian buses and semis, were loaded with anything and everything of a technical nature from the university grounds. Vast resources

CHAPTER 1: HISTORY

pertaining to sustainable agriculture, landscape irrigation science, agricultural biology, food sciences and technology, soil science, materials for mechanical engineering, and engineering technology were thrown into truck beds, secured within cars and station wagons, or carted on the backs of the dwindling stock of horses from the university's research herd. They brought with them teachers (and students) in these vital fields, as well as technical knowledge from the university's Center of Regenerative Studies pertaining to experimental solar energy sources, water recycling technologies, apparatus for maintaining the fertility of soil, hydroponic equipment and chemicals, and waste recycling technologies.

Sometime during mid-December, a huge column of armored vehicles, trucks, and snow-dusted civilian cars began the long exodus from Pomona back to San Bernardino (avoiding the ruins of Los Angeles altogether, now that it was clear the city was unsafe due to possible androids, disease, and radiation), then north towards Edwards Air Force Base. The entire area was blasted, and the formation of refugees had to avoid it by a wide berth. They continued on into the mountains overlooking the Sacramento Valley... but saw only ruin after ruin which once comprised the cities of central California. Pressing on past urban basins that still glowed from intense radiation as well as month-long conflagrations (from firestorms, oil pipelines, and natural gas reservoirs), they continued heading north in hopes there would be an end to the devastation.

Wherever they went, as before, their searches only uncovered cities filled with the rotting dead, prowled by radiation-mad animals and scavenging beasts; feverish rats, bloated insects, and in some instances – men who had turned to cannibalism to survive. Horrified beyond speech, the civilians who had made the commitment to join the military men in their journey were aghast, and were more than

willing to stand obediently on the side as necessary measures were taken at each new stopping point. These “ghouls” were shot dead on sight. When they camped, they obeyed military commands to put out lights to avoid attracting attention, or staying in ordered groups and not wandering off to endanger themselves. Previously it had been the time for the military men to accept the value of the civilians; now it was their turn to place their lives in the hands of the soldiers and accept their methods. A bond created by a mutual survival instinct was beginning to flourish in the camp, and together the military and civilian refugees began to identify themselves, as a whole, as the “last remnants – and hope – of humankind”.

As the motorized convoy of refugees and military men finally reached the major urban areas of Northern California, they began an intensive sweep of the cities there looking for survivors of the war. Individual soldiers were teamed into search details with civilians skilled in operating radiation detection equipment. The ruins of Modesto, which had been virtually torn in half by a series of massive earthquakes during the nuclear attack on California's San Andreas Fault, revealed nothing but tens of thousands of dead bodies, and fires that raged from the heart of a crumbling rift that split the city in two. Radiation levels were registering around 5,000 Rads, and it became obvious that nothing was left alive in the city's shell.

Moving silently on, the formation found the ruins of Sacramento to have fared little better. Nuclear blasts in San Francisco had sent a wave of conflagrations eastward through the urban sprawl, devastating the combined metropolitan area in month-long fires. Even now, as they entered Sacramento under the cover of night, their columns of trucks and covered jeeps were illuminated by the five story flames that licked from crumbled ruins into the ashen and oily sky above. Columns of cars and trucks clogged the streets as in San Bernardino, among them fleets of fire trucks

and emergency vehicles that had been abandoned or overtaken in the citywide infernos. Radiation levels were only marginally lower, as fallout from San Francisco swept across the city for months.

The 689th and its civilian accompaniment finally made it to Oakland (where many of the families of the soldiers of the 689th had been quartered during the power grid construction project prior to the onset of the war), but found a similar state of total ruin. Morale of the unit dipped to an all time low, as familiar neighborhoods were found to be little more than smoldering wreckage, blasted fields of ash and gray dust, the incinerated remains of human beings whipped up by the wind and carried away.

Despite the initial outlook, after two weeks of staying in the Oakland ruins – and, ironically, around Christmas time – a few families of the soldiers were found, wandering among the ruins with small bands of “ruin-pickers”; men and women who turned to scavenging from the rubble for preserved foods from the old grocery stores, water from broken underground mains, etc. They were miserable groups, many of whom were dying in the late stages of radiation sickness. Babies that had been carried by the mothers of some of the soldiers, had been born prematurely, stillborn. Children of all ages had perished from the fevers of radiation poisoning, or from natural diseases that pervaded the corpse-strewn ruins. In a state of semi-delusional shock, these small, ragged bands wandered like senseless animals, oblivious to the return of their loved ones from the war.

Though they were only able to locate about 10% of the unit's relatives and loved ones, it was enough to raise the spirits of the unit from the dangerously low level to which it had dropped. Even men who now realized their wives and children were dead, took comfort in seeing more fortunate comrades in arms embrace their loved ones. Civilians in the unit were quick to take the radiated survivors in, treat them

with their dwindling reserves of medicine, and begin attempts to bring them around to a state of sanity.

But then word began to spread that a military unit – with food and medicine – was camping among the ruins. A day later, after the unit celebrated a very thankful Christmas with their sickly families, hordes of ruin-pickers descended on the 689th's camp among the Oakland rubble with a vengeance. Spurred on by wild rumors of “limitless medicine” to cure the radiation and the diseases, fresh water reserves “to last a year”, and food stocks to fill their hungry bellies, the half-mad wastrels came flocking from all throughout the San Francisco Bay area. Not only motivated by hunger and thirst, but also the insane mob mentality that chose to elect the men of the 689th personally responsible for the war, the devastation, and the death.

The unit of soldiers, refugees, and their families pulled out of Oakland with haste. Sgt. Adler was now faced with the dilemma of where to take his unit. After a short deliberation, he decided to take his men to the only possible sanctuary he could think of – the vast nuclear shelter the 689th had been instrumental in constructing (before being transferred to the OTEC project), located near the city of Redding, to the north.

A few of the men argued that the shelter had not been fully completed, even when the war began; that it lacked certain vital systems and power. That, Adler countered, was precisely his reasoning for going to Redding; since the vault had not been activated, it would not be occupied – or sealed. With luck they would be able to make it to the vault, bring it online, finish its construction, and seal themselves in. All before the end of the year.

When the unit finally arrived in Redding, CA, they found a wind-swept and abandoned shell. The vault, located among the ruins, looked unimpressive to those who first saw it; a high hill, covered in dry grass, with a massive tunnel leading into its side. Construction vehicles of all kinds, support cranes, and

construction materials lay strewn about a two square mile yard surrounding the facility. Though there were a handful of dead bodies strewn about, apparently those who had come seeking shelter realized it was an incomplete sanctuary, and had moved on.

Immediately the military men and civilian entourage began the effort of finishing the vault. Well-armed scouting parties were sent down into the pitch-black recesses of the underground shelter, exploring level by level, assessing the minimal damage from the war-time quakes, and making maps as they went. Other than a few hundred dead rats, and a few dying forest animals come to die in the darkness, there were no other dangers. The complex was secured in a day and a night.

For their part, a small contingent of the Pomona students (led by a professor from the university who had previously taught at CalTech, and had experience with a similar experimental reactor tested on the university grounds) set about bringing the facility's power back online; powered by a never-used fusion core almost a mile beneath the mound, the three days it took to bring the lights on in the underground complex were filled with tension and uncertainty. But once they had electricity, a more comprehensive damage assessment was immediately undertaken. Adler and his quartermasters looked over the maps and began planning out how best to use the limited underground space. Though his military conscience tried to persuade him against it, priority for storage and space finally went to the scientific equipment of the more educated civilians. The shelter's hydroponic farms, which had not been completed in time for the war, had to be started up immediately. The vast underground storage bunkers had already been three-quarters filled with preserved rations and water stocks before the facility workers had abandoned the place; to this they began adding their own supplies, spilling out into areas previously designated for the storage of

their remaining heavy military equipment. Civilians and military personnel were allocated living quarters (of which they filled only about 60% altogether); command set up a headquarters center underground, utilizing the advanced computers of the shelter to coordinate their efforts. The entire community removed from the surface to the underground spaces below.

The day before New Years Eve, the lead faculty came to Adler in his command center and gave their predictions and assessments. The vault had not suffered any serious damage or wear. The fusion reactor had parts and supplies to keep it running for at least three hundred years. Food and water reserves would last for 20 years; thereafter, a total switchover to hydroponic, algae, and fungal foods would be necessary, but in doing so they could stretch out the vault's lifespan indefinitely. Using the unit's heavy machines, as well as machines from the construction yard, they had been able to complete the final steps to make the vault virtually invulnerable to attack, radiation leakage, etc. By abandoning roughly 50% of their military hardware, they had been able to squeeze in all of the University's important scientific equipment and educational materials (though to be fair, more trimming of non-essential apparatus had to be undertaken), which would be used to keep the seed of American science and culture alive for as long as they remained underground.

They were now ready to seal themselves in.

THE DOORS CLOSE

On New Years Eve, 2011, the 689th sealed itself in, indefinitely. From then on, life would be a daily test of human patience, sanity, and determination. Years would slowly turn into decades, and decades into centuries, before the colossal, computerized doors would register safe levels outside the shelter and allow their occupants to leave.

It would be impractical to go over, in the same detail as their early history, the decades of self-imposed exile within the Redding shelter. To summarize the long period between the last days of the Fall and the present, the following timeline has been included, marking major turning points in the Foundation's history and evolution:

2011: The 689th Quartermaster corps is reassigned to the 11th Signals & Intelligence Brigade at Fort Huachaca, AZ, before being sent to re-open the overland route to Phoenix. The same year, after witnessing the horrors of "Camp Phoenix", the 689th deserts and heads back to California to hopefully find friends and family in the chaos. The unit makes contact with survivors at Pomona PolyTech, then heads north to Sacramento and Oakland, finally ending up in Redding where the decision is made to seal themselves in the vault there.

2012 – 2016: First four years spent in deep underground isolation. Former soldiers and civilians learn the difficult lessons of living together, with both sides forced to make concessions to get along. The years are marked by the beginnings of acute "cabin-fever", plummeting morale, and at least one or two mutiny attempts by crazy members of the populace who want to leave the vault. The only attempt that came near to success was ultimately a failure, since the doors to the vault had been automatically sealed and would not open for another 100+ years. When Sgt. Adler, hero and keystone of the community dies of cancer in 2016 (directly linked to radiation exposure during the War), a military faction attempts to blow open the vault doors to escape, but also fails.

2016 – 2028: Consigned to their fateful decision to seal themselves in, the community turns from a mentality of self-pity to one of desperate survival, rationing, etc. Already a division begins to form, with civilians zealously having to defend the validity of hanging onto the "core" of knowledge brought from

their exodus, and the military refusing to surrender its traditions, rank, and authority. Over the next decade life in the vault revolves on stabilizing the fragile underground agriculture and resources, and instituting a new set of strict laws to curb the theft of food and water, punishable by death. Already accustomed to harsh conditions, the civilians are agreeable to this variation of "martial law". From now on, leaders of the community will be appointed from the military population, though senior civilian leadership will still have an advisory role and veto powers. The first of these de facto military leaders, Sgt. Kowalski (former second-in-command under Sgt. Adler's wartime command), assumes the title of "General", a title that will stick for generations to come. Kowalski reorganizes the remaining soldiers into a revised rank system; this system, which will evolve only slightly over time, becomes the model for the Foundation's future rank structure.

2029: By 2029, roughly 40% of the original members of the military and civilian expedition have died out, most due to illnesses directly traceable to the Fall (cancer, disease, and chemical poison). Many of those lost are scientists and their students, which deals a tremendous blow to the intellectual faction of the community. Those who remain realize how close the community came to losing all of its scientific expertise, and dedicate themselves to educating following generations to keep the seed of American culture and science alive. Despite their efforts, birth rates plummet and infant mortality rates skyrocket. Those children that do not simply die at childbirth are dying young at ages 10-18 of genetic disorders (also related to their parents' exposure to various dangerous elements). The community begins to be concerned that they will be unable to replace their dwindling numbers due to the long-term effects of the War.

2030 – 2035: The leadership of the community turns to the surviving core of scientists from

Pomona university to develop ways to ensure the community does not die out. After five years of testing and research, working with minimal resources and manpower (due to the fact that many of their brightest colleagues have already died of radiation-induced cancer), the scientists can only present a grim proposition: in addition to undergoing gene therapy, genetic testing must be used to match men and women with mates who present the highest chances of conception. Some protest, but eventually the survival of the community comes first. It is now up to the community's scientists to pair couples off for reproduction. Love and "marriage" become outdated concepts, and mating with a "risk donor" (someone whose sperm doesn't promise at least a 90% chance of a non-defective birth) becomes a criminal offense.

2036 – 2054: Genetic manipulation and selective breeding proves effective. A new generation of relatively healthy children is being born. Only about 10% of births now show any sign of genetic defects, and even then these defects are generally not life threatening. These "mutants", or "defectives", are able to benefit the community and earn their keep. Those that can't are universally euthanized to ease the burden on the community's resources.

2055: General Copeland, the third elected leader of the underground community, begins organizing committees to plan and prepare for the eventual exodus from the vault. For the past three or four decades, the main goal of the community was to stay sane and maintain their population, precluding all other efforts and wasteful programs. Now General Copeland proposes looking at long-term plans for the day they emerge into sunlight. The idea sparks a new rise in morale, as scientists and soldiers plan and stock up for future generations. Committees begin looking at doubling food production efforts, setting aside surplus, and converting some of the deeper storage areas into laboratories for the development of useful

technologies to supplement existing ones. For the first time, the people of the vault begin experimenting with new ideas and revolutionary ways of sustaining themselves once they reach the surface. The committees also serve to bring scientists and soldiers together, once more bringing the two separate groups in concert and forcing each to recognize the other's value to the community.

2056 – 2093: General Copeland's drive to inspire the people becomes the sole motivating factor behind the community's survival and cohesion. Aware of their responsibility to one day "re-populate" the earth (and as such developing something of a Noah's Ark mentality, that they are mankind's last surviving hope), the community increases its dedication to educating the young about the importance of technology, and of the way life of pre-war America. New generations, however, have never seen the surface world, or any of the "wonders" spoken of by their elders, and have no real frame of mind to understand what is taught to them. In time, this will degrade the kernel of truth in every story and history lesson, so that in a matter of decades the community's perception of the past will be changed. Similarly, though taught how to repair, maintain, and even build new items of technology, an almost religious air of poor understanding will soon taint the outlook of the young.

2064 – 2084: Due to growing concerns that the integrity of the community's understanding of the past is slowly deteriorating, Copeland orders the construction of a central computer system that will compile all of the "core" scientific and cultural knowledge carried by the community into the vault. This massive computer center will become known as the "core", and in the future will become the nerve center of the revivalist movement.

2093: General Copeland dies. The community is hit hard by his loss, but promises to carry on and preserve

his spirit of hope. In his place, General LaVerde (son of a second-generation soldier father and mothered by a member of the scientific elite) assumes leadership.

2093 – 2111: Taboos and stigmas against mating with a "mutant" begin to fade, even though mutants still represent only a very small percentage of the population (and are thus easily distinguished). In a landmark event, when a youth in the community professes publicly her love for an only mildly-retarded male counterpart, she is permitted to mate. Though no one realizes it, the senior scientists running the labs want to see if the boy's retardation (a result of a genetic defect) will be diluted or carried on. In effect, their relationship is allowed to continue as a "test". The child, born seven short months later, lives a full and healthy life. Though initially declared retarded, what proves to be autism permits him to become a useful member of the scientific population, both as a study subject as well as a leading thinker. At only age 18, the autistic "savant" is elected chair of the scientific faction, and under his leadership greater leaps and bounds are made in the field of genetics (this man, Professor Allen, is also responsible for laying the groundwork for future eugenics programs, though during his lifetime his theories were considered impractical and unnecessary for community survival).

2112: General Garrison assumes command after his successor, General LaVerde, steps down at the age of 49. One of his first declarations is to re-examine the policy that flatly prohibits mutated offspring from mating. Spurred on by thinning numbers, as well as by a growing sentiment (in about 50% of the populace) that portrays mutants as a minority group of "unfortunate outcasts", who need to be accepted for "who they are", eventually the breeding laws make provision to allow non-terminal "defectives" to breed with the general populace.

2113-2162: General Garrison, a product of his time's genetic "grooming", proves to be especially

long-lived. During his time in command, new generations are born, raised, and studied. Of those who were born of mutant-human (or mutant-mutant) breeding, mutant characteristics seem to be developing at an advanced rate. What were once defective additions (such as vestigial "stumps") have evolved into fully effective limbs. After extensive studies, it becomes obvious that radiation has prompted this accelerated evolution.

2162: General Garrison theorizes that if their children, who have only now started mutating, are showing signs of advanced evolution, then the surface world must certainly be rife with all manner of unpredictable new life forms and mutants, having bred with "defectives" since the first days following the Collapse. Though some scientists are skeptical that any life could have survived, Garrison is convinced that, like cockroaches, some enclaves of men had to have survived – though they were, almost certainly, *changed*. He also starts the argument that if some humans did survive in small pockets, they were certainly now *savages* (because if they had been able to revive the "old ways", they would have cracked into the domes by now to release their fellow Americans to help rebuild) – and would likely be future enemies. With this in mind, Garrison begins a campaign to militarize all aspects of community life, so that when they do emerge, all members of the community will be able to defend their society. He also gives birth to the idea that when they do reach the surface, his people (whom he now calls the "Foundation of Humankind", or the "Foundation" for short) should make it a priority to find and hoard any and all advanced technology they find. This technology, he argues, will be the edge separating life from death, civilization from savagery.

2168: General Garrison dies during a freak laboratory fire. But his alarmist ideas have already taken root in a young generation starved for exciting

possibilities and itching to escape the dome (which will happen in their lifetime, according to the countdown clocks in the command center). General Garrison's followers, who elect the general's naïve and worshipful lieutenant (General Ross) as their new commander, begin training for the possibility of war.

2169-2178: General Ross, who would otherwise have been a weak leader, rides successfully on the charismatic legacy of his late commander. Not an original or inspired thinker himself, unbeknownst to his followers Ross merely retrieves the plans and strategies of his former commander and continues to follow them to the letter. During the first years of his leadership, Ross continues the military buildup and training of the youngest generations. He renames the soldiers "paladins", modeling them as protectors and preservers of the America's "benevolent" legacy of civilization. He makes subtle moves to undermine the authority of the scientific "elite", by officially including them under the umbrella of the military. Though all existing scientists are given command-level ranks, they become subordinate to his command staff (and ultimately himself). This transition is done under the guise of "emergency measures" and "reorganization", and goes off apparently without a hitch.

2179: One year before the vault doors are timed to open, there is an accident in the fusion core of the vault as an experiment is being conducted (an attempt to mate a thermionic generator to the reactor to increase its power output). Though General Ross is visiting the reactor control center when the accident occurs, he is whisked away before radiation floods the chamber. A number of scientists die in the next few hours, trapped in the reactor, before the core is stabilized. The growing anticipation leading up to the vault opening is now more urgent, as the fragility of the underground community (which came closer to being destroyed than ever before) becomes clear.

Though some voices accuse Ross of orchestrating the disaster - the scientists who died happened to be the only dissenters to his militarization of the scientific faction - these voices are drowned out as the clock ticks towards "emergence day".

2180: Emergence. On New Years Eve, 2180, the vault doors automatically unlock and swing open. The community, the "Foundation of Humankind", has been readying themselves for years. A new generation of well-trained soldiers, practiced in the use of preserved weapons and ancestral powered armor, prepare to reclaim the world. General Ross returns to the writings of his predecessor, and adopts the cautious strategies suggested within. At first only small teams of armored soldiers are sent out to explore Redding and take radiation and atmospheric readings, and take microorganism samples to detect for disease. With his predecessor's stories of "mutants" and "savages" still etched in their minds, Foundation soldiers drive out the "wild men" from the ruins with extreme prejudice. No contact is made with sentient survivors the entire first year. Teams uncover numerous sources of space-age preserved food and water still left in abandoned grocery stores from before the Fall, and begin replenishing the almost depleted stocks of the vault. Morale rises to an all-time high, though the excitement and sense of adventure barely overlaps an equally powerful feeling of foreboding.

2181: Additional forays by Foundation teams the year before made initial surveys of surrounding cities and countryside, providing a very general overview of the extent of the ruin. Teams from the scientific division are sent out during the early months of the new year to continue field studies, take samples of mutant animal and plant life, and compile an assessment of the damage, the destruction, and the likelihood of setting up a viable surface community or "forward base". During this year, the Foundation

begins moving topside, as it becomes clear that though radiation levels are high, the vault has almost exhausted itself. New species uncovered in the ruins of Redding, and elsewhere, suggest that General Garrison's fears were correct. However, when a lone wild man is captured, caged, and eventually dissected, Foundation scientists come to the conclusion that these are all that remain of mankind - savage, mindless, and pathetic creatures. Emboldened by this false belief, the Foundation moves to the surface, using the Redding vault now merely as a command center.

2182: The first outbreak of a new, unknown disease strikes the Foundation, apparently picked up by a scouting party. A handful of soldiers and field scientists are stricken by the unidentifiable virus, though quick thinking and isolation of the infected subjects prevents a major outbreak. Scientists are at a loss to identify the disease, but speculate it may be a mutated variant of the same biological strains used as weapons during the Fall.

2182 - 2200: For the next two decades, despite urgings by his subordinates to expand their sphere of control, an uneasy General Ross reigns in Foundation forces and reserves their strength. Still, officers in the scientific corps keep up the pressure, resulting in the formation of a number of expeditions to recover lost stockpiles. These expeditions are sent to locate known vaults and wartime stockpiles, which scientists argue may hold other survivors or, at the very least, needed supplies. Most of these expeditions return empty handed, but in 2187 one entire exploration party goes missing (in the vicinity of San Francisco) and is never heard from again. Instead of sending a rescue party, Ross curses the men who "tricked" him into agreeing to the expedition idea, and orders all parties back to the relative safety of Redding. For the next fourteen years, only a handful of scouting parties are authorized, and then only to secure food, water,

medicine, or scour the cities of the proximate region for advanced technologies (anything from massive hospital equipment to discarded power packs) that can be brought back, analyzed, and hoarded for the future.

2201: Growing discontent in the military against General Ross is only barely curbed by a string of unexpected advances at the Foundation base in Redding. Abundant chemicals scavenged from the ruins of a chemical factory outside of Redding allow the creation of additional hydroponic farm complexes underneath the city itself, expanding agricultural output by almost three times its previous volume. A few samples of wild animals (cows and goats) are thoroughly tested, and their meat and milk is deemed safe enough to consume. Geneticists work to clone these small, isolated packs, and in only a few years the Foundation has a number of herds to supplement their other food sources. Similarly, the discovery of a national guard armory, looted but by no means empty, creates a surplus of advanced arms. General Ross sidesteps his critics by declaring his intention to build up a larger Foundation “army”, which he claims may take up to five years, for the future conquest of all of California, and possibly beyond.

2206 – 2208: At the end of the supposed five year build-up period, the military is itching to expand. Ross, for his part, can no longer contain his soldiers, and agrees to once more begin exploration efforts. The next two years see Foundation parties scouting in all directions, and utilizing ancient records preserved during their time underground to locate military bases and armories. Though many are proven to be totally destroyed, or looted, the Foundation is able to secure vast stocks of ammunition and portable, military-grade power sources. Encounters with wild men occur as the Foundation arrives at each new city.

2208: In Portland, Oregon, a far-reaching Foundation expedition uncovers a city virtually ruined by nuclear catastrophe and centuries of decay.

While exploring the city, the Foundation party comes under attack by a veritable army of hideous, green-skinned mutants with a cannibalistic hunger. Though a number of Foundation scientists (sent to monitor radiation levels) are killed in a night attack by nearly 800 of these “ghouls”, the expedition manages to flee with their lives and return to California. The same year, strange sightings of “shadowy figures”, covered head to toe in clothing (which many suspect hide horrific mutations), begin to circulate. After their experience in Oregon (efforts to colonize this area are now totally abandoned for fear of starting a “war” with these ghouls), Foundation soldiers are ordered to shoot anyone and anything on sight. Ironically, many of these “shadowy figures” are simply scavengers wandering their normal picking grounds, but encounters with Foundation soldiers (clad in powered armor and wielding plasma weaponry) start them running. Soon these scavengers begin spreading tales of “gods in Ancient armor” resurrected from the ruins of the north, tales that begin to attract the attention of groups clinging to a fragile existence far to the south.

2209 – 2212: Half-crazed religious pilgrims begin flocking north to see the “gods in Ancient armor”, believing them to be the returning spirits of the so-called Ancients. When they see the first congregation of 200+ individuals, the Foundation retreats. Unaware what the pilgrims want, they assume the worst, and in at least one case are forced to fire upon the masses to keep them away from Foundation territory. Stories of these massacres soon spread, and brief coalitions of mutant communities gather to do war with the “gods in Ancient armor”, who seem to be angry with mutant-kind and want their destruction. A series of short but brutal wars occur in central California, with masses of primitive, tribal-level mutants facing off with small but exceptionally well-armed groups of Foundation soldiers. The Foundation wins all of these battles (hands down), and defeats whatever the mutants

of the south can send at them. After each battle, the Foundation gains priceless insights into these communities, by taking prisoners, interrogating them to learn of their culture and twisted religious beliefs, and performing dissections to learn how mutation has affected them (in many cases, to the expectation of Foundation scientists, mutation has made them *stronger* and more survivable). Foundation scientists soon realize the misunderstanding behind the wars, and begin a campaign to exploit the superstitions of the savages and play them against each other, effectively bringing the wars to an end.

2212: General Ross, advanced in age, succumbs to senility and paranoia. He renames the Redding base “Dis”, after the city of the same name in classical literature, referring to the metropolis that stood like a gateway between the souls in Limbo (whom he likened to his people and their life in self-imposed captivity) and the demons of Hell (personified in the mutants that he believed infested the world). As it seemed appropriate at the time, the naming would stick (unofficially), and future Foundation bases would be similarly named after succeeding layers of Hell from sources of literature.

2212: After almost 50 years of leading the Foundation out of the vault and to the surface, General Ross dies of old age. He is succeeded by General McLaughlin, a relatively unknown soldier who is chosen as a compromise leader between two factions in the Foundation – hard-liners who wish to completely exterminate the mutants of the world and pave the way for conquest, and alarmists who want to give up on the surface completely and return to the vault for another 50 to 100 years. A veteran of the major conflicts of the “mutant wars”, he is looked up to as a hero by both soldiers and civilians. McLaughlin proves to be an excellent commander, and gathers about him a fairly balanced mix of scientists (now termed “scribes”, for their task of

writing down knowledge and passing it on to future generations) and military commanders as advisors. His first year is spent fighting the remnants of mutant armies in the region, and fortifying Foundation-held land (now radiating out from Redding).

2213: Reports by recon teams sent to spy on the centers of mutant life (in San Francisco, and other southern cities) suggest that the enemy may be rebuilding for one final attempt to counterattack. Intelligence further reports that the mutants may also have found advanced weapons in appreciable numbers among the ruins of the south, capable of threatening the Foundation's power armored soldiers in battle. McLaughlin orders a series of strikes and lightning raids, during which Foundation forces either steal or destroy all technology found in the hands of the "savages". Effectively disarmed, the last mutant coalition crumbles and dissolves.

2214: General McLaughlin surprises many by throwing out General Ross' policy of continued caution. He orders the formation of a number of expeditions to expand the Foundation's sphere of control. That same year, an expedition is sent to locate the old OTEC generator (its existence remembered through oral tradition) and begin work to bring it online. McLaughlin authorizes the construction of industry-grade machines in the ruins of Redding, to begin producing heavy equipment needed for large construction projects. A primitive power grid is brought back online, utilizing the reactor in the vault to help power the whole city. The same year, scientists in the Foundation uncover a collection of advanced civil-management computers in Oakland that they use to trace the locations of important stocks of emergency supplies. These computers are taken back to Redding where they can be examined, and in due course the Foundation is able to call up schematics and maps that will lead them to the precise location of city reactors (where they recover

additional nuclear fuel), city police and national guard armories (which they ransack for ammunition and to keep out of the hands of the "savages"), etc. Similar expeditions are sent throughout northern and central California, and with this new knowledge are able to uncover numerous finds.

2215: An exploratory party is sent to the ruins of Los Angeles, but unexpected hotspots of radiation on the other side of the San Gabriel mountains prevent any intrusion into the city. Efforts to re-enter the ruins of L.A. are put off indefinitely.

2216: A second outbreak of diseases rampages through the Foundation population, mostly killing children and elderly. The microbes are traced back to the expedition sent to L.A., which apparently picked up a deadly virus there and brought it home.

2216-2225: Redding, or "Dis", is built up into a fortress. Operating from this more secure base, McLaughlin feels confident in allocating more troops to reconnaissance and infiltration roles, increasing the Foundation's understanding of neighboring communities.

2227: The first Foundation "spies" begin infiltrating various communities and tribes to gather intelligence. Attempts are made to come to an agreement with those tribes and individuals that possess Ancient technology, in hopes of trading, but all efforts are exhausted when a trio of Foundation agents are murdered in 2227. In response, Foundation intelligence teams begin stealing, instead of trading for, technology wherever it is uncovered. This marks the beginnings of a widespread distrust and suspicion of the Foundation wherever its agents go.

2228: Foundation scientists attempt to construct another OTEC plant off the coast of California, to supplement the power generated at the original complex. The project is scrapped after the rig sinks into the ocean only four months after construction begins, killing six scientists in the process.

2228: Acting on pre-war information salvaged from the Oakland civil management "core", scouting parties locate the vast subterranean munitions depot at Paskenta, CA, and recover a cache of weapons and vehicles disposed of by the 689th during their move north from San Bernardino (during the Fall) near the small town of Ione. Construction begins to turn these important locations into major "outposts", which will secure the technological resources stored there from falling into enemy hands. This also has the result of fortifying Foundation power throughout northern and central California.

2229 – 2233: For the next four years, the Foundation's construction projects and increased presence begins to drive local savages from the area. Some scattered tribes protest the growing Foundation presence and mount ineffective raids throughout the years, a situation that mimics the "Indian attacks" of the American Wild West. The Foundation becomes more detached and insular as a direct result, and continues to develop a reputation for cruelty and arrogance.

2234: The Foundation makes contact with the slavers of Slave City. Though at first there is talk among the Foundation of crushing this abominable settlement, the slaver leadership is quick to learn from the mistakes of previous "savages" and comes to the Foundation as supplicants. The slavers manage to convince General McLaughlin to not only allow them to continue to exist, but also to do trade. The slavers, who traditionally hunt tribals among the Sulphur Peaks, help curb the tribal nuisance that is beginning to disrupt the construction of the fortresses of Paskenta and Ione. In exchange for being allowed to live, the slavers double their efforts against the tribal savages of the mountains.

2235: McLaughlin, impressed by the willingness of the slavers to make peace, realizes the potential benefit this relationship can bring the Foundation.

Though controversial, McLaughlin begins purchasing slaves in bulk, with the intention of forcing them into working the cropland, irrigating the desert, and operating the hydroponic farms underneath the city. The first shipment of 100 slaves arrives at Dis in October. The next year, birth rates rise as a result of unsanctioned mating between captive slaves and Foundationists. Most children from these unions are destroyed before the mothers come to term.

2236: Construction of Fortresses Stygia (in Paskenta) and Avernus (in Ione) is completed. The same year, senior commanders decide to expand the use of slaves to include future construction projects, with McLaughlin's consent.

2238: The recovery of a military databank, uncovered deep beneath Paskenta in March 2238, leads scientists to believe a massive military depot may exist on the far side of the Sulphur Peaks, a place once known as the "Sierra Army Depot" (ironically, the same depot their ancestors had been charged to defend during the early stages of the Final War). An expedition is planned to cross the mountains and secure the site. A large number of slaves will be needed to pave a road through the mountains and clear the passes, but the Foundation has few soldiers to watch over the increasing numbers of slaves. Scientists who have been experimenting with the recovery of Ancient-era mind control techniques propose the idea of "grooming" a control group of slaves, turning them from unwilling slaves into willing "thralls". McLaughlin gives his approval to try the experiment.

2239: Foundation scientists are able to construct a modest-sized fission reactor beneath the base at Ione to power the complex and its automated defenses. The project's brilliant success wakes many onlookers up to the true technical advancement of the Foundation.

2239-2241: For the next two years, the Foundation

experiments with giving its slave population varying degrees of responsibility. Obedience is enforced through mental conditioning, food control, subliminals, and chemicals secretly laced in the water rations of the "thralls". Foundation scientists play on the superstitions of the "thralls", who believe Foundation technology and medicine is "holy" or "magical". Unable to curb this primitive perception in the overwhelming majority of slaves, scientists find it is much easier (and more useful) simply to play along. In 2241, the Foundation sends an expedition of scientists, paladins, and thralls into the Sulphur Peaks to find the fabled Sierra Army Depot. Though the depot is found to be completely nuked, the expedition is not a total loss. A road connects the Foundation territories of northern California with the mountains, and construction of an outpost is planned at Emigrant Gap.

2242: In May, emissaries from the trade group known as the Cartel manage to make it as far north as Crux. Here, these enterprising traders first hear stories of the "Foundation" from the local mutant "savages" who make the city of Crux their home. The Cartel attempts to make peaceful contact with the Foundation, with the desire of possibly securing some of the group's famous stocks of advanced weapons and armor – resources that would certainly permit the Cartel to dominate trade in the West. Their dreams are abruptly curbed when the Foundation states its intention to keep everything it finds, but the Cartel is able to negotiate a fragile peace. Like the slavers of Slave City, the Cartel knows they are not yet strong enough to stand against the Foundation, and so enter into limited business with them. The Cartel brings scrap metal (for industry), water, fresh food, and especially oil and gasoline to the table; the Foundation agrees to begin using its outposts (like Ione, in the south) to maintain peace against the road gangs and tribal raiders that infest the area around Crux.

2243: The Cartel quickly exploits the Foundation's promise to "keep the peace" in the Sierra Gehenna region, by expanding its trade routes northwards. Previously the Cartel had been wary of tribal attack, but now that the Foundation had a vested interest in Cartel convoys making it through to the north, they effectively have the Foundation as "bodyguards". Though the Foundation is unwilling to let outside groups (even peaceful trade groups) set up trading posts in Dis itself, they begin sending emissaries to pick up trade goods at Crux and bring them back to Foundation lands.

2243-2245: The presence of Foundation paladins and scribes in Crux, even in small numbers, begins to draw local attention. Word begins to spread along the trade routes south, rumors that speak of the powerful armor, weapons, and technological edge of this well-organized army. People from all over begin coming to the Sierra Gehenna region in hopes of joining this group, though universally these waves of immigrants are turned away - deemed "unfit", too primitive, and uneducated.

2246: Contact is established with the "medicine-dealers" of Reno. Though looked down upon as little more than ruthless drug-lords (which they are), McLaughlin realizes that these merchants from the far side of the Sulphur Peaks will be important to fighting off mutated diseases which are affecting his people periodically like recurring epidemics.

2249: Though even after three years he is unable to convince the populace of the need to deal with the seedy Reno mobs, McLaughlin secretly makes arrangements to secure a trade deal in 2249. The fortress at Emigrant Gap is finally completed, securing the drug lifeline to Reno, but publicly it is there only to protect legitimate merchant interests.

2249 - 2255: An outbreak of disease in 2249 claims 20% of the Foundation's total numbers; over the course of six years this disease takes many of the

best minds the Foundation has to offer. Though at first blame is set on the tradition of soldiers taking sexual advantage of slaves and thralls, eventually the disease is traced to a shipment of water from a Cartel caravan. The Cartel is severely “reprimanded” (a Cartel caravan is destroyed, its agents slaughtered, and its stocks of medicine confiscated), an act that almost pushes the Cartel into declaring war. However, the Cartel’s leadership is wary of war with these advanced aggressors, and attempts to make amends. Secretly, however, they begin to catalogue the weaknesses of the Foundation (in particular, a susceptibility to the diseases of the world).

2255: As word of the epidemic spreads, a coalition of savage, backward mutants from the ruins of San Francisco emerge to wage war with what they perceive to be a “weakened” Foundation. Calling themselves the “Brethren”, this new mutant army pledges to do away with all technology and destroy every last remnant of Ancient culture – the Foundation included. Their attacks, though initially alarming because of their vast numerical superiority, are easily thwarted by the Foundation’s advanced equipment and skillful strategies. Still, the campaign brings to light the extreme limitations of the Foundation military (due to its small numbers), which is only able to beat the Brethren back to the urban ruins of San Francisco without finishing them off. For the next two decades, spies will continue to monitor the ruins of the great cities of the coast to keep tabs on this hateful new enemy.

2256: Playing upon the strained tensions with the Cartel, a new group makes contact with the Foundation in 2256. The Clean, a clan of water merchants, are willing to meet the Foundation’s need for clean, reliable water resources. They are the only group capable of supplying water that is consumable 9 times out of 10 (the Cartel’s supply is a miserable 5 out of 10), so the Foundation agrees - much to the

Cartel’s dismay. The same year, Foundation scientists again re-open the idea of a eugenics program, and begin genetic manipulation to breed a future generation of soldiers more resistant to the diseases of this harsh new world.

2257: Foundation explorers in the south first make contact with the Far Traders – and are not impressed. They do, however, infiltrate one or two Far Trader clans to learn of their traditions and, in specific, learn of their legends of the various parts of the Twisted Earth. This information, though mostly superstitious folklore, gives the Foundation a good idea of the condition of the world beyond the Rocky Mountains.

2258: A scouting team from the Foundation, on a routine patrol of the coast, strays off course and finds the beached remains of an ancient space-control ship. Documents, maps, and technical specs found on the ship begin a heated campaign to contact and reprogram a working communications satellite. By year’s end the program meets with success, and the Foundation adds an operating satellite, “ORASAT”, to their list of impressive resources.

2260: Spies infiltrating the Cartel first hear stories of the infamous “City of Styx”, on the other side of the Grand Canyon. Following the Cartel trade route, the Foundation arrives in this major trade nexus by August. Negotiations end with the Foundation gaining permission to set up a small base here, which will be used as a “gateway” to the Midwest region. Optimistic plans are set for expanding east to Oklahoma City, and south into Texas.

2263: The Necropolis campaign. McLaughlin is tipped off by intelligence reports that the Cartel is attempting to make a move on the ruins of Los Angeles. Considering the Cartel to be the only real “threat” to their dominance of the region (albeit a passive threat at the moment), McLaughlin organizes an expedition of unprecedented proportions to colonize the city and, if possible, strip it of usable

resources to keep them out of the hands of “savages” – Cartel included. The expedition, however, proves to be a disaster, for both groups. The rubble of L.A., long thought deserted and too radiated for life to thrive, turns out to be *filled* with wild mutant creatures, degenerate descendants of man, and warring communities nestled throughout the ruins in relative isolation. The largest of these groups, a colossal “hive” of intelligent mutated insects, crushes the Foundation expeditionary force by mid-year. Other planned expeditions are accordingly put on hold (indefinitely).

2264 - 2266: As a direct result of the loss of irreplaceable resources and manpower in the drive for L.A., McLaughlin, now 82 years old, has a stroke. Though bed-ridden, McLaughlin retains command. Surveying the damage done, he is forced to reconsider long-standing policies against letting outsiders into the Foundation. Though many senior officers in all branches of the Foundation protest, McLaughlin (still a commanding figure despite being almost paralyzed) begins allowing certain small numbers of outsiders into the Foundation. At first these are only physically strong but weak-minded tribal folk from the Sulphur Peaks, who will serve as a new supplementary force known as “thrall soldiers” – effectively battlefield cannon fodder. In other places, willing volunteers – who must pledge to uphold all the values of the Foundation, and swear to continue its efforts to rebuild the civilization of pre-Fall America – are easily gathered from Crux and elsewhere (including a virtual city now growing around Dis as a result of the exploding slave population). By now the “mystique” surrounding the Foundation has taken root as a form of pseudo-religion, and people flock to join – or just to get a glimpse of Dis’ majestic walls and parapets.

2267: A base in the Sulphur Peaks, near Downieville, CA, is established. The base’s sole purpose is to root out tribal communities in the hills,

capture their warriors, and indoctrinate them into the Foundation. Little thought is put into what will happen to the other tribals who, without warriors to protect them, fall prey to slavers from Slave City. Many warriors, hearing rumors that to volunteer will guarantee a better position than being “drafted”, willingly go to join.

2269: Over time, scientists who oversee the indoctrination of these new recruits begin to pick out unusually intelligent members from the thrall populace, and re-assign them as “assistants” in their laboratories. In 2269, for the first time ever, a “thrall” passes all of the exams and tests required to become a ranking scribe. The event is a turning point, since for the longest time it was almost inconceivable that “savage” outsiders could have anything to offer the Foundation community in the way of intelligent pursuits.

2270: Experiments with *thermionic* generators beneath the Paskenta research base prove stable; scientists begin exploring the idea of constructing larger generators capable of reviving sections of the California electric grid. The same year excavations uncover the remnants of the underground portion of Edwards Air Force Base.

2271: Foundation scientists announce their intention to begin research into the reconstruction of an Ancient-era *ion drive*, capable of achieving planetary orbit. The project is expected to take anywhere from ten to twenty years to complete. The same year, the first generation of viable eugenics surrogates enter service in limited numbers as “improved humans”. Almost all of them end up serving as front-line paladins.

2272: General McLaughlin dies, at the very advanced age of 90. His time in command has seen wars, disease, and catastrophe. Appointed in his place is General Sax, whom McLaughlin names as his choice for successor on his deathbed. Sax vows

to continue McLaughlin’s integration of outsiders, a campaign that is projected to boost Foundation numbers in the field and at home. Most of the scientific faction, scribes and master scribes, support Sax in his decision, as by now they have become used (and sometimes even emotionally attached) to their assistants almost like Robinson Crusoe with his man “Friday”. Sax even goes so far as to suggest that within his lifetime, the Foundation will achieve “Eden” – the point when they will share with all of mutant-kind their knowledge, and begin efforts to revive the ways of the Ancients. Despite Sax’s well-meaning intentions, a growing faction of the Foundation is unwilling to see their legacy shared with the savages of the world. Generations of harsh survival, reliance on themselves alone, and meticulously finding, repairing, and reviving old technologies has become their sole purpose for being. Sax’s drive seems to be making light of all the decades of misery, as if he were carelessly giving away the gift of knowledge to any who would ask for it. Less than a year in command, a single old-school leader, a veteran of the Brethren war, a man by the name of Todoshi, rises as a prominent political rival. Todoshi demands a vote amongst the Foundation’s core population, and remarkably, Sax agrees. Although Todoshi has the support of roughly 75% of the Foundation’s soldiers and veterans, scribes and other support personnel (“civilians”), already warming to the idea of opening the Foundation’s doors to the world, do not agree. Todoshi’s move to replace Sax and assume command is soundly defeated. Todoshi, incensed at the idea that non-military personnel could tip the balance over such an important decision, moves to declare a state of “martial law” in which only the military has any say. When he is ridiculed, he performs an unprecedented act of mutiny and leads a force of like-minded military men to take the command center beneath Dis by force. A horrific

battle ensues, and in the end Sax is beheaded and Todoshi, mortally wounded, is forced to flee with his followers.

2273: Great Schism. The Foundation is rocked by the sudden outbreak of “civil war”. Paladin Sorenson, a young lieutenant of half-thrall birth (and who served in McLaughlin’s command staff during his later years), is elected to replace Sax. Though Sorenson was himself unconvinced of Sax’s overly optimistic slogan of “issuing in Eden in our lifetime” (he believed he knew the outside world too well to trust it just yet), he is the best choice to lead in these troubled times. General Sorenson immediately pursues a campaign to destroy the Todoshi faction, but is only able to drive them out of California. Sadly, though Sorenson proves an able commander, many Foundationists are unable to see a non-pureblood in the supreme position of command. Following the expulsion of Todoshi from California, a number of otherwise loyal soldiers begin to desert – for the first time in centuries. These deserters, who call themselves the “Revenants” (referring to the belief that they alone hold the spirit of the original Foundation movement – to rebuild mankind, *not mutant-kind*, for a better future), go east through Styx and into the deserts of Texas. Many of them are in fact from the first generation of eugenic surrogates, who believe themselves to be superior beings. They will continue eugenics research on their own, far from California.

2274: Word spreads from the frontier of the Grasslands Empire region that the Savants have given up rule of the ruined metropolis known as the “Arid City” (Dallas/Fort Worth), which they once shared with the Clean in a fragile “alliance”. Former slave races of the Savants rise to carve niches out of the city, and contest for supremacy in the absence of their former masters. The Clean struggle to hold onto their ancestral home (the fabled “Waterbeds”) against these

FOUNDATION LEADERS

The Foundation's existence as a single entity can be traced back to 2011, during the close of the nuclear war. The line of succeeding generations of rulers is shown below, along with the names of the leaders of the three current Foundation "factions":

Leader	Term
General Adler	2011-2016
General Kowalski	2016-2045
General Copeland	2045-2093
General LaVerde	2093-2112
General Garrison	2112-2168
General Ross	2168-2212
General McLaughlin	2212-2272
General Sax	2272-2273
General Sorenson	2273 to the present
Revenant Leaders	
	Term
General Kincade	2273 to the present
Dark Paladin Leaders	
	Term
General Todoshi	2273
General Ming	2273 to the present

burgeoning city factions. The Revenants, seeking a new home, flee here and use what technology they have brought with them to establish a base of their own. The Todoshi faction also flees to this "boomtown", this "promised land", hoping to make contact with the Revenants and unite. It is the latter faction's intention to one day go back to California and retake what is "rightfully theirs": the Foundation "core".

Present: The Foundation is still recovering from the Revenant/Todoshi split. In California, the original Foundation continues to grow strong and stockpile its resources for the coming of "Eden" – though the naïve estimations of General Sax are clearly wrong, many still believe in the cause of preserving technology and understanding for the future. But the rift has forced the Foundation to accept more and more outsiders into its midst, which in turn has forced them to continue propagating the pseudo-religious fallacy behind technology and their own traditions. Some from the original Foundation stock fear that in only a few

generations, the community may lose sight of what is science and what is "magic" (effectively slipping into a kind of Ritual Preservationist "dark ages"). Still, there is an unusual optimism in those who are joining the ranks with each passing month, as people from all over believe that they may make a small difference in the rebuilding of the world. In the east, in the Arid City, the Todoshi mutineers – and the so-called "Revenants" – move closer to an alliance, and the prospect of their returning to the West looms as a very real fear in the minds of the surviving Foundation. It is clear to outside groups, who are only now hearing rumors of the split, that the Foundation faces troubled times ahead. Some are moving to ally with one side or another, or simply make a profit supplying them with goods needed to buildup for war...while others, like the Brethren, realize now is the time (since the Foundation is at the weakest it has ever been) to rise and wage a final war to extinguish this final remnant of Ancient culture and arrogance altogether!

CHAPTER 2: FOUNDATION CHARACTERS

*Hell hath no limits, nor is circumscribed
In any one self place; for where we are is hell,
And where hell is, must we ever be.*

- Faust

THE FOUNDATION TODAY

The original mission of the 689th Quartermaster company – supply by air, subsistence, custodial services, and providing food and pay – doesn't seem to make much sense today. The descendants of the original military men (whether one can call them loyal soldiers or not due to their desertion is open to debate) no longer consider themselves part of a larger institution or military force. In fact, those who now call themselves "Foundationists" have only a decaying memory of the army and traditions that came before them; as the self-proclaimed "last hope" for humanity and the Ancient way of life, they view themselves as far more than merely the support personnel they once were. Now, the entire burden of rebuilding America lies squarely on their shoulders, and as such a new mission is required of them.

JOINING THE FOUNDATION

At some point, players may want their characters to join the Foundation. It is, after all, a unique organization with a lot of promise for those who are truly dedicated to the revival of the Ancient way of life. But instead of making new characters to start off as Foundationists, it is possible to allow the characters

in your campaign to "sign up". In fact, just traveling to a Foundation outpost to join can be an adventure in and of itself; not to mention the possible trials and training the characters would have to go through before even being admitted into basic training.

The GM should arbitrate if and when the PCs should be permitted to join the Foundation. There are no set rules, because campaigns, characters, and GM styles vary considerably. What do the characters bring to the table? Are they truly dedicated to the cause? If they weren't serious, would they be able to pull off a hoax on such intimidating figures as the Foundationist paladins and their brethren?

The Foundation, by and large, is only looking for intelligent people to fill out its most prestigious ranks (scribe, paladin, etc.). All others who come to join are likely to be captured, enslaved, and absorbed by the faceless thrall population. Players who originally intended to become members of the famed "paladins", only to be enslaved and groomed as some human family's domestic servant, are unlikely to have the same view of the Foundation as those who were readily accepted as soldiers. The direction the campaign takes will vary just depending on how they were "recruited". As slaves or equals?

Individuals who come to the Foundation are sorted on a number of levels. Whether they come to the major communities (such as Dis or Paskenta), or outlying forts, they will eventually be directed to Dis. Once they get there, they are examined for diseases, lice, parasites of all kinds, and other possible threats to the Foundation as a whole. Those who are marked as a threat are driven off; those who aren't pass on to the next examination.



This next examination is called the "VAB" ("vocational aptitude battery"), a written exam that covers basic math, mechanics, code breaking, etc. The VAB test determines whether a recruit is destined to become a soldier or a scribe; the vast majority fail these tests, of course, or score so low that they

can do little more than serve as cannon fodder in the Foundation legions - and are accordingly shipped off to basic training. A select handful (those with a relatively high Int score), however, score well enough to qualify as scribes and are separated from the mass and sent off to specialized training. Those who cannot read or write are given an *oral* exam by a Trusted, but the typical impatience (and their own lack of education) on the part of many Trusted-rank “instructors” means few who take the oral test ever actually pass.

Those who serve no military or scientific purpose become a part of the civilian thrall force; these are effectively no better than slaves, serving as domestic servants, household staff, and laborers in the city of Dis (or at outlying bases as support personnel). These men and women are trained for a specific duty (farming, street sweeping, sewer maintenance, laundry, house butler, etc.) before being integrated into the population. They will, by and large, perform that same duty until the end of their days.

Future scribes enter into complex training programs either in Dis or at the labs of one of the other Foundation fortresses. Here they learn lab techniques, scientific terminology, and how to recognize various dangers (such as signs of fire, how to recognize intruders at a laboratory, etc.). Those who ranked low on their tests are generally fated to become mere assistants and laboratory labor, perhaps even guinea pigs for experimentation; those who rank sufficiently high, however, become fully trained as scribes in the Foundation.

Those who are marked for the military, however, enter *basic training*.

BASIC TRAINING

The coveted few who make it through the filtration process to become true soldiers of the Foundation are in store for a life of harsh discipline. Unquestioning

loyalty and obedience will be asked of them nearly every day of their lives from the day they sign up to the day they lay their lives down for the cause on some distant desert battlefield. To prepare them for the inevitable strain of war, and to build them up to the high standards of the armies of the Ancients, the Foundation puts its recruits through a brutal nine-week re-education course called “basic training”.

Basic training in the Foundation entails not only the obvious aspects of physical fitness training, obstacle courses, and weapons training, but also basic survival skills such as hygiene, basic first aid, and tactical training. On top of this, recruits are taught Foundation military customs, and to honor and recite the history of the Foundation’s heritage and traditions. All of this serves to educate the soldier in standard operating procedures: from reinforcing the authority of the chain of command, to teaching recruits how to salute, wear the uniform, and fire and maintain Foundation arms and armor). Further training during the nine weeks provide a solid base for surviving in urban and desert environments, finding water and determining the likelihood of contamination, basic steps for recognizing disease and radiation sickness, and the use of (and navigation by) Foundation maps.

During their service to the Foundation, a soldier’s life is broken up by more than a dozen duties each day. This begins with *reveille*, when each soldier wakes, washes, is shaved bald (to prevent the spread of lice, and to break down each man’s sense of individuality) and cleans his personal area. This is followed by formation assembly and breakfast, and then the beginning of physical training – which lasts much of the morning. Each day, soldiers must prepare for daily inspection before once more marching in formation to one of many re-education centers for classroom instruction and “mental indoctrination” (see below). A brief mid-day meal is permitted before continued instruction in ceremonies, history,

and the basics of using the technological items of the Foundation. This lasts until the late day meal, followed by a study period in the barracks, time to maintain arms and armor, before lights are put out and another day comes to a close.

INDOCTRINATION

A large part of grooming new soldiers, scribes, and citizens is mind control, a process that actually never ceases during the lifetime of a Foundation follower. The Foundation, since the first early days of allowing tribal savages into its ranks, has used mind control, mental conditioning, and subliminals to maintain the authority of its leadership.

The most obvious form of mind control used by the Foundation is *mental conditioning*; this is basically the most primitive form of cultural engineering. Various methods are used to educate (or re-educate if need be), enculturate, and basically “process” people (almost as if they were meat being readied for consumption), individually and en masse, from a stubborn primitive state into something much more malleable. Many of these methods are also used by the various “cults” of the wasteland: isolation, starvation, pitting the individual against the mass in a continued and unrelenting effort to strip the sense of individuality from the mind. While new recruits are kept in huge groups for ease of movement and training, they are not encouraged to share thoughts or ideas, or even to pursue recreation alone. They are given just enough food, sustenance, and sleep to keep them healthy, but always at a level just low enough to keep them hungry and desiring more.

Recruits are surrounded by images that propagate the success and righteousness of the Foundation order. These range from the overt to the subtle; holographic images of Foundation paladins in scenes of valiant battle, nightly radio broadcasts that echo through barrack hallways at a low level to remind recruits

at bedtime of the deeds of those who came before them. Daily indoctrination that bombards recruits with images that show how poverty and barbarism go hand in hand. Pre-war film reels of the majesty and comfort of the American way of life; films showing happy American families at play, living the life of luxury and contentment. Displays of super-advanced technologies to wow and impress those who have only ever used sticks and stones for war. Short movies showing the advances of Foundation medicine and how they will help rebuild the world and repair all evils.

The segregation of ranks to create an air of elitism (which in turn leads to envy and aspiration), and an increasing scale of privilege for those who have contributed most to the movement so that newcomers are continuously motivated to perform and remain loyal – and to move against those who might be spreading “lies” about the order or working against it. Group punishment to instill a sense of community responsibility (and community reliance), and capital sentencing for even the lightest of crimes to promote an understanding that obedience to the traditions and laws of the Foundation is the most valued of all traits, far above human life, right or wrong.

Over time they become like putty to their masters, and are ready to move on to the next stages of indoctrination.

On top of this basic, more visible media, there are other methods of mind control as well. Subliminals are used on a constant basis in the fortress-monasteries of the Foundation. Subliminals are messages, images, or simple command phrases imbedded in nearly every imaginable form of imagery. It is no wonder that almost every room, barrack, laboratory, group mess hall, and even latrine has a bank of video monitors that continue to play, day and night, programming that is appealing to the Foundation’s rank and file. And even beneath this more obvious images

FOUNDATION CHARACTERS

One of the attractions of the Foundation is the fact that the average soldier often has more equipment and weaponry than most wastelanders will see in a lifetime. Player characters who join the Foundation (assuming they can pass the rigorous training and meet all the basic requirements) may soon find that they are under equipped compared to their NPC brethren. If the GM agrees, characters should be allowed to take on the equipment of an NPC of their particular rank (for example, a character who becomes a Paladin should be given a Paladin’s equipment, including weapons, armor, and miscellaneous items), since the Foundation is keen on equipping all of its soldiers in a uniform way.

The drawback, however, is that in addition to surrendering their current possessions, characters are also required to turn *everything* they find over to their superiors after every adventure – this includes all artifacts, as well as corium and other resources. Since the Foundation is basically a militaristic faction, this is standard procedure, and player characters will not be treated any differently. All technological artifacts will be permanently confiscated for the good of the organization, though on average 10% of the corium value of monetary and material finds will make its way back to the Foundationist PC a week or so after returning from a mission.

(glorious battles caught on primitive, revived film, or documentaries showing in grisly details the crimes of primitive peoples against one another in the absence of Enlightenment), imbedded in the newsreels, recreational films, and even on seemingly empty screens of static are subliminal messages.

Subliminals in this form of media basically consist of one or two frames that give a command or a suggestive image. For every hundred or thousand frames in a piece of moving picture, they cannot be discerned, since the film is moving too fast for the conscious mind to catch. But the subconscious mind is always open, a blank slate that is always ready to perceive and believe (it is the conscious mind’s job to use logic and past experience to filter out what is true and not true; by bypassing it altogether, one can access – and encode – the subconscious of the subject). In this manner, though the masses believe they are only watching television, or vital news reports, every minute of their day they are being bombarded by commands cleverly designed to pick

their psyche and cultivate hand-selected emotions and virtues that serve the greater “cause”.

OBEY. The most common subliminal. SERVE. Another. WE ARE WATCHING. Acts to subconsciously remind that every deed, every action, is being observed. Combine these commands with visual images that flash for the briefest of moments between frames, and the mind begins to not only listen to words, but to associate these words with starkly-realistic pictures.

Babies, dead and rotten. Images of cannibal ghouls feasting on the remains of corpses. Images of the millions of skeletons in the blasted cities, picked over by the most horrific of mutants. These are combined with OBEY, and SERVE, to reinforce in the subject’s mind that to break these commandments is to bring death, misery, and suffering – not only on himself, but all of man and mutantkind. Likewise, when designed to enforce the importance of an object, person, or idea, images of a pornographic nature can be slipped in so that whenever a word is flashed, the subject’s heart

CONDITIONING

Part of Foundation conditioning (and long-term indoctrination) involves carefully selecting the music its recruits, soldiers, and even its scientists can listen to. As they work, worship, and train for the day of Eden, music has been instrumental in regulating behavior and disguising subliminals slipped into their subconscious. Various experiments have shown that not all forms of music from Ancient times are appropriate for maintaining order and stability, and as such a rather minor (but still influential) division of the scientific corps has been established to gather, categorize, and censor forms of music consumed by the Foundation archives.

Studies have shown that rock-and-roll music is probably the worst music in terms of the effects it has on recruitment and indoctrination. Rock-and-roll music has been variously described as “rebellious”, “inspirational”, and “revolutionary”, of bringing new ideas and introducing the concept of “questioning” the status quo. These virtues are obviously self-destructive to the entire process of mental conditioning, and as such rock music is almost universally considered contraband. Similarly, the energy-building, violence-inducing lyrics and music of *heavy metal* (which was itself an underground form of music during the euphoric reign of the Ancients) are not suited to constructing stable, civilized minds either.

In lieu of these choices, the Foundation prefers soft, classical music, and a limited selection of jazz from the Golden Era of the 1940s. The former is ideal for soothing savage minds, and creating a mood perfect for study and re-education; the latter, which promises a peppy alternative, is still docile enough not to induce riotous behavior. In Foundation fortresses, classical music accompanies almost every activity from wall speakers throughout the complex; it is heard during meals, training, and studies (barely drowning out the insidious subliminal messages woven underneath). Jazz is reserved as a treat for when the unit has something to celebrate, such as when an enemy community is defeated in battle and their people massacred.

rate, energy level, sense of desire (or need to protect), and aggressiveness soars through the roof.

This type of mental control is usable in other forms as well. It is possible for Foundation scientists to create images that work in commands through visual “clues” that are not at first noticed by the eye, but over time are recognized by the subconscious and have the same effect. Examples include using suggestive images (otherwise mundane objects whose silhouette looks vaguely like a penis, for instance, or a woman’s figure, or a combination of both, to subconsciously appeal to the eye) to underlying an image with actual text commands that can only be picked up by the

subconscious mind.

These subtle methods, *subliminals*, are used in almost everything in the Foundation, on nearly all levels. The grunts have no idea they are there; the scribes know they are there, but don’t know that their media and information is probably tainted too by even higher circles on the Foundation ladder. Everyone soon becomes a tool, an easily controlled pawn, bent towards maintaining the total superiority of the order, ensuring loyalty and obedience, and ready to die for the cause at any time.

When the masses of Foundation soldiers gather in huge whispering packs to watch the nightly

airing of *Snow White And The Seven Dwarves*, they soon become quiet, complacent, and glassy-eyed. Formations of fifty or more soldiers stare blankly at the screen, their faces lax and emotionless. Though they look like idiot children seduced by the child-like story on the screen, they are really just robots getting their nightly programming...

Whoever among the Foundation’s social scientists originally conceived of the idea of using subliminals to “groom” its followers was not all that inventive himself; these methods were, after all, used before the Fall by the government of the Ancients to keep society and the public at large in line. With images, movies, and daily broadcasts touting the magnificence and technological edge of America, portraying only the good things the current administration has done and ignoring its evils, emphasizing the backwardness and barbarism of foreign cultures to create a sense of isolation in a sea of “madness”, and continuously insinuating that the outside world wants nothing but America’s destruction and conquest – this form of true social engineering was part and parcel to the Ancient way of life. Movies. Television. Words spouted from the politicians and presidents from day one. The truth was lost long ago, and the Ancients lived their lives in happy ignorance, unaware of what was going on outside, content only to consume and consume and consume until the very world itself was used up, and believing the reassurances of their leaders that what they were doing had “no appreciable effect” on the world.

The Foundation have only picked up where the Ancients left off. If the Ancients did it, then it must be the right way to go.

DOGMA

The fundamental purpose for work education, basic training, and indoctrination is to turn every last civilian, soldier, and scribe into a working part of

CHAPTER 2: CHARACTERS

"Fight for your home, fight for your family, fight for your future. As a citizen-soldier of the Todoshi faction, you share in the glory of the empire!"

- Recruitment propaganda for citizen-soldiers of the "Dark Paladins" faction

the Foundation mechanism. As such, it is important to bring out in your campaign the basic "dogma" of the Foundationist organization, including not only its philosophies about technology, but also the sense of duty instilled in all members. Here are the major considerations:

A joining Foundationist has no family; the Foundation is his only friend. All former allegiances must be dropped.

"Breeders" are a community resource; men and women are tested for fertility and potency, and those who show promise are expected to contribute to the community by either donating semen (in the case of males) or baring at least one child (in the case of females). If the individual does not have a mate, a new mate will be selected for him/her from the ranks of fertile/potent Foundationists.

The community scribes raise children until they are old enough to take the VAB and enter into one of the branches of the Foundation as a full member of the population.

A Foundationist must always follow the orders of his commander. Only the counter-order of a superior ranking Foundationist can overrule a character's immediate commander.

A Foundationist must always attempt to acquire an item of technology for the archives of the Foundation. He must either try to buy the item, steal the item, or destroy the item. Failing to do this (and being discovered for such failure) is cause for a serious reprimand and possible punishment.

Nothing a Foundationist finds, is given, or makes can be kept for personal use until it has been examined and appraised by the Foundation. Most technological items are confiscated for the "good of the Foundation" to add to the organization's resource pool, though the GM may make exceptions case by case.

FOUNDATION CLASSES

Characters in the Foundation commonly follow a military or technology focus (sometime both). Typical classes from Darwin's World include the Foundation Paladin, Guardian, Tinker, Mech, Scholar, Scientist, and Warrior Monk. Guardians and Tinkers are the most common, with Foundation Paladins, Mechs, and Scientists representing the elite members. Below are some additional classes found in the ranks of the Foundation and its two splinter factions. Also included are some classes from Darwin's World with slight variations that better represent the ideals and training of the Foundation.

While prevalent in the Foundation, some of the classes below are by no means exclusive to the Foundation. Gamemasters should allow characters from other paramilitary factions access to some of the more general classes, like the Demolitionists.

FOUNDATION DEMOLITIONIST

Demolitionists are experts with explosives and the weaponry that is used in conjunction with explosives. In the Foundation, the demolitionist serves a dual role of engineer and combat support. When expanding to new lands, the demolitionist assists the Foundation's engineers with clearing debris, disarming traps, bolstering perimeter defenses, and other duties where explosives are required. In combat, they often work with traditional soldiers and Paladins to provide assistance with hardened targets.

Beyond the core skills of creating and using explosives, all demolitionists are trained to use grenades in combat. Most are also proficient with grenade launchers and a few elite will learn to utilize Rocket Launchers. Although most Foundation Paladins start their careers as Guardians, a few have come from the ranks of the Demolitionists.

The demolitionist is a common post-Fall military class and characters with similar backgrounds should be allowed to take levels in this class.

REQUIREMENTS

To qualify to become a Foundation Demolitionist, a character must fulfill the following criteria.

Base Attack Bonus: +1.

Skills: Craft (chemical) 3 ranks, Demolitions 6 ranks.

Feats: Personal Firearms Proficiency or Futuristic Firearms Proficiency.

Allegiance: Foundation.

CLASS INFORMATION

The following information pertains to the Foundation Demolitionist advanced class.

Hit Dice: 1d10.

CHAPTER 2: CHARACTERS

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

Class Skills: The Foundation Guardian class skills are: Computer Use (Int), Craft (chemical, mechanical, structural), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (physical sciences, tactics, technology) (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 Foundation Demolitionist advanced class.

Bonus Feats: A Foundation Demolitionist receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Armor Proficiency (light, medium), Builder, Cautious, Desert Warfare, Educated, Exotic Firearms Proficiency (cannons, grenade launchers, rocket launchers), Forced March, Futuristic Firearm Proficiency, Gearhead, Grenadier, Meticulous, Mountain Warfare, Personal Firearms Proficiency, Point Blank Shot, Urban Warfare, Vehicle Expert.

Demolitionist Expert: The Foundation Demolitionist gains a competence bonus equal to his Demolitionist class level to his Demolitions skill checks.

Grenadier: At 2nd level, the Foundation Demolitionist receives the Grenadier feat for free even if he doesn't possess the Exotic Firearms Proficiency (grenade launcher). They gain a +1 bonus to attack rolls, and +50% range bonus, to all grenade attacks, whether thrown or with a grenade launcher.

Explosives Builder: The Foundation Demolitionist gains a competence bonus equal to his Demolitionist class level to Craft (chemical) when creating explosives.

TABLE 2-1: THE FOUNDATION DEMOLITIONIST

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+1	+0	Demolitionist Expert.	+1	+1
2	+1	+2	+2	+0	Grenadier	+1	+1
3	+2	+2	+2	+1	Bonus Feat	+2	+1
4	+3	+2	+2	+1	Explosives Builder	+2	+2
5	+3	+3	+3	+1	Keen Eye	+3	+2
6	+4	+3	+3	+2	Bonus Feat	+3	+2
7	+5	+4	+4	+2	Improved Grenadier	+4	+3
8	+6	+4	+4	+2	Eye for Safety	+4	+3
9	+6	+4	+4	+3	Bonus Feat	+5	+3
10	+7	+5	+5	+3	Improved Explosives	+5	+4

Keen Eye: A major task of the Foundation Demolitionist is uncovering traps. The demolitionist is always conscious of the potential of hidden traps, especially explosive traps. A demolitionist that passes within 5-feet of a trap is entitled to a search check to notice it as if he was actively looking for a trap.

Improved Grenadier: At 7th level, the demolitionist improves his effectiveness at using grenades in combat. The Reflex DC to avoid a demolitionist's grenade attack, whether thrown or with a grenade launcher, is increased by 5.

Eye For Safety: A demolitionist never risks the chance of an explosive misfire. The chance of an explosive going off unintentionally while disarming, creating, or setting detonators is increased by 5. Therefore, a demolitionist must fail by 10 when disarming or creating explosives, and fail by 15 when setting a detonator.

Improved Explosives: At 10th level, the demolitionist is an expert at creating explosives. Explosives created by him do an additional +1 damage per die. For example, a complex explosive created by a demolitionist would cause 6d6+6 damage.

FOUNDATION GUARDIAN

Guardians represent the bulk of the Foundation military. They exist to defend the Foundation and assist their leaders (often Paladins) in securing Ancient technology. The following class is a slight variant to the standard guardian advanced class. The changes more precisely represent the training that characters receive while under the banner of this advanced, militaristic faction.

REQUIREMENTS

To qualify to become a Foundation Guardian, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Knowledge (tactics) 3 ranks.

Feats Personal Firearm Proficiency or Futuristic Firearm Proficiency.

Allegiance: Foundation.

CLASS INFORMATION

The following information pertains to the Foundation Guardian advanced class.

Hit Dice: 1d10.

TABLE 2-2: THE FOUNDATION GUARDIAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	Defender +2	+1	+0
2	+2	+2	+2	+0	Weapon Focus	+1	+0
3	+3	+2	+2	+1	Bonus Feat	+2	+0
4	+4	+2	+2	+1	Tactical Aid	+2	+1
5	+5	+3	+3	+1	Weapon Specialization	+3	+1
6	+6	+3	+3	+2	Bonus Feat	+3	+1
7	+7	+4	+4	+2	Defender +4	+4	+2
8	+8	+4	+4	+2	Greater Weapon Specialization	+4	+2
9	+9	+4	+4	+3	Bonus Feat	+5	+2
10	+10	+5	+5	+3	Raider Bane	+5	+3

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

Class Skills: The Foundation Guardian class skills are: Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (ancient lore, tactics, technology) (Int), Listen (Wis), Repair (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Foundation Guardian advanced class.

Bonus Feats: A Foundation Guardian receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Armor Proficiency (heavy, light, medium, Powered), Bull's Eye, Burst Fire, Desert Warfare, Double Tap, Exotic Firearms Proficiency, Far Shot, Forced March, Futuristic Firearm Proficiency, Hard-Eyed, Improved Autofire, Mountain Warfare, Personal Firearms Proficiency, Point Blank Shot, Rallying Leader, Reactive Shooter, Rip a Clip, Room-Broom, Strafe, Suppressive Fire, Surface Vehicle Operation (Heavy wheeled, Tracked), Urban Warfare, Vehicle Expert.

Defender: The Foundation Guardian fights best when defending family and loved ones. A Foundation Guardian receives a +2 morale bonus to attack rolls and saving throws when directly fighting in defense of his community. This bonus increases to +4 at level 7. In addition to defending the Foundation, the Foundation Guardian gains his defender bonus when attempting to secure Ancient technology for the Foundation.

Weapon Focus: A Foundation Guardian gains the Weapon Focus class feature, providing the benefits of the feat with the same name. The Foundation Guardian chooses a specific weapon on which to focus. For the purposes of this feature, the Foundation Guardian can choose unarmed strike or grapple as the weapon of focus. The Foundation Guardian must be proficient with the chosen weapon.

The Foundation Guardian adds +1 to all attack rolls made using the selected weapon.

Tactical Aid: A Foundation Guardian is a skilled combatant and can provide tactical advice to his fellow warriors.

As an attack action, the Foundation Guardian can provide tactical aid to any single ally within sight and voice range of his position (but not himself). As a full-round action, the Foundation Guardian can provide

tactical aid to all allies within sight and voice range of his position (including himself). Using tactical aid requires expending an Action Point.

This aid provides a competence bonus on attack rolls. This bonus is equal to the Foundation Guardian's Intelligence modifier (minimum +1), and it lasts for a number of rounds equal to one-half of his level in the Foundation Guardian class, rounded down.

Weapon Specialization: A Foundation Guardian gains weapon specialization with a specific melee or ranged weapon to which he has also applied the Weapon Focus feat or class feature. The Foundation Guardian gets a +2 bonus on damage rolls with the chosen weapon.

Greater Weapon Specialization: A Foundation Guardian gains greater weapon specialization with the weapon he selected for weapon specialization. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Raider Bane: A Foundation Guardian of 10th level no longer fears Raiders. Learning from numerous engagements with them, he has an intimate knowledge of Raider fear tactics.

When making saves against Raider's fear abilities (Bloodthirsty Cry, Horrifying Kill, Death Cry), the Foundation Guardian doubles his Will bonus. In addition, he gains his Defender bonus against Raiders, whether or not he is defending her people.

FOUNDATION ROAD JOCK

Few post-Fall factions have as large a complement of vehicles as the Foundation, and therefore they have among their ranks their own "Road Warriors." Unlike their wasteland counter parts, Road Jocks are better trained and take fewer risks with their vehicles. They tend to do less boarding and crashing, replying on more conventional tactics to defeat their opponents.

CHAPTER 2: CHARACTERS

The Road Jock is a variant to the Road Warrior advanced class with changes to its class requirements, class skills, bonus feats and a few class abilities to reflect the Foundation's ideals and the Road Jocks' combat tactics.

REQUIREMENTS

To qualify to become a Road Jock, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Drive 6 ranks, Repair 6 ranks.

Feat: Vehicle Expert.

Allegiance: Foundation.

CLASS INFORMATION

The following information pertains to the Road Jock advanced class.

Hit Die: 1d10.

Action Points: 6 + one-half of the character's level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Road Jock's class skills are: Balance (Dex), Climb (Str), Concentration (Con), Drive (Dex), Jump (Str), Knowledge (ancient lore, tactics, technology) (Int), Navigate (Int), Pilot (Dex), Repair (Int), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Road Jock advanced class.

Bonus Feats: The Road Jock gets a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Armor Proficiency (light, medium), Burst Fire, Combat Driving, Desert Warfare, Drive-By Attack, Exotic Firearms Proficiency, Force Stop,

TABLE 2-3: THE ROAD JOCK

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	Vehicle Tactical Aid	+1	+1
2	+2	+2	+2	+0	Offensive Driving	+1	+1
3	+3	+2	+2	+1	Bonus Feat	+2	+1
4	+4	+2	+2	+1	Vehicular Evasion	+2	+2
5	+5	+3	+3	+1	Master Mechanic	+3	+2
6	+6	+3	+3	+2	Bonus Feat	+3	+2
7	+7	+4	+4	+2	Improved Sideswipe	+4	+3
8	+8	+4	+4	+2	Improved Hardness	+4	+3
9	+9	+4	+4	+3	Bonus Feat	+5	+3
10	+10	+5	+5	+3	Graceful Crash	+5	+4

Gearhead, Intuitive Mechanic, Mountain Warfare, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Surface Vehicle Operation (Heavy wheeled, Tracked), Urban Warfare, Vehicle Dodge.

Vehicle Tactical Aid: A limited form of the Tactical Aid ability gained by Guardians, this ability allows the Road Jock to provide tactical advice to his fellow vehicle warriors. The Road Jock can only grant Tactical Aid bonuses to allies driving and fighting in vehicles. Once an ally exits a vehicle, he loses any Tactical Aid bonuses.

As an attack action, the Road Jock can provide tactical aid to any single ally within sight and voice range of his position (but not himself). As a full-round action, the Road Jock can provide tactical aid to all allies within sight and voice range of his position (including himself). Using tactical aid requires an Action Point.

This aid provides a competence bonus on attack rolls. This bonus is equal to the Road Jock's Intelligence modifier (minimum +1), and it lasts for a number of rounds equal to one-half of his level in the Road Jock class, rounded down.

Offensive Driving: Using 1 action point, the Road Jock can operate a vehicle as a free action. This allows him to take a full-round action with his free hand,

including firing a one-handed ranged weapon.

Vehicular Evasion: The Road Jock can use this ability to make a last-minute veer, literally "dodging" an attack directed at his vehicle. Sacrificing his Attack action, the Road Jock may make a Reflex saving throw (DC is equal to the attack roll) to avoid a hit against himself or his vehicle. A Road Jock must be aware of an attack to dodge it.

Master Mechanic: A Road Jock gains a +4 competence bonus to Repair skill checks.

Improved Sideswipe: The Road Jock is an expert at causing other drivers to lose control of their vehicles. Upon a successful sideswipe, the target suffers a -4 to their Drive check (to retain control).

Improved Hardness: Trained in vehicle tactics, the Road Jock knows which parts of his vehicles are better armored and which are more vulnerable. The Road Jock increases the hardness of any vehicle he drives or pilots by 2. A Road Jock must be aware of an attack to gain this benefit.

Graceful Crash: Crashes are inevitable during vehicle combat, but a Road Jock knows how to minimize the damage to his vehicle. When a Road Jock collides with another vehicle or object, his (and only his) vehicle takes damage as if it was moving at a speed category lower. For example, if the Road

Jock runs into another vehicle at Highway Speed the damage die is a d4 (Street Speed).

FOUNDATION SCOUT

The Foundation Scout is a member of an elite branch of the Foundation charged with paving the way for new expeditions to find lost caches of technology. The Foundation Scout is expected to go out into the wasteland for extended periods of time, making contact with new peoples, tribes, and settlements, appraising their technological level and judging their worth, if any, to the Foundation. Extensively trained in survival skills, the Foundation Scout must be able to live alone (often in secret, for fear of being discovered) whether hiding out in the wilderness fringes of a desert community, or lurking among the blasted city ruins surrounding an urban enclave.

In addition to being able to live off the barest resources, and to avoid detection, the Foundation Scout must also be able to recognize items of technology when he sees them. Appraising them for their worth, he must make a decision: either attempt to make contact and trade for the item, “secure” the item for the Foundation by force or stealth, or be prepared to destroy the technology to prevent it from remaining in the hands of savages. As such, the Foundation Scout is often forced to make a hasty withdrawal once his work is done!

REQUIREMENTS

To qualify to become a Foundation Scout, a character must fulfill the following criteria.

Allegiance: Foundation.

Base Attack Bonus: +2.

Skills: Knowledge (ancient lore) 3 ranks, Knowledge (technology) 6 ranks, Survival 3 Ranks.

Feat: Advanced Technology.

TABLE 2-4: THE FOUNDATION SCOUT

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+2	+0	+0	Scout Specialty	+1	+1
2	+1	+3	+0	+0	Surveillance	+1	+1
3	+2	+3	+1	+1	Bonus Feat	+2	+1
4	+3	+4	+1	+1	Sabotage	+2	+2
5	+3	+4	+1	+1	Incognito	+3	+2
6	+4	+5	+2	+2	Bonus Feat	+3	+2
7	+5	+5	+2	+2	Superior Camouflage	+4	+3
8	+6	+6	+2	+2	Avoid Capture	+4	+3
9	+6	+6	+3	+3	Bonus Feat	+5	+3
10	+7	+7	+3	+3	Tech Mastery	+5	+4

CLASS INFORMATION

The following information pertains to the Foundation Scout advanced class.

Hit Die: 1d8.

Action Points: 6 + one-half of the character’s level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Foundation Scout’s class skills are: Bluff (Cha), Computer Use (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Gather Information (Cha), Hide (Dex), Investigate (Int), Knowledge (ancient lore, tactics, technology) (Int), Move Silently (Dex), 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 Foundation Scout prestige class.

Bonus Feats: A Foundation Scout receives a bonus feat at 3rd, 6th, 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Arms Pupil, Bull’s Eye, Dead Aim, Desert Warfare, Double Tap, Far Shot, Forced March, Guide,

Mountain Warfare, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Reactive Shooter, Run, Shot on the Run, Skip Shot, Stealthy, Track, Urban Warfare.

Scout Specialty: At 1st level the Foundation Scout must choose a “specialty” as an *infiltrator*, *commando*, or *negotiator*, depending on how he chooses to secure resources for the Foundation. An *infiltrator* attempts to steal technology without being discovered, a *commando* fights his way in to secure the technology, and a *negotiator* attempts to secure technology through diplomacy.

The character receives a competence bonus equal to his Foundation Scout level to the skill linked to his specialty. For an *infiltrator* it is Move Silently, for the *commando* it is Knowledge (tactics), and for the *negotiator* it is Diplomacy.

Surveillance: A Foundation Scout can determine a settlement’s approximate background (primitive, radical, visionary reinventor, guardian, etc.) and technology level (advanced, post apocalyptic, primitive, none), by surveying it for 1 hour, and making a Search check (DC 20). A Foundation Scout can make the same determination by speaking with a native (or natives) of a settlement for 1 hour and making a successful Gather Information check (DC

20).

A Foundation Scout may not take 20 on this skill check. He may take 10 on the Skill check, but this increases the time of the task to 1d4+1 hours.

Superior Camouflage: The Foundation Scout is an expert at hiding in natural terrain. Using camouflage techniques, the Foundation Scout can maximize the concealment benefits of his terrain, even if none exists. This increases the concealment bonus on Hide checks by 1. For example, a Foundation Scout hiding in an area that provides half concealment (no bonus) would gain three-quarters (+5). Normally, half concealment is required to hide, but a Foundation Scout can attempt to hide in any natural terrain.

Sabotage: All Foundation Scouts must be able to destroy technology as a last resort. If the Foundation Scout is able to spend a full round action with any portable *powered* item (or three uninterrupted full round actions with any larger powered item) he can sabotage it with a successful Disable Device check (DC 18). He may choose to have the item perform with any one of the following effects:

Destroy	The item ceases to operate <i>permanently</i> as if <i>destroyed</i> .
Break	The item ceases to operate <i>temporarily</i> until repaired with a proper skill check.
Backfire	When the item is next used, it will work once but with the opposite effect intended upon its next user. Thereafter, it will cease to operate as above.

The GM should determine the effect of backfires depending on the specific nature of the item (certain items may not be able to backfire).

Incognito: A Foundation Scout prefers to remain unnoticed, especially when transporting new finds back to the Foundation or surveying a potential

target. A Foundation scout receives a +2 competence bonus to Disguise and Bluff checks. In addition to disguising himself, a Foundation Scout is able to disguise his high tech gear. The Foundation Scout does not need a disguise kit to create a disguise as he is trained to use the resources available in his environment.

Avoid Capture: The Foundation Scout is trained to squeeze the last ounce of strength out of him to avoid capture at all costs. A Foundation Scout can continue moving without penalty even when reduced below zero hit points. He dies, however, when he reaches -10 hit points. A Foundation Scout may not attack while below zero hit points. He may only move or perform Skills. If the Foundation Scout feels he is unable to avoid capture, he will make all efforts to sabotage any technological items in his possession.

Tech Mastery: Many items pass through a Foundation Scout's hands, and he hears about a lot more. The Foundation Scout can, without a Knowledge (technology) check, identify any tech item he sees and handles. He can also determine if the item is damaged or malfunctioning and discern its purpose and use.

When repairing technology, the Foundation Scout gains a +4 insight bonus to Repair checks. Also, when using high-tech weapons, the Foundation Scout does not suffer a non-proficiency penalty.

FOUNDATION AIR JOCK

The Foundation has a limited number of Aircraft, and the honor of piloting these valuable machines is granted to the Foundation Air Jocks. Only the best Road Jocks are allowed to become Air Jocks. Although not the same level in rank as Paladins, the Air Jock is given the same level of respect.



REQUIREMENTS

To qualify to become an Air Jock, a character must fulfill the following criteria.

Base Attack Bonus: +7.

Skills: Navigate 8 ranks, Pilot 13 ranks, Repair 8 ranks.

Feat: Aircraft Operation.

Allegiance: Foundation.

CHAPTER 2: CHARACTERS

CLASS INFORMATION

The following information pertains to the Air Jock epic class.

Hit Die: 1d10.

Action Points: 7 + one-half of the character's level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Air Jock's class skills are: Climb (Str), Concentration (Con), Drive (Dex), Knowledge (earth and life sciences, tactics, technology) (Int), Listen (Wis), Navigate (Int), Pilot (Dex), Repair (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Air Jock epic class.

Bonus Feats: The Air Jock gets a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Advanced Firearms Proficiency, Aircraft Operation, Burst Fire, Combat Pilot, Drive-By Attack, Exotic Firearms Proficiency, Force Stop, Gearhead, Intuitive Mechanic, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Vehicle Dodge.

Strafing: When the Air Jock attacks targets on the ground from the air, he gains a +1 competence bonus to attack. This bonus increases at 4th, 7th, and 10th level.

Air Support: When attacking in conjunction with ground forces, the Air Jock grants a +1 tactical bonus to his allies' defense on the ground. The bonus increases at 5th and 8th level.

TABLE 2-5: THE AIR JOCK

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+2	+0	Strafing +1	+1	+2
2	+1	+0	+3	+0	Air Support +1	+2	+2
3	+2	+1	+3	+1	Bonus Feat	+2	+2
4	+3	+1	+4	+1	Strafing +2	+3	+3
5	+3	+1	+4	+1	Air Support +2	+4	+3
6	+4	+2	+5	+2	Bonus Feat	+4	+3
7	+5	+2	+5	+2	Strafing +3	+5	+4
8	+6	+2	+6	+2	Air Support +3	+6	+4
9	+6	+3	+6	+3	Bonus Feat	+6	+4
10	+7	+3	+7	+3	Strafing +4	+7	+5

FOUNDATION PALADIN

Perhaps the most feared warriors of the Twisted Earth, the Foundation Paladins represent the commanding members of the military as well as the rulers of the Foundation itself. Only soldiers that have demonstrated a complete dedication to the Foundation's vision of the future, as well as an expertise in the high tech weaponry of the Ancients are accepted into the ranks of the Paladins. Paladins specialize in military tactics, especially the utilizing of advanced weaponry to gain a significant advantage over the more primitive denizens of the Twisted Earth. Paladins often fight in powered armor, having mastered this rare and extremely potent technology first developed by the Ancients.

REQUIREMENTS

To qualify to become a Foundation Paladin, a character must fulfill the following criteria.

Base Attack Bonus: +10.

Skills: Knowledge (ancient lore) 5 ranks, Knowledge (tactics) 8 ranks, Knowledge (technology) 5 ranks.

Feats: Advanced Technology, Armor Proficiency (Powered), Futuristic Firearms Proficiency,
Allegiance: Foundation.

CLASS INFORMATION

The following information pertains to the Foundation Paladin epic class.

Hit Die: 1d10.

Action Points: 8 + one-half of the character's level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Foundation Paladin's class skills are: Climb (Str), Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (ancient lore, tactics, technology, twisted earth) (Int), Listen (Wis), Navigate (Int), Pilot (Dex), Repair (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Foundation Paladin epic class.

Bonus Feats: A Foundation Paladin receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character

TABLE 2-6: THE FOUNDATION PALADIN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+1	+0	Improved Tactical Aid, Command	+1	+2
2	+2	+2	+2	+0	Futuristic Weapon Expert, Armor Tolerance +1	+1	+2
3	+3	+2	+2	+1	Bonus Feat	+2	+2
4	+4	+2	+2	+1	Armor Tolerance +2	+2	+3
5	+5	+3	+3	+1	Futuristic Weapon Specialization	+3	+3
6	+6	+3	+3	+2	Bonus Feat, Armor Tolerance +3	+3	+3
7	+7	+4	+4	+2	War College	+4	+4
8	+8	+4	+4	+2	Armor Tolerance +4	+4	+4
9	+9	+4	+4	+3	Bonus Feat	+5	+4
10	+10	+5	+5	+3	Armor Tolerance +5	+5	+5

must meet the prerequisites to select it: Advanced Firearms Proficiency, Armed to the Teeth, Burst Fire, Bull's Eye, Double Tap, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Hard Eye, High Ready, Improved Autofire, Improved Dead Aim, Precise Shot, Point Blank Shot, Rip a Clip, Reactive Shooter, Room Broom, Strafe, Two Weapon Fighting, Vehicle Expert, Vehicle Dodge, Weapon Focus.

In addition, he may choose feats exclusive to Foundation members.

Improved Tactical Aid: This improved version of the Guardian's Tactical Aid ability doubles the bonuses and duration. If the Foundation Paladin does not have Tactical Aid, he gets the standard ability and not the improved version. The duration is based on the character's total Foundation Paladin class levels.

Command: Foundation Paladins are commanders as well as warriors. As they increase in rank, they will also be given command over forces, starting with a platoon, then a company, and finally an entire army. See *Ironclad Hierarchy* and *Foundation Organization* below for more information on the Foundation rank hierarchy and the configuration of typical Foundation forces. These forces are loyal to the Paladin as long

as he maintains his Allegiance to the Foundation.

Futuristic Weapon Expert: Being well versed in advanced weaponry, the Foundation Paladin is considered proficient with all exotic firearms as if he had the respective Exotic Firearms Proficiency.

Futuristic Weapon Specialization: With just a little additional dedication, the Foundation Paladin can learn to maximize the damage inflicted with futuristic weapons. The Foundation Palladium is considered specialized with all futuristic firearms that he also has the respective Weapon Focus feat for.

Armor Tolerance: From the first day of training, the Foundation Paladin is taught to fight in armor. When wearing armor, the Paladin adds his Armor Tolerance modifier to the Max Dexterity Bonus and Armor Check Penalty (maximum +9 Dexterity bonus and +0 Armor Check Penalty), thus reducing the mobility restrictions of the armor.

War College: At 10th level the Foundation Paladin is a master tactician. When performing Tactical Aid, the Paladin's allies receive a defense bonus equal to his Intelligence modifier (minimum +1). This bonus is in addition to the attack bonus granted by Tactical Aid.

DARK PALADIN

The Dark Paladins are the backbone of the Todoshi faction's military power. While the thrall soldiers make up the majority of the faction's forces, and androids form the support units for their formations, the Dark Paladins are the officers, leaders, and the inspiration that lead all others. Differing in many ways from their former comrades in the Foundation, Dark Paladins are taught that the Ancients were not "demi-gods", but fools who destroyed their own world, forfeiting their stewardship of the planet. While not holding the Ancients in any special light, the Dark Paladins respect their technology and power, and that is what they seek to restore - with themselves as the new future. The Dark Paladins do not seek an "Eden"; a bright future. Instead, they seek to extend their dominion over the entire Twisted Earth, a great crusade to conquer and control all.

The Dark Paladin is a variant of the Foundationist Paladin epic class open to citizens of the Todoshi faction. It is essentially the same as the aforementioned class, except that the character does not gain command of forces. The forces of the Todoshi faction are not as rigidly organized and Paladins are not given permanent commands over platoons or companies. Therefore, Dark Paladins receive RT-14 androids as permanent bodyguards to utilize as they see fit. The Dark Paladins start with one RT-14 android at 1st level and receive another android each Paladin level thereafter.

REVENANT PALADINS

Most the true Paladins of the Revenants were once part of the Foundation before the Great Schism. While a few still choose to train as traditional Paladins, the truly elite go on to become Mutant Hunters, the

new “Paladin” of the Revenant. Mutant Hunters or “Ghosts” in the Revenants are considered equal to Paladins in respect to rank and reputation. This new breed of anti-mutant paladins are often Eugenic Surrogates, a new race of genetically engineered super humans.

Revenant characters that train as traditional Paladins do not receive the command benefits as there simply aren’t enough forces to warrant permanent commanders.

NEW FEATS

The new feats presented in *The Foundationists* are designed to play upon the technological nature of the Foundation, as well as their long militaristic history. While these feats are geared towards Foundationist characters, variations could certainly be available to characters from other technological communities (at the GM’s discretion).

AIRCRAFT OPERATION

Select a class of aircraft (heavy aircraft, helicopters, jet fighters, or spacecraft). The character is proficient at operating that class of aircraft.

The heavy aircraft class includes jumbo passenger airplanes, large cargo planes, heavy bombers, and any other aircraft with three or more engines. Helicopters include transport and combat helicopters of all types. Jet fighters include military fighter and ground attack jets. Spacecraft are vehicles such as the space shuttle and the lunar lander.

Prerequisite: Pilot 4 ranks.

Benefit: When operating an aircraft of the selected type, you take no penalty on Pilot checks made when operating the aircraft, and you also apply your full class bonus to Defense to the aircraft’s Defense.

Normal: Characters without this feat take a –4

penalty on Pilot checks made to operate an aircraft that falls in any of these classes, and on attacks made with aircraft weapons and you apply only one-half your class bonus to Defense (rounded down) to the aircraft’s Defense. There is no penalty when the character operates a general-purpose aircraft.

Special: The character can gain this feat multiple times. Each time the character takes the feat, the character selects a different class of aircraft.

ARMOR PROFICIENCY (POWERED)

You are skilled in the use of fantastic, powered armor.

Prerequisite: Armor Proficiency (light), Armor Proficiency (medium)

Effect: When you wear a suit of powered armor with which you are proficient, you get to add the armor’s entire equipment bonus to your defense and the entire Strength bonus to your Strength.

Special: This feat replaces the *Power Armor Operation* feat (see Darwin’s World 2nd edition).

ARMS PUPIL

Of the many elite soldiers who make up the Foundation (and its splinter factions), very few have ever achieved the status of “arms pupil” – a time-honored title given only to those individuals truly dedicated to a life studying the ways of weapon use. Having undergone years of training to be able to use any weapon, in a pinch, in the heat of battle, a true arms pupil has practiced with nearly every known weapon in the organization’s arsenal. It is also said a true arms pupil can make a weapon out of even the most mundane object so long as it is within arm’s reach, and as such, with this feat you are never truly “unarmed”...

Prerequisite: Base attack bonus +3.

Benefit: You can employ virtually any mundane object as a melee or thrown weapon without penalty,

doing base 1d8 damage regardless of what it really is. The object must be of Medium-size or larger. For the first round the object is employed, your opponent is considered flat-footed as a result of being taken off guard.

BATTLEFIELD LEADER

You are a heroic presence that inspires allies as long as you remain in sight.

Prerequisite: Rallying Leader.

Benefit: As *Rallying Leader*, except any ally that is within line-of-sight of you (regardless of range) may re-roll.

COMBAT DRIVING

You are highly skilled at using normal vehicles in combat.

Prerequisite: Drive 4 ranks

Effect: When driving a normal wheeled vehicle you add your class Defense bonus and Dexterity modifier to the defense of that vehicle.

Normal: A character without this feat adds no bonus to the Defense of a car that comes under attack.

Bonus: This feat is a bonus feat for Fast Heroes, Raiders, and Road Warriors.

Special: This feat replaces *Vehicle Combat* (see Darwin’s World 2nd edition).

COMBAT MEDIC

Exposed to life-threatening battlefield injuries and combat-related wounds on an almost daily basis, you have learned better ways to treat your patients.

Prerequisite: Treat Injury 8 ranks.

Benefit: You can use the *Restore Hit Points* ability an additional time each day on a character.

Special: This ability may be taken more than once. Each time it is taken you may use the *Restore Hit Points* ability one additional time per day.

CHAPTER 2: CHARACTERS

Bonus Feat: This is a bonus feat for both the Jujū Doctor and Medicine Man classes.

COMBAT PILOT

You have been taught how to fly aircraft for the purpose of combat.

Prerequisite: Pilot 5 ranks.

Effect: You gain a +2 bonus on Pilot and Knowledge (Tactics) skill checks.

DESERT WARFARE

You have learned how to fight and survive in desert terrain (common in the Twisted Earth).

Benefit: You gain a +1 bonus to attack rolls, and a +2 bonus to the following skills in desert terrain: Balance, Climb, Hide, Knowledge (Tactics), Spot, Survival.

Bonus Feat: This is a bonus feat for both the Ranger and Survivalist classes.

FORCED MARCH

You have mastered the fine art of hurrying up so you can wait.

Prerequisite: Endurance.

Effect: You can Hustle (covering 6 miles per hour overland) for 2 hours before requiring a saving throw to avoid damage, and can engage in Forced March movement for 12 hours per day (covering 48 miles) without requiring a save to avoid damage. You gain a +6 on any saving throw to avoid damage from marching or hustling longer than these times (this includes the +4 bonus from the Endurance feat's bonus, which this feat requires).

Normal: Normally a character suffers one point of damage after hustling for 2 hours, and this damage doubles for each hour the character hustles beyond that. When marching, a character normally requires

a Fortitude save after 8 hours (DC 10 +1 per hour beyond 8) or the character takes 1-6 points of damage.

GRENADIER

You are skilled at using grenades and grenade launchers in combat.

Prerequisite: Exotic Firearms Proficiency (Grenade Launcher).

Effect: You gain a +1 bonus to attack rolls, and +50% range bonus, to all grenade attacks, whether thrown or with a grenade launcher.

Special: If stacked with the Far Shot feat, the range increment of Grenade Launchers is doubled.

MARKSMAN

You are skilled at long-distance accuracy with one weapon.

Prerequisite: Weapon Focus (one ranged weapon), Spot 5 Ranks.

Effect: You may use up to one-half your Spot skill to offset attack penalties due to range with one ranged weapon (effectively allowing you to ignore one penalty for range per 4 Ranks of Spot). This feat may be taken multiple times. Its effects do not stack. Each time the feat is taken (requiring Weapon Focus to be taken again), it applies to a different weapon.

Bonus Feat: This is a bonus feat for both the Ranger and Survivalist class.

MASTER ARTIFICER

You are a master at recreating technology that you've been able to study.

Prerequisite: Craft (electronic) 8 ranks, Craft (mechanical) 8 ranks.

Benefit: The time required to create an item that you have seen and studied is halved.

Bonus Feat: This is a bonus feat for both the Mech and Scientist classes.

MASTER MECHANIC

More than any other, you are a master with tools and repairing mechanical gadgets comes as second nature to you.

Prerequisite: Repair 8 ranks.

Benefit: The amount of damage you repair by using the Repair skill is doubled.

Bonus Feat: This is a bonus feat for both the Mech and Tinker classes.

MORE JUICE

You know how to jerry-rig power connectors and power ports to make the most of a portable power source's energy output.

Prerequisite: Craft (electronic) 4 Ranks, Repair 8 Ranks.

Benefit: By making a Repair check, you can tinker a power source so that its remaining charges are effectively doubled (even over its starting maximum). The DC depends on the type of power source (*power cell* or *pack* DC 15, *power clip*, *beltpack*, or *backpack* DC 20, *minifusion cell*, *beltpack*, or *backpack* DC 25, *plutonium clip* DC 30, *harmonic cell* DC 40). A failed Repair check damages the power source beyond repair.

Bonus Feat: This is a bonus feat for both the Mech and Tinker classes.

MOUNTAIN WARFARE

You have learned how to fight and survive in mountainous terrain.

Benefit: You gain a +1 bonus to attack rolls, and a +2 bonus to the following skills in mountainous terrain: Balance, Climb, Hide, Knowledge (Tactics), Spot, Survival.

Bonus Feat: This is a bonus feat for both the Ranger and Survivalist classes.

RALLYING LEADER

A natural leader even amidst the heat and chaos of battle, you are recognized as a rallying figure in combat situations. Allies under his command are drawn to stay at his side, even when overwhelming odds are poised against them.

Benefit: Allies within 30 feet of you who fail to save against fear, panic, or routing (of any kind) may take a re-roll, using your Will save. Only one re-roll is allowed per ally per combat.

SURFACE VEHICLE OPERATION

Select a class of surface vehicle (wheeled, heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle.

The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as some armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multicrewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

Prerequisite: Drive 4 ranks.

Benefit: When operating a vehicle of the selected type, you take no penalty on Drive checks made when operating the vehicle, and you also apply your full class bonus to Defense to the vehicle's Defense.

Normal: Without this feat, you take a -4 nonproficient penalty on Drive checks made to operate a vehicle, and you apply only one-half your class bonus to Defense (rounded down) to the vehicle's Defense.

Special: A character can gain this feat as many as

five times. Each time the character takes the feat, he or she selects a different class of surface vehicle.

URBAN WARFARE

You have learned how to fight and survive in urban terrain, including necropoli and other ancient ruins.

Benefit: You gain a +1 bonus to attack rolls, and a +2 bonus to the following skills in urban terrain: Balance, Climb, Hide, Knowledge (Tactics), Spot, Survival.

Bonus Feat: This is a bonus feat for both the Ranger and Survivalist classes.

IRONCLAD HIERARCHY

The traditional rank system used by the United States military was thrown out during the early command of General Kowalski, successor to General Adler, the first leader of the ancestors of the Foundation. With limited human resources, the traditional breakdown of command ranks was no longer appropriate, and so Kowalski simplified the ranks into three basic categories: civilian labor, soldiers, and scientists. These he named "brothers", "knights", and "scribes" respectively, to summarize their basic contributions to the community.

In time additional ranks were added, as the numbers of Foundationists grew larger, though the basic stress dividing the "classes" of Foundation society remained largely unchanged. Today the Foundation has taken on even stronger religious and mystic undertones, and as such the ranks often have added meaning and symbolism.

The Foundation is divided into three basic "arms": the Ranks of Purity, the Ranks of Enlightenment, and the Ranks of Prophecy.

RANKS OF PURITY

Those who belong to the Ranks of Purity are undergoing the ritual cleansing to purify them for the great warriors they are to become. The Ranks of Purity are composed solely of those "outsiders" who have either been drafted or willingly recruited into the Foundation to serve as thrall warriors. Though their life is hard and often brutal, with perseverance they will be symbolically purified and thus allowed to progress to higher levels of responsibility and command.

THRALL

Thralls are exclusively drawn from "outsiders" – men and women of the feral, tribal, and backward communities beyond Foundation borders. Since early times the Foundation has used slave labor, and the rank of "Thrall" is a continuation of this tradition. Characters who are not from the Foundation may sometimes be captured and forced into bondage as Thralls, serving either as menial laborers or, if they have shown (or are able to demonstrate) skill in battle, as "Thrall soldiers". Thrall soldiers basically serve a purpose similar to the French Foreign Legion of the past; with various backgrounds and incompatible languages, they are unable to unite against their masters. Furthermore they are made to rely on the Foundation for food, water, and support, and thus, despite initial hatred of their new masters, soon come to accept their lot in life.

Members of this lowest rank are little better than slaves; they eat the worst food, drink whatever water is passed on by the more privileged ranks, and live in veritable labyrinths of "cages" beneath Foundation fortresses. Their only job is to wait until they are called upon, organized into formation, and marched into battle or the next colossal construction project.

In the Revenants faction of the Foundation, when

CHAPTER 2: CHARACTERS

"A climate of change has been thrust upon us, just as unexpected as the nuclear winter which claimed so many of us during our journey across the battlefields of California. But unlike that time of turmoil, when we stood ill-prepared for the trials that challenged our very values as human beings, we are ready. As of March 1st, I have ordered a total reorganization of our structure of authority and command. We are facing hard times ahead of us, ladies and gentlemen. We've dealt with rationing, hot bunking, and strict but necessary martial law before – these changes will be no different."

- General Kowalski, 2020

enemy communities are defeated, genetic tests are run on the civilian population of the conquered people. In the event that actual humans are among them, living ignorantly of their "heritage", they are separated from the mutant population and trained to become Brothers. All others remain as Thrall laborers for life.

Prerequisite: Base Attack Bonus 1+.

Benefits: None, other than food, water, and basic protection.

TRUSTED

The ranks of the "Trusted" apply to thralls who have served the Foundation faithfully for ten or more years, and have a generally spotless record of not attempting to escape or harm the Foundation's efforts. Outsiders who willingly volunteer for the Foundation, and pass a battery of examinations to test their sincerity and loyalty, often skip the Thrall period and become "Trusted" six months to a year after signing on. Members of this class serve in a wide variety of roles, from leading all-Thrall formations in battle (like "sergeants", under the close supervision of a Foundation knight or paladin), to assisting in important scientific research and helping run the Foundation's numerous laboratories.

Among the Dark Paladins, there is no rank that equates to that of "Trusted". Instead, those captive people who prove loyal in battle (serving in at least

one campaign in the service of the Paladins) are given the chance to become a "Citizen-Soldier" (a rank unique to the Todoshi faction). Not surprisingly, this tradition is seen as a reflection by both the original Foundation and the Revenants of how the Dark Paladins are attempting to mass a much more motivated and competent army for a future war of forced re-unification.

Prerequisite: Base Attack Bonus 3+.

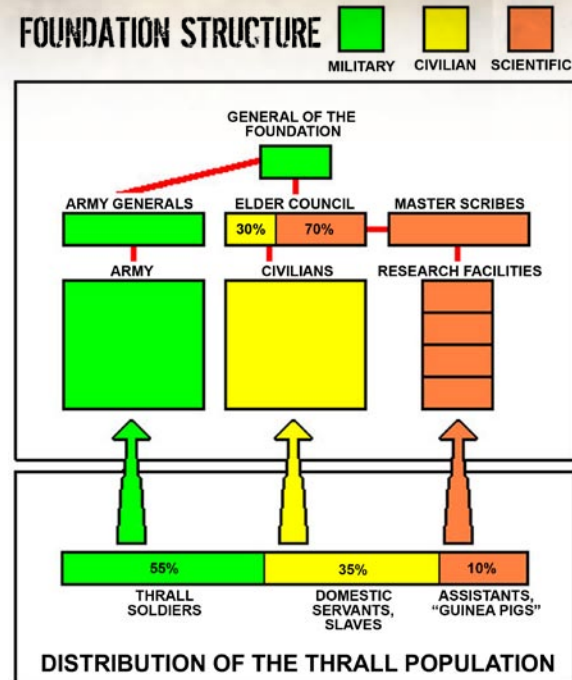
Benefits: None, other than food, water, and basic protection. Trusted that prove themselves in battle will be equipped with basic weapons and armor.

RANKS OF ENLIGHTENMENT

The most visible arm of the Foundation is the military, which is primarily composed of the legions of beautifully armored Paladins and their kind – the elite soldiers that have taken up protection of the reconstruction cause as their destiny. Known as the "Enlightened" for their knowledge and reverence of the Ancients, they are the guardians of the new future.

BROTHER

The *Brother* rank is a probationary one, the duration of which depends on the experience, ability, and ambition of the individual Brother. Those young men and women born from the Foundation's original stock (that is, who can trace direct lineage to members of



the 689th Quartermaster Company and its handful of civilian charges) serve at this level for the duration of their training period (after taking the VAB; see *Joining The Foundation*), before either becoming *squires* or *scribes*, depending on their particular individual aptitude – combat or science. Outsiders who have lived through the Thrall and/or Trusted ranks may achieve status of "Brother", but this usually entails anywhere from 15 to 20 years of continued and unquestioning service (5 years for those who entered the service as Trusted). Though rare, outsiders who attain this rank become trusted members of the association, and are now open to the same opportunities for advancement as the descendants of the original Foundation.

In addition to civilians of this "rank", Brothers in the military form the backbone of Foundation armies.

performing general “grunt-work” either as front-line fighters, scouts, or laborers. Extremely flexible and non-specialized, they are used to fill a wide variety of roles in the field (building new bases and roads), on campaign (as foot soldiers), or in reserve (keeping supply lines open).

Prerequisite: Native Foundationist or Base Attack Bonus 5+.

Benefits: Brothers are kept well equipped for their given tasks. Those in the military are equipped with armor, weapon and ammunition for which they have the respective proficiency. However, they are not given high tech weaponry such as lasers, masers, and gauss weapons.

SQUIRE

The rank of *squire* is one of special significance to members of the Foundation; it is seen as the first step towards becoming one of the legendary heroes of the militaristic faction of the reconstructionist movement – many of whom are upheld as “saints” by newer generations. Squires are so-named because they fill a role similar to the “squires” of the Middle Ages – in specific, they are servants and assistants to Foundation knights, paladins, and sometimes even generals. More importantly, however, during an individual’s time as a squire, he receives education and training that will be vital to being a good soldier and leader; this includes being able to name and operate all manner of Foundation weapons and armor, fight in hand-to-hand combat, operate a vehicle, and understand the basics of military tactics and battle strategy. Though squires are often charged with performing menial and humiliating duties (part of the cult of elitism that is meant to inspire discipline and upward ambition), this is all part of a regimented system that builds character and loyalty among those aspiring to greater heights.

Senior squires who are nearing promotion to the rank of knight are generally given a Brother as a

personal attendant for a few months to a year. This assignment is meant to give the squire some taste of “command”, as well as to alleviate many of the grudging tasks the squire is often responsible for completing. On more than one occasion, however, a Squire and Brother “team” have often performed valiantly in unexpected battles and ambushes, and Foundation stories often play up the importance of a squire relying on his charge (part of building up teamwork and the command mentality). Those squires, who prove attentive to the lessons of their elders, and brave in battle, soon graduate to the prestigious rank of Knight.

Prerequisite: Base Attack Bonus 7+, Advanced Technology.

Benefits: Like Brothers, Squires are kept equipped with gear they are trained to use. Squires will receive a high tech weapon if they possess the Futuristic Firearms Proficiency. However, the Foundation generally only allows Squires to requisition advanced firearms of which they have abundant supply, such as standard Masers and Lasers. Road Jocks are given a battle cycle or assigned to a battle car crew.

KNIGHT

A *knight* of the Foundation is among the most feared battlefield entities of the wasteland and the highest Enlightenment rank that can be obtained by a non-Paladin. Having passed through the trials of the Squire and recognized for skill and bravery, the Knight is an established soldier of the Foundation cause. The time spent as a Squire has honed the Knight into a seasoned, experienced warrior who neither hesitates in battle, fails any physical or mental challenges, nor disappoints the command hierarchy when he is called upon. Only those who have proven themselves to be reliable and able to meet the stringent demands of battle ever reach this rank.

Knights perform many vital functions in the field,

typically being given command over a fully equipped squad of eager Brothers. The actual demands placed on a squad can vary tremendously, from being part of a large-scale military operation in wartime, to being charged with routine patrols or defense of a small part of a larger fortification (such as an outpost or base). Knights are trained to operate in close conjunction with their Paladin superiors, but with the flexibility to be able to perform their duties with complete independence if the situation requires.

Prerequisite: Base Attack Bonus 9+, Advanced Technology.

Benefits: Although not given permanent command, Knights often command squads in battle or on other missions. Since they are of a command rank (if the lowest), they are well equipped with weapons and armor they are trained to use. They are allowed to requisition a wide variety of high tech weapons that are not considered rare in the Foundation’s stocks. They will always be equipped with armor that they have the respective proficiency to use. Road Jocks are given command of a battle car or battle hummer. All Knights can obtain a battle cycle if it is deemed beneficial to a particular operation. On rare occasions they are given powered armor if they are trained to use it, but only for specific tasks and limited time.

PALADIN

The rank of *paladin* is the goal of all who join the Foundation; clad in meticulously cared for powered armor, wielding weapons crafted by the Ancients themselves, possessing great knowledge, they are the protectors of the Foundation’s unshakable principles – and caretakers of the image it presents to the savage world outside. Only those few Knights who have proven time and again their dedication to the cause of rebuilding from the ashes, as well as skill in battle and leading their brothers under fire (or, in times of peace, show exemplary organizational skills), are honored

with a promotion to this legendary rank.

The circle of actual Foundation Paladins comprises a relatively small but elite force. Viewed by lesser Foundationists (Thralls, Brothers, Scribes, etc.) with a mix of reverence, jealousy, and awe, their very presence commands respect and obedience whether at home or in the field. Paladins are justifiably gifted with desirous privileges, access to restricted knowledge and secrets (whether about the Foundation or the true nature of the Ancients), better quarters and rations, and other luxuries normally unheard of among the peoples of the wasteland. Their strict military discipline, arrogance, and self-styled sense of superiority gives them an image and air that is larger than life. Most Paladins, upon death, are enshrined in Foundation bases to be looked upon as the quasi-“deific” forerunners of succeeding generations.

Paladin training is specifically designed to bring out and magnify these qualities. In addition to strict, regular physical routines that develop the body, the mind is cultivated through training, special classes, instruction, and constant mental conditioning that gives them the confidence to be the best of the best. Paladin trainees are brought to the pinnacle that their particular body form (whether mutant or pureblood human) can tolerate, and their minds are specifically molded into efficient and effective “machines” to see them through battle and hardships that would break most men.

In the field a Paladin commands a *platoon* – two squads of four men, with a single assistant (usually a Squire in training; generally speaking, the Paladin himself gets to choose this aspirant for whatever reasons he chooses, whether for loyalty, bravery, strength, etc.).

Prerequisite: Foundation Paladin 1.

Benefits: Paladins are given permanent command of a platoon. When not following orders of his Paladin-Commander, he is free to utilize his platoon

as he sees fit. Paladins are always equipped with the best technology the foundation has to offer, granted the item is not in extremely rare supply. All Paladins are equipped with powered armor and weapon of choice, normally a *pulse laser rifle*.

PALADIN-COMMANDER

The rank of *paladin-commander* is a senior position occupied only by seasoned veterans and proven masters of military strategy. Paladin-Commanders have the responsibility of some of the largest commands, directly planning battles, expeditions, and military actions that involve forces of 50 men or more. In addition, during “peacetime” Paladin-Commanders fill the important role of base/outpost commandants, organizing and administering the vital science and military stations of the Foundation movement wherever they are scattered across the wasteland.

GMs may wish to place a special limitation on the rank of Paladin-Commander, as the position is not always readily attainable. Promotion to this high-level command rank is based on previous command experience, exemplary behavior and dedication to the cause, and no small amount of political ability and connections within the Foundation hierarchy. Since there are only so many troop formations, bases, and outposts to command, the rank is jealously guarded by those who already possess it; furthermore, openings rarely present themselves except in wartime, or when a new base is constructed, or when a previous Paladin-Commander dies or is promoted to General.

Prerequisite: Foundation Paladin 5.

Benefits: Paladins are given permanent command of a company. When not following the orders of the Foundation Generals, he is free to utilize his company as he sees fit. Paladin-commanders are always equipped with the best technology the foundation has to offer, even items in rare supply. Paladins are equipped with powered armor (often an Excalibur

Suit) and weapon of choice. Few if any limitations are set on supply requisition.

In addition to the command of a company, the Paladin Commander is often assigned a fort or outpost from which to base his operations.

GENERAL

While the Foundation *general* has far fewer resources than a pre-Fall officer of the same privileged rank, he does perform similar functions in the field and at home. Generals comprise the upper echelon of the Foundation military structure, and are responsible for guaranteeing the safety of the movement, its people, and its many priceless resources. To this end, they are charged with the never-ending task of developing military strategies (both offensive and defensive), new battlefield tactics, and overseeing projects that concern the development of military technology. Ultimately, they are also privy to a restricted level of information about the Foundation’s history, composition, aims, and secret plans to permit them to work in unison towards the greater goal of resurrecting the Ancient past.

During peacetime, Generals usually reside at Foundation bases (or, in some cases, as administrators in high-level research facilities), though they typically leave the day-to-day command to their Paladin-Commanders. The position of General brings with it a certain amount of demanding political duties, for the maintenance of position as well as actually influencing the Foundation’s direction as a whole. Big-time players, they are more than just military officers, they are the few but powerful figures who guide the Foundation behind the scenes.

In war, Generals are expected to exhibit the same military skills and experience that won them their rank, whether planning military movements and strategies as a campaign progresses from behind the lines, or (rarely) actually joining their commands in the field to make sure things go right and boost

CHAPTER 2: CHARACTERS

morale. And while a General typically commands an “army” (usually no larger than two companies with the depleted manpower of the wasteland), he is trained to be able to command and coordinate larger forces if the situation arises.

Prerequisite: Foundation Paladin 10.

Benefits: Paladins are given permanent command of an army. In addition they are also given a fort from which to base operations. Like commanders, they are equipped with the best weapons and powered armor. Some generals will possess extremely rare artifacts.

GENERAL OF THE FOUNDATION

The rank of “General of The Foundation of Mankind” (often simply referred to as “General of The Foundation”, or “General” for short) is reserved solely

for a single charismatic individual who has been elected to lead the Foundation, both in war and in peace. The General of The Foundation is, effectively, the supreme commander of all Foundation forces, with the further responsibility of ensuring the survival of the resurrectionist movement, the preservation of its traditions, and seeing to the conservation of its general security and welfare. The man who rises to this most powerful of ranks must be someone who has the confidence of the Foundation population, and thus is most often (but not always) a seasoned veteran, military commander, and respected intellectual. Though a *Council of Elders* is ultimately responsible for confirming a new General of The Foundation (a process that usually involves lengthy debate, and often even the selection of a compromise candidate to

satisfy both military and civilian factions), it has not been unknown, for example, for a dying General to “name” his successor. A great leader, who commands great respect, is often heeded regardless of the letter of the law – sometimes with dramatic consequences (see the Foundation Timeline for two famous examples, General Ross and General Sax).

Prerequisite: Special.

Benefits: All the Foundation has to offer.

RANKS OF PROPHECY

The so-called “ranks of prophecy” comprise the scientific arm of the Foundation, perhaps the most vital to the effort of reconstructing the ways and civilization of the Ancients. Those who join these

ranks are the inheritors of a tradition that is equally as old as the military arm of the Foundation, tracing its roots to the scientists who fled Pomona Polytech with the men of the 689th centuries ago.

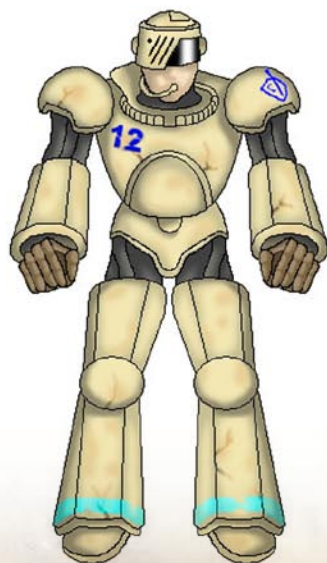
Like the scientists and professors who came before them, the men who make up the Ranks of Prophecy are fulfilling the mission prophesized by the earliest Foundationists; it is their destiny to gather technology, reconstruct and preserve lost lore, act as caretakers for it, and one day institute this lost knowledge to change the world.

SCRIBE

The rank of *scribe* is one that goes back far into Foundation history, certainly before the

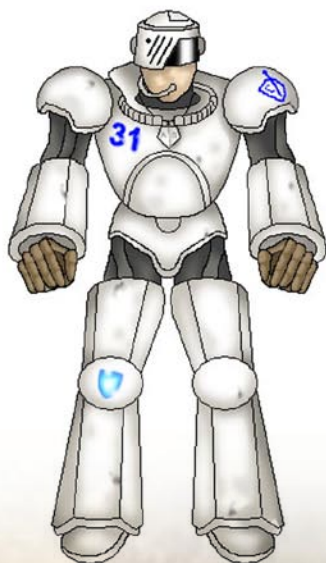
SQUIRE

PALADIN'S ORDERLY
HQ ELEMENT
9TH FOUNDATION ARMY



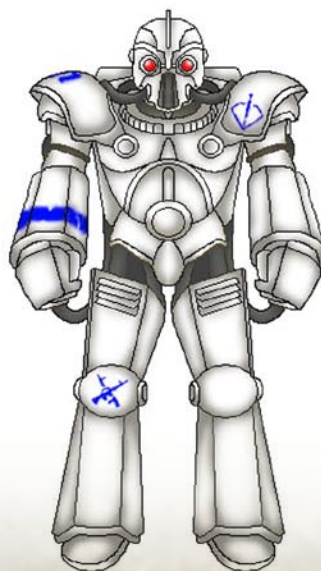
KNIGHT

PLATOON LEADER (DECORATED)
RESERVE PLATOON B
2ND FOUNDATION ARMY



PALADIN

PLATOON LEADER
HQ ELEMENT
4TH FOUNDATION ARMY



GENERAL

ARMY COMMANDER
HQ ELEMENT
1ST FOUNDATION ARMY



Day of Emergence when their ancestors came out from centuries in subterranean exile. Scribes, in the Foundation, comprise the essential backbone, the very heart and soul, of Foundation philosophy, way of life, and reason for being. Scribes perform the daily functions of research, compilation, and maintenance of the “core”. Whether assigned to duty in the vast laboratories beneath Dis, or at other Foundation bases, scribes are charged with the all-important task of recognizing lost finds and technology, cataloguing them, and preserving them for future generations. In the field, they are generally teamed with units of soldiers in what are termed “recovery teams”, expeditions that comb ruins of ancient cities to uncover salvageable technology. When assigned to static bases, they spend their time poring over texts hoping to pinpoint lost caches, or experiment with unknown devices to find out what they do and how they work. They often assist senior scribes in new experiments and research as well. Scribes are ultimately responsible for the growth of the Foundation’s scientific understanding and preservation efforts.

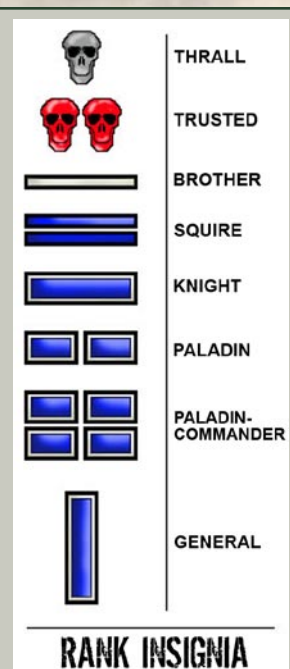
Prerequisite: Knowledge (ancient lore) 6 ranks, Knowledge (technology) 6 ranks, Repair 6 ranks, Research 6 Ranks, Advanced Technology.

Benefits: Scribes are given kits for their various specializations, but at a minimum they are given a basic electronic and mechanical tool kit. Scribes with

VISIBLE SIGNS OF RANK

In addition to the equipment that sets each ascending rank apart (such as powered armor, and better weaponry), the Foundationists also use a system of uniform and armor colors to denote rank, so that each can be quickly recognized on the field of battle.

Rank	Insignia Color	Armor Color
Thrall	Gray	Buff
Trusted	Red	Buff
Brother	White	Buff
Squire	Electric Blue	Buff
Knight	Electric Blue	White
Paladin	Electric Blue	White
Paladin-Commander	Electric Blue	Silver
General	Electric Blue	Gold
Scribe	Electric Blue	Black
Master Scribe	Black	White
Master of Arms	Black	Silver



given field (or number of fields). They are the protectors – and carriers – of the very knowledge that makes the Foundation so great. Master scribes fill a number of prestigious and vital roles: as teachers and caretakers of the various preserved sciences (which range widely from bionics to animal biology, soil revitalization methods to space propulsion systems), instructors to entire generations of Foundation children, and custodians of the mighty “core” computer and its vast data bank of information. Master scribes, unlike mere scribes, are usually charged with the responsibility of running entire research operations (instead of just one small facet, like lesser scribes), or seeing to it that the next generation of Foundationists

more than 6 ranks of Craft (mechanics) will be given a mechanical deluxe tool kit. Scribes with more than 6 ranks of Craft (electronics) will be given an electronic deluxe tool kit. All scribes are also given a PDA to maintain detailed notes of their work.

Scribes will be provided with the resources to complete any assigned task, but they may also requisition up to 25 cp times their highest Craft rank per month in raw materials for personal experiments and projects. However, the scribe can only requisition materials he intends to use and may not stock pile them.

MASTER SCRIBE

Master scribes are senior scribes, invaluable members of the Foundation who are dedicated masters of a

are taught the ways and traditions of the Foundation without any disintegration of the truth. Most master scribes are of an age (and importance) that prohibits being assigned to the field; instead, master scribes reside in the laboratories and educational centers of Foundation bases where they can pass on the knowledge of their people from generation to generation, far from the dangers of the world outside.

In the Foundation (and the Revenants, to some small degree), master scribes work in direct conjunction with generals to administer the civilian aspects of Foundation life: lawmaking, civil planning, and the management of construction and agricultural projects. There is no equivalent position in the Todoshi faction.

Prerequisite: Knowledge (ancient lore) 13 ranks,

CHAPTER 2: CHARACTERS

Knowledge (technology) 13 ranks, Repair 13 ranks, Research 10 Ranks, Advanced Electronics Discipline.

Benefits: Master scribes are given masterwork +1 kits for their various specializations, but at a minimum they are given a masterwork +1 deluxe electronic and mechanical tool kit.

Master scribes will be provided with the resources to complete any assigned task, but they may also requisition up to 50 cp times their highest Craft rank per month in raw materials for personal experiments and projects. However, the scribe can only requisition materials he intends to use and may not stock pile them.

MASTER OF ARMS

The position of “master of arms” is given only to a senior veteran soldier who, upon “retirement” from service, has made it his life’s purpose to maintain weapon and armaments technologies for future generations. The master of arms is a single individual who is considered the leader in his field, a position that requires extensive understanding of all kinds of weaponry, armor, and (to some degree) military history. Like the custodian of a military museum, the master of arms is charged with the maintenance and running of the Foundation’s central armory, a legendary repository for all the most advanced

military hardware the unit has stockpiled over the centuries - including many ancient remnants from the days of their ancestors, the 689th Quartermaster Company, which have in many cases taken on an almost “relic-like” significance and adoration by new generations of soldiers and scribes alike. As much a soldier as a historian (and certainly blending in aspects of “lore keeper” of the legends of past heroes who used these weapons in defense of the Foundation), the master of arms is one of the most prestigious figures of Foundation society. Though being promoted to this rank is considered by many to be an honor, rising to this rank does end the soldier’s career in the field.

Prerequisite: Special

Benefits: All the Foundation has to offer.

MEDALS AND MERITORIOUS AWARDS

Among the lasting traditions preserved by the Foundation is the awarding of medals. Similar to knighthoods, promotions, and the giving of unit nicknames, the handing out of medals is the most visible sign of acceptance and recognition the Foundation can give. This is because the giving of a medal is the same as singling out one individual from the many men and women who comprise the order,

and recognizing him for a noteworthy deed.

GMs can feel free to use medals as “rewards” for meritorious deeds performed in the service of the Foundation. Since the order does not generally believe in giving money or artifacts as rewards (this goes against the overwhelming attitude that short of arming its soldiers, technology is to be preserved for the future, not disseminated amongst the ranks), medals are about the best thing a Foundationist can get.

Whether or not to award medals for a given adventure, campaign, or singular deed is left to the GM’s discretion, since circumstances alone dictate if an award is mandated.

IDENTITY TAGS

Though not actually a “medal”, it is relevant to touch briefly on the dog tags used to identify Foundation soldiers. All recruits (from *Thralls* to *Brothers*) receive a set of tags on first joining the Foundation, which are required to be worn at all times, in peace and time of war. These tags are made of a high impact cultured crystal in the shape of the Foundation symbol (resembling clear glass), worn from a sturdy chain around the neck. Though it appears transparent with only the slightest etching on its surface, the symbol in fact contains an embedded piece of genetic information on the soldier; usually a single hair, or a small shred of skin, so that the soldier’s blood type and other information can be ascertained with a simple scan. In addition, shining an ultraviolet light on the crystal tag reveals the full name and serial number of the individual soldier clearly along the face of the amulet, making identification easy.

ADLER’S RIBBON

“Adler’s ribbon” is one of the most unusual medals given by the Foundation. It is an award solely reserved for the *Thralls* and *Trusted* ranks, to

“In the absence of a higher authority, namely the President of the United States of America, tradition permits the holder of the office of General of The Foundation of Man to bestow this medal, until the day that a new President can again be elected - by all people. Worn by our ancient forefather, the Most Holy Sergeant Adler, this silver star was given to him in recognition of his wartime bravery. And so it is given to you, noble Paladin, for your deeds in defense of the Foundation of Mankind. Wear it knowing that Adler watches approvingly from a place far away, among the spirits of the past Presidents of this world, and don it with Their consent.”

- Words from the ceremony of honoring heroes of the Foundation

recognize them for valor, self-sacrifice, and loyalty. The award is seldom given, and when it is bestowed it is generally only during wartime or in battle situations, when a Thrall or Trusted has been forced to make a choice between staying and fighting alongside the Foundation, or fleeing (or switching sides) – and chose to stay and fight.

The ribbon is awarded by the chairman of the Elder Council, in the presence of all of the Elders beneath the city of Dis. The ceremony is full of ritual meant to impress the beneficiary that his deed was extremely noteworthy.

The actual medal is said to be a shred of the field uniform of Sgt. Adler, the first “general” of the Foundation (though considering how old his uniform must be, and that fact that there are over 100 of the ribbons in circulation, it is likely just a myth perpetuated to give the medal meaning to ancestor-worshipping Thralls).

BRONZE STAR

This bronze, star-shaped medal has special significance among the ranks of the Foundation, for in addition to being an award for meritorious service, it is a piece of Ancient history. Of the handful of soldiers that comprised the original 689th Quartermasters (the motley military unit that spawned the Foundation), many of these still held onto their medals when the doors closed in 2011. These medals were preserved after the first generation passed away, and today are still used to award Foundationists who have earned them due to acts of extreme bravery.

A Foundationist, civilian or military, may earn a bronze star by performing a great deed in the service of the reconstructionist movement. Generally, this

takes the form of standing against tremendous odds, or helping to turn the tide of an important battle, but the award can also be given for peacetime contributions such as for finding an unprecedented cache of lost items or for being key to the revival (or reconstruction) of an important form of technology.

There are only 24 bronze stars in the Foundation, each a unique item more than a century old. To be awarded one is a tremendous honor of great significance, since they are irreplaceable.



SILVER STAR

Like the bronze star, the silver star is a decoration from the time of the Ancients, but it is even more precious due to the fact that only one member of the 689th (future General Kowalski) had been awarded the medal. As such, there is only one silver star in all of the Foundation, an ancient piece of metal that holds a tremendous amount of significance to the paladins of the order.

Only a soldier of *Paladin* rank or greater can be awarded the silver star, and then only for the most extraordinary bravery. The silver star is never awarded for peacetime contributions, but solely for

actions that have a tremendous impact on the survival of the Foundation; this could take the form of saving the life of the current General of the Foundation, for example, or personally thwarting a plot to destroy or infect the Core. In addition to its already considerable significance, the medal is given personally to the recipient by the General of the Foundation himself in a special public ceremony.

Since only one exists, the silver star can be awarded but once during a given period of time. Only when the recipient dies is the award taken back and consideration given to honoring another with it. As such, great time and thought is always given by the Council of Elders before this medal is bestowed.

LEGIONNAIRE'S MEDAL

The so-called “legionnaire’s medal” is awarded for continuous military achievement and service. The medal resembles the Foundation symbol, rendered in chrome, and worn on a long chain either about the neck or coiled around the sword fist. The award is given to soldiers who have

survived at least 10 years of service. This silvery medal is replaced by a gold variant for 20 years of service.

RECONSTRUCTIONIST'S MEDAL

The Reconstructionist’s Medal is an award given only to scribes, master scribes, and other thinkers of the Foundation who have, by their actions, worked to bring about a leap in the effort to rebuild the civilization of the Ancients. Similar to the Bronze Star in this respect (which is sometimes awarded to civilians for important deeds of reconstruction), the Reconstructionist’s Medal is reserved solely for the

most important and vital of such acts. Examples might include being responsible for the design and construction of an entire city and power grid capable of sustaining itself, designing a working space vehicle to explore the rumored space stations in orbit around the Earth, devising a strategic-scale weapon to soundly defeat enemies of the Foundation, single-handedly saving the Core from destruction (a notable deed for a non-combative scribe, since defense is usually the duty of paladins and soldiers), or uncovering heretofore unknown aspects of Ancient culture, religion, or civilization that changes the way Foundationists view the Ancients. Often the medal is only awarded after a project's full impact has been felt, so that the time between the actual deed and the decision to award the medal can range from five to twenty years.

The Reconstructionist's Medal is a patch in the shape of the American flag – a reminder of the nation that the Foundation is attempting to rebuild from the ashes.

UNIT CITATION OF MERIT

This award is a commendation given to an entire army-sized unit for acts of valor during times of war. Though sometimes it takes only the actions of a few men to earn this distinction, the citation is given to the unit as a whole to remember the deed, and honor the unit for the exemplary soldiers that comprise its ranks.

A unit citation takes the form of a colored swath of cloth, like a ribbon, that adorns the ceremonial flag of the given unit when on parade. Though it is seldom the case, if the general of the army specifies an individual or group of individuals as being owed the unit's citation (for example, the citation comes as the result of a lone squad's actions during a pitched battle), those individuals are permitted to wear a special sash in the same color as the flag ribbon at all times, to honor their special contribution.

REGIMENTAL HISTORIES

Like the armies of the Ancients, the Foundation has seen the value in honoring its fallen heroes and recognizing the valiant deeds of its military units. Serving not only to immortalize the brave paladins who made each unit unique and distinct, this nod to the contributions of specific formations is effective in creating a sense of camaraderie and accomplishment in each unit's soldiery.

The following is a list of the military units of the Foundation, with a brief description of its history and traditions.

1ST ARMY "THE 689TH"

Army HQ: Redding, CA.

Unit Insignia: Sword enshrouded with flames. Carrying on the traditions of the original unit of the Foundation, the 689th Quartermasters, the 1st army bears its name and its centuries-old unit insignia, a flaming sword. In addition to being the inheritors of these proud symbols, the 1st army has also long been traditionally assigned the duty of defending the city of Redding (or "Dis"), and in specific, the original Foundation vault, the central Core, and its impressive archives of technology and lost knowledge. It has also jealously guarded the honor of being the personal guard detachment for the Foundation's Elder Council and the society's supreme commander, the General of the Foundation of Mankind, at Dis.

Though throughout its long history the 1st army rarely suffered any major losses in combat (save for the disaster in the Redding core in 2179 which claimed a number of General Ross' personal guard as they evacuated him to safety), they incurred devastating casualties during the Schism when the rogue General Todoshi stormed the chambers of the Council of Elders; the ensuing battle reduced the 1st

"What are you hesitating for?!? You don't have families to return to, no squalling children who need their father! You're in the Foundation now! This IS your family! The only thing you have to fear is ME!"

- Unknown Foundationist paladin rallying his men, first battle of San Francisco, 2255

army's numbers to 1/10th its original size. Needless to say, the unit is still recovering from that tremendous betrayal.

Soldiers transferred to the 1st army are, by and large, the best of the best in their given field. In addition to a requirement of at least five years of previous experience as a foot soldier in the Foundation's legions, loyalty, past actions of unusual bravery, and a spotless record of unquestioning obedience are generally prerequisites for membership in this most elite of military units.

2ND ARMY "SHIELD OF TOMORROW"

Army HQ: Paskenta, CA.

Alpha Company: Paskenta, CA.

Bravo Company: OTEC East.

Unit Insignia: Glowing shield.

The 2nd army served with distinction during the first mutant conflicts of 2209-1212, and later during the Brethren War, but it was the unit's ability to quickly construct defenses for itself and other units, under fire, that earned it the reputation of builders and engineers. Much to the chagrin of the unit's soldiers and commanders, since those early conflicts the unit has more often than not been dispersed piecemeal to provide technical support, advice, and expertise to the construction/maintenance of the various fortresses and outposts in Foundation lands.

Currently the 2nd army provides security for Fortress Stygia, perhaps the largest and most important scientific facility outside of Dis. They assumed the nickname “Shield of Tomorrow” for their role in defending this vital research station; which, among other projects, has made leaps and bounds into reviving the power generation technologies of the past.

A second company (reserve) protects the OTEC power facility off the coast of California.

3RD ARMY “WRATH OF THE ANCIENTS”

Army HQ: Redding, CA.

Unit Insignia: Stylized American flag.

Though otherwise unexceptional, the 3rd army had the notable “privilege” of being the first Foundation unit to do battle with surface survivors (i.e. *mutants*) after Emergence in 2180. This took place in the form of a minor skirmish against a pack of wild men among the deserted ruins of Redding, which advanced scouts of the 3rd met with overwhelming force (some say spurred on by the paranoia of the times). The battle was quick and effortless, in which none of the Foundationists of the 3rd were injured, but some three dozen wild men were killed. At the engagement’s conclusion, then-commander of the unit, Ambrose Selkirk, surveyed the scene and remarked at the effectiveness of their weapons, likening their use to the “wrath of the Ancients”. Thus the unit’s nickname was born.

4TH ARMY “MUTANT SLAYERS”

Army HQ: Redding, CA.

Unit Insignia: Two crossed armalites.

The 4th army has one of the longest and most prestigious histories of any Foundation unit, with its origins extending back before the doors of the Redding vault even opened in 2180. The 4th was composed of young eager recruits who were riding

the wave of enthusiasm of General Ross’ propaganda campaign. The 4th would go on to provide protection and cover for the ill-fated Portland Expedition of 2208, and fight with extraordinary valor during the first conflicts with surface peoples from 2209-2212. During these so-called “mutant wars” the 4th made a name for itself fighting the enemies of the Foundation, in one instance (at the Battle of Cottonwood Crossing) tallying more than 20 enemy kills for every Foundationist wounded or slain in battle. For this they earned their nickname, the “Mutant Slayers”, which has been a source of pride for the unit for more than 50 years.

The “Mutant Slayers” continued its history of fine service in the Brethren War of 2255, as well as the Necropolis Campaign of 2263, though in the latter they suffered major casualties - a result of various failings, none of which were directly the fault of the unit’s leadership or rank and file. The survivors returned from the Los Angeles fiasco only to be restructured and rebuilt, yet with the advent of new policies regarding mutants, the unit’s proud nickname came under fire. With sentiments changing for the acceptance of mutantkind as equal partners in the Foundation, a move was made to change the unit’s name permanently to the “Fighting Fourth”. Needless to say this did not go over well with many soldiers in the unit, resulting in 30% of the unit to desert to the Revenants faction during the Great Schism.

Currently the 4th army is training towards a full integration of humans and mutants among its ranks, though it still retains its nickname, the “Mutant Slayers” – a compromise between the high command and the army’s stubborn leadership.

5TH ARMY “MARTIAL LAW”

Army HQ: Ione, CA.

Unit Insignia: Gauntleted fist crushing an arrow.

One of the more active field units in the Foundation,

the 5th army (based out of Fortress Avernus, along the trade routes of the Sierra Gehenna region) has had a colorful history of battling not only the enemies of the Foundation, but also raiders, savage tribals, and other predators that are the menace of the merchants of the West. For this activity, and for their open declaration to “expunge all scags”, the 5th has taken on an almost “legendary” reputation in the wasteland. Like lawmen in the Old West, they are both looked up to and feared for their ruthless duty of enforcing martial law, with force, in California.

Operating from their citadel near the town of Ione, the 5th army monitors the trade routes and “keeps the peace” with an iron hand. Their heavy armored Reavers fly high over the dusty landscape of wastes, scouring for signs of raider gangs, tribal hunting parties on the move, and tracking the movement of merchant caravans to provide airtight security. By night, they often mount raids on gang hideouts or perform lightning attacks on tribal villages to exterminate them using the element of surprise to its fullest. Though attacks in the Sierra Gehenna are still not uncommon, the 5th has made it clear to would-be ambushers and highwaymen that there is a sharp price to be paid for such lawlessness in “Foundation territory”.

The 5th army uses an imposing but effective insignia: a powered armor fist crushing a tribal’s arrow in its grip. It symbolizes the triumph of technology over the primitive killers and thieves of the wasteland.

6TH ARMY “DEATH FROM ABOVE”

Army HQ: Redding, CA.

Unit Insignia: Winged skull.

The 6th army began as a single platoon in 2180, formed two weeks after the Foundation’s Emergence. The first soldiers to comprise this special unit were trained as pilots (and crew) to operate a handful of

VTOL aircraft extracted from long-term storage in the vault. Though for several weeks they were relegated to mundane training, they have since served the Foundation in a vital capacity providing continuous supply by air and air transport to Foundation forces across the West. It is also the Foundation's sole training unit for new pilots and VTOL maintenance crews.

The 6th earned its nickname, "Death From Above", during the first "mutant wars" of 2209-2212, when its VTOL supply aircraft were used to drop specially trained helicopter commandos during the height of the conflict. Though they were largely untrained for this style of combat, they did so extraordinarily well (and inspired such fear in their primitive enemies) that the unit was given a citation for valor. The 6th army continues the tactical training of air insertion commandos to this day, as well as VTOL pilots and technicians, before being transferred to other units as needed.

7TH ARMY "PURITY THROUGH AGONY"

Army HQ: Downieville, CA.

Unit Insignia: None.

Exiled to the frosty mountain heights of Fortress Caina, the 7th army originally began as a security detail overseeing the integration of slave labor in the camps outside of Redding, CA. After the fort at Downieville was established, and oversight of mutant labor switched to the hands of other units, the 7th was moved to the mountains to garrison Caina and oversee the training of new recruits for the Foundation's growing thrall army.

The early years of the thrall program were rife with sadism, cruelty, and gross mistreatment, atrocities that went largely unnoticed during that time of insensitivity towards mutantkind. Though the 7th gained a reputation for running an efficient camp for re-educating savages and turning them into

suitable fighting men, this was at the cost of many lives and no small amount of dignity on the part of the new soldiers. Though over time, attitudes at home have changed somewhat (due to the very real need to allow mutants rights in the Foundation), Downieville remains an isolated place where decades-old prejudices die hard. The unit's slogan, "Purity Through Agony", is a testimony to this stubbornness.

8TH ARMY "GATEKEEPERS"

Army HQ: Marble Canyon, AZ.

Alpha Company: Marble Canyon, AZ.

Bravo Company: Socorro, NM.

Unit Insignia: Crossed gold keys.

The unremarkable 8th army ("Gatekeepers") has been the garrison of Fort Nessus, in the city of "Styx", since its construction in 2260. Though they maintain the vital communications link between east and west (through the gateway city of Styx), as well providing invaluable intelligence on the movement of caravans and other major groups of the Twisted Earth, the duty here is often described as "sheer boredom" punctuated by periodic bouts of lethargy-induced street fighting in Styx. This unruly behavior has more than once gotten the Foundation garrison in trouble with the strict laws of that motley city (which forbid inter-faction warfare), and so scapegoats are often made of low-ranking, poor-performing grunts to maintain the status quo. Needless to say, some can consider assignment

I am a Foundation soldier. I am a member of the greatest society on earth. Because I am proud of the uniform I wear, I will always act in ways creditable to my superiors and the nation I am sworn to reconstruct.

- From the oath of the Foundationist

to the 8th army a curse – or punishment.

Though they are nicknamed the "Gatekeepers", many of the soldiers of the 8th prefer the unofficial title, "Streetfighters".

The second company of the 8th army is stationed in Socorro, in neighboring New Mexico, and has none of the negative reputation of its mother unit.

9TH ARMY "TUNNEL RATS"

Army HQ: Edwards AFB, CA.

Alpha Company: Edwards AFB, CA.

Bravo Company: Barstow, NV.

Unit Insignia: None.

A relatively new unit (formed five years ago in 2270), the 9th army has only seen service as a garrison unit in Redding, the ruins of Barstow, and now beneath what was once known as Edwards Air Force Base. The unit (including its leaders) is itching for a chance to prove itself in battle, but currently must content itself with intelligence gathering and reconstruction efforts in the Edwards vicinity.

Though the unit does not currently have an official title, the soldiers have tentatively taken to calling themselves the "Tunnel Rats", obviously a gripe aimed towards serving underground in the tunnels beneath Edwards.

10TH ARMY "PHANTOMS"

Army HQ: Sierra Army Depot, CA.

Alpha Company: Sierra Army Depot, CA.

Bravo Company: Sacramento, CA.

Charlie Company: San Diego, CA.

Delta Company: Kingman, AZ.

Unit Insignia: Solid black circle.

Soldiers of the 10th army have long been charged with the protection of the Foundation's numerous research and development facilities and outposts across the West. Given the best equipment, armor, weapons, vehicles, and facilities, the 10th has accumulated an

CHAPTER 2: CHARACTERS

enigmatic and daunting reputation that is not lost on its soldiers or leadership. Considered elite, they are continuously drilled in urban/subterranean fighting and non-lethal tactical combat (utilizing various forms of advanced weapons) to reduce collateral damage to make fighting within enclosed, oftentimes hazardous environments possible.

The 10th army gets its nickname, “Phantoms”, from the fact that more often than not, men assigned to the unit are never seen again. Due to long-term assignment to the guarding of top-secret projects and science facilities, soldiers in the 10th are forced to abandon past relationships and correspondences to preserve the integrity of the Foundation’s researches.

FOUNDATION ORGANIZATION

The Foundation continues to use a system of military structure similar to that used by the Ancients, albeit modified to better suit the smaller numbers and limited human resources available to them. Keep in mind that this system is somewhat flexible, with elements added to or taken away as the circumstances dictate.

SQUAD ORGANIZATION

1 Knight
3 Brothers

PLATOON ORGANIZATION

Platoon HQ

1 Paladin
1 Squire

Squad A

1 Knight
3 Brothers

Squad B

1 Knight
3 Brothers

RESERVE PLATOON ORGANIZATION

Platoon HQ

1 Knight
1 Squire

Squad A

2 Brothers

Heavy Weapons Squad

2 Brothers (armed with *plasma rifles*, *X-lasers*, or *flamethrowers*)

A *reserve platoon* is a special tactical unit kept in reserve during a battle, only released when it is needed for an assault, mop up, or special operation. The heavy weapons squad gives the platoon the ability to deal with difficult threats, strongpoints, or bunkers, so the force is generally not squandered in front line combat.

COMPANY ORGANIZATION

Company HQ

1 Paladin-Commander *
1 Squire
1 Brother

Platoon A

1 Paladin
2 Knights
1 Squire
6 Brothers

Reserve Platoon B

1 Knight
1 Squire
4 Brothers

Company Vehicle Pool**

1 M113
2 Heavy Movers

* Only an *independent company* has a Paladin-Commander as company commander. Otherwise a General leads the unit.

** Vehicles are normally distributed only to company sized units or larger.

ARMY ORGANIZATION

Company HQ

1 General

Artillery Section*

3 Heavy Movers
3 Light Field Howitzers

Company A

1 Paladin
3 Knights
3 Squires
11 Brothers
1 M113
2 Heavy Movers

Company B

1 Paladin
3 Knights
3 Squires
11 Brothers
1 M113
2 Heavy Movers

Infantry Support Platoon**

4 *Hunter* Infantry Support Robots

* The Foundation’s few remaining artillery pieces are attached on an army level, and consist of a battery of three guns (with trucks to move them and their ammunition supply to where they are needed on the battlefield).

** Attached on an army level only, this special platoon consists of four *Hunter* robots, used to provide support during assault operations.

CHAPTER 3: THE CORE

“Gather around, student scribes of the eternal Foundation of Man. Kneel down, in this chaos of noise, and gaze upon the mighty Core as it rests beyond this glass wall in a sepulcher of steel and stone! That great Machine, gleaming and blinking and pulsing and breathing, is the Heart of our movement, the Soul of the Foundation. It is a great library of infinite secrets, the gatekeeper of all that has come to pass, and the protector of the Seed of our Future. Crafted by the hands of a few brilliant men in the twilight of the Ancients, and brought back to life by our forefathers, it is a marvel of a kind you will never see again on the face of this earth. In the coming months you will hear the squires and paladins brag and boast of their prowess and martial skill – but know that the strength of the Foundation comes not in its manpower, but in this one single Machine...”

- A master scribe addresses his students on the first day of indoctrination

The “core” is the very heart and soul of the Foundation. Once just a figurative term used to describe the vast repository of books, texts, maps, diagrams, microfilm, and electronic media (data disks and program chips) kept by the descendants of the 689th and their civilian allies from Pomona Polytech, the term “core” has come to mean an actual, physical center of the Foundation’s technology. In 2064, General Copeland ordered his dwindling scientific elite (a handful of whom were, amazingly, elderly survivors from the Fall) to compile all of this knowledge, tradition, and understanding into a massive computer center at the heart of the Redding vault. This huge computer, which was given a limited form of artificial intelligence to manage, process, and prioritize this data, soon assumed the title of “the core”.

Since 2064, the Foundation has continued to utilize the core as an enormous data bank and central reference. New scientific discoveries, and the results of years of experimentation, have been stored in the core for preservation. Combining the computation

powers of three military-grade supercomputers, the core can process this information and run virtually tens of thousands of simulations to predict the outcome of proposed military strategies, or the spread of a virus unleashed on the surface world, or foresee the effects of cultivating a certain genetic trait up to one hundred generations down the evolutionary ladder. It has become integral to the Foundation’s efforts not only to gather and protect information, but also to develop new technologies for the future.

In addition to the physical “core” itself (beneath Redding, CA), all Foundation bases have vast localized computer centers, connected by microwave emitters to the central core in northern California. This permits almost instantaneous communication between the computer centers of the various bases, and research conducted at one site can be downloaded in a matter of minutes (or hours for the largest blocks of data) to the central “core” for processing and future benefit. Numerous computerized safeguards prevent unauthorized tampering.

This chapter takes a brief look at the various

projects being conducted by the Foundation at the present time, in their various research centers across California (primarily in the city of Dis, and in the armory-laboratory at Paskenta).

POWER GENERATION TECHNOLOGIES

Project Priority: Top.

Research Locations: Redding (CA), Paskenta (CA).

It is a widely held philosophy of the Foundation that to revive the civilization of the Ancients there will need to be, in place, a widespread supporting framework for the generation of power. Power, as any analysis of the Ancient culture will prove, was the single most important concern of the entire world. Resources such as oil, natural gas, and uranium for nuclear reactors – all were merely fuels for the generation of power. Power was in turn the vital sustenance of industry and of civilization, providing energy to run mass-production plants, factories, domed cities, vast armies of robotic servitors, appliances in common homes, and the homes themselves. Power was the all-important ingredient behind the machine that was the way of life of the American homeland, and to this end the revival of power-generation techniques has been the number one pursuit of Foundation science.

Foundation scientists had long been privy to one specific form of power generation, the OTEC facility that continues to operate off the California coast. Once connected to a number of other identical platforms over a 250-mile area, the OTEC (Ocean Thermal Energy Conversion) facility is basically an alternate form of gigantic steam generator. The OTEC plant is in essence a gigantic column (1,000 feet deep) that resembles, in many respects, a semi-submerged oil platform. The plant turns warmer surface water into electricity through a surprisingly simple cycle;

LINKING THE CORE

The Foundation's legendary information database (or "core" for short) is physically located at the heart of the Dis vault complex, beneath the ruins that were once known as Redding, California. Despite the centralized placement of the core in one location, each Foundation base has its own enormous computer center that is linked to the "mother" core by a complex relay system. This relay system permits interaction between the Dis mega-computer, and the various sub-stations situated in Foundation bases throughout California and beyond. This, in turn, means a limited dispersal of vital information and systems, meaning that a single strike against the "mother" core in Dis will have devastating, but not ultimately crippling, effects.

Foundation bases maintain a continuous, secure connection to allow the two-way sharing of information and research (and uploading to the Foundation core, for long-term storage or cross-referencing purposes). This connection is maintained by a series of powerful microwave emitters, which resemble huge "satellite dishes", usually constructed on the highest point of a Foundation base or outpost. These emitters operate day and night, in all but the worst weather (short of the powerful sandstorms that often ravage the Sierra Gehenna region). This setup means that scientists stationed at a periphery outpost or research base are able to draw on the resources of the entire community, using the Foundation core as a kind of "hub" – the result of which has meant leaps and bounds in the fields of scientific study, information gathering, and preservation.

Communications centers in all Foundation outposts also maintain regular, hourly (sometimes daily) communication, with generally only a 10 to 30 second delay between transmission and receiving. Advanced holographic communications systems are used exclusively to translate visual images of the speaker to the receiver – a sight that often commands respect from lesser minded scribes or thralls who witness such a broadcast. In addition to providing continuous contact between bases, this system also permits a virtually instantaneous coordination of all Foundation efforts, allowing the Foundation to react to attack, uprisings, and other disturbances with unified precision and awareness.

warm water is drawn into the platform near the surface (where water temperatures are higher), and drawn into a heat exchanger where it is combined with liquid ammonia. This vaporizes the ammonia to at least 1,000 times its original volume, the expanding steam being used to drive a series of colossal onboard turbines – effectively generating a steady 400 MW of continuous power. Once drawn through the turbines, the ammonia steam created in the reaction isn't vented, but rather condensed by drawing in colder water from deeper down near the sea bed and recycled

- to start the process anew. The electricity generated is sent through undersea cables ("pipeline") to the mainland, and no fuel is actually lost in the entire process.

OTEC has provided an incalculable benefit to the Foundation since the Fall itself and through the shadowy years since, and though the actual flow from the offshore facility was severed for decades long ago, since its rediscovery and reactivation it has continually produced power for the Foundation – allowing great advances in science and technological development

due to the power it has supplied Foundation labs and construction efforts. Still, without any viable means of producing vast amounts of liquid ammonia to get another OTEC facility off the ground (or, for that matter, the advanced construction techniques required to build a 1.5 million ton underwater rig, as previous attempts were disastrous), the Foundation has been forced to search for other power generation techniques in the interim.

Despite a working knowledge of the physics behind fission (and to some degree, fusion), Foundation experts have yet to fully reproduce, to any real degree, the reactors used by the Ancients on the scale of powering cities. While the Foundation has managed to recreate at least one known traditional uranium fission reactor in Fortress Avernus (formerly Lone, California) to power the fort's defenses, this technology is still rather small-scale and certainly needs refinement. It is thus no surprise that the Foundation has put a high priority on locating operating, shut down, or even heavily-damaged reactor complexes not only to loot for nuclear fuel, but also to study the technology and techniques used by the Ancients to create this phenomenal source of power on a large scale.

One experiment being conducted beneath the Foundation capital city of Dis (formerly Redding, California), is the revival of *electrodynamic* power generation technology. In a deep vaulted test laboratory far beneath the surface, Foundation scientists have managed to construct a fantastic electrical field generator of tremendous volume for these tests. A large-scale ion injection device (similar to the miniaturized component used on advanced plasma weaponry) is used, along with a high-pressure gas stream, to propel charged particles through the field. The field opposes this particular motion, slowing them down and thus increasing their charge – creating a powerful new means of generating energy.

Experiments in re-inventing electrogasdynamics are still in their infancy, and certainly not the only tests being conducted in secret by the Foundation. Great expense has also been invested in the rediscovery of *magnetohydrodynamic* power, in which an ionized gas (similar to electrogasdynamics) or liquid metal is passed through an electric field, the motion of which generates the desired level of energy. A series of highly promising *thermionic* generators have been constructed in the subterranean laboratories of Paskenta, California (Fortress Stygia); in this form of theoretical power generation, electrons are emitted into a sealed vacuum chamber as the result of the thermal excitation of an oxide-coated conductor. The motion of the conductor bounces the particles around the chamber (made from tungsten, tantalum, barium, or strontium to withstand the gas vibrations); the accelerated motion produces enough energy, at present, to provide continuous power to the laboratories themselves, and the Foundation's surface base as well!

A final means of power generation has also not escaped the notice and research of the Foundation, a means that once more brings them back to the sea. Research through various texts and technical manuals have led the Foundation to believe a colossal *tidal energy plant* was constructed in the fabled Necropolis, and possibly the Poisoned Shores ruins, a fact that has the Foundation planning a possible return to this southern region. Tidal energy plants are simple but purely massive constructions of Ancient design; they channel and harness the tides to operate vast hydraulic turbines that can power entire cities in the manner of a hydroelectric dam. Since the seas provide infinite water and continuous tidal motion, this form of energy requires no fuel. The only drawback is that these plants must be built on the coast, and require a great deal of land – but the Foundation theorizes that with its gradual expansion and prophesized takeover of the

entire West coast of California in the next decade or so, these limitations should become irrelevant.

The mass dissemination of these power sources, and the miniaturization of reproducible technologies, are the long-term goals of the Foundation. Currently, the advanced weapons, armor, and vehicles fielded by the armies of the Foundation run off of hoarded, salvaged, and repaired power sources, from chemical power packs to advanced minifusion cells and plutonium clips (taken from cities, ruins, and rediscovered military depots throughout California). It is obvious to Foundation planners that though they possess the most numerous stocks of these advanced “fuels” (whether for their machine of war, for the powering of their computers and facilities, or simply for running their underground shelters) in the known world, without a means to replenish fuel stocks and reserves even their vast number of batteries and power cells will eventually dry up. If this happens, the Foundation's scientific base, military might, and even its entire society (including a vast library of technology and Ancient culture that is kept solely electronically) will die with it.

FOOD TECHNOLOGY

Project Priority: High.

Research Locations: Redding (CA), Paskenta (CA), Kingman (AZ).

Though the Foundation remains a relatively small force in comparison with other major groups of the Twisted Earth, the concerns of food and water supplies have never been fully assuaged or corrected. Life on the Twisted Earth is, by nature, a struggle for survival, and the resources of the past – including animal life and fresh water – are vastly more precious than corium itself.

Since its earliest days, the Foundation, as survivors

of the shattered American military, were dedicated to finding new sources of food and water to supply their dwindling numbers, their children and families, and their future soldiers. Their slow exodus and retreat to the Redding vault in the twilight months of the Fall resulted in a total isolation from the surface world for many generations. Knowing full well that once they sealed themselves off from the surface for such a length of time (as needed for the radiation levels to die down, and the diseases of the numerous biological strikes to perish) they would have to rely solely on vault-based agriculture and hydroponics, the preservation of this technology became paramount – even superceding the overwhelming public demand to maintain the unit's arsenal of weapons, military vehicles, and powered armor.

The care and effort to keep this technology alive and working paid off in dividends. With the assistance of vault-based agrobots and specialist automatons dedicated to hydroponic cultivation, the first few generations learned – through trial and error – what it took to grow food in such a fragile underground environment. The fact that the formerly military men knew (being practical, if pessimistic souls) their robots wouldn't last forever, and that their computer-controlled environment systems might fail given an earthquake or some other unforeseen calamity, efforts were made by the former quartermasters to study, understand, and preserve the techniques for future generations. The desperate quest to maintain this knowledge was perhaps the primary “spark” that issued in the gradually evolving mentality of the Foundation (as it would come to call itself). The need to preserve, cherish, and protect this most vital of technology gave rise to similar beliefs: that the care and maintenance of their weapons was necessary to protect their resources, that learning and recreating power generation techniques would be the base of a new industrial society when the time came

to find it, and that holding on to advanced medical technology would mean the difference between life and death for their entire society.

The Foundation has perfected the techniques of subterranean agriculture, found, bred, and cultivated lost forms of sustenance (from algae raised in water tanks to vast “forests” of mushrooms in deep, man-made caverns), and even invented new ones. Studies of texts preserved in the library of the vault, as well as in the annals of re-discovered ruined cities and towns, have also given rise to a revival of traditional agricultural techniques – though to be fair, none of these have been too successful considering the blasted, irradiated nature of the region in which the Foundation has been confined for the past few decades.

The stress on food reserves in the Foundation has given the impetus to research and develop one form of Ancient-era food that has all but replaced standard foodstuffs among the rank and file, and thrall citizenry, of the Foundation. In lieu of foods in ever-threatened supply (including algae, fungus, and hydroponic crops, whose output can still only sustain a fraction of the Foundation’s numbers with any regularity), the Foundation has turned its knowledge of chemistry to the natural – if horrible – next step.

Every scientist knows that the human body is composed largely of water and, to some degree, essential salts and minerals. These essential nutrients are found in most forms of animal and plant life, but due to the increasing rarity (and unreliability) of these sources – which are often still irradiated or chemically contaminated due to the very nature of the land’s poisoned ecosystem – they cannot be counted upon on any large scale. A solution had to be found, and research droids and human scientists dedicated to solving these problems realized the easiest, and most efficient answer: use the remains of Foundation dead to provide sustenance for the rest.

Needless to say this prospect was a difficult sell, but the benefits of turning to this “alternate food source” were obvious, the downside purely cultural. Through the use of existing technologies, scientists could break down the cadavers of the dead into their basic salts and nutrients, and reconstitute these in an edible form; a chip, a cracker, whatever. The entire process itself, though seemingly dubious, was too beneficial for the leadership to simply discount due to notions of civilization (and the fact the Ancients themselves may have employed such techniques prior to the onset of the Fall); the fact was, the idea of recycling the dead not only provided much-needed mass nutrition for the masses, but it also solved the issues of burying the dead – which in turn cut down drastically the rise of disease in the vault and, later, among the fortresses of the Foundation.

It is not known to what extent these “nutrient chips” are distributed, but certainly not among the higher-ups (though who’s to say they haven’t been fooled by even high levels of government); the growing thrall caste is certain to imbibe these regularly to nourish them before going off to work or to battle. And it is quite certain that the average rank and file has no idea whatsoever as to the nature of these chips; algae, fungus, and other foodstuffs are made to look exactly the same as those from a human source so that there is no easy distinction. Quite clever, quite effective...

And utterly ghoulish.

MEDICAL TECHNOLOGY

Project Priority: Medium.

Research Locations: Redding (CA), Sierra Army Depot (CA), Emigrant Gap (CA).

In the field of medicine, the Foundation has only been able to take the most modest steps towards resurrecting the fantastic “magic” of the Ancients.

Though there is generally a consensus among those assigned to the medical division that Ancient medicine was not, in fact, “magic”, efforts to spread this understanding of medical technology have never been too successful, even within the Foundation itself. The reverence held for the manner and machines of advanced surgical and diagnostic tech has been the basis for veritable “religions” among the wilds; it is no wonder that even the most learned students, with the brightest minds, are unable or unwilling to totally discard the supernatural ken of Ancient medicine. With this extremely primitive view of medicine still holding sway, the Foundation has only really been able to gather its resources, study, and hope for a more enlightened tomorrow when minds and attitudes will change. Until that day, medical scientists have had to give up attempts to educate the masses and jump on the band wagon, propagating the myths and misconceptions of Ancient medicine.

Despite the nuisance of being upheld as near-deific figures by the thralls and rank soldiery (who often as not get in the way with their adoration and glorification of the medical community as much as help it), the doctors and surgical specialists of the Foundation are among the most dedicated men in the movement. It is a rich and diversified community, with some of the best minds available on all the Twisted Earth. Many of these men were born and raised in the Foundation, assigned to the Medical Division only after a battery of tests indicated a medical aptitude. Most of these become field medics, serving in the front lines solely as human pack animals to carry stimshots and bandages to fellow soldiers in battle. Few are educated beyond how to treat a sucking wound or make a tourniquet, or perform a battlefield amputation, but those that survive or show a true knack at treating injury eventually get the chance to graduate to the Medical Division’s various sub-branches (support, research,

and revival teams; see below).

Alternatively, men from desert communities, such as xenophobes and independent guardian-settlements of semi-Ancient culture, who have religiously passed down the tradition of medicine for generations, are often admitted directly into the sub-branches – depending on their particular specialty. For example, a doctor or juju man from a community subjugated by the Foundation may, instead of being killed or forced into the thrall workforce, be allowed to “volunteer” as a medical specialist. If he treated his people’s diseases and sicknesses, he would be sent to the *research* team. If his specialty was treating battle injuries, the *support* team. If his community hoarded medical technology from Ancient times (as xenophobes often do), he might be charged with not only maintaining the device (once it has been removed to a Foundation stronghold), but also teaching future generations how it is used.

Members of *support* teams are generally surgeons and doctors who treat critical wounds behind the lines, or tend to injuries after a battle. They are primarily stationed at Foundation bases and outposts, and do not see combat themselves. *Research* teams are among the most vital to the actual “growth” of the Foundation’s scientific edge. As their name implies, this level of the Medical Division is geared towards researching new medicines and medical treatments, and learning how to treat mutated patients. The vast number of variations in the slowly evolving human of the Twisted Earth mean almost countless variations in how to successfully apply medicines; though the Foundation has yet to find a way to safely adapt Ancient medicine to mutant-kind with any certainty, they have begun a campaign of cataloguing known genetic disorders, which medicines don’t react with which combinations of mutations, etc. In time, this vast database may be used to reference a given patient by his mutations, and determine the exact effect of

FOUNDATION DISEASE RESEARCH

While high-level leadership debated the use of biological warfare as a means acceptable to the Foundation, the moral arguments have been relatively simple, primitive, and ineffective. In this time of harsh reality and brutal conflict, the idea of biological weapons is seen in a light no worse than, say, field guns and artillery. A small faction of Foundation thinkers, upon researching deep into the history of the Ancients, proposed to the ruling council that the use of such weapons was once “forbidden” – and that to honor the wishes of the Ancients, should still be anathema. However, rivals (and supporters of the development of such weapons) were quick to point out that though in ancient times it was “forbidden to use a machinegun on a human being for violating the Great Convention,” the Ancients were quick to reclassify their use as “being used against the uniforms, not the men.” And, if the use of bio-weapons was so wrong, how come the Ancients kept them in such prolific numbers? The means of making right an accepted wrong was part of the cleverness and ingenuity of the Ancients, a lesson that was clearly meant to show future generations that they were free to do the same.

Examples of the diseases being researched, gathered, stockpiled, and bred for possible future dissemination on enemy communities include:

Cholera: Used to contaminate a community’s water source, cholera would bring about extreme diarrhea, pain, and eventual death by literally robbing the enemy of badly-needed bodily moisture – an especially deadly weapon in a desert wilderness where water is a vital commodity. By poisoning a given source, the Foundation can literally exterminate entire communities (or regions, if a given water source is shared by numerous groups); the very threat, at least, would force such groups to concede to Foundation demands. Foundation leadership expects this particular bio-weapon to play a vital role in conquering stubborn regional powers (such as the Rangers of the Deadlands) and forcing their people into accepting the rule of the Foundation in the near future.

Anthrax: An airborne disease that is easily transmuted into other forms (and is itself easy to produce with a substantial source of livestock), anthrax causes a loss of hair, nausea and pain, boils, blisters, and eventual death in a matter of days. Samples of anthrax are routinely collected by Foundation medical and recovery teams not only from stock in various villages and tribal settlements (after the near-total extermination of the locals, of course), but also from the cratered ruins of cities in which anthrax-laden bombs were used to wipe out entire native populations.

“Super Flu”: An invisible, incredibly voracious killer spread by airborne germs, this was allegedly an experimental bio-agent that was accidentally released during the chaos of the final years of civilization. The gestation of this mysterious, poorly understood disease is only 1-3 days, and causes diarrhea, lesions, weakness, delirium, and death. Oddly, the mutative effects of gamma radiation have caused this disease to mutate from its original form, making ineffective *all* of the anti-virus treatments researched by the Ancients before the actual disease’s release (it is this unforeseen factor that allowed the disease to run rampant and without check not only amongst the ranks of the enemy, but also among friendlies who were supposed to be immunized). As such, Foundation experts are at odds to find a cure for this disease, and as such the few remaining samples are under heavy guard.

Plague: Not the plague as we know it today, but the nameless “super-plague” artificially engineered by the blackest of government projects prior to the Fall. The plague somehow manages to bring the corpses of the dead back to a semi-conscious state of animation. The plague is the source of the *plague zombie* (see *Terrors of The Twisted Earth*), and it is rumored the Foundation has, in the deepest of its medical laboratories, a sample of the plague that it uses to experiment with re-animation of dead soldiers and paladins. So far none of these have been fruitful, and all subjects have had to be incinerated to prevent them wreaking havoc.

specific drugs on his system.

The research arm also serves a vital role in the discovery and cataloguing of new diseases that have evolved in various corners of the Twisted Earth. Many of these are the remnants of engineered bio-plagues as old as the Ancients themselves, set loose to ravage all life on the world. So many generations later, many of these have mutated so that ancient cures no longer work. The research arm does painstaking work trying to keep track of which diseases pop up where, sending out clandestine teams to examine communities stricken by new, unheard of diseases, and recording the deaths of entire towns and villages for future research purposes. Though seemingly cold, calculated, and insensitive to human suffering, those who work in the study of disease are an invaluable part of the Foundation, and key to their survival (of course, they're also deeply involved in collecting samples of all known and unknown bacteria and viruses, for development as potential bio-weapons against the Foundations' enemies).

The third and final part of the Medical Division is the *revival* arm, which has the task of moving in and reclaiming lost medical technologies that fall into Foundation hands. Whenever Foundation armies or armed parties move into an old base or ruin, this division sends out teams to investigate salvageable medical equipment and drugs. Members of these teams must have a working knowledge of Ancient medicines and medical devices so they know how to recognize them when they see them. They are also required to have a great deal of technical expertise, as they must often re-activate electronic devices, medical robots, and even static, automated medical equipment in ancient hospitals (such as laser surgery tables, *regen tanks*, etc).

SPACE TECHNOLOGIES

Project Priority: Low.

Research Locations: Redding (CA).

The development (or rather discovery) of the Foundation "space program" was and is a relatively new aspect of the movement. A decade or so ago, the fact that near-orbit space (beyond the atmosphere but well within the orbit of the moon) was virtually littered with ancient satellites and man-made orbital platforms was all but forgotten. The savages of the wasteland, the survivors of that great technological age, had all but made myths out of the unusually-bright stars in the sky, and the wild ravings of men with telescopes who claimed to have seen "wheels in the night sky" were taken as lunacy. But this all changed, at least for the Foundation, only a few years past during a period of intense military research and development, when efforts were made by scientists of the organization to attempt to re-contact a suspected communications satellite in space. The Foundation had, for years, been working on a plan to use a series of recently recovered and repaired microwave uplink communicators to contact and, if possible, reprogram the satellite for their own purposes.

The entire program was "born" when a small Foundation recovery team, sifting through the wreckage of a huge ship off the coast of California (ironically no more than a dozen miles from the Foundation's OTEC platform), uncovered an advanced communications center on this very ship, a vast repository of computer hardware and electronics gear, various maps, diagrams, and manuals, among the remains of many Ancient dead. From these texts (which took months to decipher and fully comprehend), the Foundation's scientists came to realize that the ship had been what was once known as a "space control ship", and that many of the diagrams

and maps in the vessel had charts showing the course of non-terrestrial objects in what could only be surmised was near-earth orbit.

It took a great deal of time for the Foundation to go through all this material and consult various other sources before they uncovered the basic concept behind satellites and orbital stations. The Foundation leadership was astounded to learn the true reach of the United States during its heyday, a reach that apparently included the stars themselves. With great interest they realized that if any of these satellites were still out there, they might be re-activated and put to good use serving the cause of rebuilding civilization.

To this end the Foundation began a clandestine but concerted campaign to locate one of these satellites. Using the charts from the ship, and other sources discovered later during their campaigns of subjugation in the Sierra Gehenna region, they located the previous orbital paths of nearly 250 such man-made objects in space, but on looking at the sky (and trying to tune into their suspected locations), none responded. Apparently most of the satellites had either decayed in orbit years ago, or been destroyed during the Fall (a war that, the Foundation now realized, had even been taken to space). It seemed there was nothing left to contact.

Months later, now that they were listening specifically for them, stories began to come back to Foundation scouts and spies of "unusually bright stars" in the heavens to the southwest. These stories, typical features of the traditional fireside tales of the Far Traders of the Baja Cliffs region, spoke of "wandering stars" that "shone brighter than all others", and could be seen by the naked eye. It wasn't long before the Foundation made the connection that what the primitive Far Traders were seeing, what they had been navigating by to make their way through the wasteland of deserts, was a *satellite*.

CHAPTER 3: THE CORE

Soon after capturing a Far Trader caravan and interrogating its leaders, Foundation scientists were able to track the general location of the suspected space orbital. It matched up exactly with one particular satellite on the ship's orbital tracking charts that had been overlooked. Making various calculations based on the charts, as well as the annual migrations of that particular Far Trader tribe (which were keyed, no doubt, to the yearly orbit of the satellite), they realized it would make an appearance over the Southern California sky – soon. All efforts were made to salvage the equipment on the space control ship, all resources put towards this most important mission. In the end, they were successful.

Contact was eventually made with the ORASAT

(Orbital Reconnaissance and Analysis SATellite), almost five years before the ill-fated Necropolis venture). Amazingly, the satellite's onboard computers were still in operation, its communication system still in working order. Computer specialists in the Foundation were able to break through its complex security, ascertain its functions, and identify the specific satellite and its overall purpose.

The satellite was a military spy satellite from before the Fall, equipped with advanced thermal sensors, spectroscope, and radiation detection equipment. The satellite was designed to monitor mass formations ("armies"), detect unusual heat sources ("ongoing battles"), and radiation sources ("nuclear detonations"). It still provided this function,

and furthermore the scientists found it could be reprogrammed to move itself, ever so slightly in orbit, to reposition itself at its new commanders' whim.

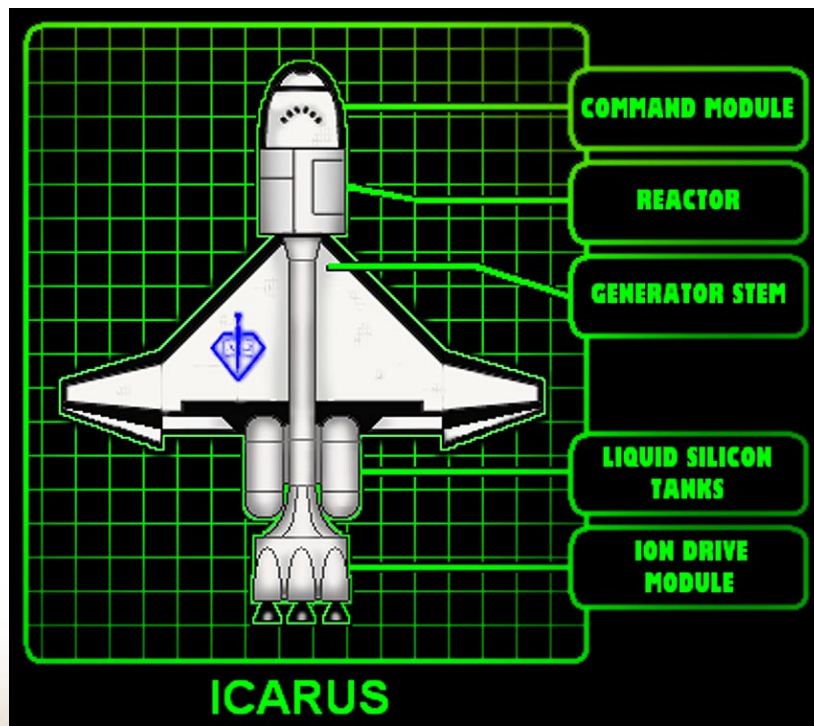
The implications of this satellite's discovery and reactivation have been far-reaching, but are still only barely being exploited. The use of the satellite – though often buggy and inconsistent (whether this is due to damage done to the satellite, or to a slow deterioration of its power source, or by some fault on the Earth-based end is unknown) – has provided invaluable tactical and strategic information to the Foundation. Using this satellite (roughly once every one or two months; the satellite's own power fluctuates and it cannot remain in contact for very long),

the Foundation has been able to spot concentrations of life in a number of cities throughout the West and Midwest – information that is entirely top secret at this time. This has given the Foundation an idea of what to expect when sending expeditions out to recovery technology from various sites (including the world's great "necropolis"), and also to monitor the brutal small-scale wars that often erupt between the major factions of the Twisted Earth – allowing them an uncanny knowledge of the strengths and movements of both sides in a given conflict.

Furthermore, the satellite has allowed Foundation scientists to map dangerously radiated areas throughout the region, a fact that has allowed them to pinpoint not only areas of danger (almost like seeing minefields from orbit), but also areas of particular interest. With this satellite they have located the exact position of more than 70 destroyed nuclear missile silos and 9 separate nuclear power stations (having melted down, they are all potential corium mines just waiting to be exploited), enough information to keep Foundation recovery teams out in the field for generations.

Unfortunately for the Foundation, some of this information is buggy, unreliable, and downright wrong. The satellite has been known to give off false readings from time to time, evidence that though its recovery has been a tremendous boon to the military of the group, how much this information can be relied upon is sometimes in question.

Rather boldly, the Foundation seeks to build an entirely new spacecraft with the fragments of recovered records, diagrams, and technical expertise they have garnered over the past few years, a drive that has been a direct result of the successes (and, to some extent, the shortcomings) of the recovered ORASAT satellite. The construction of this spacecraft has been decided upon due to a number of factors, most of which involve the near insatiable curiosity of



the Foundation's scientific leadership, as well as the fact that with a delivery system they will be closer to not only repairing ORASAT, but also reactivating other orbitals that might be out there – and putting satellites of their own creation into orbit as well.

The drive system currently being developed by the Foundation is based on the propulsion systems being used by the United States' space program just prior to the Fall – the *ion drive*. Opting to stay away from earlier liquid and solid fuel propulsion systems (too massive, unreliable, and requiring far too many resources), the quest for the development of the ion engine has been difficult; it is a complicated nuclear drive system that has confounded Foundation technicians since the order was first given to try and resurrect it.

Basically the ion drive is built around a small atomic reactor, but instead of driving traditional water through the reactor to create steam for the turbines, the spaceship-mounted engine must use a more portable medium – silicon. The heat of the reactor turns an onboard supply of liquid silicon into a high-pressure steam, which is pushed through a series of turbine generators to create a steady and consistent supply of electricity. This electricity moves from the internal reactor to the propulsion unit proper, which is basically a finite “grid” of interconnecting slats and mesh made of pure platinum. Through this gridwork is pumped a high-velocity stream of cesium gas (again from an onboard supply), which is electrified (“ionized”) as it passes through the platinum grille. The resultant stream of ions propels the craft with tremendous force, beyond the capabilities of earlier liquid or solid rocket fuels, and with much of the weight and volatility removed.

Foundation scientists laugh at the efforts of more primitive groups who haven't undertaken similar efforts to “return to the stars”, in specific the so-called “Paradise Believers”. In their ignorance these

primitive “hippies” never fail to blow themselves up (and sometimes anyone within a half-mile radius), because not only do they lack the technology to build a viable craft capable of surviving the pressures of take-off and Earth's own gravitational pull – but they also use conventional fuels (gasoline, for instance) that simply have no chance whatsoever of producing enough thrust to get them off the ground. In fact, in the past, Foundation agents sent to investigate this cult stood in horror (or semi-sadistic amusement) as they watched dreamy-eyed Paradise Believers construct a rocket out of brick and concrete over the course of a year or so, load it full of gas – and incinerate themselves in a tragic “takeoff sequence” that could be seen like a Roman candle for miles around. The stench of the 100+ dead men, women, and children could be smelled for an only somewhat smaller radius...

Such instances only fortify the superiority complex of the Foundation's elite, using them as evidence that they alone stand a chance at reviving the lost ways and reaching once more for the stars...

Currently there is rumored to be a project underway that has involved the design and construction of a satellite by the Foundation, a satellite that will carry a powerful “orbital bombardment” weapon. Though these rumors are elusive at best, sources believe the satellite being designed will mount an unfolding projection screen (100 yards wide) that will enable the satellite to bombard a like-sized part of the Earth with microwaves. The satellite will act as a gigantic radiation emitter, effectively enabling the Foundation to “zap” entire city blocks from space with impunity.

EUGENICS

Project Priority: Low (High among *Revenants*).

Research Locations: Redding (CA).

The eugenics program undertaken by the Foundation originally began during the long period of isolation within the Redding vault, when scientists from Pomona PolyTech were asked to find ways to curb the decline in population. Though faced with limited resources, these determined men knew that if left unchecked, the disrupted reproductive capabilities of the stock population would eventually spell the downfall of the entire community. With this urgent reality in mind, they began looking at ways to tinker with (or tamper with, some might say) the genetics of the young so that following generations would be able to restock their numbers.

The first steps taken in genetic engineering were merely an extension of the testing and breeding of herds – a science the biologists from Pomona were intimately familiar with (one of their main fields of study was animal science, searching for ways to produce larger, more productive animal herds). At its most basic, the program involved doing in-depth genetic tests on the entire population, and matching up those who had the highest chance of conceiving with appropriate partners, so that chances of pregnancy and healthy birth were maximized. This program was successful, and though it required the community to re-think (and ultimately abandon) past concepts of love, marriage, and match-making for the sake of survival, it had the effect of raising the population over the next few generations to where it was sustainable.

This genetic “filtration” also had the effect of grooming out mutation and defects from the general populace during the early years, when parents who had survived the Fall were beginning to give birth to abnormal infants – many of which died within months, if not years, of being born. The genetics program was decreasing the chances of mutation, of mutated characteristics being carried on to the next generation, and limiting the spread of these

characteristics to a point where only about 10% of a given generation were actually born “changed”. And even in these cases, tampering by the scientists with the fertilized egg, as well as the fetus in its earliest stages of development, prevented many of these unavoidable mutations from being lethal.

The idea of a true “eugenics program”, however, was only really conceived by Professor Arleigh Allen, the son of one of the first experimental couplings between a “defective” parent and a pure human parent (in 2093). By the time he was 18, in 2111, Professor Allen had proven to be more than a match for many of the community’s best scientists, and had even been selected to chair the scientific faction. Allen, ironic as it may seem, came up with the idea of breeding an entirely new “race” of humans (as he put it, though it wasn’t entirely accurate), in which the best traits could be distilled and magnified, and the worst traits subdued or entirely eradicated. He envisioned in his theories a new generation of mankind that was genetically engineered to have all the strengths and none of the weaknesses of man; physical endurance, resistance to parasites and foreign microbes, the ability to shrug off fatigue and hunger, and fortify against fear, and to erase inherited diseases. He believed it was possible, through genetic tampering, to virtually remove the genes that might lead to cancer, for example, or other hereditary illnesses. He backed his theories up by evidence from the “core” that the Ancients had, in fact, done similar genetic “grooming” for creating colonists to seed the moon, for instance.

Unfortunately for Professor Allen, his ideas came at a time when experimentation in eugenics was not a viable option. But almost 150 years later, in 2256, Foundation scientists at Dis uncovered Allen’s genetic research and the framework he laid down for a possible eugenics program, and began reviving his work. Motivated by the catastrophic disease outbreak of 2249, it had become a priority of the Foundation

to begin breeding in traits that would make future soldiers (and others who would have contact with outsiders) resistant to germs. Though many of these experiments involved improving the population as a whole, scientists were also given the go-ahead to create a test batch of “eugenics surrogates”. These “surrogates” were, in effect, the end result of what Prof. Allen had proposed 150 years before: a collection of fertilized eggs that would be genetically engineered to “perfection” and cultivated in test tubes, before being “born” in a sterile, controlled environment, and trained to serve the community.

This first batch of eugenic surrogates reached “adulthood” in 2271 (though only fifteen years old, tampering with their genes would ensure they would grow faster and mentally mature at a staggering rate; this was done to effectively shorten the time it took for a new generation of “super-soldiers” to reach the front lines). Foundation scientists toyed with a number of surrogate types, hoping that surrogates could be tailored for specific tasks. First there was the “Prometheus strain”, surrogates designed specifically for optimum mental capabilities – computer-like recall, calculation, referencing, and memory, as well as the ability to perform mental work under conditions normal humans would find stressful or draining. Prometheus strain surrogates would work much like computers, exploring theory through calculation, but capable of adding that human element needed to cover all bases. They would be ideal as researchers and thinkers.

The “Heracles strain” was conceived as a means of breeding the “perfect soldier”; they were meant solely to fight wars better than anything nature could produce on her own. Such warrior surrogates were bred to accentuate the most basic of warlike attributes: strength, cunning, and instinct. Chemical dampeners were bred into embryos at an early stage to inhibit guilt, long-term memory buildup and recall,

and to a certain degree, free thought. Heracles strain surrogates would come to represent perfect fighting “machines”, specifically engineered to take orders, to trust implicitly in their command hierarchy, never to ask questions, and to never burn out. They would be prosecutors of military commands with merciless efficiency.

The final variation was the “Hephaestus strain”, which was designed to replace men as manual workers in hazardous environments; an alternative to labor androids due to the slow deterioration of advanced robotic sciences (and the lack of resources needed to mass-produce such complex inorganic life forms). As workers, strength and manual dexterity would be increased to allow all manner of physical utility. Dampeners designed to inhibit mental creativity and reasoning (which in humans inevitably lead to feelings of neglect, abuse, and unfair treatment by those of “slave castes”) were also bred into this strain of “human”.

Though there were laborers and scientists (similar to the “castes” of androids), the Foundation sought, more than anything, soldiers to replace their dwindling numbers, a stop-gap measure to fill the hole from disease and battle.

In 2273, when the so-called “Revenants” split from the Foundation, they took with them a large number of eugenic surrogates who, they believed, were not mutants but “super men”. These surrogates, who shared with their pure human mothers and fathers an extreme view of superiority over the defective monsters that comprised the mutant population of the Foundation, were more than eager to join. In their flight from Dis, the Revenants were able to steal a great deal of Prof. Allen’s research, which they continue to this day in attempts to perfect the various castes of “altered humans”.

The Revenants, to this day, are far more advanced in their eugenics program, and in addition to making

EUGENIC SURROGATES AS PLAYER CHARACTERS:

Only players who choose to make characters from the *Revenant* faction of the Foundation may make eugenic surrogates as PCs. Eugenic surrogates are basically *humans*, lacking mutations and other peripheral racial traits. They do, however, receive tailored traits (“eugenics”; see below for more details on these), a result of their altered genetics.

disease-resistant generations of soldiers and scouts, have even managed to genetically engineer new, unique traits that are otherwise unseen in natural humans. These range from improving brain connections for faster response time, to totally rearranging bone structure to make the subject resistant to bullets and injury.

EUGENIC SURROGATES

Eugenic surrogates (called “Super Sapiens Artificialis” by Foundation scientists) are true “super-humans”, genetically-engineered subjects intended to replace and supercede normal men in certain environments – as “super soldiers”, “super scientists”, or perfect laborers and grunts. The technology of eugenic surrogate development is a familiar one: the growth of a human embryo in an artificial environment (the old “fertilized egg in a test tube”) where its very genes and chromosomes can be tinkered with to enhance specific characteristics like strength, or intuition, while inhibiting or eliminating others such as guilt, fear responses, etc. Eugenic surrogates are beings grown semi-naturally from living tissue and are, in general, the same as human beings altered on a finite level to perform specific duties for a new human society.

RACIAL TRAITS

Eugenic Surrogates have the following racial feats.

Feats: Eugenic surrogates receive the *Advanced Technology* feat and choose one additional feat at first level. They receive no other feats at first level.

Background: Eugenic surrogates don’t choose a background (but they are considered Advanced).

Eugenic Ability: Eugenic surrogates receive three eugenic abilities. Eugenic abilities function exactly like mutations (see Mutations in *Darwin’s World 2nd edition*). Like mutations, some eugenic abilities may be take more than once (or advanced). At later levels, a eugenic surrogate may take the *Mutation Advancement* feat to advance a eugenic ability.

Medical Incompatibility: Like a mutant, a eugenic surrogate must make a medical incompatibility check when using ancient medicine. However, Eugenic surrogates receive a bonus of +2 to their Fortitude save to resist incompatibility.

EUGENIC ABILITIES

Eugenic surrogates (see “The Core”) are able to select modifications to their basic body form, which essentially serve the same purpose as “mutations”.

ADRENAL BOOSTER

The surrogate has been impregnated with organically receptive vat-grown adrenaline sacks that multiply the adrenaline release in combat and/or dangerous situations. This reserve effectively inspires frenzy in the surrogate’s performance for a brief duration.

Benefit: The surrogate can trigger an adrenaline boost that increases his speed, stamina, strength, and pain tolerance. During the rush, the surrogate temporarily gains a +4 to Strength and Constitution and a 25% increase to his base speed (rounded up to the nearest 5 feet). The rush lasts a number of

rounds equal to 3 + the surrogate’s (newly improved) Constitution modifier, but it can be stopped voluntarily. Triggering a rush is a free action. After the rush, the surrogate is fatigued for one hour and suffers a –2 to Strength and Dexterity. A surrogate may trigger an adrenaline rush once per day.

Advancement: Each advancement of this eugenic ability allows the surrogate to trigger an adrenaline boost one additional time per day.

BODY RECOMPOSITION

The traits of the surrogate’s bone structure have been specially altered, using a fortification of calcium and zinc on the major and vital skeletal structures (ribs, spine, skull, etc). This fortification makes the surrogate far more resistant to serious bodily injury.

Benefit: The surrogate gains damage reduction 5/- to bludgeoning, concussion, and slashing attacks.

Advancement: Each advancement of this ability increases the damage reduction by 5 to a maximum of 15.

COMBAT CONDITIONING

The surrogate’s brain has been “re-wired” on a genetic level, suppressing instinctive responses to fear-inducing sights, sounds, and situations.

Benefit: The surrogate is gains a +5 bonus to Fear saves or Intimidation checks.

Advancement: Each advancement of this ability increases the bonus by +5 to a maximum of +20.

DISEASE IMMUNITY

Genetic alteration has improved the capabilities of the surrogate’s immune system, to the point that her entire body works to repel and defeat bacterium and microbiotic infection. The skin itself reacts to microbes by shedding on contact, serving as a first line of defense. Special cellular structures within the

body itself move to cluster around intruding spores and viruses, preventing their growth, while also triggering a “flush response” in the body that purges microscopic germs in vomit, sweat, and urine.

Benefit: The surrogate gains a +4 bonus to all Fortitude saves against chemicals, poisons, drugs, and diseases. This does *not* include radiation.

Advancement: Each advancement of this ability increases the bonus by +2 to a maximum of +8.

Special: This bonus also applies to Medical Incompatibility checks.

EMPATHIC TWIN

By some freak genetic mishap you were born a twin. You and your eugenic twin share not only physical attributes and appearances, but also a semi-empathic “bond”.

Benefit: The eugenic twins can detect the direction and distance of each other if ever separated. This ability requires a Navigation check (DC 15) and counts as a standard action. In addition, using the *aid other* action with the twins has double effect (+4 bonus to attack a shared opponent or +4 bonus to AC to help defend).

Advancement: The ability can be advanced twice, tripling the benefits of *aid other* with the first advancement, and then quadrupling the benefits with the second advancement.

ENHANCED MENTAL FACULTIES

The surrogate has been genetically engineered to perform to the limits of human mental capacities.

Benefit: The surrogate increases his Intelligence or Wisdom ability score by +2. This bonus stacks with normal attribute increases.

Advancement: Each advancement of this ability increases the bonus by +1.

ENHANCED PHYSICAL PERFORMANCE

The surrogate has been genetically engineered to perform to the limits of the human physical capacity.

Benefit: The surrogate increases his Strength, Dexterity, or Constitution ability score by +2. This bonus stacks with normal attribute increases.

Advancement: Each advancement of this ability increases the bonus by +1.

LONGEVITY ENGINEERING

A surrogate with *longevity engineering* has had his body modified on a cellular level to decay and deteriorate much more slowly than a natural human being. Similarly, the development of cancers and genetic anomalies are stunted through alteration of the fetus well before birth. A eugenics surrogate given this form of trait can be expected to live a longer natural life.

Benefit: The surrogate’s natural lifespan is increased by 50 years.

Advancement: Each advancement of this ability increases the lifespan by 50 years (maximum 150).

MOTOR/OPTIC CONNECTION

A special sensory nerve connection has been cultivated in the surrogate’s brain, giving unprecedented coordination between the motor cortex and the optic nerve; the result is an uncanny accuracy and enhancement of reflexes and reaction speed.

Benefit: This trait gives the surrogate a +3 enhancement bonus to Initiative. This eugenic attribute is especially common in Revenant eugenics soldiers, as it gives them the advanced senses and reactions needed to operate *Nemesis* armor.

Advancement: Each advancement of this ability increases the bonus by +3.

NIGHT SKIN

One of the most extreme developments of eugenics technology is “night skin”, a process that replaces the natural dermal layer of the growing embryo and replaces it with a special mucus membrane. This layer, even upon maturity, maintains a vaguely transparent quality (showing through to veins and musculature) by day, but at night – or in any darkened environment - it clouds over with an inky blush, taking on a pitch-black color.

Benefit: Night skin is used primarily by assassins and scouts, and provides a +5 enhancement bonus to Hide checks in shadows, moonlight, or total darkness. This bonus is in addition to the normal bonuses granted by cover and concealment.

As a result of the unsettling appearance of the character, however, the surrogate receives a permanent –4 penalty to Cha when dealing with non-Foundationists.

Advancement: Each advancement of this ability increases the bonus by +5 (maximum +20).

POLYMORPHING BONE STRUCTURE

The surrogate’s bone structure is multi-jointed at nearly every juncture, allowing him to change his facial features, body positioning, etc. This allows the surrogate to alter his facial looks to some degree, and also provides for a great deal of body flexibility.

Benefit: This ability grants a +4 enchantment bonus to Disguise checks as well as giving a +2 competence bonus to Escape Artist checks. The alterations last for a duration of 1 hour per point of Constitution modifier.

Advancement: Each advancement of this ability increases the bonus to Disguise by +4 (maximum +12) and Escape Artist by +2 (maximum +6).

BIONICS / CYBERNETICS

Project Priority: Low (High among *Dark Paladins*).
Research Locations: Redding (CA).

Bionic or “cybernetic” enhancements (and replacements for the combat wounded) are quite common among the ranks of the Foundation. Much of what the Foundation knows about cybernetics has come from the handful of androids that have flocked to the cause in only the past few years. One of the more advanced sciences during the time of the Ancients (who themselves appear to have had difficulties in combining organic and synthetic life, short of the massive ‘borg engines used to blend the best – and worst – elements of man and machine; though to be fair, this was more a problem of cultural acceptance than actual technological ability), *cybernetics* is basically an attempt to exchange human tissue, organs, and limbs with better, stronger, and more efficient synthetic (or robotic) replacements.

The problems of incorporating bionic parts with living human tissue are many. Artificial limbs (beyond the merely inert prosthetics often utilized by primitive societies, such as “peg legs” or “hook-hands”) must be complex in creation and design; even the most basic cybernetic hand, for instance, must have a number of powered servo motors to allow finger and wrist movement, while an internal automatic gyro is needed to insure the hand is coordinated and its strength remains controllable by the owner. It must run off of natural body electricity, or a disposable powered battery, and it must be made of materials that will not be rejected by the living tissue surrounding or connected to it. Finally, it must have some means of receiving and translating electric brain impulses into computer-recognized commands (for instance when the brain says “open the hand”, the hand must have some way of understanding).

Some of the most basic problems involved in cybernetics have been solved, even with the dwindling technical expertise available on the Twisted Earth. Connecting human nerve endings, tendons, and muscles to replicated surrogate creations has not been an easy task. But with androids – who already have an intimate understanding of robotics and the physics of artificial limb structure – this process has been made easy. And the Foundation has benefited considerably from this newfound flood of expertise.

As such, the Foundation has revived a great deal of the technology involved in replacing human tissue, organs, and even entire limbs with bionic and cybernetic replacements. In the military arm of the Foundation (and especially among the Revenants and Todoshi faction), this technology is put to regular use patching up wounded soldiers and replacing limbs lost in battle – effectively bringing back to front-line service many men who would otherwise be crippled or dead.

Bionic replacements are a common feature of many Foundation soldiers: replacement eyeballs (steel spherical orbs or pulsing reddish glass spheres), jaws and entire dental work (sometimes fanged or pointed for a minute edge in close-combat capabilities), cyborg hands (some more like “claws” than actual hands), bionic legs, etc. Basic bionic replacements, unlike more advanced cybernetic enhancements, generally only bring back the function of the limb, without any noticeable increase in strength or vitality (they have no game effect; they merely replace the lost limb with an artificial surrogate). They are, however, universally constructed of metal, plastics, and wiring woven with living flesh, and are quite ghastly in appearance.

Specific bionic/cybernetic features seen on Foundation veterans range from titanium “robot arms” to metal replacement legs, eyes, and ears. Cybernetics have the advantage of not only being made of metal

or hard ceramics (plastic parts are made out of an advanced polymer, while metals used in bionic parts are almost universally encased in titanium, cobalt chromium alloy, or ceramics. Where the bionic part meets bone, connections are made from ceramics or special crystalline glass utilizing oxides of silicon, sodium, calcium – these materials, over time, actually “bond” with bone as the latter heals from surgery), but also due to advanced construction techniques can duplicate limb functions or even supercede the abilities of natural organs. Cybernetic hands can be made to crush iron bars with little effort; legs can propel the soldier almost like a locomotive. Cybernetic eyes can be fitted with miniaturized infrared or image enhancement gear. These are just examples, but the possibilities are almost endless.

CONSTRUCTION AND REPAIR

Cybernetic attachments are complex instruments with both electrical and mechanical components. Consequently, a character must have the *Bionics and Cybernetics Discipline* feat (and its prerequisite *Advanced Electronics*) to build a cybernetic attachment. Unless the character possesses both the *Advanced Electronics* and *Bionics and Cybernetics Discipline*, he suffers a –8 (–4 if one is possessed) non-discipline penalty to his Craft checks.

Crafting cybernetic attachments typically takes 200 hours and requires raw material equal to one third of the cost of the cybernetic. The raw materials can be bought or salvaged (*see Repair skill*). Game masters should require that salvage materials be from Advanced or Futuristic objects. Each cybernetic has a Craft DC in the list below. Crafting a cybernetic requires a successful Craft (electronics or mechanical) check. If the character has the *Bionics and Cybernetics Discipline*, he can choose to make the Check with his highest ranked Skill. If he does not, he must make the Check with his lowest ranked Skill.

Repairing a damaged or nonfunctional cybernetic attachment requires 10 hours of work and a successful Repair check (DC 25). A character needs both an electrical tool kit and a mechanical tool kit to facilitate repairs. Without one or the other, a character takes a –4 penalty on the check; without both kits, the penalty increases to –8.

INSTALLATION AND REMOVAL

Installing or removing a cybernetic attachment, regardless of whether it's a replacement or enhancement, requires a successful Treat Injury check. A character with the Cybernetic Surgery feat suffers no penalty on the check.

Removing a cybernetic attachment without proper surgery causes lasting physical trauma to the patient's body, dealing 1d4 points of permanent Constitution damage.

NUMBER OF ATTACHMENTS

Only living creatures can have cybernetic attachments. In addition, a living creature can have a maximum number of cybernetic attachments equal to 1 + the creature's Constitution modifier (minimum 0).

A creature may have more cybernetic attachments installed on its body than it can bear. However, the creature gains 1 negative level per cybernetic attachment that exceeds its maximum allowed. For each negative level, the creature takes a –1 penalty on all skill checks and ability checks, attack rolls, and saving throws, and loses one effective level or Hit Die whenever level is used in a die roll or calculation. Further, a character with *Neural Mutations* loses the ability to manifest powers. This loss persists until the negative level is removed.

Negative levels caused by having too many cybernetic attachments remain until the offending attachments are removed.

NEW CYBERNETIC FEATS

CYBERNETICS DISCIPLINE

New Technology Craft Feat

This discipline represents a focus on bionics and cybernetics. Characters with this discipline have studied and learned the proper techniques involved with constructing bionics and cybernetics.

Prerequisite: Advanced Electronics, Craft (electronics) 10 ranks, Craft (mechanical) 10 ranks, Knowledge (life sciences) 5 ranks.

Benefits: A character with this discipline can craft bionics and cybernetics without penalty.

Normal: Characters attempting to craft bionics and cybernetics without this feat suffer a –4 penalty to their skill checks and must use their lowest Craft skill (mechanical or electronic) when making the Craft attempt.

CYBERNETIC SURGERY

You can graft cybernetic attachments onto living tissue as well as safely remove them.

Prerequisites: Treat Injury 8 ranks, Surgery.

Benefit: You can make a Treat Injury check (DC 20) to install or remove a cybernetic attachment. If you do not have a surgery kit or access to a medical facility, you take a –4 penalty on the check. Cybernetic surgery takes 1d4 hours.

The consequences of failure are severe: If your check result fails by 5 or more, the installation or removal of the cybernetic attachment causes undue physical trauma to the patient, who suffers 1d4 points of Constitution damage. If the check result fails by 10 or more, the Constitution damage is treated as Constitution drain instead.

A character who undergoes cybernetic surgery (successful or not) is fatigued for 24 hours. Reduce this time by 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

Normal: Characters without this feat take a –8 penalty on Treat Injury checks made to perform cybernetic surgery (–4 penalty if they have the Surgery feat).

CYBERTAKER

You can have more cybernetic attachments than normal without suffering ill effects.

Benefit: The maximum number of cybernetic attachments you can have without suffering negative levels increases by 1.

Special: You can gain this feat multiple times. Its effects stack.

BENEFITS AND DRAWBACKS

Cybernetic attachments provide countless benefits to their recipients. Although the benefits make cybernetics very alluring, the drawbacks are equally discouraging:

ELECTRICITY VULNERABILITY

A creature with one or more cybernetic attachments takes 50% more damage from any attack that deals electricity damage.

NEGATIVE LEVELS

Whenever a creature exceeds its maximum number of cybernetic attachments, it gains negative levels until the excess attachments are removed (see Number of Attachments, above).

SUSCEPTIBILITY TO ATTACK

External cybernetic attachments are subject to attacks as if they were objects worn by their recipients.

MASSIVE DAMAGE EFFECTS

Massive damage wreaks havoc with cybernetic attachments. Whenever a creature with cybernetic attachments fails a Fortitude save against massive damage, the GM should roll percentile dice and consult the table below to determine what happens.

d% Roll	Effect of Failed Fortitude Save
01–30	Normal Effect
31–60	Attachment Disabled
61–80	Normal Effect and Attachment Disabled
81–100	Attachment Damaged and Side Effect

Normal Effect: The character immediately drops to –1 hit points and is dying.

Attachment Disabled: One cybernetic attachment (determined randomly or chosen by the GM) ceases to function until repaired (see Construction and

TABLE 3-1: SIDE EFFECTS

d% Roll	Side Effect
01–08	<i>Blurred Vision:</i> Character suffers a 20% miss chance on all attacks.
09–17	<i>Constant Trembling:</i> Character takes a –2 penalty on Dexterity-based skill checks.
18–25	<i>Cybernetic Rejection:</i> Character suffers 1d4 points of Constitution damage per day.
26–34	<i>Dizziness:</i> Character takes a –1 penalty on attack rolls, saving throws, ability checks, and skill checks.
35–42	<i>Impaired Hearing:</i> Static distortion imposes a –2 penalty on all Listen checks.
43–50	<i>Impaired Vision:</i> Distorted images impose a –2 penalty on Spot checks.
51–59	<i>Insomnia:</i> Character can only sleep for minutes at a time and gains insufficient rest to heal naturally.
60–67	<i>Muscle Cramps:</i> Character moves at half speed.
68–76	<i>Muscle Fatigue:</i> Character takes a –2 penalty on Strength-based skill checks.
77–84	<i>Power Surge:</i> Character is shaken for 1 round if wounded; a successful Fortitude save (DC 12) negates.
85–93	<i>Psychosis:</i> Character suffers 1d4 points of Charisma damage per day, lapsing into a coma if the score drops to 0.
94–100	<i>Sensory Overload:</i> Character is stunned for 1 round if wounded; a successful Fortitude save (DC 15) negates.

Repair, above). The character suffers the effects of the disability—as noted in the description of the cybernetic attachment—for as long as the attachment remains disabled.

Attachment Damaged: One cybernetic attachment (determined randomly or chosen by the GM) continues to function but develops an unpleasant side effect that persists until the attachment is repaired (see Construction and Repair, above).

Side Effect: The character suffers a debilitating side effect as the result of a damaged attachment. Various side effects are presented on Table 3-1: Side Effects.

CYBERNETICS

Each cybernetic description includes the following information:

Benefit: What the cybernetic allows its recipient to do.

Type: Cybernetics can be external or internal. External cybernetics are subject to sunder attacks; internal cybernetics are not.

Hardness/Hit Points: The hardness and hit points of the cybernetic. Internal cybernetics don't have hardness.

Cost: The cybernetic's value in corium.

Craft DC: The difficulty class of crafting this cybernetic.

BIONIC EYE

The basic bionic eye is a composite metal and glass orb that replaces the lost (or deliberately removed) organic eye. The bionic eye uses a photosensitive screen to pick up visual light patterns, translating these into electrical impulses (via a *video encoder*) that are sent directly through a bioelectrical connection (known as a *transcranial interconnect*) into the visual cortex. In effect, these impulses stimulate the brain with a barrage of phosphenes that match the image seen by the encoder, so that the person “sees” the information being sent, as clearly as a real-time moving picture, but with enhanced detail.

Benefit: A character with a bionic eye receives a +5 enhancement bonus to Spot checks.

Type: Internal

Hardness/Hit Points: –/2 (per eye)

Cost: 5,000 cp

Craft DC: 35

BIONICS AND CYBERNETICS VS. CYBORGS

The term “cyborg” in Darwin’s World represents a near full conversion from organic life to robotic construct. Characters with the cyborg template have little organic material beyond the brain and spinal column (any visual flesh is cosmetic and unnecessary for survival). In effect, they are androids or robots with organic brains instead of artificial brains.

Conversely, Bionics and cybernetics supplement the organic creature. Unlike a cyborg, a character with bionics or cybernetics is not a construct.

From a game mechanics perspective, bionics or cybernetics are items. They can be bought and sold, or even taken from defeated opponents (as gruesome as that sounds). If a cyborg is defeated, it has been destroyed. While raw materials may be salvaged from a cyborg’s remains, they cannot be used as bionics or cybernetics for an organic creature.

BIONIC EYE, IMPROVED

Images produced by the basic bionic eye are not perfect, usually consisting of a flat square image of 50 x 50 lines (like a television image). There is very little peripheral vision, motion does not translate perfectly, and depth perception suffers - though letter recognition and outlines are reproduced faithfully. To compensate, on the improved model a minute computer is mated to the video encoder, allowing the viewer to zoom in on individual pixels and enhance them (or a specific fraction of the viewed image), simply by thought.

Benefit: In addition to the normal +5 bonus to Spot checks of a bionic eye, the improved bionic eye also acts like a built-in electronic image enhancement device (x50 magnification), usable at will.

Type: Internal

Hardness/Hit Points: -/2 (per eye)

Cost: 10,000 cp

Craft DC: 35

BIONIC LEGS

The bionic abilities of the Foundation are impressive, but still leave much to be desired. Bionic legs

completely replace the organic legs and replace them with bulky, heavy, metallic machinery.

Benefit: Bionic legs provide a number of benefits; including increasing the speed of the character by +10 ft and granting a +10 bonus to Climb and Jump checks (jump checks are no longer limited by the character’s height). In addition, the heavy actuators are lethal when brought to bear in a kick (unarmed damage increases to 1d8 and is lethal damage instead of nonlethal).

Type: External

Hardness/Hit Points: 5/15 (per leg)

Cost: 10,000 cp

Craft DC: 35

COCHLEAR IMPLANTS

These are a development of advanced “hearing aids”, which attach a sensitive system of electrodes to the cochlea to stimulate the auditory nerves; like most bionic technologies, this means that the implants receive information, convert it into electrical impulses, and interface directly with the organic parts in a manner familiar (that is, understandable) to the brain.

An audio filtration system built into cochlear implants permit the user, by thought or verbal command, to program her ears to single out specific noises and block out others (for instance, listen specifically for the sounds of footsteps, or breathing), elevating their volume so they can be heard above the background noise – or silenced altogether to avoid distraction.

Benefit: Cochlear implants provide a +5 bonus to Listen checks when listening for a specific sound.

Type: Internal

Hardness/Hit Points: -/1

Cost: 7,500 cp

Craft DC: 35

COMBAT ARM

The combat arm replaces one of the character’s arms with a built-in weapon. This is usually a sword, axe, mace, etc, but combat arms can mount any Tiny, Small, or Medium-sized weapon, whether melee or ranged. A combat arm allows the character to fight with that weapon as if it were an extension of his body.

Benefit: +1 circumstance bonus to all attack rolls. In addition, a combat arm’s weapon cannot be disarmed.

Type: External

Hardness/Hit Points: 5/10

Cost: 4,000 cp

Craft DC: 35

CRUSHER ARMS

An advanced form of myoelectric limbs, these are huge bionic arms that completely replace the organic arms of the soldier with much more brutal extensions. Though bulky, they are each equipped with a powerful three-digit “power claw” that can crush steel and punch through solid rock, as well as mangle flesh and bone with a simple squeeze.

Benefit: A character with crusher arms receives a permanent +6 enhancement bonus to Strength (+8 when both arms are used in conjunction for a task), but at the loss of all fine manipulation – the character has only three sword-like fingers on each hand, making the use of most weapons and intricate devices impossible. The crusher arms can themselves be used as weapons (the character is treated as being armed), inflicting 2d6 points of damage. Crusher arm weaponry cannot be disarmed.

Type: External

Hardness/Hit Points: 5/15 (each arm)

Cost: 10,000 cp

Craft DC: 35

DERMAL PLATING

Though often resulting in fatal infections and complications, this simple procedure is widely used by Foundation soldiers. In effect, surgery is performed that inserts thin titanium plates into the skin layer, providing added armor protection without deforming the body to any great degree (though the appearance of metal intermingled with tendons can be quite disconcerting).

Benefit: Dermal plating gives the character a natural armor bonus (+1, +2, or +3) to complement any armor worn.

Type: Internal

Hardness/Hit Points: –/varies. The armor has one-quarter the maximum hit points of the recipient.

Cost: +1 2,000 cp; +2 8,000 cp; +3 15,000 cp

Craft DC: 35

ENDO-SKELETAL RECONSTRUCTION

This advanced medical procedure basically opens up the patient from head to toe and sheaths the major bones in a titanium or hard ceramic structure. This has the effect of strengthening the bones, and closing up the spaces between vital joints and bone layers (for

example, closing off the rib cage).

Benefit: A character with this form of modification is immune to critical hits.

Type: Internal

Hardness/Hit Points: Cannot be damaged and cannot be disabled if the recipient takes massive damage (see Massive Damage Effects).

Cost: 15,000 cp

Craft DC: 35

MYOELECTRIC ARM

The basis behind the bionic limb is not only an attempt to reproduce the appearance and function of the organic counterpart, but also to supercede. The myoelectric arm uses a complex web of electrical receivers that translate the electrical impulses sent from the brain to the limb, and use these signals to reproduce the desired motion in a vast number of miniaturized motors. In effect, the limb acts exactly as a regular arm, but using wiring for nerve conduits and miniature motors for muscles.

Benefit: A myoelectric limb, by its very nature as a cybernetic limb, imparts superior strength. The recipient of this form of bionic alteration receives a +2 enhancement bonus to Strength (+4 when two myoelectric arms are used in conjunction for a task).

Type: External

Hardness/Hit Points: 5/10 (per arm)

Cost: 5,000 cp

Craft DC: 35

ADVANCED WEAPON TECHNOLOGIES

Project Priority: Medium (High among the *Revenants* and *Dark Paladins*).

Research Locations: Redding (CA), Paskenta (CA).

What would seem a natural branch of the Foundation has, in fact, been troubled by the kind of religious

adoration and scientific misunderstanding that has hampered the progress of the Foundation's development of medical technologies. Similarly, with a growing concern over the consumption of energy supplies in powered armor suits, vehicles, and costly engagements in the field, reserves set aside for research purposes have begun to dwindle.

The Foundation has long held as a fact of life the very basic need to stay armed and dangerous in a world that is savage and murderous. Since before the Foundation even existed as an entity, when it was merely a collection of military men tasked with the 689th Quartermaster Company, as society broke down and nuclear war seemed inevitable, commanders knew that not only would they be expected to maintain their arms and equipment for possible engagements against the enemy – but also to protect against the masses of fellow Americans who might, given the chance, come gunning for the regular army for “revenge”.

In the months following the nuclear exchange, as the originators of the movement sought high and low for their families and loved ones among the ruins of California, their weapons, armor, and fighting vehicles gave them the edge that was needed to survive. In a world where virtually everything was burning, by fire or radiation, and the streets were lined with the slowly-dying victims of disease and radiation, impromptu martial law was the only thing that kept these men alive. Finding food, securing water, repair parts, and other necessities required taking it from dangerous areas of uncertain control and, by force, from the civilian populace when they had to. In the unimaginable chaos of that time, when the world was experiencing its first nuclear winter, arms and technology were the requisites for life. This was a lesson never forgotten by the succeeding generations of Foundation leadership.

Over time the Foundation dedicated itself to the strict maintenance of its advanced military weapons,

the collection of parts and replacement materials, and varied power sources to keep them in operation. The very task of keeping these super-complex weapon systems operable was a difficult one in and of itself, and without the resources of a vast industrial nation behind them, compromises had to be made. Damaged weapons were scrapped to service others, and provide needed parts. Larger weapons that probably would not fit in the vast tunnel complexes of the vaults had to be scrapped, abandoned, or destroyed. The military commanders assumed that any future conflict would be with small, disorganized bands, such as the groups of cannibals and terminally-radiated “survivors” they had to fight just to secure their families and needed supplies. It was in light of this decision that the Foundation turned from traditional battlefield weapons for more individual-oriented weapon systems.

Over time, since the opening of the vaults and the spread of the Foundation back into the region of California, they have made great efforts to “reclaim” all forms of military technology for their own use. Due not only to the dwindling supply of repair parts and replacement arms, but also due to the very real danger any group presents if given a chance to field these weapons. It has been a longstanding policy of the Foundation, when its scouts locate a community with advanced arms and armor, to use any means necessary to secure that technology for the use of the Foundation. *Any* means.

The concept seems to many to be outright brigandage, but the reasoning is sound and practical. Considering the fact that the Foundation views itself as the one and only “messiah” to lead the surviving races from the ashes into a world of reconstruction, any group that poses a threat to the Foundation poses a threat to the survival of human- and mutant-kind. Whatever action is taken to disarm these groups, to keep the technological edge in the hands of the Foundation, is not only a religious tenet, but common

sense.

Development of alternative forms of weaponry have met with little success, since the weapons of the Ancients were, if anything, near-perfect articles of war. From lasers to masers, plasmas to gauss weapons, the arms and military equipment of the Ancients can barely be improved upon; in fact, some in the Foundation might even consider the very idea a kind of “blasphemy”. It is these instruments, many believe, and these instruments alone, that will rebuild the technology of the Ancients. Reinventing new technologies is not resurrecting the Ancient glories, but writing over it – or *leaping* over it. By doing so one will invent a future that may be too different, too advanced (if one can imagine such a thing), to comfortably mimic what America was like before the Fall. The Foundation does not want a new, unique future of original design; it wants the good old days of U.S. power, democracy, and capitalism.

This religious “backwardism” does not seem to have affected development in other areas, primarily because the weapon, the rifle or pistol, is still held as a “holy” symbol of the struggle of the Foundation from its earliest days to what it is now. To many in the ranks it would be like re-designing the crucifix in another shape, or thinking one should “embellish” it to improve its emotional impact.

Regardless, attempts have been made to dumb-down and simplify existing weapons so that they can be mass-produced and mass-distributed to the growing thrall force. Basic appearances, function, etc. are largely left the same not only to make training easier, but to appease the religious zealots who have a hard time toying – in any way – with these most holy of “artifacts”. This is still a very controversial matter that has unexpectedly slowed the development of new technologies to a standstill.

The primary concern of the advanced weapons technologies branch of the Foundation is thus

primarily to locate, identify, repair, and maintain weapons of war used by the Ancients – and reclaimed by the Foundation. As much a militaristic “armory” as keepers of the annals of Foundation history, those who dedicate themselves to weapons technology have evolved over time from mere armorers and weaponsmiths to bearers and provocateurs of the “reverence cult” aimed towards arms and the Ancients themselves. These men pore over dusty texts and brochures cataloguing undiscovered forms of weaponry, sending out word for reclaiming parties to keep an eye out for “lost models” of various weapons and armor. Interestingly enough, the Foundation believes that only about 80% of known weapons technology remains represented in the world – the other 20%, of technologies developed by the Ancients, either did not survive the Fall or have yet to be uncovered among the world’s ruins.

In the face of religious fervor, however, more level headed Foundation researchers have managed to make a few substantial breakthroughs in the betterment of classic powered armors, efforts that resulted in the creation of the “Excalibur” powered armor. A relatively new invention, the *Excalibur* was developed by Foundation armorers to meet the very specific needs of a post-apocalyptic future; higher radiation resistance, more portable communications systems, wide-band transceivers capable of breaking through atmospheric garble (thanks to a much more highly-ionized atmosphere than before), and variable sizes and shapes to permit a wider variety of wearers (in the old U.S. military, powered-armor units had a requisite height and body type; now, due to the inability of the Foundation to be so “picky”, they’ve had to adapt).

The *Excalibur* is only one military development that has defied the tradition-bound mentality of Foundation society. There are bound to be others as the need for new technologies and an even greater edge grows in the future.

The “Revenants”, what could only be described as an extremist “splinter group” of the Foundation, have largely discarded the primitive notions of some Foundation leaders and put major effort into the development of new weapons, armor, and vehicle systems. One such development was the *Reaver* (and later the *Wraith*), a vehicle based on the helicopter and used as a light attack craft/scout vehicle. Though not a machine specifically endorsed by the Ancients (and thus likely to be frowned upon among the ranks of the mother Foundation), the Reaver puts to use all the technical expertise and knowledge at the Revenant’s disposal, including new ideas and concepts never envisioned by the Ancients.

THE ARMORY

At the core of the Foundation’s strength is its *armory* – a vast stock of scavenged, recovered, and repaired articles of technology from centuries past. Like fervent followers of the ancient monastic tradition of the Dark Ages, they have sworn to protect these items like the texts of old, to study them, and to duplicate them when (and if) possible so that the science and methods to construct them are not lost forever. In a world destroyed by catastrophic war, where civilization has slipped deep into a pit of chaos into which no light seems to penetrate, their efforts promise to keep the glories of the past intact – even if for just a century more.

This chapter details a collection of new articles of war, science, and general technology used by the Foundation. Many of these items are recovered pieces from before the Fall that are no longer in abundance, and thus are only found in the hands of Foundation preservationists. Some are true relics, almost unique as few working examples like them remain anywhere. Others are new inventions, created by the collection of

“Ah, I knew you’d eventually end up here. They all do, every last recruit. One time or another they come by, pretending either to be just passing these great doors on their way somewhere else, or simply attempting to sneak a peek – as if I would ever let my guard down! Humph, they’re all the same. I wonder if anyone joins the Foundation for anything BUT its legendary armory of weapons and gizmos these days! But what they say is true, my young friend – within these walls are kept the most sacred weapons of war ever crafted by the hands of the Ancients. Many great heroes of the Foundation spent their lives in search of these ancient artifacts, and many more have died trying to protect them from falling into the hands of savages. Lasers, masers, plasmas, and magnetic mass drivers. And more. That’s right, things that no one has seen since the Great War that brought the End Days to the Twisted Earth. Some things better left lost and forgotten. Oh yes. But you must wait, young one, until you have achieved sufficient rank and come to understand the true glory of Ancient technology...only then will we meet again, and only then will I give you a proper tour of this most holy of facilities...”

- A Master of Arms addresses new recruits

human, mutant, and android minds that make up the revolutionary scientific community of the Foundation. Working from their deep laboratories beneath Fortresses Dis and Stygia, these are the fruits of their decades of research, development, and tests.

NEW FOUNDATION WEAPONS

Like treasured heirlooms of some early dynasty, the advanced weapons hoarded by the Foundation are given a reverence uncannily similar to “worship”. To them, each weapon has a unique history worthy of recording; the battles they survived, the legendary paladins who once used them, and the noteworthy enemies they served to lay low. In Foundation hands, a weapon is more than just a tool of war, or merely an implement of death, it is a means of passing on Foundationist history to younger generations and of preserving the deeds of their courageous dead.

The following is a list of weapons found almost exclusively in the hands of Foundation soldiers.

LIGHT FIELD GUN

This form of cannon was made primarily as light field artillery, usually mounted on a wheeled chassis for ease of transport. A team of two or three strong men can reasonably push it into position or change its facing during a bombardment. A gun shield mounted on the barrel gives the crew (up to three characters) 25% cover behind it. A light field gun can be fired only once per round (regardless of crew), and must be reloaded after each shot, requiring two full-round actions (either two full-round actions from two separate characters on one round, or from one character on two consecutive rounds). Firing a cannon is a full-round action for the operator of the gun. The Exotic Firearms Proficiency (cannon) feat applies to this weapon.

Cannons such as these are exceedingly rare, and the Foundation, itself, has only a handful in its arsenal, stored for centuries in the storage vaults of the Redding shelter. The Cartel traders, however, are known to have a number of artillery pieces in their well-equipped armies, and it is even rumored that the

raiders that haunt Trader Pass also use artillery pieces to harass merchant caravans.

LONGARM LAW

The Longarm light anti-tank weapon was a later development in anti-armor weaponry devised by the Ancients during the Last War. The Longarm is an improved LAW, with an extra-extendable pipe that provides for greater stability, and thus longer reliable range. The warhead is relatively equal in kilogram weight, however, and thus damage remains basically the same. Like the regular LAW, it is also a one-shot weapon.

When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the LAW ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The LAW has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

MINI-GUN, LASER

The laser mini-gun was a logical development of both the laser and the mini-gun. To decrease the immense heat buildup of automatic laser weapon's fire (which prohibited the development of a reliable laser auto rifle for years), the *laser mini-gun* uses eight rotating barrels that fire in succession, greatly reducing the strain on the weapon.

NET GUN

The net gun was a weapon devised by the Ancients in those Shadow Years just prior to the Fall, when all of civilization was at the brink of toppling. The weapon appears as a small rifle, but instead of firing lethal ammunition it shoots a weighted net made from high-durability plastic fiber. The weights on the net and the tangling cords intertwine the target and drag him to the ground. Such weapons, once common before the Fall, are a particular favorite of raiders and slavers. A net gun inflicts no damage, but a successful hit entangles all targets within a 10 ft. radius spread that fail a Reflex save (DC 15). An entangled creature suffers a –2 penalty to attack rolls, suffers a –4 penalty to effective Dexterity, and can't move. A character can break free and move half her normal speed by using a full-round action to make a Strength or Escape Artist check (DC 25).

POWER AXE

When idle, this weapon appears to be a metal rod or elongated baton, but when activated (switched on), twin emitters at one end of the rod project a solid field of excited protons – clearly visible as a blinding white “blade” illuminating out to 50' in all directions. This energy blade is roughly crescent shaped, giving the weapon a double-headed “axe” appearance. And, just like a conventional axe, the power axe is used to chop. The energy field is exceptionally violent, so the proton axe slices easily not only through flesh, but also through even the heaviest metal and even armored bulkheads.

A power axe does double damage against inanimate objects (doors, obstacles, etc).

The power axe is considered a “holy” weapon among the Dark Paladins of the Todoshi faction, for such a weapon was used by their legendary founder to slay General Sax during the Great Schism. Though

other weapons are used among their ranks, power axes are quite prevalent as melee weapons of choice.

SPECIFIC WEAPONS

In addition to generic weapons produced by a variety of arms manufacturers prior to the Fall, the Foundation has in its vast collection a number of rare weapons that are seldom seen in any but Foundation hands. Most of these rarer weapons were produced by the “Great Enemy” and left to rust among the ruins following the nuclear war. Though most of these are of low-grade craftsmanship, they exemplify the remarkable ingenuity the enemy possessed when trying to close the gap between American technology and their own in the final years of the War.

LSV

The LSV (*lazernaja shturmovaja vintovka*, or “laser assault rifle”) was a later Soviet development in laser technology – apparently their final experiment with lasers before switching completely over to particle weapons. Unlike its predecessor, the single-shot LV-94 laser rifle, the LSV was developed to be able to fire on fully automatic burst mode. The LSV continues the LV tradition of using a low-grade hydrogen medium, but this often does not prevent the heat buildup from damaging or destroying the weapon when fired in a sustained burst.

LV-94

The LV (*lazernaja vintovka*, or “laser rifle”) was developed by the pre-war Soviets in an attempt to bridge the huge gap between their struggling technology and the super-advanced weapons of the hedonistic United States. The LV-94 was developed to be cheap and easily produced, and was not especially known for reliability – it was meant to arm a vast amount of Soviet troops for the inevitable invasion

of the continental U.S, an invasion that was predicted to be brief. The LV-94 is a simple weapon; it uses a cheap metal cylinder for its lasing chamber, its primary medium being a low-pressure hydrogen gas (artificial ruby being far too costly to mass-produce) that emits a brilliant azure beam when fired. The rest of the weapon is essentially just a long metal pipe and cheaply-made wooden or wire-frame stock.

PSV-99

The most advanced weapon developed by the Soviet Union prior to the Fall, the PSV-99 (short for *protonovaja shturmovaja vintovka*, or “proton assault rifle”) was at the zenith of Soviet particle-beam weapon development – a compact subatomic particle projector capable of fully automatic fire. The PSV-99 was also designed to be as rugged and durable as possible, while still maintaining a remarkable simplicity of design and manufacture. It is certainly the best the Soviets had to offer, but unfortunately it came out too little, too late.

TCA

The Soviet-made TCA (an abbreviation for *tjazhelo-chastichnij avtomat*, or “heavy particle machinegun”) was a remarkable advancement for such a low-technology nation. The TCA is a large heavy particle beam “machinegun” – it has a subatomic particle accelerator that fires bursts of particles forward from the firer’s position at extremely high velocity. The TCA is extremely heavy, however, and was typically only mounted on tanks, armored vehicles, or, sometimes, on a small, wheeled carriage that could be pushed around by soldiers in the front lines.

X-5 ATOMIC RECOILLESS RIFLE

The so-called “Davy Crockett” was an ill-fated extension of the miniaturization efforts of the US Army prior to the Fall. When nuclear weapons were being fitted into bombs, artillery pieces, and finally recoilless rifle rounds, it appeared the pocket nuclear weapon was only steps away. The Davy Crockett was

the last step in this miniaturization – a tripod-mounted anti-tank rifle that fired a tactical nuclear round. Though the Crockett was developed successfully, it was a tactical disaster, as the blast radius of its round exceeded its own maximum range (thus, the very crew that shot it would be incinerated in the mushroom cloud they had made). As such, only a few prototypes were ever made and these were almost certainly never used. The blast radius, area of ruin, and radiation field of the weapon is equivalent to a 1-kiloton nuclear bomb; anything caught in this area is killed automatically.

Rather interestingly, the Foundation has reason to believe an example of this unique weapon system can be found within the City of Styx, at the sprawling junkyard-bazaar known as “Flea’s Market”, perhaps the largest nexus of scavs on the Twisted Earth. So far, however, the Foundation has been unable to “acquire” the item from the market’s stubborn entrepreneur.

TABLE 3-2: NEW WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Weight	Size	Cost	Craft DC
Longarms (require the Futuristic Firearms Proficiency feat)										
Net Gun	*	-	-	20 ft.	1	1	8 lb.	Large	500 cp	20
Projectile, net gun	-	-	-	-	-	-	5 lb.	Medium		
LV-94	3d10	20	Energy	90 ft.	Single	Clip, belt, or back	10 lb.	Large	20,000 cp	29
LSV	3d10	20	Energy	90 ft.	S	Clip, belt, or back	10 lb.	Large	24,000 cp	34
PSV-99	3d12	20	Energy	90 ft.	S, A	Minifusion cell	10 lb.	Large	26,000 cp	35
Heavy Weapons (require the Futuristic and Exotic Firearms Proficiency feat)										
Longarm LAW	10d6	-	-	200 ft.	1	1 Int.	12 lb.	Large	4,000 cp	25
Mini-Gun, Laser	5d12	20	Energy	120 ft.	A	Backpack	100 lb.	Huge	35,000 cp	35
TCA	5d10	20	Energy	100 ft.	A	Minifusion cell	35 lb.	Huge	30,000 cp	35
Light Field Gun	8d12	20	Ballistic	120 ft.	Single	Minifusion cell	300 lb.	Huge	35,000 cp	35
Projectile, light field gun	-	-	-	-	-	-	35 lb.	Large	100 cp	35
Atomic Recoilless Rifle	20d12*	20	Energy	250 ft.	1	Minifusion cell	300 lb.	Huge	75,000 cp	40
Melee (require the Archaic Weapons Proficiency feat)										
Power Axe	2d12	x3	Slashing	-	-	Minifusion cell	10 lb.	Medium	14,000 cp	32

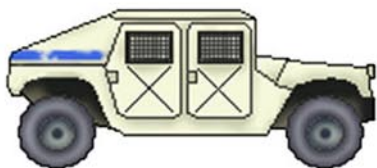
*See weapon description



BATTLECAR



BLOCKADE RUNNER



HUMMER



HEAVY MOVER



M113

TABLE 3-3: VEHICLES

Name	Crew	Pass	Cargo	Init	Man.	Top Speed	Def.	Hard.	Hit Points	Size	Cost	Craft DC
Battle Car	1	4	250 lb.	-2	-3	200 (20)	8	6	40	H	24,000 cp	25
Battle Hummer	1	3	1,000 lb.	-2	-2	140 (14)	8	8	48	H	28,000 cp	25
Blockade Runner	1	2	30,000 lb.	-4	-7	165 (16)	6	10	58	G	32,000 cp	25
Heavy Mover	1	2	40,000 lb.	-5	-5	120 (12)	6	5	58	G	28,000 cp	25
Reaver	1	4	400 lb.	-4	-5	300 (30)	6	6	50	G	40,000 cp	30
Wraith	2	30	9,000 lb.	-4	-4	250 (25)	6	10	64	G	70,000 cp	35

FOUNDATION VEHICLES

To protect its interests and project its military might, the Foundation maintains a sizable fleet of renovated vehicles from before the Fall. The most visible aspect of this vehicular armada consists of the gleaming white trucks and armored personnel carriers left over from storage in the Redding vault, which have been brought back to life to serve the reconstructionist movement as transports (or in the latter case, as stop gap measure “tanks”). Added to this are numerous automobiles salvaged from the ruins of the various cities the Foundationists have moved through, which are drafted into service as auxiliary transports, escorts, scout vehicles, or raiders.

The typical trademark vehicles of the Foundation include: battle cars, blockade-runners, battle hummers, heavy movers, M113A1 Gavins, Reavers, and Wraiths. Several of these vehicles are detailed below. There are certain be others, or variations of those shown below, but these remain as useful examples for GMs planning encounters with the Foundation.

BATTLECAR

So-called “battlecars” comprise the main vehicular transport for the thrall force of the Foundation; the current fleet consists of a varied collection of ancient pre-Fall cars repaired, rebuilt, and renovated for travel in the wasteland. Rusted, patched up, and only marginally armored, these vehicles are simply meant as auxiliary high-speed attack craft and transports

(Foundation Brothers, Squires, Knights, and Paladins ride into battle on *heavy movers* or *M113s*), not as safe or particularly survivable mounts.

Battlecars are often seen among the camps of thralls when in the field (a ring of cars often serves to protect the camp like a circle of wagons in the Old West, or even as ad hoc “tents” when camping for the night along the side of the roadway), and are used for scouting, caravan escorting, and lightning raids.

Battle Cars are two squares wide and four squares long. A typical battle car is equipped with a *M2HB heavy machine gun* mounted on a full turret.

BLOCKADE RUNNER

The Foundation has adapted to the dangerous, outlaw-infested highways of the west by adopting one of the time-tested tactics of the Cartel traders: the use of the “blockade runner”. The blockade-runner is basically a cargo truck stripped-down for optimum speed and armed with a potent weapon (such as a flamethrower) to defend itself and the caravan it escorts.

Blockade runners are usually manned by thralls and trusted, to act as outriders for the larger formations of their Foundationist masters, or to protect supply shipments en route to outlying bases. Borrowing from Cartel tactics, some blockade-runners are in fact disguised to resemble regular merchant trucks, only to reveal their hidden weaponry at the last minute when the convoy is set upon by bandits (not unlike an old-style convoy “Q ship”).

CHAPTER 3: THE CORE

A blockade-runner is two squares wide and five squares long. A typical blockade-runner is equipped with a *Flame Thrower* and *M2HB heavy machine gun* both mounted on full turrets.

BATTLE HUMMER

Wreckage of the famed “hummer” can be found all throughout the cities of the Ancients, and across the desert landscape that was once host to the great battles of the Fall. The hummer was a workhorse vehicle of the Ancient armies, used as a troop transport, cargo transport, battlefield ambulance, and prime mover. More than a dozen variants were created, including versions that mounted a machinegun, wire-guided anti-tank missile, or surface-to-air-missile systems.

The 689th Quartermaster Company had quite a few of these vehicles in their convoy, and many were stored at the Redding vault for future use. The hummer remains a common vehicle in Foundation service, though armed versions are increasingly rare.

A battle hummer is two squares wide and four squares long. The Foundation battle hummer is often equipped with a *M214 Minigun* or a *TOW II missile launcher*.

HEAVY MOVER

When the Foundation sealed the doors of the Redding vault in 2011, some of the few heavy vehicles they brought with them into the subterranean darkness included a number of military transport trucks. Admired for their ruggedness, durability, and ability to move heavy loads (from a bed full of supplies and ammunition to towing a light field howitzer), the early Foundationists knew they would be invaluable tools in the effort to reconstruct civilization in the future.

Most existing heavy movers are aging vehicles from that ancient time, though the Foundationists have, of course, added to their considerable fleet with other repaired military transports scavenged from the

ruins of California and the various bases they have explored. These heavy movers are still used very much the same way they were in the past, to transport supplies, equipment, soldiers (the primary transport for Foundation armies), and battlefield resources.

Heavy Movers are two squares wide and six squares long.

REAYER

The “Reaver” is based on the handful of old transport helicopters salvaged by the Foundation after their emergence from the Redding vault in 2180; in fact, many of the Reavers in use employ at least a few parts from those original helicopters to keep them running (an idea of the lack of resources concerning operable aerial vehicles). The Reaver was a natural development of these older helicopters, which were

continuously in danger of damage as they always came under fire from tribal savages and snipers as they flew over the wasteland. To remedy the occurrence of crashes, the Foundation decided to upgrade the armor of their existing helicopters and also redesign them to serve a dual role as ad hoc gunships. The Reaver is three squares wide and twelve squares long.

The Reaver is equipped with a *M214 Minigun* and a mounted *Hydra 70 M261 missile launcher*. Both weapons are driver controlled.

WRAITH

The “Wraith” was a development achieved by the Revenants splinter group of the Foundation after they left California. Finding an old base amidst the ruins of Dallas/Fort Worth, they were able to

locate a small number of antiquated V-350 “Night Wraith” VTOL craft that, with some effort, were transformed into heavy cargo and personnel lifters. These large, lumbering military craft are capable of carrying thirty armed and armored passengers in addition to the crew of two, with a single door gun to provide suppressive fire when the vehicle lands.

The Revenants have only a small number of these Ancient-era hover transports, and use them exclusively to transport troops and supplies to where they are needed in



REAYER



WRAITH

a hurry.

The Wraith is four squares wide and ten squares long. It is equipped with a driver controlled *M214 Minigun* mounted on a full turret.

NEW FOUNDATION EQUIPMENT

Of all their many artifacts and hoarded treasures, the Foundationists are best known for their legendary collection of gizmos. Most of their treasures originally came from the hordes of other, weaker groups that the Foundation raided or enslaved, and are examples of lost devices preserved for centuries since the time of the Ancients. Most remarkable, however, are the handful of creations the Foundationists themselves have manufactured with the revival of the lost art of craftsmanship.

Examples of these Foundation-specific creations are detailed below.

HOLO COMMUNICATOR

The holo communicator is an invaluable device for Foundation soldiers in the field. The holo communicator works exactly like a regular communicator (it also comes in a number of forms; a short-range wrist-watch style communicator, an attaché case-sized communicator, and a static communicator with the longest range), except that it has a built-in imager that continuously scans, by laser, the transmitting party for display at the other end. The receiving holo communicator projects this image (usually just the face and chest, but if the speaker is standing further back it will display his entire body) so that the caller can be seen, visually, while speaking. Though images are hazy, fuzzy, and sometimes bugged by static, this provides the knowledge that one is speaking directly to the intended person.

The Foundation's holo communicators were designed using the recovered schematics of Ancient-

TABLE 3-4: NEW EQUIPMENT

Object	Size	Weight	Cost	Craft DC
Holo Communicator	Small	1 lb.	1,500 cp	30
Minifusion Backpack	Med	5 lb.	5,000 cp	35
Minifusion Beltpack	Small	3 lb.	2,500 cp	35
Recognition Safety	Dim	-	250 cp	25
Spy Drone RPV	Med	8 lb.	55,000 cp	30
Tandem Defense Field	Tiny	1 lb.	36,000 cp	35
Technical Scanner	Tiny	.5 lb.	10,500 cp	30
Utopian Robe	Med	2 lb.	800 cp	20

era holo-coms (also known as Holographic Image Projection Systems, or "HIPS").

Power Source: Beltpack, backpack, or pack.

MINIFUSION BELTPACK

The minifusion beltpack is basically a larger version of the minifusion cell, combining two micro-reactors and increased power output. A minifusion beltpack powers the same items as a minifusion cell, but with 25 charges before it is used up.

MINIFUSION BACKPACK

Like the minifusion beltpack, except in a heavier backpack form permitting two additional micro-reactors and extended hydrogen fuel supply. A minifusion backpack powers the same items as a minifusion cell, but with 50 charges before it expends itself.

RECOGNITION SAFETY

A device developed by the Foundation and attached to almost all of their high technology weapons, the recognition safety is basically an altered handle and trigger (or a hilt, for a powered melee weapon). The recognition safety is programmed to only permit a single, recognized Foundation soldier to operate the weapon (by recognizing his individual fingerprints and heat signature). Anyone else attempting to

fire the weapon will find the weapon totally non-responsive (even the weapon's power source will not eject or disconnect, as the safety locks out the handler completely). Removing or reprogramming a recognition safety requires a Disable Device check (DC 25) or Computer Use check (DC 35). The process takes 3d4 minutes.

Power Source: Cell.

SPY DRONE RPV

The RPV (remotely piloted vehicle) is an un-piloted "drone" developed by the Dark Paladins faction of the Foundation. The RPV is meant to provide superior tactical intelligence and reconnaissance, flying over ground-based defenses and behind enemy lines. The RPV basically looks like a 3 ft. "peanut", crowned by a pair of counter-rotating rotor blades (configured similarly to a helicopter), a suite of cameras, and three narrow legs on the bottom to support it when it lands.

A single operator operates the RPV via remote control. By making a Computer Use check (DC 15), the RPV can be made to: rise, hover motionless in the air, move in almost any direction (at a rate of 60 feet per round), descend to the earth, and operate its cameras. These cameras can either record to a digital holodisk everything the RPV "sees" in full 3D, or it can transmit directly back to the remote operator for real-time reconnaissance. Each change of command

requires a new check.

An RPV has a Defense of 22, 15 hit points, and has no weapons to attack with. Due to stealth baffles and noise suppression systems, an RPV is considered to Move Silently at +10. If the RPV goes more than 10 km from its operator it will lose contact; when it does, the drone will descend at a safe rate, attempt to land, and wait until it can be retrieved.

Power Source: Pack.

TANDEM DEFENSE FIELD

The *tandem defense field* was developed by Revenants armor-smiths in an attempt to combine the protective abilities of *magnetic shields* and *energy shields*, to meet any form of attack against the wearer. The resulting device was a heavy harness that combines two small field emitters, one generating a magnetic field and the other an energy field, which give some modest protection against both methods of injury. The TDF has yet to be fielded in any great numbers, thanks to difficulties in combining such advanced technologies into a single device.

The tandem defense field provides damage reduction 5 against directed energy attacks, ballistic weapons, melee weapons, and mass drivers. Power is only used if the wearer is struck by an attack.

Power Source: Beltpack or backpack.

TECHNICAL SCANNER

The technical scanner is perhaps the “holiest” tool of Foundation scribes, and much prized whenever it falls into the hands of other communities. The technical scanner looks very much like a clunky notepad-sized portable computer, with various wire attachments, pronged tools in hidden compartments, and numerous digital displays. The technical scanner is used to diagnose problems in any kind of electronic equipment; security locks, computers, advanced weapons and armor, etc. By hooking the scanner up

NEW POWERED ARMOR RULES

The following section is a complete revision of the Powered Armor section first presented in *Darwin's World 2nd Edition*. All the following rules replace the older rulers. Rather than treat powered armor like vehicles, these new rules handle powered armor just like traditional armor. The new feat, *Armor Proficiency (Powered)* replaces *Power Armor Operation*, and is required to receive the full Defense and Strength bonus granted by the powered armor.

to any such device, the scanner automatically runs a series of diagnostic programs to find out if (and why) it is malfunctioning. This process takes two rounds, but once completed it provides a +10 enhancement bonus to Craft, Knowledge, or Repair checks involving the latter device's diagnosis or repair.

Power Source: Cell.

UTOPIAN ROBE

Fashionable items among the leadership and scientists of the Foundation, these are made from a pre-Fall fabric that has some unique properties. The robe itself responds to body temperatures and impulses, shimmering with colors, shades, and gossamer hues to reflect the wearer's mood. “Utopian robes” were all the rage prior to the Fall among the elite, and their use has been revived by the intellectual “caste” of the Foundation.

A utopian robe grants a +4 enhancement bonus to the wearer's Charisma when dealing with people from Feral, Tribal, and Ritual Preservationist backgrounds.

POWERED ARMOR

Depending on the level of technology that existed before the Fall in your specific campaign, the concept of “powered armor” may or may not even be an issue. While they are certainly a “sci-fi” element, the rules here assume that the technological level of the Ancients was advanced to such a degree that potent

suits of protective armoring could be developed for individual soldiers; whether only to equip elite teams in the field, or prolific enough to be the standard equipment for the cutting edge armed forces of the world's last superpowers, powered armor is a potent reminder of the greatness of Ancient man.

In essence “powered armor” is more than personal body armor, it is an all-encompassing suit that not only protects the individual soldier from rounds and fragments, but also from the invisible elements of the battlefield such as radiation, biological weapons, and chemical attack. Most powered armor is made from a heavy, futuristic metal armor combining metal fiber-weaving construction and super-advanced design elements.

Because the metals and protective systems involved are prohibitive in weight, special “power-assisted” musculature and exoskeletal framework must be used to allow movement. With the advent of stronger and more sensitive electronic musculature, powered armor suits could not only support their own armor mass, but also mount weapons systems usually unheard of on an individual such as machineguns and rocket launchers.

So-called “scout armor” is a development of basic powered armor, utilizing lighter body construction materials to permit greater body flexibility and a marked increase in speed. A completely powered leg framework permits the wearer to literally run for virtually unlimited periods, since the work is being done by the armor suit and is not reliant on the

TABLE 3-5: POWERED ARMOR

Armor	Type	Equipment Bonus Defense	Equipment Bonus Strength	No Proficiency Bonus Defense	No Proficiency Bonus Strength	Max Dex	Armor Penalty	Speed (30 ft)	Weight	Cost	Craft DC
Mk1 Ares	Tactical	+10	+5	+3	+2	+0	-7	20 ft.	30 lbs.	40,000 cp	35
Mk2 Ares	Tactical	+10	+4	+3	+2	+3	-3	25 ft.	18 lbs.	60,000 cp	36
Mk3 Ares	Tactical	+10	+4	+3	+2	+3	-3	25 ft.	18 lbs.	60,000 cp	36
Mk1 Hermes	Tactical	+7	+2	+3	+1	+0	-6	70 ft.	8 lbs.	60,000 cp	37
Mk2 Hermes	Tactical	+7	+2	+3	+1	+0	-6	70 ft.	8 lbs.	75,000 cp	38
Zeus Suit	Tactical	+10	+8	+3	+3	+3	-3	25 ft.	20 lbs.	80,000 cp	40
Excalibur Suit	Tactical	+10	+6	+3	+2	+0	-7	20 ft.	36 lbs.	40,000 cp	35
Nemesis	Tactical	+8	+4	+3	+1	+6	+0	40 ft.	8 lbs.	45,000 cp	40

individual's muscle strength. Such armor would have been especially valuable in front line reconnaissance, intelligence gathering, pursuit, and harassment roles on the nuclear battlefield.

Mounted Weapons: Note that mounted weapons need their own power. For example, the Zeus suit requires an additional power source to fire its gauss anti-tank rifle. The cost of the armor does not include any mounted weapons.

CRAFTING POWERED ARMOR

Powered Armor is extremely complex and requires mastery in several fields of science and technology. They are nearly impossible to craft without training in the relevant disciplines. Crafting powered armor requires Craft knowledge in both electronics and mechanics. Unless the character possesses both the *Advanced Electronics* and *Advanced Armor Discipline*, he suffers a -8 (-4 if one possessed) non-discipline penalty to his Craft checks.

Crafting Power Armor typically takes 200 hours (or more) and requires raw material equal to one third of the price of the armor. The raw materials can be bought or salvaged (see Repair skill). Game masters should require that salvage materials be from Advanced or Futuristic objects. Each weapon has a Craft DC in the list below. Crafting power armor

requires a successful Craft electronics or mechanical check. If the character has the Advanced Armor Discipline, he can choose to make the Check with his highest ranked Skill. If he does not, he must make the Check with his lowest ranked Skill.

ANCIENT POWERED ARMOR

The following armors were developed and constructed in the time of the Ancients. While the Foundation possesses a few of these rare artifacts, they have also developed their own, slightly less advanced, power suits (see below).

MK1 ARES ARMOR - HEAVY COMBAT SUIT

This armor was the first-generation of "powered armor", used only by the military and then only for a short time (though many eventually found their way to second-line units by the time of the Fall). The Mk1 suit is a bulky, all-encompassing shell of heavy powered armor, almost like a small "pod" on huge robotic legs. The user slips into the suit through a rear hatch not unlike a deep-sea pressure suit, slipping his arms into the suit's arms (reaching to about the elbow; fine manipulation is done with sensitive joystick controls in each arm).

The MK1 Ares has the following features.

Air Supply: This armor features an advanced

respiratory system in the main compartment (good for 3 continuous hours, after which time it must rest and recharge itself for 1 hour).

Communication System: A built-in microwave communications system (with a 15 mile range) in the helmet.

HazMat Protection: An overpressure system that helps prevent biological and chemical agents from penetrating the armor. This grants a +2 bonus to saves vs. radiation or hazardous chemical damage. If the save is failed, the wearer suffers reduced effects from the environment as if affected by one category less of a danger (Severe radiation would be reduced to High or Industrial Waste would be reduced to low-grade pollutants).

Night Vision Optics: A flexible bullet and blast resistant view screen that can be electrically polarized to serve in an infrared capacity, granting night vision of 120 feet.

Power Source: Minifusion cell.

MK2 ARES ARMOR - BATTLE ARMOR

This type of armor was by far the most effective (and tactically valuable) of the early powered types. Mk2 armor owes much of its success to the miniaturization of powered armor technology, which reduces the size (and inherent lack of dexterity) of the Mk1 suit. The advanced design actually has a much more humanoid shape, corresponding to the actual body shape of the suit's pilot. Though the strength of the Mk1's massive musculature is somewhat reduced as a result, this is more than made up for by other built-in systems.

The MK2 Ares has all the features of the Mk1 and the following features.

Gamma Radiation Protection: The Mk2 provides total protection against *moderate* or lower radiation.

Weapon Mounts: A weapon mount slot is built into each wrist of the armor that can hold a medium or smaller weapon (traditionally a Laser Pistol). The

mounted weapon still requires a hand to fire, but cannot be disarmed. Installing a weapon in the mount slots requires a Repair (DC 20) and 120 cp in raw materials.

Power Source: Minifusion cell.

MK3 ARES ARMOR - HEAVY BATTLE ARMOR

This type of armor was used to supplement regular battle armored forces in the field, and is most exceptional for the addition of heavier weapon systems.

The MK3 Ares has all the features of the Mk2 but with a different weapon mount.

Weapon Mounts: A weapon mount slot is built into the shoulder of the armor that can hold a huge or smaller weapon (traditionally a M27 Grenade Launcher). The mounted weapon does not require a hand to fire and cannot be disarmed. Installing a weapon in the mount slots requires a Repair (DC 20) and 120 cp in raw materials.

Power Source: Minifusion cell.

MK1 HERMES ARMOR - LIGHT INFANTRY ARMOR

The first generation of “powered scout” armor, the Mk1 Hermes suit was designed for special forces and scout units for the war. Taking advantage of leaps in powered armor technology, the suit allows for greater protection than conventional armor, while maintaining the personal flexibility and mobility most desired by scout troops.

Mk1 Hermes armor is lighter than normal powered armor, with most of the mass made up by the large robotic legs. These legs are capable of propelling the entire armor to higher speeds; because of its design, the only repetitive motion felt by the wearer is akin to walking on a treadmill.

In addition to providing enhanced speed, the Mk1 Hermes was designed to hold an advanced electronics suite to complete its primary mission as a scout

platform.

The MK1 Hermes has the following features.

Air Supply: The armor features an advanced respiratory system in the main compartment (good for 3 continuous hours, after which time it must rest and recharge itself for 1 hour).

Communication System: A built-in microwave communications system (with a 15 mile range) in the helmet.

Night Vision Optics: A flexible bullet and blast resistant view screen that can be electrically polarized to serve in an infrared capacity, granting night vision of 120 feet.

Telescopic Optics: A telescopic camera on the headpiece projects directly onto the heads-up display of the helmet, allowing the wearer of the suit to spy his surroundings at magnification. This grants a +4 bonus to Spot skill checks.

Geiger Counter: This permits the wearer to detect radiation levels as a *Geiger Counter* (see *Darwin's World 2nd Edition*).

Chemical Sensor: This permits the wearer to detect hazardous chemicals as a *Chemical Sensor* (see *Darwin's World 2nd Edition*).

Power Source: Minifusion cell.

MK2 HERMES ARMOR - SCOUT ARMOR PLUS

An improvement of the Mk1 Hermes armor, the Mk2 has improved scouting capabilities.

While the Mk2 Hermes possesses none of the built-in weaponry of heavier suits of powered armor (such as the “Ares” series), the focus of the Mk2 Hermes remains on recon work.

The suit combines all of the elements of the Mk1 Hermes armor, but with the following added features:

X-Ray Optics: This permits the wearer to see into and through solid matter and function exactly as X-Ray goggles (see *Darwin's World 2nd Edition*).

Power Source: Minifusion cell.

ZEUS SUIT - ASSAULT ARMOR

This most impressive of all powered armor is menacing in appearance, and rightly so. It is bristling with features to give the individual soldier maximum firepower and survivability on the nuclear battlefield.

The Zeus Suit has the following features.

Air Supply: The armor features an advanced respiratory system in the main compartment (good for 3 continuous hours, after which time it must rest and recharge itself for 1 hour).

Communication System: A built-in microwave communications system (with a 15 mile range) in the helmet.

HazMat Protection: An overpressure system that helps prevent biological and chemical agents from penetrating the armor. This grants a +2 bonus to saves vs. radiation or hazardous chemical damage. If the save is failed, the wearer suffers reduced effects from the environment as if affected by one category less of a danger (Severe radiation would be reduced to High or Industrial Waste would be reduced to low-grade pollutants).

Night Vision Optics: A flexible bullet and blast resistant view screen that can be electrically polarized to serve in an infrared capacity, granting night vision of 120 feet.

Gamma Radiation Protection: This provides total protection against *high* or lower radiation.

Weapon Mounts: The *Zeus Suit* has weapon mount slots in both wrists and the shoulder of the armor. The wrists mounts can hold medium or smaller weapons (traditionally a Blaster and Laser Pistol) and the shoulder mount can hold a huge or smaller weapon (traditionally a Gauss Anti-Tank Rifle). The wrist-mounted weapons require one hand (each) to fire and the shoulder-mounted weapon does not require a hand to fire. Mounted weapons cannot be disarmed. Installing a weapon in the mount slots requires a Repair (DC 20) and 120 cp in raw materials.

Power Source: Minifusion cell.

FOUNDATION POWERED ARMOR

The paladins of the Foundation, in their high citadels among the peaks of the Sierra Gehenna region, forge perhaps the greatest examples of post-Fall technology. Their powered armor successfully duplicates the protective abilities of the most advanced armors fielded by the Ancients, combining heavy resistance to battle damage as well as improved radiation shielding.

In addition to traditional armor types (such as *advanced metal armor* and basic *powered armor*, both of which are predominant among the ranks of the Foundation), the Foundationists are known to have developed the following unique forms of powered armor:

EXCALIBUR SUIT

Worn only by the greatest battlefield commanders and leaders of the Foundation (due to its extremely prohibitive cost and extreme rarity), “Excalibur” armor represents the pinnacle of Foundation armor-smithing. A suit of Excalibur armor is a menacing ensemble of heavy duraplate and complex myoelectric exoskeletal enhancements, utilizing a number of advanced features built in to keep Foundation generals and paladin-commanders alive in the heat of battle.

The Zeus Suit has the following features.

Air Supply: The armor features an advanced respiratory system in the main compartment (good for 3 continuous hours, after which time it must rest and recharge itself for 1 hour).

Communication System: A built-in radio communications system (with a 2 mile range) in the helmet.

HazMat Protection: An overpressure system that helps prevent biological and chemical agents from penetrating the armor. This grants a +2 bonus to saves

vs. radiation or hazardous chemical damage. If the save is failed, the wearer suffers reduced effects from the environment as if affected by one category less of a danger (Severe radiation would be reduced to High or Industrial Waste would be reduced to low-grade pollutants).

Gamma Radiation Protection: This provides total protection against *high* or lower radiation.

Power Source: Minifusion cell.

NEMESIS SUIT

Developed exclusively by the *Revenants* faction of the Foundation, so-called “Nemesis” armor takes a new approach to traditional power-assist locomotion. Instead of using heavy actuators to magnify the *strength* of the suit’s wearer, the Nemesis uses ultra-sensitive actuators that react to the soldier’s body movements to make his maneuvers quicker and faster. Since this armor requires greater-than-human reflexes and response time to control effectively, the wearer of Nemesis armor must have the eugenics ability, *Motor/Optic Connection* to receive any benefit from it.

The Nemesis Suit has the following features.

Air Supply: The armor features an advanced respiratory system in the main compartment (good for 3 continuous hours, after which time it must rest and recharge itself for 1 hour).

Communication System: A built-in radio communications system (with a 2 mile range) in the helmet.

HazMat Protection: An overpressure system that helps prevent biological and chemical agents from penetrating the armor. This grants a +2 bonus to saves vs. radiation or hazardous chemical damage. If the save is failed, the wearer suffers reduced effects from the environment as if affected by one category less of a danger (Severe radiation would be reduced to High or Industrial Waste would be reduced to low-grade pollutants).

“Damn those Paladins and their metal men...if we could just find a way to shut ‘em down, we’d have them!”

- A Cartel trademaster voicing his frustration

Gamma Radiation Protection: This provides total protection against *high* or lower radiation.

Motor/Optic Connection: Enhancing the wearer’s reflexes, this feature grants a +2 bonus to Initiative and Reflex Saves.

Power Source: Minifusion cell.

NEW ROBOTS

In addition to the superiority of arms and armor that the Foundation possesses over the majority of communities in the wasteland, they are also known to have a sizeable number of androids and robots in their growing technological legions. Some are reactivated androids from before the Fall, while some were built completely from the ground up using spare parts scavenged from the dusty wasteland.

This section details two of the most common types of robots used by the Foundation and it’s splinter factions; the intimidating, tank-like *Hunter infantry support robot*, and the antiquated pre-Fall era *RT-14 soldier android*.

HUNTER INFANTRY SUPPORT ROBOT

The “Hunter” is a six-legged robotic construct, resembling a monstrous metal “spider” with immense, heavy layers of armored plate over most of its surface.

The Hunter is used by Foundation (and Revenant) forces in the field to complement large-scale formations (of which they are in desperately short supply); a single Hunter is usually armed with a

mounted laser anti-tank rifle to engage hard targets, and a machine gun for dealing with massed groups of opponents. Hunter robots are rare, and generally only accompany Foundation forces during assault or siege operations. The Revenants faction is known to use them in a similar role.

A typical hunter robot has an internal ammunition bay with 500 rounds for its machinegun. They are typically either controlled by a Foundationist android or by remote control.

ROBOT TRAITS

Hunter Infantry Support Robots have the following Traits:

Robotic Construct: Hunters have the traits and immunities of common to all robotic constructs.

Weapon Systems: A hunter's weapon systems consist of a Laser Anti-Tank Rifle and M2HB heavy machinegun. The hunter robot receives a +1 bonus to attack with all its mounted and built-in weapons.

Bio Sensor: Hunters know the exact location of any and all living creatures within 20' radius, even those that are invisible, hidden, concealed, or otherwise out of sight. In addition, living, organic creatures cannot flank the robot.

Internal Power Source: To power the hunter's Laser Anti-Tank Rifle, it is fitted with an internal power source. This power source can supply 20 discharges. The Laser Anti-Tank Rifle consumes 10 discharges with each firing. Once expended, the source requires 24 hours to recharge.

Auto Reloading: Loading ammunition is a free action for a hunter robot. A typical hunter robot has an internal ammunition bay with 500 rounds for its machinegun.

Programs: Hunters are usually programmed with the simplest robotic commands (*detection, sentry, skill, slave unit, and task*).

Hunter Infantry Support Robot: CR 5; Large Robotic Construct; HD 5d10+20; HP 48; Mas -; Init +2; Spd 30 ft; Defense 21, touch 11, flatfooted 19 (-1 size, +2 Dex, +10 natural); BAB +3; Grap +12; Atk +7 melee (1d8+5, slam), or +5 ranged (8d12, laser anti-tank rifle), or +5 ranged (2d12, machinegun); Full Atk +7 melee (1d8+5, 4 slams), or +5 ranged (8d12, laser anti-tank rifle), or +5 ranged (2d12, machinegun); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct, command level (IIIM), computer link, internal power source, bio sensor, auto reloading; AL foundation or revenant; SV Fort -, Ref +3, Will -4; AP 0; Rep +0; Str 20, Dex 15, Con -, Int -, Wis 1, Cha 1.

Skills: None.

Feats: Advanced Firearms Proficiency, Advanced Technology, Futuristic Firearms Proficiency.

Advancement: None.

RT-14 SOLDIER ANDROID

The RT-14 combat android was the most numerous Soviet android used in the Final War – mass amounts of chemical, biological, and nuclear contaminants had devastated the manpower of all standing armies in the field, leaving mankind with only one other option for continuing the war – produce robots to fight their battles. The RT-14 was the first artificially-intelligent design employed by the Soviets, and though succeeded by more advanced (and intelligent) models the RT-14 was never fully phased out, and remained in service well up until the total dispersal of human life. The RT-14 is an oversized androgynous design with heavy armor plating and fully articulate appendages, allowing it to switch and swap weapons to suit particular missions (this made up for the fact that the design had no built-in weaponry). Rugged, sturdy, and simple in design, these models rarely needed servicing and, when they did, were exceptionally

easy to repair and maintain. The only real drawback was the very limited intelligence of the RT-14, which rarely went beyond tactical planning and computing. It understood only the most basic commands ("advance", "engage", "assault", etc.), and responded with quick and simple phrases of a similarly brief nature.

RT-14s typically attack with the mass tactics mentality of their Soviet designers; gather in numbers before an assault, and outlast the enemy through attrition. Considering their total lack of emotion and self-preservation protocols, their ability to follow such suicidal orders is unwavering.

The Dark Paladins of the Todoshi faction of the Foundation managed to recover a number of deactivated RT-14s among the ruins of Arid City, which their dedicated scientists brought back online to help bolster their desperate numbers. Thanks to the defection of a number of other androids to the Dark Paladin cause (most of whom used to be soldier androids in the armies of the Ancients), currently RT-14s are being reproduced by this same facility at a slow but steady rate. Thus, these antiquated designs are becoming more and more common in Dark Paladin hands...

ANDROID TRAITS

RT-14 combat androids have the following Traits:

Android Construct: RT-14 combat androids have the traits and immunities of common to all android constructs.

Targeting Computer: The RT-14 combat android has a special combat computer that directs its ranged attacks. This grants the android a +1 bonus with its ranged weapons. In addition, the targeting computer reduces cover bonuses of the war droid's targets by one level (i.e. three quarters cover is reduced to half cover).

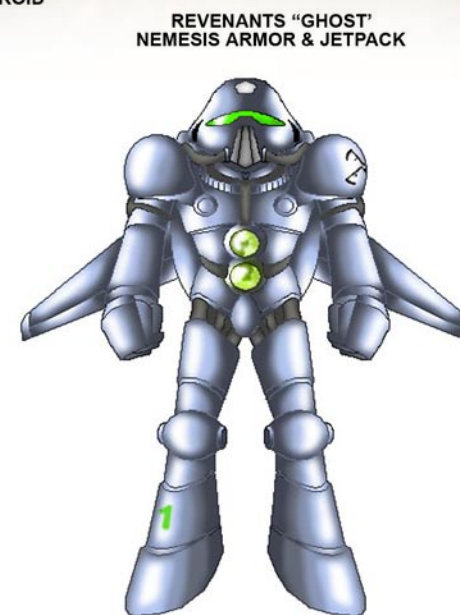
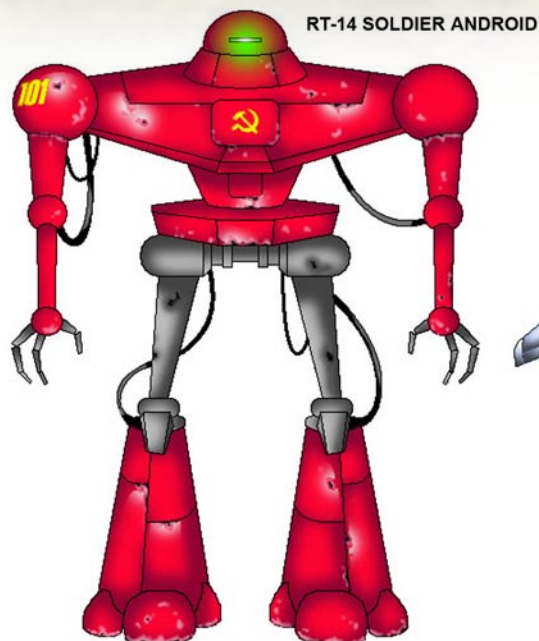
CHAPTER 3: THE CORE

RT-14 Combat Androids: CR 4; Large Android Construct; HD 5d10+20; HP 48; Mas -; Init +2; Spd 30 ft; Defense 21, touch 11, flatfooted 19 (-1 size, +2 Dex, +10 natural); BAB +3; Grap +13; Atk +8 melee (1d8+6, slam), or +7 ranged (2d10, maser rifle); Full Atk +8 melee (1d8+6, slam), or +7 ranged (2d10, maser rifle); FS 10 ft by 10 ft; Reach 10 ft; SQ android construct, command level (IIIM), targeting computer; AL dark paladins; SV Fort -, Ref +4, Will -1; AP 0; Rep +0; Str 22, Dex 16, -, Int 6, Wis 4, Cha 4.

Skills: Intimidate +1, Listen +1, Spot +1.

Feats: Advanced Technology, Futuristic Firearms Proficiency, Weapon Focus (maser rifle).

Advancement: By character class.



FOUNDATION ANDROIDS:

Foundation is known to utilize reactivated and “volunteer” androids found among the ruins or who flock to the Foundation cause from places near and far. Most of these androids are educated “thinker” models, though a handful of laborers still exist from before the Fall (remnants of the android labor battalion reprogrammed in the time of “General” Adler to assist in the move north to California); in addition, in recent years the Foundation has also begun reconstructing simple but effective combat androids to help fill in for their sparse numbers in the front lines.

Most androids in the Foundation are simply soldier androids or laborers. Thinkers form a small but promising core of the android population (though, as superior minds that have the potential to speed up the movement’s efforts in the next few generations, they are a still a great boon despite their limited numbers).

Foundation thinker androids are generally found alongside master scribes in leadership positions in the Foundation. Sentient, intelligent beings, they often win for themselves posts as teachers, educators, or administrators of the Foundation’s enormous technological resources (for example, the central “core” beneath Dis is almost entirely maintained and managed by Foundation androids alone, with only a few human master scribes of the most senior rank to assist them).

CHAPTER 4: FORTRESSES AND OUTPOSTS

I stand here in the shadow of something greater than me...not just the whitewashed ramparts and the flapping banners of pristine white, not just the fleeting sunbeams that gleam off the armor of knights walking the walls far over my head...I see in this place the future of our twisted world. Look there, on high, they who bear the weapons and armor of the Ancients, they are the protectors of our lost civilization. They are man and mutant kind's last hope for Salvation!

-Foundation propaganda pamphlet (found discarded and defaced among the ruins of San Francisco)

Among the most impressive sights on the Twisted Earth are the “monastery/fortresses” of the Foundation. They stand as perhaps the greatest monuments to the power and resources of the resurrectionist movement, built as bulwarks against the continued decay of civilization in these primitive and savage times.

Foundation fortresses are built as much to protect their garrison and its technological treasures as to impress the savages of the wasteland into submission and awe. Though, no doubt, each station is planned first and foremost as a sanctuary and citadel against attack and infiltration, a great deal of deliberate thought is certainly put into their construction, placement, and appearance as well. It is a widespread belief that to enforce the fragile peace in their corner of the world, the Foundation must project a powerful, menacing, and glorious image to all outsiders.

To this end, most Foundation fortresses combine various elements of castle design: high curtain walls, catwalks and walkways for solemn guards to keep watch from a superior position, towers, and brilliant whitewashing to make the entire structure stand out against the grayish ruins and expanses of rural waste. Broad banners of rich blue cloth flap and billow in the wind, emblazoned with the iconography

of the fortress, its garrison unit, and above all - the Foundation. Huge gates of solid metal, guarded by barbicans of reinforced stonework, guard the only weak-points (the entrances) like unmoving sentries. Once in a while, automated turrets will kill an unfortunate, or two, who foolishly gets too close to the walls – and their bodies are left to rot to provide an example for others. And those few who come to make trade or secure alliances as equals with the Foundation, soon feel more like supplicants coming before God himself than emissaries – and never leave with the same impression they originally came with.

The invincibility of each fortress is not only a structural necessity, but also deliberately designed to present as formidable an appearance as possible to the primitives who walk, beg, and die in its shadow.

FORTRESS AVERNUS

Location: Ione, California.

Type: Garrison.

Other Names: Charlie Base.

Current Commander: Paladin-Commander Dover.

Personnel: 1 army, 1 master scribe, 8 scribes, 1 trusted, 10 thralls.

Stockpile Class: I, III, V, and IX.

QUARTERMASTER CLASSIFICATIONS

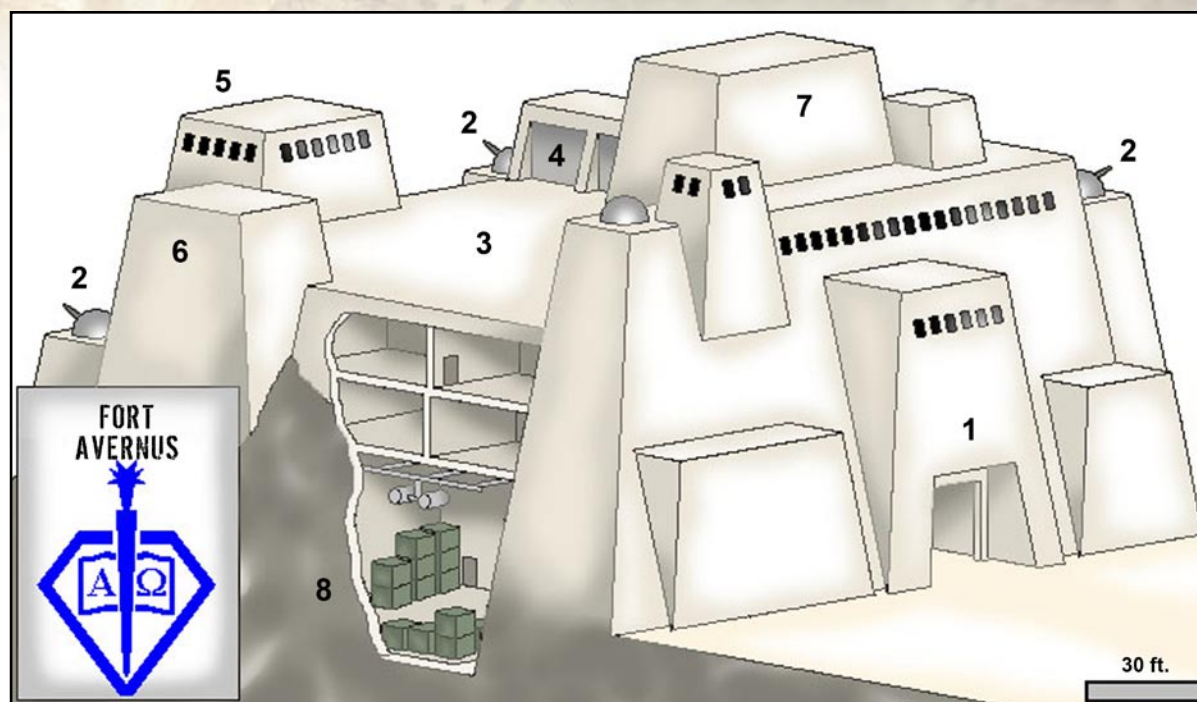
The Foundation continues to use the same system of classification utilized by their ancestors, the quartermasters of the 689th. This system breaks the war supplies, munitions, and ordnance available to the unit into ten separate categories, for ease of distribution and inventory. The various supply classifications are shown below:

Class I	Food, Rations, and Water
Class II	Clothing
Class III	Petroleum, Oils, and Lubricants
Class IV	Fortification and Construction Materials
Class V	Ammunition
Class VI	Personal Items
Class VII	Major End Items
Class VIII	Medical Supplies
Class IX	Repair Parts
Class X	Miscellaneous Supplies

Fortress “Avernus” was one of the first fortified outposts constructed by the Foundation in their slow quest to bring civilization back to the wasteland. Avernus was originally planned as a protected depot, and the spot itself was chosen centuries ago by the ancestors of the Foundation to cache heavy weapons and vehicles there for some future time. Having returned, following ancient archives of their ancestors’ flight across California, the depot was located in due course, and a fortress built over it.

Since its construction, Avernus has proved a very useful asset to the Foundation in California. In specific, it has served as a garrison for the north-south trade routes that connect the city of Dis in the north, with places like Crux and the Cartel trade routes of

CHAPTER 4: FORTRESSES AND OUTPOSTS



the south. From here, power armor-clad paladins, and their flying vehicles, are able to enforce a strict “peace” on the merchant interests of the Sierra Gehenna region, while maintaining the unspoken threat against all outsiders, that to cause a disturbance in Foundation territory is a foolish prospect at best.

Avernus itself resembles a medieval fortress or “monastery”, built of local stone atop a high point in the area, a colossal hill (formerly known as “Newman Hill”). The fort’s parapets and central “citadel” (similar to a tower or donjon) provide a spectacular and panoramic view of the entire Ione valley, allowing the garrison to keep an eye out for the approach of caravans, and the movements of raiders and tribal war parties so that strikes and/or interventions can be planned. The central yard,

enclosed by exceptionally high walls (40 feet), is large enough to permit two Reavers to land at once, take on soldiers, and re-supply. The fortress is also equipped with a fully-stocked repair facility that provides regular maintenance to the garrison’s armored fighting vehicles, Reavers, advanced weapons, and powered armor. A support staff of twenty highly competent scribes and technicians occupy halls beneath the repair facility, providing necessary expertise in keeping the fortress running.

In addition to its staff, Avernus has vast underground bunkers where munitions and other perishable supplies are stockpiled by the Foundation to support various activities in the area. The Foundation also uses Avernus as a forward supply center for armies on the move to and from Dis. As

such, the subterranean bunkers also house vast stores of preserved Ancient-era foods (such as Ready Meals), fresh water supplies, and an emergency medical clinic and morgue.

A small number of thinker androids and laborer assistants are also permanently assigned to the Avernus garrison to maintain the small graphite reactor beneath the citadel. This reactor provides power to Avernus’ floodlights, landing pad, machine shop, buildings and corridors, and the automated laser turrets that sit at the fortress’ four corners. A computer center in the citadel monitors the reactor core, as well as a collection of cameras and motion detectors that not only spy on the grounds of the fortress itself, but the abandoned ruins of nearby Ione.

The old town of Ione is little more than a decayed wreck, seemingly inconsequential in the shadow of Fortress Avernus. The nearby Preston School of Industry, in town, was looted long ago, but the empty buildings still remain as some of the tallest structures in the valley. The town itself is littered with mines and automated booby traps that can be triggered from Avernus’ command center, in effect turning the town into a death trap for those who would use it for security while laying siege to the fort.

AREA KEY

1. **Barbican/Front Gate.** Reinforced concrete structure, monitored by remote motion and infrared sensors.
2. **Defense Turrets.** Electrically powered armored casemate housing a single laser cannon. Power conduits connect the weapon, traverse, and targeting systems to the graphite reactor core.
3. **Helicopter Landing Pad.** Hardened landing pad to accommodate heavy VTOL aircraft.
4. **Surface Repair Facility.** Hangar bays, machine shop, and hydraulic elevator leading to underground repair bay and supply storage.

CHAPTER 4: FORTRESSES AND OUTPOSTS

5. **Communications Tower.** Microwave emitter/receiver, radio eavesdropping, cryptography lab.
6. **Barracks Building.** Accommodations for the garrison, armory, and subterranean holding area for prisoners.
7. **Citadel.** Computer center (“core”), monitoring stations, command center, graphite reactor core, reactor maintenance facility, etc.
8. **Underground Storage Bunkers.** Storage facility for vehicles, ammunition, food, water, and other strategic supplies.

ADVENTURE HOOK #1

A collection of tribal villages in the Sulphur Mountains have managed to scrounge enough corium to travel to Crux or Shingletown and find a group of adventurers to help them. The tribals, devastated by the Foundation’s attempts to destroy their way of life (raiding) and on the verge of starvation, are desperate to find a group of brave heroes who are willing to strike back and weaken the Foundation in the area. The target: Fort Avernus, the staging point for raids against their people in the foothills of the mountains. The characters must first prove their abilities by defending a tribal settlement against Foundation attack (a la “Magnificent Seven”), then take the offensive to the Foundation by infiltrating and destroying the base itself!

ADVENTURE HOOK #2

Foundationist characters stationed at Avernus will have plenty of opportunity to fight the enemies of civilization. Mounting raids against the tribals of the hills, they will be instrumental in rounding up troublemakers, making examples of the captured “partisans” to curb further activity, and keeping the peace along the trade routes.

FORTRESS CAINA

Location: Downieville, California.

Type: Training Base.

Other Names: Foxtrot Base.

Current Commander: Paladin-Commander Anderson.

Personnel: 1 army, 2 master scribes, 6 scribes, 20 trusted, 50 thralls.

Stockpile Class: I, II, III, IV, V, VIII, IX, and X.

2267 marked the construction of this major fort high in the Sulphur Mountains. As a direct result of General McLaughlin’s move to introduce outsiders into the ranks of the Foundation, an expedition was sent to the mountains to find a suitable location to build an outpost where raw recruits could be brought for intensive training, re-education, and indoctrination into the ranks. Using maps and fragmented information found in the archives of Dis from before the war, a suitable site was found at Downieville, California. According to Foundation records, Downieville was a small mountain town that lay near a major military base. An expedition was dispatched immediately to take the town and set up a base of operations.

Reality soon dawned when Foundation forces first came to Downieville. The “major base” they expected to find was little more than a local refueling depot and helicopter landing field built for the National Guard – but never actually used. The town itself was tiny, and countless winters since the Fall had caused many of the buildings to deteriorate.

Still, access to the Sulphur Mountains was ideal from Downieville (which sat smack dab among the peaks), and many of the old logging roads could be cleared to allow heavy vehicles to navigate them. After some deliberation back at headquarters, wondering whether to build or find a better place, the

Foundation decided that Downieville still presented an ideal location for a training base.

Fortress Caina has been built up into a large stockade, protecting against the unusual cold of the high mountains, as well as rare mountain creatures that are seen periodically among the snowy forests. Tribals, captured for indoctrination, must be made to feel isolated and without any hope of escape, and so the fortress is designed as much for protection against the outside elements as to keep its prisoners in. To this end Caina is surrounded by a tall stone wall, overlooked by towers (constructed in the fashion of prison towers, to provide a covered watch station and sniper post), and ringed with a minefield. The base is rather sprawling, taking up almost all of what used to be Downieville (now bulldozed and forgotten). The helicopter airfield has been repaired and renovated to accommodate Reavers, which ferry in supplies regularly from the low country to keep the base in operation.

Training facilities, obstacle courses, and row upon row of stone barrack houses (amusingly termed “the gulags” by the Foundation garrison) occupy most of the grounds. There is also a major garage and repair facility for the garrison’s transport trucks, an underground fuel reservoir, modest-sized armory, and indoctrination center.

AREA KEY

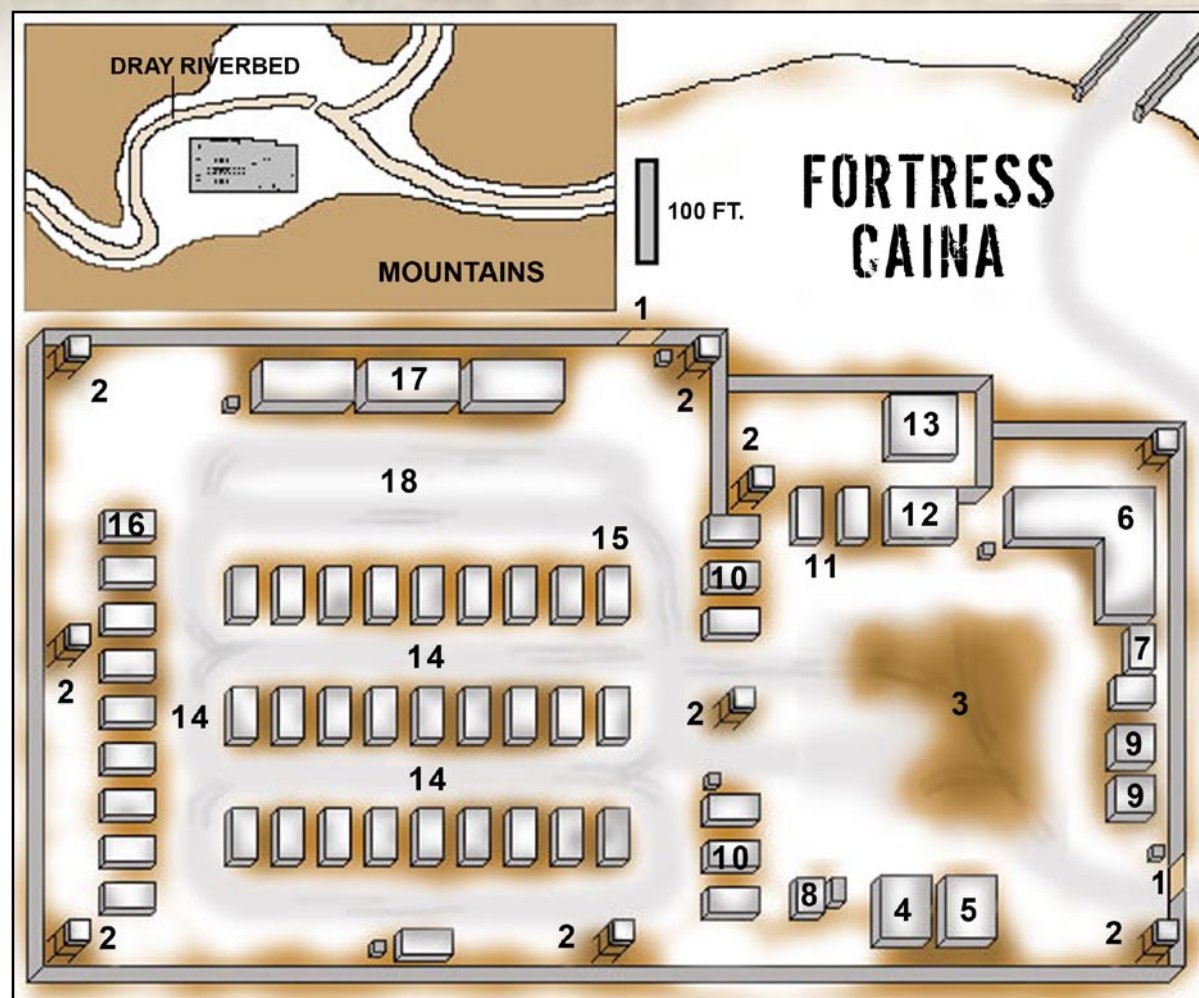
1. **Gates.** 20’ tall wooden gates.
2. **Sniper Towers.** Corrugated metal towers with covered walkway providing 360 degree field of vision. Access via ladder.
3. **Courtyard.** Garrison marshalling yard, helicopter landing area, vehicle park.
4. **Hangars.** Corrugated metal hangars (for VTOL aircraft).
5. **Vehicle Garage.** As area 4, but for trucks and armored vehicles.

CHAPTER 4: FORTRESSES AND OUTPOSTS

6. **Camp Administration.** Command center, armory, communications array, commander's quarters, etc.
7. **Camp Generator House.** Diesel fuel generator. Provides power for walls and most buildings.
8. **Backup Generator.** Additional fuel generator for emergency power needs.
9. **Storage Bunkers.** Miscellaneous supplies and materials.
10. **Garrison Barracks.** Quarters for garrison, hygienic facilities, recreation centers.
11. **Officer's Barracks.** As area 10, with some concessions for comfort.
12. **Garrison Mess.** Communal mess area, kitchens, food and water storage, recreation center.
13. **Stockade.** Secure holding area for the solitary confinement of insubordinate thralls.
14. **"Gulags".** Crowded barrack houses for the quartering of thralls.
15. **Thrall Mess.** Communal mess area, kitchen.
16. **Bath House.** Communal shower facility; lavatories.
17. **Indoctrination Center.** Re-education facility.
18. **Marshalling Yard.** Exercise area, obstacle course, firing range, etc.

ADVENTURE HOOK #1

The characters fall prey to the slavery of the Foundation, "drafted" to become new recruits in their growing re-conquest of the American West. Their first stop is the training base at Fort Caina, a cruel pit of brutality where they soon learn they are to be brainwashed to become loyal servants of the Foundation. Though effectively imprisoned and watched over night and day by elitist masters, the Foundationists' own arrogance and complacent sense of security may provide cover for an unexpected and brilliant prison escape.



ADVENTURE HOOK #2

A new "chief" of one of the tribal villages of the Sulphur Peaks recently lost his honored father to a Foundation raid against his people. His village's population decimated, he is planning to take revenge by freeing his "brothers" imprisoned at Caina and possibly begin a guerilla war in the mountains

against their former masters. His ideas have spread to other tribal villages, and a coalition of tribes has been forged. The characters could be on the side of the tribals (perhaps even surviving members of the chief's own village), planning a surprise attack on Caina that will certainly cost many lives but has a chance of success; or, alternatively, the PCs could

CHAPTER 4: FORTRESSES AND OUTPOSTS

be Foundationists stationed at Caina just when this outbreak of tribal aggression occurs, forced to defend Caina against waves and waves of mountain tribals until help can arrive!

FORTRESS DIS

Location: Redding, California.

Type: Capital.

Other Names: Alpha Base.

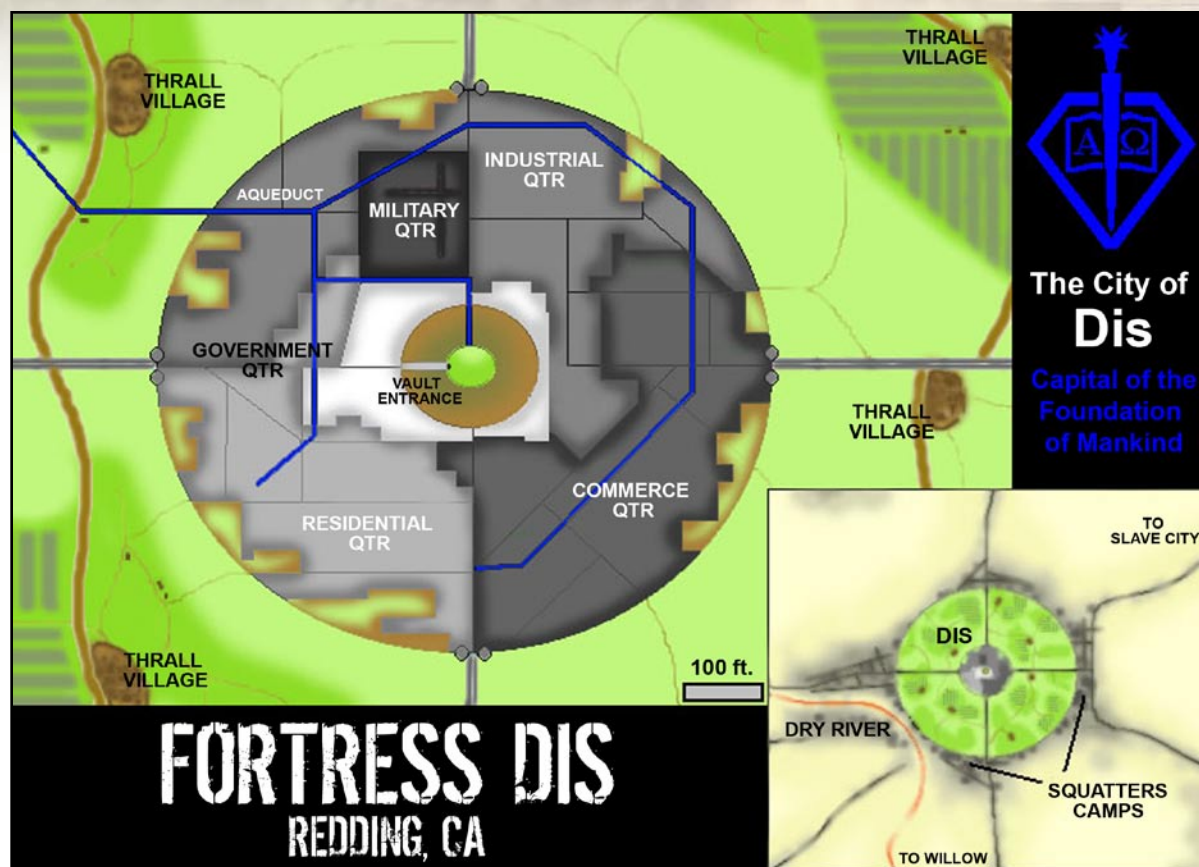
Current Commander: Paladin-Commander Iopsus.

Personnel: 4 armies, 16 master scribes, 150 scribes, 150 trusted, 1,250 thralls.

Stockpile Class: I, II, III, IV, V, VI, VII, VIII, IX, and X.

What is known collectively as “the City of Dis” comprises the Foundation’s Redding underground vault, a large surface base built around the subterranean entrance to the vault to protect it, a number of small industrial facilities revived from the ruins of what used to be Redding, and a ring of ghettos, slums, and refugee-filled ruins that are home to the majority of the “thrall” population. Dis is a sprawling maze, with clashing districts in which slaves, the thrall population, and the people of the Foundation live in strict segregation.

At the heart of the city lies the entrance to the ancient vault, still sitting on a bare earthen hill, surrounded by the remnants of a megalithic construction site that has been built up into a towering monastic complex. This complex is nothing short of a tremendous castle, made of bright white rock and surmounted by impressive fortifications and automated defenses. This citadel contains numerous surface facilities to serve the Foundation, including barracks, training halls, libraries, research laboratories, computer centers, communications rooms, and a medical center that rivals the great hospitals of the



Ancients. Beyond this lies a somewhat neat and orderly district, a mixture of industrial buildings, barracks, and other important buildings for the maintenance of the city and the Foundation’s affairs. There are also a number of meticulously cared for gardens in this area, each set in a walled courtyard and fed by aqueducts, that not only provide food but also welcome respite from the ugliness of the world beyond this sheltered quarter.

Outside of this, the city is a hodgepodge of agricultural fields and the orderly barrack-row housing

of the Foundation’s thrall populace. This was once part of the old city of Redding, though great pains were taken to level the old ruins and create a workable cropland region to support the city. Like old-style work camps, each thrall settlement is a separate, walled entity arranged in an ingenious pattern to permit the Foundationists to isolate each should rebellion or riots ever erupt. The fields are broad and expansive, populated by masses of children and elderly (younger males and females generally become soldiers), with a handful of agricultural robots to assist

CHAPTER 4: FORTRESSES AND OUTPOSTS

in the maintenance and harvesting of the crop.

Outside this region is a true shantytown, almost a “city” of its own that resembles such squalid post-Fall cities as Socorro, Tucumcari, and Bernardino. This place began as the squatter camps of “outsiders” who came to see the glories and wonder of the Foundation first hand, and for various reasons failed to join their ranks, instead turning to miserable lives of serving the Foundation in mundane or demeaning ways (scavenging for scrap, recycling human waste into burnable fuel, various poor-quality handicrafts, and even the rare prospect of prostituting to “adventurous” Foundationists). Though it began small (and was thus permitted to exist due to its seeming unthreatening size), this ring has gotten larger and larger over time and is beginning to alarm Foundation leaders for its potentially uncontrollable population.

This outer ring also houses a large and impressive compound for the Clean, who do active business with the Foundation, and a smaller trading post operated by the Cartel.

AREA KEY

Thrall Villages. Settlements of wood, stone, and corrugated iron shacks, surrounded by a 10’ to 20’ wall and wooden sniper towers. Population ranges from 50 to 150 slaves and Thralls (each), overseen by members of the Trusted “caste”. Basically compartmentalized work camps to house crop workers and their families when they are not in the fields. Most live their entire lives within a mile of a single village.

Crop Fields. Cropland for genetically engineered and chemically assisted agriculture, ranging from wheat to corn to soy beans. Regularly worked by thrall and slave population, sun up to sun down.

Commerce Quarter. The quarter of Dis set aside for commercial concerns. Goods produced for trade in the industrial quarter are stored here in huge warehouses before being shipped out. Caravans, cargo vehicles (upwards of 50+), mule trains, and other forms of transport are kept here. Other businesses catering solely to the Foundation populace are also found in this quarter.

Residential Quarter. Strictly regimented residential part of town, laid out mathematically to make the most of the small space allotted. Consists of row upon row of identical barrack housing for Foundation civilians (and military overflow from the Military Quarter, as well as visiting ambassadors from various factions, if any).

Industrial Quarter. Neat rows of factories and production plants modeled one after the other to make the most efficient use of the space allotted. These factories (worked by thralls with work passes) produce a wide variety of goods; they range from textile mills to food processing plants, metal foundries to chemical factories.

Government Quarter. The actual “fortress” of Dis resembles a colossal monastery of some bizarre design. This sprawling complex houses administrative buildings for the garrison, the Elder council, and the Foundation as a whole. This quarter also includes the entrance to the ancient Redding vault, sheltered in the fortress’ central courtyard.

Military Quarter. An extension of the government quarter, this is basically a full-scale military base with landing field, barracks, armories, and vehicle hangars.

Aqueduct. A Roman-style aqueduct protected by energy field generators (to protect from tampering), this pumps water from the vast storage tanks in the vault to the city proper and the surrounding crop fields. This water supply must be regularly re-stocked by water caravans.

Vault Entrance. This marks the entrance to the ancient Redding vault, which is still very much used and occupied. Though the civilian and military populace has largely moved out, the vault’s corridors are now walked by scribes, master scribes, and robots who care for the vault power plant, water supply, hydroponic farms, and of course, the mother “Core” of the Foundation (which lies somewhere underground in the vault itself).

ADVENTURE HOOK #1

The thralls have erupted in violence in one of the work camps outside of the inner city. They have already set fire to their village’s crops and granaries to protest their treatment. Elder Tee’rak, sent to find out what the thralls want and quell the rebellion, has instead been taken captive. General Sorenson has decided to make an example of the villagers by sending in the PCs and a force of other paladins to put the riot down, and also to rescue Elder Tee’rak and his advisors. Once they attack the compound (inserted by *Reaver*), the PCs find out the cause of the riot: a local Trusted, who oversees the village for his Foundation masters, has taken himself for a would-be dictator and demands his own “tax” from the populace. His people turned on him, and now he is boarded up with a small contingent of loyalists in the village hall. Tee’rak is being held under armed guard (the villagers think he will side with the Trusted), but only until the PCs can convince the people that they will help against the Trusted and his men.

CHAPTER 4: FORTRESSES AND OUTPOSTS

ADVENTURE HOOK #2

Following the launch of an experimental rocket (a tiny precursor to the planned ion drive), strange radiation storms hit Dis and all of California. These storms are unusually violent, bringing with them a hail of lightning blasts and weird auroral displays in the upper atmosphere. After a few days, the storms do not cease; in fact, they only get worse. More alarming, however, is that people in Dis are beginning to go insane. Through some unknown phenomenon, the radiation storms scramble the electrical impulses of the brains of humans and mutants - making them go crazy. In a matter of days Dis is plunged into chaos, with thralls, trusted, brothers, and even paladins going mad in the streets, killing one another and starting a rash of fires and explosions. Unless the PCs find some way to reverse the damage the rocket inflicted, the population of Dis (and indeed, other California settlements) will have to be relocated, or else everyone will die off!

FORTRESS MINAUROS

Location: Kingman, Arizona.

Type: Exploration Base.

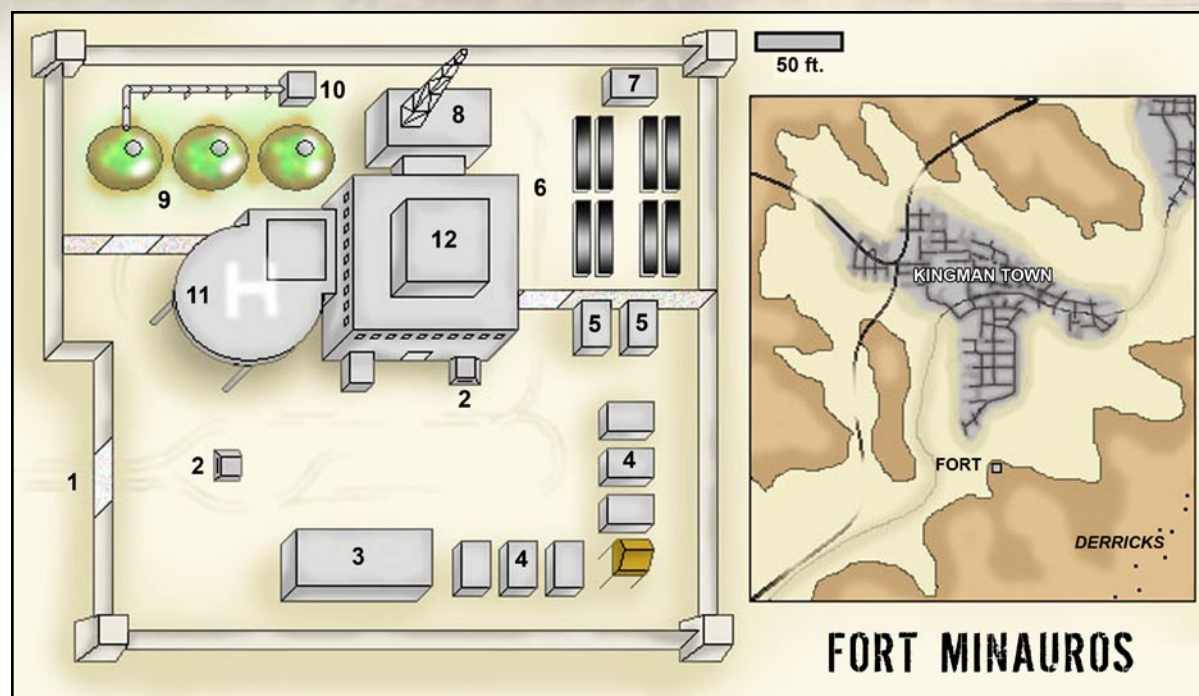
Other Names: Echo Base.

Current Commander: Master Scribe Ford.

Personnel: 1 company, 2 master scribes, 6 scribes, 2 trusted, 20 thralls.

Stockpile Class: I, II, III, V, VII, IX, and X.

The “fortress” at Kingman Town, capital of the Cartel trade network, was constructed primarily as a way station in the Foundation’s early attempts to cross the great barrier of the Rocky Mountains to explore the vast wasteland of the Midwest. As part of a growing “alliance” reliance on Foundation security and military presence in the region of Old California, the Cartel invited the Foundation to build an outpost here



to extend their peacekeeping this far south.

Minauros serves as a base for re-supplying Foundation parties being sent to Styx (on the other side of the Big Hole) and beyond, and in recent years as a springboard for exploration parties into the so-called “Mountains of Misery”. Its format is basically a conventional walled compound with marshaling yard and barracks, but central to the facility is an impressive citadel (mounted with the familiar microwave communications array), which houses various sensors to monitor the atmosphere near the Big Hole (to forecast sandstorms or other weather patterns that might threaten air shipments to supply the base at Styx, on the other end). In addition, Minauros has a number of advanced labs beneath the citadel, on a number of underground levels, that

permit the study, repair, and total reconstruction of many of the objects recovered from beyond the mountains in what used to be Arizona.

Minauros’ facilities include a comprehensive communications center, a small barracks for the thralls situated in the yard (these simple men and women provide the labor force for the maintenance of supply), quarters for a small contingent of paladins within the citadel itself, along with accommodations for the scientific staff. A number of heavy off-road vehicles, as well as a facility for Reaver transports to refuel, are also maintained to give the scientific team a great deal of mobility in their combing of the mountains.

Unlike most Foundation outposts, Minauros is not currently commanded by a military officer but rather a master scribe, the archaeologist Amber Ford.

CHAPTER 4: FORTRESSES AND OUTPOSTS

Specializing in Ancient lore, she has been instrumental in the recovery of more than 100 usable artifacts covering a broad spectrum of lost technologies (from solar power generation to water purification chemicals) from the mountains near Kingman.

Though Minauros is mostly a laboratory for the study and logging of these finds, it does maintain a small garrison to protect the base and the supplies stored in subterranean bunkers beneath the grounds.

AREA KEY

1. **Main Gate.** Rolling barbed-wire electric fence.
2. **Pillboxes.** Concrete bunkers for defense. Accessed only by underground tunnels (connecting to passages beneath the Citadel).
3. **Ground Vehicle Garage.** Secure maintenance facility for trucks, jeeps, and other ground vehicles. Metalworking shop and small-scale foundry within.
4. **Thrall Barracks.** Simple stone bunkhouses.
5. **Storage Houses.** Above ground storage facilities for miscellaneous construction supplies.
6. **Solar Power Array.** Industrial-capacity photovoltaic screens salvaged from the mountains near Kingman.
7. **Transformer Building.** Converts solar energy into electric power for entire fort.
8. **Weather Station.** Pre-Fall weather monitoring station.
9. **Hydroponic Gardens.** Enclosed greenhouse gardens, using various experimental chemicals to grow food.
10. **Pump House.** Pumps water from subterranean cistern to the hydroponic gardens (area 9).
11. **VTOL Landing Pad.** Raised platform and refueling facility for VTOL aircraft.
12. **Citadel.** Renovated radio station. Quarters for staff and garrison, as well as communications and command center. Beneath the Citadel are

passages connecting to the bunkers, as well as a subterranean lab complex and underground water storage bunkers.

ADVENTURE HOOK #1

Though normally they have a somewhat amiable relationship, the Cartel have noticed the Foundationists at Fort Minauros aren't talking much lately. Just a few nights ago, a scouting party mounted on Reavers came back from an expedition into the Mountains of Misery, landing at the base under the cover of night - and since then the base has been under lock-down. The Cartel is curious to find out what is going on in Minauros, and so hire a group of outsiders through an intermediary (so they cannot be traced back to the Cartel) to sneak into the base. Once they manage to descend down to the underground labs, the group will be certain to find what, if anything, the Foundationists brought back from the Mountains, and why the "thing" has made the Foundationists so secretive lately...

ADVENTURE HOOK #2

A handful of heretofore unknown plant seeds, found somewhere in the wasteland, have been brought back to Minauros for assessment and experimentation. The scientists at the outpost plant the seeds in the three hydroponic domes, hoping to watch their growth over the next few weeks. Much to their surprise, the plants begin to grow at an alarming rate, so fast that almost overnight a web of razor-sharp ivy, barbed thorns, and strangling vines breaks out of the domes and begins to consume the entire base. The Foundationists are trapped indoors as the plant mass envelops the outpost (including the Reaver landing pad), threatening to spill out into the city of Kingman Town itself. What's worse, the plant mass seems to have some sort of rudimentary intelligence, reacting to every attempt to

slip out or combat it. The PCs, as part of the garrison, must find a way to destroy the plant before it finds a way inside and kills them all.

FORTRESS NESSUS

Location: Marble Canyon, Arizona.

Type: Trading Post, Relay Station.

Other Names: Golf Base.

Current Commander: General Hughes.

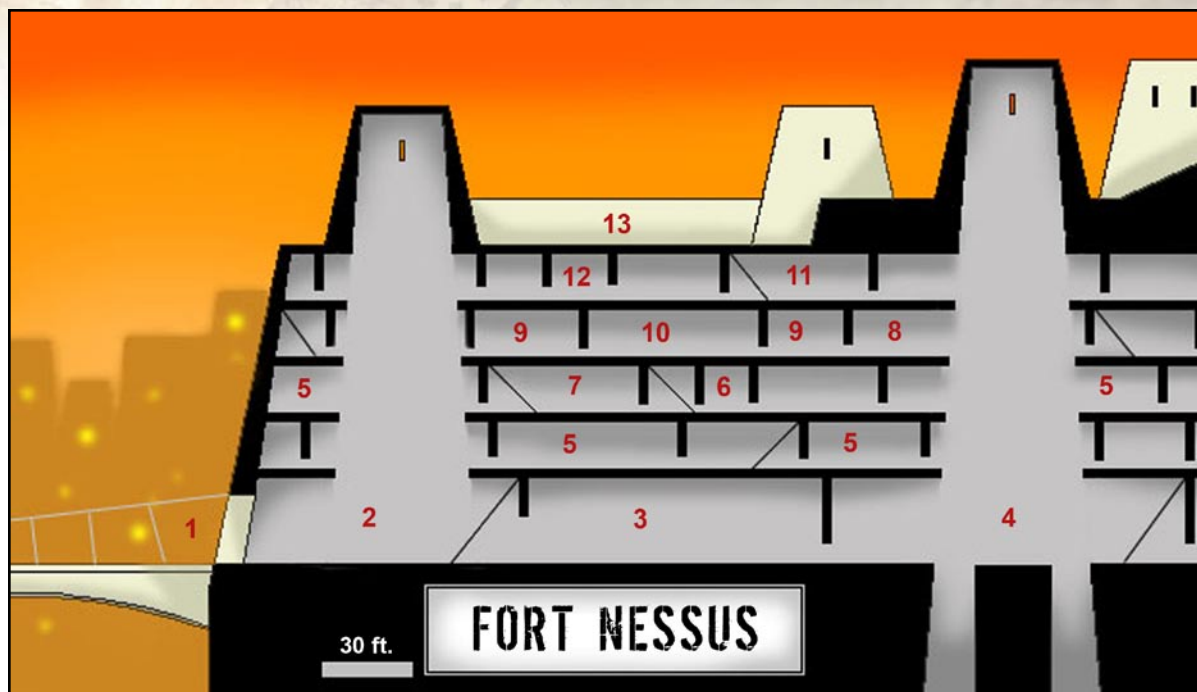
Personnel: 1 company, 3 master scribes, 15 scribes, 10 trusted, 100 thralls.

Stockpile Class: I, III, IV, V, VII, VIII, IX, and X.

To cover all of the activities of the garrison, scientists, and personnel of Fort Nessus would require too much space to list here. Needless to say, this important facility (located at the heart of the sprawling, built-up, and chaotic wasteland "free city" of Styx, on the edge of what was formerly known as the Grand Canyon) is used to do considerable trade with the local populace and tribals from the hills, scout out the foothills and heights of the Rocky Mountains, monitor weather patterns and predict radiation storms (information used directly in conjunction with the Foundation's space program and large-scale troop movements), keep tabs on the various factions of the city and the wasteland (who have also infiltrated the city), etc.

Nessus is remarkable for its large size (third after Dis and Paskenta), and like most Foundation fortresses, it resembles a towering white Tibetan monastery with monumental battlements and towers that overlook the surrounding "slums" like a sun-catching horn of brilliant ice. The unnerving chanting of its thrall populace in morning prayer, or the deep angry shouts of the garrison as they drill into the early evening, or the constant hum of its internal generators giving it a luminous power throughout the night has given it a menacing, daunting air.

CHAPTER 4: FORTRESSES AND OUTPOSTS



Though they continue to deny it, rumors have begun to spread on the streets of Styx that the Foundationists are using this formidable fortress as a clandestine laboratory, stealing “test subjects” off of the streets at night and using them as guinea pigs in unspeakable experiments behind the fort’s walls. Despite the Foundation’s adamant denials, these rumors would explain the regular disappearances of street people and the unusual number of mutated abominations found lurking in the underworld of the city, especially in the district closest to Fort Nessus!

AREA KEY

1. **Front Gates/Bridge.** Large stone causeway connecting fortress to the rest of the city of Styx.
2. **Maintenance Bay.** Large repair and maintenance

- facility for ground vehicles. Access to underground fuel storage tanks.
3. **Vehicle Storage.** Vehicle garage for trucks, armored personnel carriers, jeeps, etc.
4. **Power Plant.** Leads to subterranean coal power plant, monitoring station, and other related facilities. Also leads to numerous subterranean laboratories and vast storage areas.
5. **Barracks.** Large dormitories, mess areas, recreation halls, etc. for the fort’s garrison.
6. **Armory.** Central, high-security armory.
7. **Officer Barracks.** Quarters for squires, knights, and paladins. Mess areas, recreation areas, hygienic facilities, etc.
8. **Power Plant Control Room.** Functioning power plant nerve center, controls all aspects of area 4

and its maze-like underground extensions.

9. **Scribe Barracks.** Separate barracks for scribes, including library, core control center, classrooms, mess areas, etc.
10. **Control Center.** Well equipped control room can monitor nearly three dozen cameras throughout the fort, monitoring the approaches as well as internal spaces. Communications center, map room, and fort commander’s quarters are on the same level.
11. **VTOL Maintenance Bay.** Hydraulic lift carries VTOL craft from area 13 to an indoor repair, maintenance, and refueling bay. Also used to keep VTOL secure during freak sand and radiation storms.
12. **Medical Facility.** Exceptional hospital facility, with recovery suites, surgical amphitheatre, and at least one operational regen tank.
13. **VTOL Landing Pad.** Protected landing area for *Reavers*.

ADVENTURE HOOK #1

Foundation characters stationed at Fort Nessus will have the opportunity to make contact with the local denizens in ways soldiers at other bases envy. In addition to regular, unofficial brawls and bar fights to help sate the garrison’s boredom, there are stories to hear, colorful people to observe, and of course, women to enjoy. But there is a certain seedy side to Styx, and characters stationed for any period of time here are sure to come in contact with Brethren spies, Brotherhood of Radiation cultists, Movement demagogues, etc. Some of these personalities may be friendly, and could prove to make lasting friends for Foundationist characters; while others may be enemy agents seeking to lead the PCs astray to either waylay, interrogate, or simply murder...

CHAPTER 4: FORTRESSES AND OUTPOSTS

ADVENTURE HOOK #2

Despite all the traditions and “laws” prohibiting it, a faction war has erupted in Styx. Afraid of being ousted, each faction involved in the war (Foundation included) is keeping the fighting low key and clandestine for the time being. Brethren followers are gathering masses of poor mutated folk in the underworld of the city by night, planning a midnight raid on the Fort Nessus compound. The Clean have tipped the Foundation off to the attempt, which appears to be supported to some degree by the Brotherhood of Radiation, seeking revenge after recent information links the Foundation to a past bombing attempt. The characters, stationed at Nessus (or alternatively, as members of one of these other groups), must either prepare to defend against an onslaught of crazed mutants, or get ready to take part in a secret pre-emptive strike beneath the streets to scatter the Brethren cell and teach their Brotherhood allies a lesson they’ll never forget.

FORTRESS PHLEGETHOS

Location: Emigrant Gap, California.

Type: Trading Post.

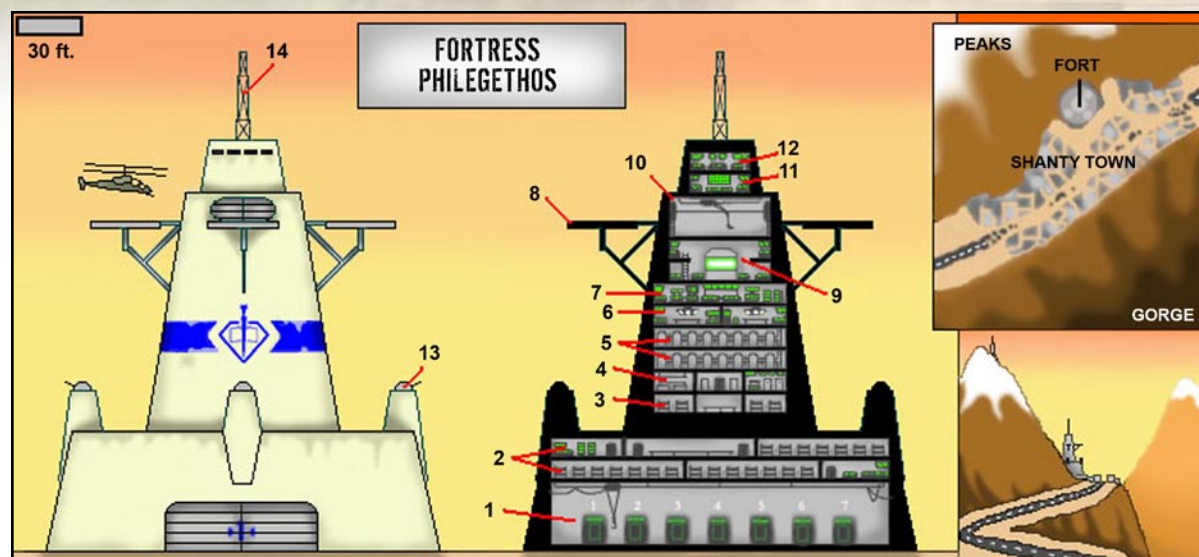
Other Names: Delta Base.

Current Commander: General Zarin .

Personnel: 1 army, 2 master scribes, 16 scribes, 3 trusted, 30 thralls.

Stockpile Class: I, IV, V, VIII, IX, and X.

The fortress at Phlegethos was constructed as a means to ensure the safety of merchant caravans making their way through the dangerous Sulphur Peaks, from the Deadlands region to the area of Sierra Gehenna. This vital connection, which has long been integral to the secret medicine trade between the Foundation and the seedy drug-manufacturers of Reno, had attracted tribal raiders and other scavenging groups down from the



surrounding mountains to prey on the various goods-laden convoys. To curb the increase in violent raider activity (which was threatening the flow of life-giving drugs and antibiotics), the Foundation organized an effort to build upon an existing fort built during the unsuccessful drive for the Sierra Army Depot. The fortress, poetically nicknamed *Phlegethos* (after one of the mythical rivers that separated the denizens of the Hells from even worse torments deeper in the abyss), has since become a major garrison at the edge of the Foundation’s sphere of control.

Though publicly, Phlegethos was constructed to guard independent traders and the rare Cartel caravan to Reno, the truth is the base continues to keep the flow of drugs from Reno open and free from harassment. Since its construction, the security provided by Phlegethos has served to allow the Foundation to all but replenish its stocks of medicine (depleted by the various outbreaks of surface diseases) – as well as impose its will upon a large part of the Sulphur Peaks.

The fortress itself is one of the larger and more formidable citadels constructed by the Foundation, equipped with one of the more powerful microwave emitters of any Foundation facility (to maintain direct contact with Dis). Elevated landing pads, capable of supporting fully armed and loaded Reavers, can handle up to four of these aircraft (often used to hunt down tribal groups that dare to raid convoys as they move through the pass), while vehicle bays on site accommodate some of the heavier armored vehicles used by the Foundation to “maintain the peace”.

Around the fortress has risen a “squalter town” of sorts, built up by opportunists and would-be entrepreneurs from all over the Sierra Gehenna region to provide for the merchants who use the pass with more regularity now than ever. This shanty town is a den of iniquity in every sense, with drinking holes, scrap peddlers (who specialize in those little things that often break on a long trip and often need to be replaced; vehicle parts, for example), and even slave dealers who trade in burly laborers for practical needs.

CHAPTER 4: FORTRESSES AND OUTPOSTS

and whores to entertain merchants during their travels. The town has also become infested with thieves and scavs; and tribal folk from the surrounding mountains – drawn to the fortress and the activity there – are a common sight mingling with the crowds of civilized folk. Their presence often leads to violent encounters and outbursts, and incidents of murder are not uncommon in this growing “boomtown”.

The Foundation garrison has orders not to interfere with the business of the locals (unless it threatens Foundation interests, of course), since their activities serve to mask the clandestine passage of drug shipments through town. Most times the garrison merely patrols the high road (by air or by foot), otherwise confining themselves to the fortress.

AREA KEY

1. **Vehicle Garage.** Large garage and repair facility for light and heavy armored ground vehicles.
2. **Garrison Barracks.** Quarters for garrison, hygienic facilities, recreation centers.
3. **Officer's Barracks.** As area 2, but with additional amenities; also commander's quarters.
4. **Administration/Miscellaneous.** Miscellaneous facilities including administration offices, kitchens, brig, etc.
5. **Storage Areas.** Storage bays for water, rations, repair supplies, and other necessities.
6. **Laboratories.** Fully-stocked laboratories for the testing of pharmaceuticals and other chemicals from Reno.
7. **Fortress Core.** Science center and computer library; direct link via microwave emitter keeps core in contact with other bases.
8. **VTOL Landing Pads.** Elevated landing structures capable of servicing light VTOL aircraft.
9. **Power Generation Facility.** Supplies power to entire fortress.

10. **VTOL Maintenance Bay.** Heavy lifting equipment, internalized repair and maintenance facility for VTOL aircraft.
11. **Command Center.** Command, coordination, and tracking center.
12. **Communications Center.** Microwave communications decoding; advanced radar displays.
13. **Defense Turrets.** Electrically-powered armored casemate housing a single laser cannon.
14. **Microwave Communications Array.** Connects to microwave communications relay tower on nearby peak; provides near-constant contact with Dis in the Sierra Gehenna region.

ADVENTURE HOOK #1

The Foundation's agents have recently fouled up negotiations with the drug dealers of Reno, and their severed heads are delivered to the doorstep of Fort Phlegethos. In response, the Foundation plans reprisals – and the garrison at Phlegethos will be the soldiers to take part in making an example of the culprits. The PCs, as part of the Foundation, are sent out from Phlegethos over the Sulphur Mountains to Reno, where they are to infiltrate and assassinate the responsible drug lord before getting out. Although certain to be a difficult task, avoiding being drawn in and seduced by the bright lights and dazzle, and possibly even bribery by the drug lords to switch sides and join their private armies instead, will be equally challenging.

ADVENTURE HOOK #2

Drug shipments through Emigrant Gap have been plagued by bandit attacks, and the Foundation is intent on getting to the bottom of the harassment. The PCs are sent to scour the mountains for the hideout of those responsible – and come to realize that the attacks are a unified effort by a collection of primitive

tribes, led by a small cell of Brethren followers, aiming on cutting the drug lifeline to the Foundation for a truly nefarious purpose. The Brethren, having purchased information from the Cartel, are planning to smuggle disease-infested livestock into Dis and other Foundation settlements to spread a virulent plague. With their drug supply cut off, the Foundation will be decimated. The PCs must stop the raiding, disperse the tribal threat, and warn the rest of the Foundation before it is too late.

FORTRESS STYGIA

Location: Paskenta, California.

Type: Research Base.

Other Names: Paskenta National Guard Armory.

Current Commander: General Austin.

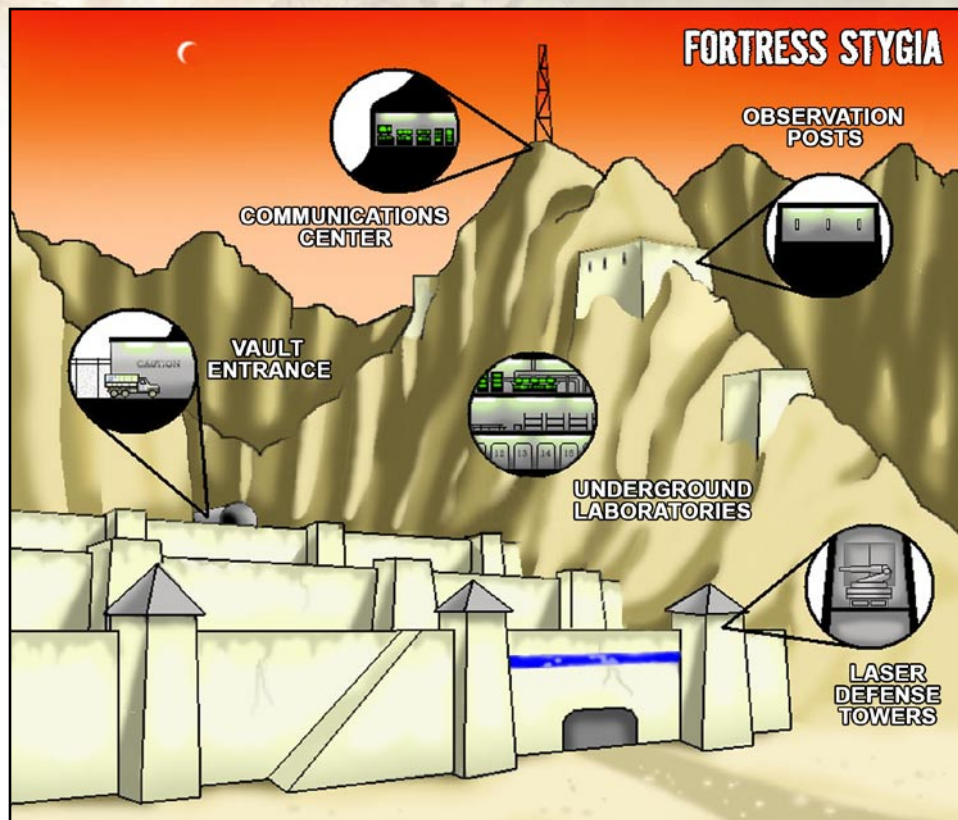
Personnel: 1 company, 12 master scribes, 50 scribes, 20 trusted, 200 thralls.

Stockpile Class: I, II, III, IV, V, VI, VII, VIII, IV, and X.

The Foundation came to the small, abandoned town of Paskenta soon after their emergence from deep within the Redding vault, almost fifty years ago. Directed by fragments of information concerning national guard facilities in California (information that was gleaned from a civilian data core salvaged from the ruins of Oakland), they hoped to uncover a considerable cache of vehicles, fuel, weapons, and munitions to help support their own dwindling reserves. What they found, however, was a complete surprise.

While Paskenta had been a sleepy mountain town to the public eye during the twilight years of mankind, the Ancients had been busy secretly constructing a vast depository right under the noses of the local populace, deep beneath the earth. A massive construction project, it is a wonder how such a vast military vault could have been constructed without any true perception of its scale and depth leaking

CHAPTER 4: FORTRESSES AND OUTPOSTS



out. Nonetheless, when Foundation forces came they found a small country town abandoned, but a series of caves up in the hills overlooking the valley that led into a deceptively “natural” cavern – a cavern that was wide enough for the largest military vehicles to pass through. Here, the team sent up from town to explore the caves found banks of long-dead lights, and evidence of deliberate human construction in the form of a fortified tunnel leading ever deeper into the earth.

Recognizing the potential significance of the find, the scouting party’s officer called for reinforcements. Within four hours, an entire recovery team was sent

robots, directed by self-preservation programs, were supposed to return to this secret base to repair and resupply before heading back to the front lines. But it became clear that Paskenta had only seen the return of a handful of such massive machines of war, as was evident in the hulks of three combat walkers that had shut down due to damage within reach of the elevators to the automated repair bays below.

The Foundation party managed to secure the levels below Paskenta in under a week. Discovered in these vast levels were entire garages of surplus

up to begin a comprehensive, large-scale examination of the tunnel and the complex of passages and levels that were found to lie beneath.

On investigation, the vault at Paskenta proved to be a massive military storage facility that had been overlooked during the climactic fighting of the Fall. It had originally been designed to store reserves of fuel and ammunition for the California National Guard, but in time of war it had other uses as well. Military war

transport vehicles and engineering equipment in long-term storage containers, an automated repair bay (complete with industrial-grade repair automatons still in working order), no less than 200,000 gallons of diesel and aviation fuel in secured subterranean tanks, and almost 50,000 cubic feet of unused space on the deepest levels that had originally been intended for additional “mothball” storage for the future.

The recovery of Paskenta has been perhaps the most successful find by the Foundation since its emergence. Since the time of their arrival, the Foundation has made Paskenta a major base of operations, and has put its facilities - and relative isolation – to good use. They have recovered many of the vehicles, weapons, and munitions stored here, and renovated the storage levels to livable standards – relocating the garrison from the town of Paskenta to the security of the mountain’s underground tunnels and bunkers. The repair facility continues to operate night and day, repairing and maintaining some of the Foundation’s most advanced war equipment. They have even transformed the deepest parts of the base (the unused storage areas) into laboratories that now research and develop some of the most classified technologies currently being explored. Paskenta now rivals Dis as a research facility, with a full complement of scribes, thralls (for general labor), and some of the most brilliant master scribes the Foundation has to offer.

To further bulwark Stygia against possible infiltration and attack, the exterior of the mountainside has been built up as a surface fortress as well – with tall, imposing walls that somewhat resemble the ramparts of a true medieval fortress. The former town of Paskenta was all but demolished as well, clearing the valley of obstructing cover. Robotic laser turrets, brought back online after centuries thanks to the efforts of Foundation scribes, now provide defense against ground attack and even potential air threats.

Fortress Stygia is commanded by General Homer

CHAPTER 4: FORTRESSES AND OUTPOSTS

Austin, a scientist-turned-soldier who survived the Brethren war as a hero. He was given command of Stygia not only for his competence as a military commander, but also his ability to deal with and coordinate scientific personnel of the highest caliber (he has long had a great respect for the sciences, and is considered by some to be a leading expert in the field of nuclear physics).

AREA KEY

1. **Laser Defense Towers.** Defenses revolve around a series of imposing towers armed with long-range laser cannons. Towers also possess barracks for guards, small armories, and contained shelters to protect against radiation storms.
2. **Vault Entrance.** Behind a series of walls lies the ancient entrance to the shelter, large enough to accommodate the heaviest vehicles. 300' tunnel leads to vehicle garages, robot repair facility, ammunition storage, and entrance to underground lab complex.
3. **Underground Laboratories.** Multi-level complex with weapons research laboratories, barracks, armories, computer centers, command center, fusion power plant, thermionic generator laboratory, disease laboratories, and vast storage spaces for food, water, supplies, and raw materials used in the fortress' various ongoing scientific experiments.
4. **Observation Posts.** Isolated hilltop observation posts providing 360 degree view of the surrounding countryside and mountains. In addition to regular guards, brothers or thralls being punished for infractions are "sentenced" to isolation and meditation in one of these buildings.
5. **Communications Center.** Advanced communications center fully equipped with radio, microwave, satellite, and television

communications. Maintains constant link with Fortress Dis and other Foundation bases throughout the region. Also has a small television and radio broadcast studio for beaming to all Foundation bases.

ADVENTURE HOOK #1

The PCs, are assigned to guard duty at Stygia. One night, as they make their rounds in the complex's computer center, they uncover a Foundation scientist engaged in sabotaging the core! More alarming, however, is the fact that they catch the scientist just as his flesh is peeling back to reveal a built-in computer link, exposing him as an android and agent of the Metal Gods. The PCs must stop the android as he tries to flee, using the dark corridors and air ducts for his escape, perhaps even using his knowledge of the computer systems to free various mutant test subjects (such as *doom harvesters* being tested in the labs) to provide a "distraction".

ADVENTURE HOOK #2

Something has gone terribly wrong beneath Fort Stygia. The characters (whether part of a Foundation patrol or just "outsiders" traveling in the area) come across the mighty fortress but are alarmed by the eerie silence. The impressive walls and towers seem to stand empty. Only after they gather the courage to explore the subterranean base do they realize the true extent of the horror – something the Foundationists were working on in the deepest underground labs seems to have escaped and wiped out the entire garrison, scientists, soldiers, and all. Whatever the killer was (a genetically-engineered creature, a superior form of war robot gone wild, or a top secret biological virus once planned as a weapon), the PCs must escape the death-filled halls before it is too late.

OUTPOSTS

"Outposts" are strategically important locations controlled by the Foundation, generally outside (or on the edge) of Foundation territory. Like frontier forts of the Old West, these strongholds are designed as islands in a sea of anarchy, self-sufficient and capable of holding out in a siege until help arrives. Other outposts are outposts only in name, their existence kept a strict secret, and are home to strange research or reconstruction efforts.

OUTPOST HOTEL

Location: Off the coast of California.

Type: Power Generation Facility.

Other Names: OTEC East.

Current Commander: Paladin-Commander Daley.

Personnel: 1 company, 2 master scribes, 30 scribes, 6 trusted, 40 thralls.

Stockpile Class: I, II, III, V, VIII, and X.

"Outpost Hotel" is the Foundation codename for the centuries-old OTEC facility lying off the coast of California, just a few score miles from the abandoned town of Eureka. The Foundation was able to reactivate the aging platform with what scant knowledge still remained preserved in the Redding core, bringing online the facility's considerable power generation capabilities. Following the construction of a coastal relay station at Eureka (which is administered as part of Outpost Hotel, with only a small staff amongst the abandoned ruins of the old town), and the repair of a number of crumbling relay towers leading inland, the Foundation began providing continuous power to the city of Dis for the planned rebuilding of small-scale surface industry.

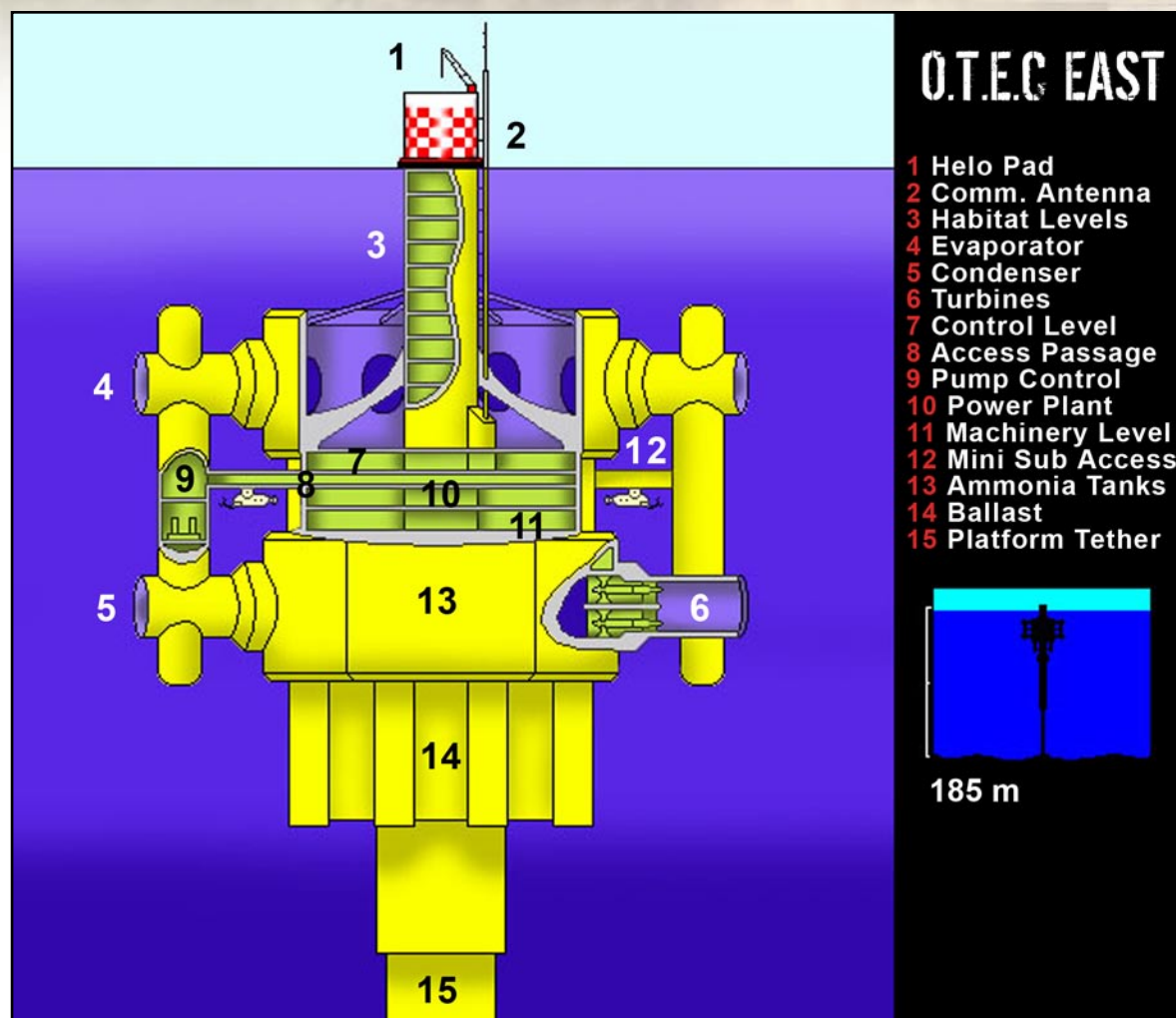
The reactivation of OTEC has supplemented the small nuclear power plant of the Redding vault (which

CHAPTER 4: FORTRESSES AND OUTPOSTS

was already strained by overextension), making the construction of vital factories and production facilities a realistic possibility. This, in turn, has meant the Foundation has been able to increase its ability to rebuild the materials needed to construct various fortresses, defenses, and other engineering projects that will be the backbone of a new future.

The OTEC facility, though dated, stands firm despite its tremendous age. A megalithic structure from a lost era, the scale and complexity of the platform is well beyond the Foundation's means to reproduce. The facility is basically a massive ammonia reactor suspended beneath the coastal waters of the Pacific Ocean, tethered to the ocean floor by a massive steel boom more than 500 ft. deep. Warm surface water drawn in from the top of the platform is of sufficient temperature to vaporize the liquid ammonia in the "core" of the facility's reactor which, under pressure, drives a complex system of turbines to generate tremendous amounts of electricity. The ammonia is re-condensed by frigid water drawn in from the bottom of the boom near the ocean floor, and re-used to keep the reactor going indefinitely.

In addition to the power plant that is the heart of the complex, the OTEC facility has a huge support structure that was originally intended to house a vast number of technicians and personnel to run the plant. Access to the submerged facility is via a raised platform (similar to an iceberg, just the top 5% of the structure is above water) with a full-sized helicopter pad for heavy cargo lifting VTOL aircraft. A hydraulic elevator leads to a hangar bay below (for repair, maintenance, or storing visiting helicopters during storms at sea), with a flexible, retractable boat dock at the level of the water's surface. A long range communications antenna array combines radio, microwave, and satellite laser communications, as well as Doppler radar for weather monitoring, prediction, and storm tracking. Beneath this, in a



cylindrical column descending by elevator to the main complex, is the habitat stem, with 10+ levels of quarters, recreation areas, kitchens and mess areas, sanitary facilities, etc. Here the scribes who maintain the facility for the Foundation live and work. Below that is the control level, the nerve center of the OTEC

facility that monitors and operates the ammonia plant, as well the environment aspects of the entire complex.

Beneath this are the various levels of machinery rooms (nine 15m pressurized and temperature-controlled storage tanks for holding the reserve liquid ammonia for the reactor process, a web of

CHAPTER 4: FORTRESSES AND OUTPOSTS

cycling channels, power production machinery, and transformers, etc) that extend even deeper in the platform. A series of interconnecting passages radiating to the pump booms also grant access to a pair of airlocks for two deep sea mini-sub, once used for maintenance and underwater repairs (though these subs no longer work due to age).

Outpost Hotel's scientific staff of nearly 50 scribes and androids is complemented by a small garrison of paladins from the 2nd army.

OUTPOST INDIA

Location: Sacramento, California.

Type: Trading Post.

Other Names: The Mission.

Current Commander: Paladin-Commander Ilion.

Personnel: 1 company, 6 scribes, 4 trusted, 40 thralls.

Stockpile Class: I, II, III, V, VIII, and X.

The outpost in “Crux” (formerly Sacramento) is one of the least desirable posts in the Foundation. Crux, a decrepit city if ever there was one, is a major hub of trade along the routes connecting the Sierra Gehenna region with the rest of the world. It has also long been inhabited by mutant descendants of the handfuls of humankind that survived the Fall, the bulk of whom have long been ruled by one ruthless gang or another, almost since time immemorial.

Crux is divided into strictly-enforced “districts”, each maintained and lorded over by a powerful group or violent gang that has beaten out all competition; all of these gangs continuously squabble over the whole of the ruined city in territorial wars and battles, making life a living hell for those who are forced to live there. The only thing that motivates these people into unifying is the possibility of an outside threat – the very kind of threat that was manifested in the Foundation in the early 2210s when, under General

Ross, the first “mutant wars” were fought.

Though Crux had long been inhabited, it only really took on the semblance it is today after the Foundation defeated the mutant coalitions of the past and established a shaky “order” in the Sierra Gehenna locale. Since the Foundation has come to rely on traders visiting Crux to get many vital supplies, Crux has benefited from their protection; in turn, the city has somewhat stabilized, with outside groups (such as raiders) no longer threatening to topple the way of life here. No longer having to concern themselves with the idea of an outside power intervening, however, the daily wars for control have turned more violent, more brutal, and often involve far larger numbers than ever before.

The Foundation established an outpost here to conduct business with local merchants and individual gang lords, selling food, water, and in some instances even ammunition to keep their wars going. In exchange, the Foundation has struck a deal with most of these newly-”allied” gangs that they turn over artifacts from the past that they uncover during their wars and looting. Most of this is junk, deteriorated from the centuries since the Fall, but every now and again a gang leader's troops will find something that makes the efforts of the Foundation in Crux worthwhile.

The outpost itself is a fortified compound, built with local labor many decades ago. Formed of brilliant white stucco, the outpost resembles, to some degree, an old Spanish mission, but with wooden towers allowing the local garrison to keep an eye out on the approaches to the front gates. A small vehicle pool sits in the courtyard, along with a covered metalworking shop/repair bay. A trading post is used for relations and negotiations with local gang leaders, all under the careful watch of guards on the walls and in the towers.

Interestingly enough, most raw recruits are

cycled through the outpost in Crux soon after their indoctrination, which serves as a “first post” of sorts for incoming generations of soldiers. The idea is to reinforce in new members the horror and savagery of the barbaric world outside of Foundation lands – elements which are vividly portrayed in the street fighting, disease, and suffering of Crux's native inhabitants.

OUTPOST JULIETT

Location: Sierra Army Depot, California.

Type: Research Outpost.

Other Names: Sierra Army Depot.

Current Commander: Paladin-Commander Gabriel.

Personnel: 1 company, 8 master scribes, 50 scribes, 8 trusted, 40 thralls.

Stockpile Class: I, II, IV, VII, VIII, and X.

The Foundation made a return to the Sierra Army Depot, located 55 miles northwest of Reno, in 2241. Foundation scientists, rummaging through fragmented data recovered from a military databank found beneath Paskenta, uncovered numerous references to the facility as having once been a “major center for the stockpiling of conventional and energy munitions” prior to the Fall. Needless to say, the finding of this base became a priority; eventually the location of the depot was discovered, and a major expedition was sent to reclaim it for the Foundation.

When Foundation forces finally arrived in 2241, they found a dry desert complex on the other side of the mountains that had been completely devastated by war. What had once been a facility of 1,253 separate buildings and bunkers designed to store upwards of 200,000 tons of munitions, was now but a cratered and eroded ruin. What war had not done to the place, time and the elements had. Radiation registered at around 2,000 Rads, and furthermore, almost all of the

CHAPTER 4: FORTRESSES AND OUTPOSTS

material that survived the first nuclear strike had been removed to places unknown.

Having built a road at enormous expense though the mountains, the Foundation decided to continue on and establish a base at Emigrant Gap. However, Sierra Army Depot was not forgotten. Teams were left here to survey the damage as the bulk of the expedition went on.

Remarkably, a few bunkers were found to have been neglected in the abandonment of the base. In addition to recovering an unexpected cache of conventional munitions and energy cells (useful in powering the lasers and plasmas used by Foundation paladins), the recovery party made another fascinating discovery: the entrance to an underground command bunker, which proved to be only one of a number of underground passages beneath the blasted base. Though they were found to be empty (stripped during the Fall), inside of one of the underground bunkers they found evidence that the 689th – their revered ancestors – had once been stationed here.

The idea of stumbling upon the trail of their ancestors was too ghostly a coincidence for the Foundation to ignore, and as such, the relevance of the site became almost “religious”. Over time, construction parties were sent here to survey, then later begin repairs on the tunnel network. Since then, Outpost Juliett has been built up into a considerable outpost. Though mainly intended to provide security along the northern supply route to Fortress Phlegethos, Juliett also serves another, secretive purpose. Though the surface base is still radiated, Foundation engineers have connected the tunnels beneath the ruins to make use of a number of surviving structures and subterranean bunkers. Now the Sierra Army Depot, though appearing abandoned from the outside, actually serves as a major medical storage and research facility. Most of the research conducted here is biological; samples of various wild

and new microbes and viruses are brought here for examination, testing, culturing, and development.

Outpost Juliett itself is a sprawling complex beneath the ground. There are only four entrances/exits to the subterranean facility, which touch the surface only among the ruins (and thus cannot be seen from far away). The underground facility mostly comprises germ warfare labs, an electric power station, a major medical facility, morgue, and pathology lab, and a contingent of Foundation troops to guard the place.

The old airstrip, Amedee Army Field, has also been rebuilt, and is now capable of accommodating the largest transport aircraft.

OUTPOST KILO

Location: Barstow, California.

Type: Garrison (actually Intelligence Gathering Post).

Other Names: Barstow Marine Corps Logistics Base.

Current Commander: Paladin-Commander Radan.

Personnel: 1 company, 1 master scribe, 10 scribes, 3 trusted, 30 thralls.

Stockpile Class: III, V, IX, and X.

Despite all efforts to the contrary, rumors have already begun spreading about the Foundation presence at the important caravan stop known as “Calico”, in southern California. Though the Foundation has officially claimed that their outpost in Calico is purely to provide security along the trade routes, stories of clandestine activities and a veil of secrecy has put these claims into doubt.

In truth, the Foundation first came to the Cartel in hopes of convincing them of the wisdom of allowing Foundation forces to guard their way stations, and the idea caught on quickly. But the Foundation’s reasons for setting up an outpost wasn’t to provide security for

the trade routes (although to maintain their cover, they do send out regular patrols to satisfy the Cartel) – but rather to keep a careful eye on the Cartel and other groups moving through this very sensitive area.

Calico, previously known as “Barstow” during the time of the Ancients, sits at a strategic point right between some of the largest military bases in California from before the Fall: Edwards to the west, China Lake and Fort Irwin to the north. Barstow itself was once home to the Marine Corps Logistics Base at Barstow, a massive facility that was built to procure and maintain supplies and equipment needed by Marine Corps forces stationed west of the Mississippi. It was, at one time, the largest rail operation in the entire Department of Defense.

When Foundation scouts first came to Barstow, they found that the original city had been almost completely leveled by conventional bombing during the Final War. The desert, too, had claimed much of the old town, leaving only a ring of broken ruins at the center of which stood the imposing walls of a Cartel fort. Attempts were made to try and convince the Cartel to abandon Calico, attempts which over the months ranged from an offer to teach better oil refinement techniques to the trade group for rights to the territory, to actually attacking a handful of Cartel caravans (the Foundation soldiers disguised as raiders). This latter attempt was a desperate ploy to trick the Cartel into believing raider activity in the area was beyond their control; instead, the Cartel dug its heels in and, surprisingly, asked the Foundation for help in this “new war”!

The Foundation grudgingly accepted (what else could it do, short of admitting it was behind the attacks), but didn’t give up. Once allowed inside Barstow, they embarked on a clandestine campaign to search the ruins (usually at night, when they weren’t being watched) for any signs of the old base and anything worth scavenging. Over time it was realized

CHAPTER 4: FORTRESSES AND OUTPOSTS

that the Cartel, having been here for decades, had already scavenged anything of use, including many of the automatic weapons and armored vehicles that they used to build their strength and prestige over the generations.

The Foundation garrison has since been given a new mission, remaining in place despite their inability

to totally reclaim the ruins. Due to the dangerous proximity of Barstow (and the trade routes) to the secret Foundation base being constructed at Edwards, the garrison has been charged with the secret task of making sure the Cartel does not stumble upon the work there. This clever deception has been manifested in the Foundation taking over almost all

aspects of security along the trade route (making sure Cartel and other caravans stick strictly to Foundation-established routes through the desert and away from the vicinity of Edwards), and declaring it has the right to shoot “scavs and other opportunists” seen on the fringes of the established trail (arguing that they may be up to no good; in truth, they are just afraid they might see something they shouldn’t if they stray off the routes).

In addition to a sizeable garrison with an inordinate amount of vehicles (needed to react quickly to any possible discovery of the operations at Edwards), the Foundation outpost here has a microwave transmitter that allows continuous contact with Dis, as well as the base at Edwards (warning them in advance when a convoy or caravan is headed their way).

Finally, Foundation forces regularly leave Calico “to watch for raiders”, but in fact 1 out of every 4 are re-directed once they leave sight of the town to instead reconnoiter the area of Junkyard, to the south – a place that has begun attracting more and more interest (and concern) from Foundation leaders.

OUTPOST LIMA

Location: Edwards Air Force Base, California.

Type: Recovery Outpost.

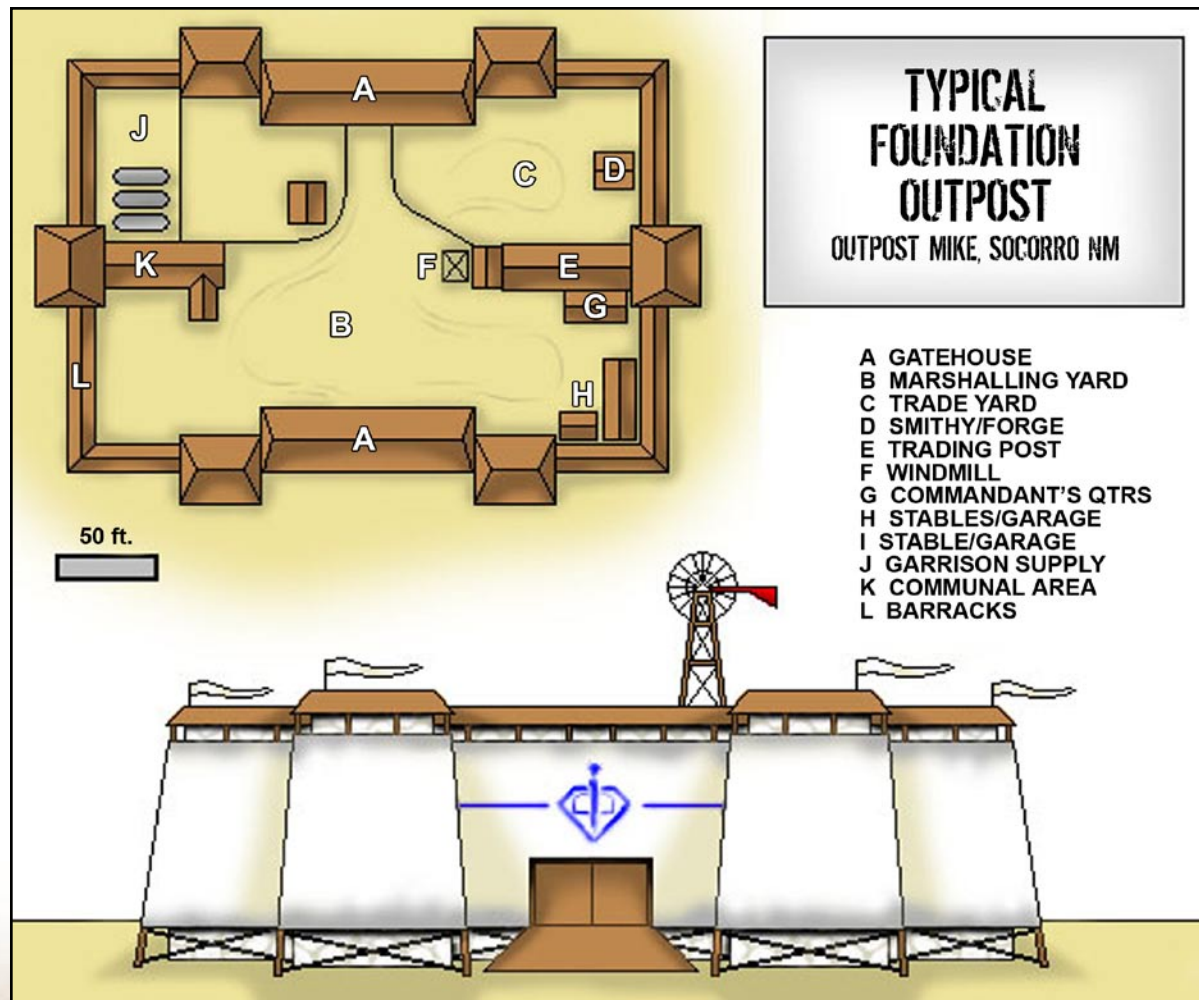
Other Names: Edwards Air Force Base.

Current Commander: Paladin-Commander Devlin.

Personnel: 1 company, 2 master scribes, 25 scribes, 8 trusted, 50 thralls.

Stockpile Class: I, III, IV, V, VIII, IX, and X.

Edwards Air Force Base, test sight for the first U.S. jet aircraft, as well as the famous “flying wing”, was one of the priority destinations of the first scouting parties sent out from Redding after the Foundation emerged in 2180. A major military installation prior to the Fall, under General Ross it had been a widespread hope



CHAPTER 4: FORTRESSES AND OUTPOSTS

that as such it would be a rallying point for civilians and military survivors, and that if any like-minded peoples (who also sought a resurrection of the past) were to be found on the surface world, they would have come here.

What they instead found was a devastated ruin, damaged first by conventional strikes during the initial stages of the war, then obliterated completely during the inevitable nuclear exchange. Radiated, the sand in places fused into radiant glass like glowing “pools” visible from a great distance, it was obvious that this once magnificent center of American military power was now nothing more than a complete and utter ruin.

Regardless, Ross (and ensuing generations of Foundation commanders) refused to give up on Edwards, and continued in their efforts to locate a suspected underground command center beneath the surface base. These efforts required various ploys to keep outside attention away from the activities (working only at night, and chasing off scavs and raiders who came too near the base), delicacy to prevent causing a subterranean collapse, and the maintenance of expensive logistics to provide radiation suits for all workers involved in mining into the ground for the center. In 2270, these efforts paid off, after digging uncovered a secret elevator shaft that then lead the Foundation expedition to the heart of the forgotten underground portion of the base. Though the first few weeks uncovered a number of still-active military security robots in the tunnels (which resulted in a number of Foundation paladins being killed), eventually the subterranean complex was taken.

Since that time, the Foundation has uncovered more than they ever expected, in the form of a vast underground base that was originally intended to serve as an emergency command and coordination center (in case the surface base was compromised), as well as bunkers and vast underground vaults for the storage of surplus ordnance. The Foundation has removed

its presence from the surface to the central command bunker, and renovated a single heavy elevator to grant access to the surface (this elevator is 40 feet by 40 feet, and is capable of lifting armed-and-ready Reavers, as well as a full complement of paladins, to the surface in under ten minutes).

Currently the renovation of Edwards has been kept a top secret of the Foundation, though a buildup of wartime supplies is being undertaken to fill the passages once more to capacity, in light of the potential future need for the Foundation to extend its control south from the Sierra Gehenna region to the Great Rift Valley. In addition, General Sorenson has made it clear that Edwards may become a “second capital” if Dis should ever be compromised.

OUTPOST MIKE

Location: Socorro, New Mexico.

Type: Trading Post.

Other Names: Socorro Post.

Current Commander: Paladin-Commander Saragos.

Personnel: 1 company, 1 master scribe, 6 scribes, 4 trusted, 40 thralls.

Stockpile Class: I, II, III, V, VIII, and X.

The outpost in Socorro, New Mexico, is the extent of the Foundation’s eastward reach. Built only with the reluctant permission of the Cartel, this frontier post has grown to considerable size and is one of the major features of that distant trade settlement. However, the Foundation is not here solely to do trade with the local desert people or await the unpredictable arrival of scavs with junk to sell; in fact the outpost serves as a staging area for expeditions on the far side of the Rockies, and to keep an eye on the activities of the deserters of the Todoshi and Revenants factions that fled through Trader Pass to the east.

The fort in Socorro is a self-contained, self-

sustaining retreat for the Foundation garrison stationed there. It has Reaver facilities, vehicle garages, and deep storage bunkers for food and water. The garrison’s scribes trade regularly with passing merchants drawn to the city, bartering for the rare useful item they find among the caravans or in the possession of visiting scavs. In addition, recon teams are sent out every now and again to take “atmospheric readings” in the hills, though these forays are more often than not a mask for scouting expeditions into the desert and along the old roads looking for finds (using maps the garrison is sent by secure transmission that show areas of suspected interest, such as bases, national guard depots, etc) or signs of Revenant/Dark Paladin activity. Not many of these forays are successful, but when artifacts are found they are brought back under cover of darkness (or smuggled inside the carcasses of “interesting new mutant species” being “brought back for study”) to be examined, repaired, and made ready for transport to Fort Minauros in Kingman Town.

In addition to its own affairs, the Foundation garrison here has, on at least one occasion, joined forces with the local Cartel and other merchant groups to defend the town from raider attack. This is largely against Foundation policy (they usually prefer to withdraw and let the locals fight their own battles, unless there is some political benefit to alliance), and it is even rumored that the relationship between the Foundation commandant and the local Cartel kingpin is unusually close.

OUTPOST NOVEMBER

Location: San Diego, California.

Type: Recovery Outpost.

Other Names: San Diego Naval Submarine Base.

Current Commander: Paladin-Commander Palmer.

Personnel: 1 company, 1 master scribe, 20 scribes, 2

CHAPTER 4: FORTRESSES AND OUTPOSTS

trusted, 20 thralls.

Stockpile Class: IV and IX.

Located on the tip of Ballast Point, the ruins of this former U.S. Naval base have become a hotbed of Foundation activity, despite being so far removed from their sphere of control. By day, Foundation patrols walk a tight perimeter in the rare event someone locates the secret operation here; by night, eerie lights reflect off of the cold water at the ocean shore, evidence that the organization has built a facility here for some unknown purpose.

In 2263, during the height of the Necropolis campaign (the expedition to Los Angeles), General McLaughlin ordered a second, secretive foray down to the melted, burned-out necropolis now known as the “Poisoned Shores” (San Diego). The reason for this expedition revolved around a salvaged military computer found in the ruins of Los Angeles that had a digital copy of a U.S. Army captain’s report on the status of the “San Diego Naval Submarine Base”. Apparently this report, filed during the last weeks of the war, detailed a secret mission that sent a small force of American soldiers into the radiated ruins of San Diego in an attempt to survey the damage of the various military facilities there. Among their task was to scout out the submarine base, and the information in the report seemed to suggest there may have been something there worth salvaging.

When the Foundation party came here, they found only blasted ruins filled with potent radiation levels that suggested the entire urban center of San Diego had been the target of some of the most intensive nuclear strikes during the Fall. Nuclear detonations and fires had claimed almost the entire city, and the dock facilities had fared even worse. The remnants of old warships, now just irradiated hulks that had foundered or sunk (leaving only antennae and superstructure exposed above the black waters), sat

lifeless throughout the harbor.

Despite the poisonous nature of the vicinity, the expedition made good use of radiation suits and protective armor to explore the waterfront and find a place suitable to set up a small base of operations – which happened to be the drifting wreckage of a pre-war sub tender that was still banging around, after all these centuries, in an artificial channel leading from the harbor to the facility’s dry docks. Onboard they uncovered two salvageable deep-submergence vehicles, and an ancient command center that they soon revitalized and made their headquarters.

Currently the Foundation expedition is attempting to learn how to get these submersibles up and running. The shipboard generators are being repaired in the shell of this large, immobile vessel, which has been converted by the Foundation into their new “outpost”. The generators will provide power to the cranes that will deploy the 1-ton submersibles, which in turn will permit the Foundationists to explore the harbor, beneath the waves, and pick through the wreckage of the 20+ vessels that were destroyed here. It is their hope that they will be able to use the various “glowing spots” in the harbor to pinpoint the location of nuclear-powered vessels that sank, explore them, and possibly recover any nuclear fuel still stored aboard. There is also talk that one of the suspected wrecks in the harbor is actually a nuclear missile submarine that returned to San Diego for repair and refitting during the Fall, but was hit by conventional attack and sank. This “boomer”, it is hoped, will have at least a portion of its nuclear missile complement still on board – and salvageable.

UNRECOVERED BASES

For every site the Foundation has been able to locate, recover, and sometimes rebuild, there are twice as many that were either too badly damaged, radiated, or

simply too far away for them to reasonably explore. The following lists some of the major sites known by the Foundation to exist, but have not been visited – for various reasons – by a recovery expedition.

BEAL AIR FORCE BASE

Formerly the home of the 9th Reconnaissance Wing, flying U-2 and SR-71 spy planes, this base was hit hard during the Fall – an attempt to effectively “blind” the strategic reconnaissance forces based in the region. Though a sizeable portion of the air contingent was destroyed before it could even take off the ground, much of it had already been dispersed to interior states (Colorado and Wyoming) in expectation of attack. The base itself was obliterated by air attack and eventually overrun, and was abandoned for countless decades.

When the Foundation came down from Redding early on, they came to Beal expecting to find usable supplies and fuel. What they instead found was a long-abandoned ruin that yielded nothing of use whatsoever.

CAMP PENDLETON

Formerly home to the 1st Marine Division, 1st Marine Expeditionary Force, and various aircraft and support groups, the Foundation has reason to believe that a return to this area would prove hazardous – if not disastrous – to the Foundation’s existence. Currently they watch the area with some concern, being perhaps the only group in all of California to know what, exactly, is going on there.

The ruins of Camp Pendleton have recently (within the last few years) been reactivated and, to some extent, completely rebuilt from the ashes by a determined contingent of military *androids*. These androids were formerly part of a major force that was accidentally reactivated by the Cartel expedition to the Necropolis in 2263. The Foundation, hearing word

CHAPTER 4: FORTRESSES AND OUTPOSTS

of a force of robots and androids driving the Cartel out in the name of “re-establishing the peace”, tried to make contact with these robots (citing a common ancestor, the American military), with mixed success. When the Foundation was eventually crushed in the Necropolis basin, they lost contact with the robots there altogether.

Since that time, rumors of “metal gods” moving south from the Necropolis to the area of Camp Pendleton have led Foundation intelligence to believe the reactivated robots have come here to set up a more stable base of operations away from the ruins of Los Angeles. Currently it is believed they are trying to rebuild their strength, a task that may prove a major threat in the coming years...

CHINA LAKE NAVAL AIR WEAPONS STATION

Once a test area for air warfare systems, the Foundation came here during the term of General Ross hoping to find a suitable facility for extending their influence across the Sulphur Mountains. Instead what they found was a blasted ruin, abandoned during the Fall and the sudden collapse of American lines. A thorough search of the desert failed to uncover a suspected subterranean command complex beneath China Lake. When a similar structure was found under Edwards Air Force Base (to the south), efforts here were abandoned indefinitely.

FORT IRWIN

Located northeast of Barstow, Fort Irwin covers 1,000 square miles of some of the most rugged terrain in California. Due to its relative isolation from the main trade routes, Foundation leaders considered setting up an outpost on the old base, but the lack of existing facilities (and the difficulty in maintaining supply lines) forced them to reconsider. Fort Irwin is considered a lost cause, and salvage teams have found nothing worth removing.

LEMOORE NAVAL AIR STATION

This training facility, located south of Fresno, was destroyed by the creation of the Great Rift Valley. The Foundation holds out little hope that anything of use could have survived such a cataclysm, and thus Lemoore remains forgotten.

LOS ANGELES (VARIOUS BASES)

Located among the ruins of Los Angeles (now known as the “Necropolis”), are a number of important military facilities from before the Fall. One of these was El Toro Marine Corps Air Station, home to nearly a dozen helicopter squadrons reserved for air operations in support of Fleet Marine Forces. Most of these squadrons were composed of entirely automated units (robotic helicopters and aircraft), which bore the brunt of the fighting during the Fall. El Toro was badly damaged, and later nuked along with various targets throughout Los Angeles, and has been abandoned ever since. Considering the base to be empty, the Foundation has never sent a team to explore it.

Also among the ruins of the Necropolis are suspected to be the remains of Point Mugu Naval Air Weapons Station (a military weapons research center), and Port Heuneme Naval Construction Center (home of the Seabees).

A final military installation, Los Angeles Air Force Base, was integral to the American space development program, and was home to the Air Force Materiel Command’s Space and Missile Systems Center. During their abortive move on the Necropolis in 2263, Foundation forces were unable to pinpoint the location of the base among the ruins. The actual placement of the base, and any material that may still be salvageable within, remains a mystery.

MCCLELLAN AIR FORCE BASE

This major American airbase was bombed completely to rubble during the conventional attacks on the West Coast during the Fall, with most of the surviving materiel being rolled back to airbases in Nevada and out of the range of the enemy’s tactical bombers. It lay abandoned for more than two centuries. Still, at the terminus of the first “mutant wars”, Foundation forces made it this far south, on the outskirts of Crux, before forcing a surrender. During a search of the abandoned rubble, a forgotten bunker was uncovered that proved to be filled with aircraft weaponry (missiles and cannon ammunition). All of this materiel was scavenged before Foundation forces pulled back to the north part of the state after the war.

SAN DIEGO (VARIOUS BASES)

Other than the remains of a submarine base, the ruins of San Diego revealed very little of use to the recovery teams sent to explore it. Bombed by conventional attack to disrupt U.S. naval activities (San Diego was a major base, second only on the Pacific to Hawaii’s bases), and later by full-on nuclear strikes, it proved to be a radiated nightmare landscape of little promise. Among the wreckage, the Foundation found the ruins of several major bases: North Island Naval Air Station, Miramar (directly targeted for its early warning network), Coronado Naval Amphibious Base, and San Diego Naval Station.

SAN FRANCISCO (VARIOUS BASES)

The sprawling ruins of San Francisco, so close to Foundation lands, have remained a tempting target for exploration since the Foundation first emerged from the Redding vault. But over the years, the rise of hateful mutants and degenerates among the ruins has made any attempts to infiltrate the ruins an almost suicidal task; those who serve the Foundation are

CHAPTER 4: FORTRESSES AND OUTPOSTS

killed on sight, and most outsiders fare no better. San Francisco is a hateful place, and though during their war against the Brethren much of the ruins came under attack, the Brethren proved impossible to extinguish completely, and used the maze of ruins to slaughter Foundation forces.

The Foundation continues to watch the ruins for signs of weakness and activity in the Brethren, who -though primitive- have become a force to contend with. What makes matters worse is that the city they occupy, San Francisco, was known to be the home of a large number of important military bases and support facilities (including Alameda, Concord Naval Weapons Station, Oakland Fleet Industrial Support Center, and Sunnyvale Air Station). Though most were probably either destroyed in the first weeks of fighting or their resources moved to prevent falling into enemy hands, there is a temptation to go and look “just in case”. Many argue that to do so would be foolish, since the Brethren would have destroyed anything of use to the Foundation by now anyway.

SUNNYVALE AIR FORCE STATION

Located on the south end of San Francisco Bay, Sunnyvale AFS was once home to the 75th Space Group and Detachments 2 and 6 of the Air Force Space Missile Systems Center. It was Sunnyvale’s mission to monitor and control all U.S. military spacecraft from sites around the world. The station has remained unattainable by the Foundation due to its dangerously-close proximity to the Brethren-infested ruins of San Francisco. Despite this, the Foundation sent a covert expedition to Sunnyvale that recovered priceless computers, data, and tracking equipment that was directly responsible in permitting the Foundation to make contact with the ORASAT array. Most of the remaining buildings, which were already badly damaged, were sabotaged by the Foundation special operations team after they recovered the satellite data.

TRAVIS AIR FORCE BASE

Abandoned during the chaos and violence of the Fall, Travis (on the outskirts of San Francisco), was home to the 60th Airlift Wing, composed mainly of C-141 and C-5 Galaxy transports. Most of these were obliterated in the first strikes against the U.S., and the tarmac of the old airfield is still littered with craters and wreckage. Early Foundation scouts came here to find frightened wild men living among the hangars and burned-out wreckage of planes arranged neatly on the flight line, but nothing worth salvaging.

TWENTYNINE PALMS MARINE CORPS AIR-GROUND COMBAT CENTER

This sprawling base, located along the trade route to Kingman Town, has long stood firm against Foundation attempts to reclaim it. Twentynine Palms (known as “Junkyard” by the locals) was an established, xenophobic community before the Foundation even came to the area, and has resisted the latter’s attempts - subtle or otherwise - to bring it back under “civilized” control. Once home to the 8th Marines and the Marine Corps Communications-Electronics School, a good portion of the base later became a dumping ground for out-of-date military equipment. When the war broke out, the base was abandoned during the fighting, and was spared nuclear attack. In recent decades, survivors from the wasteland came to make the old base their home, built it up, and have even managed to bring some of the old military equipment back online to help defend it against attack.

Twentynine Palms now guards the trade routes connecting California with Kingman Town. It is considered a vital supply point and caravan station by the Cartel and Clean, who have each made fragile alliances with the locals to ensure they can use it as a stopping point on their journeys east and west. This

growing reliance on the locals has put the Cartel and Clean in the pocket of the Junkyard denizens (so to speak), and so the Foundation, wary of war with either of these major trade groups, has once again been forced to pull back and reconsider its options in dealing with this hold-out community.

VANDENBERG AIR FORCE BASE

Obviously attempts were made to survey the damage at Vandenberg, but this famous center for ICBM research and testing was completely obliterated by nuclear strikes during the Fall. The 98,000 acres of this expansive military reserve now yield something on the level of 7,000+ Rads, without signs of diminishing. No one has been able to scout out the entire base to assess the damage of the numerous missile silos, launch facilities, and ruined support complexes - Vandenberg is just too far away from Foundation lands, and too intensely radiated.

CHAPTER 5: FACTIONS

While the Foundation itself has a long and storied history, recent events such as the Great Schism have splintered this technological society into three distinct “factions” of their own. These factions represent three very different takes on the same core ideology – to rebuild the world from the chaos of the Fall. The *Foundation* itself is dedicated to rebuilding the future in the shape of the Ancients, of pre-war America, with democracy, equal rights, and freedom. The *Todoshi faction* (now known as the “Dark Paladins”) originally held to the same idea, but having seen too much given away too fast, took a hard-line position. Believing that only those who fight should rule, they have split off to make a world of their own modeled in an imperial fashion, centered upon a newly-formed soldier “caste”. The final fracture occurred soon after; a fraction of the Foundation’s population, true pureblooded humans, began to question the wisdom of allowing mutant kind an equal share of rights and rulership. Seeing their heritage and history diluted and forgotten by these “savages”, they also broke away from the Foundation. These are the *Revenants*, so called because they imagine themselves as the dwindling spirit of the true Ancients on earth.

This chapter deals with the three major factions of the Foundation. Information on each group, its way of life, philosophy, and important historical elements are touched upon, along with sample NPCs of the Todoshi and Revenants factions (including important figures in each organization).

“Gather! Conquer! Restore!”
- A common Foundationist chant

THE FOUNDATION

The Foundation is a major faction of the Twisted Earth, whose ranks are swelling with humans, mutants, and androids searching for the lost technologies of the Ancients to save, repair, and keep for the distant future. Caretakers of irreplaceable resources of knowledge and science during this great Dark Age, they hope by their efforts they can resurrect the past when the chaos of this era finally passes.

Whether they are looked up to as saviors, or feared as slave masters and future conquerors, changes with the locale, the amount of contact a people has had with the Foundation, and the ebb and flow of time itself. With a new incarnation being born as a result of a fracturing of its entirety, the future has yet to truly reveal what road this new Foundation will take.

FACTION INFORMATION

Population Estimate: 1000; humans and mutants (soldiers, 30%; support personnel, 20%; androids, 5%; thralls 45%).

Faction Leader: General Sorenson.

Capital: Dis (Redding).

CURRENT PROFILE

The Foundation has undergone a serious shakedown since the Schism, forcing its leadership to re-examine longstanding policies and traditions, as well as ingrained prejudices and sentiments that have existed for generations. The Schism, though it tore from the whole of the Foundation almost one half of its military and civilian resources, has had the secondary effect of making a better, more broad-minded Foundation

that has unquestioningly embraced the integration of humans, mutants, and artificial life such as androids. This much more diverse population base has, to the minds of the current leadership, served to weed out and drive away the elements that made the Foundation a hard, brutal, and ultimately ineffective vessel for reviving the true glory and enlightenment of the Ancient way of life.

As it stands, the Foundation is an organization in rapid transition. While it has inherited the glory and awe carved, taken, and pillaged from the mutants of the wasteland upon their first emergence, it has slowly come to terms with the fact that to succeed, to survive, they must drop their reservations in many areas to permit recruitment and foster alliances. And though badly wounded and strapped for resources since the Schism, the Foundation remains perhaps the strongest organization on the face of the Twisted Earth.

FOUNDATION LANDS

The Foundation’s primary hold on the Twisted Earth is largely limited to the region now known as the Sierra Gehenna, though over the past few decades, outposts have been constructed in what have been deemed strategic locales in southern California and along the major trade routes (including Kingman Town, Styx, and Socorro). The long standing refusal to expand and dominate (largely due to early fears of mutation, radiation, and disease) has given way to a pioneer spirit of reclamation that is more true to the original intent of the Foundation.

Life under Foundation rule varies depending on one’s role in the hierarchy. Almost universally (as with anywhere else in the wasteland), life for slaves, thralls, and unskilled labor is abysmal. While the Foundation openly promises its people there will be a brighter future with democracy for all, the convenience of a centuries-old martial law is not likely to ever be relaxed – or so the people mumble.

CHAPTER 5: FACTIONS

Strict discipline and obedience to the paladins is demanded of all of lesser station; on the spot execution for even minor offenses is not uncommon, though unwarranted brutality is generally unheard of. Simply put, stress is continuously put on the virtues of loyalty and conformity, for these alone are what keep the organization strong and invincible against the disorganized savages from the “outside”.

For those who have joined the military arm (or, alternatively, have been recruited as scribes), life is not much different than military life before the Fall; though surely, regular conflicts with mutant raiders, biker gangs, and tribal raiders provide distraction from monotonous exercise, drilling, and martial practice. Still, opportunities for advancement equate to better rights, privileges, and a marked increase in the standard of living – something that most communities, no matter how well meaning, cannot offer.

SAMPLE FOUNDATIONISTS

Below is a range of typical Foundationists. Several of the sample characters have multiple weapons. It should be noted that it is not typical for characters to be armed with 2-3 weapons, especially advanced ones. Unless the Foundationist is on an expedition, where backup weapons are more common, Gamemasters should choose one of the weapons from the character’s possessions. Although, Paladins that utilize exotic weapons, such as cannons, will often carry a weapon to use once their powered armor has been disabled.

THE FOUNDATION SYMBOL

The symbol used by the Foundation today has remained unchanged since the times of Generals Garrison and Ross, (the former having first coined the name of the movement the “Foundation of Mankind”). It was General Garrison’s belief that they, the descendants of the 689th Quartermaster Company, would provide the foundation for the reconstruction and rebuilding of human civilization, and a symbol to better represent their efforts would be needed. As the original symbol of the group (a flaming sword) was losing its relevance, Garrison believed a new symbol should be made to embody the new direction his people were taking.

The Foundation did not come up with the current symbol until the death of General Garrison and the election of his faithful subordinate, General Ross. Less than two days after the tragic accident that cost his superior’s life, Ross commissioned a new symbol to be made; the same symbol was first shown publicly when it was used to drape Garrison’s coffin at his funeral.

Although it has been suggested that the symbol was, in fact, based on sketches doodled by Garrison in one of his electronic notepads (and not by Ross, as the latter contended to his dying day), it has remained a powerful symbol unifying the movement ever since.

The Foundation icon is rich with symbolism. The heart of the design is the Book of Wisdom, its pages open for all to read. The Greek letters shown on the leaves, *alpha* (on the left) and *omega* (on the right), indicate that within the Book of Wisdom can be found everything ever known to mankind. Over this great tome stands the Foundationist sword, at the ready, a reminder that the knowledge within the Book comes with a price, and that it must always be protected – by force if necessary. The border, too, has significance; it is meant to represent two enclosing arms that have yet to fully open and reveal the wonders of the Ancients to the backward minds that compose the masses of the world.

The Foundation maintains its connection with the past by also retaining the colors of the Quartermaster Corps. Foundation soldiers wear armor painted in buff or brilliant gold (pristine white is used only for paladins and generals), the traditional color of the Quartermasters, with insignias done in bright blue (the secondary color of the corps).



CHAPTER 5: FACTIONS

RANKS OF PURITY

Foundation Thrall (Post-Apocalyptic Hero 2): CR 2; Medium-size humanoid; HD 2d8+4 plus 3; HP 16; Mas 15; Init +2; Spd 30 ft; Defense 15, touch 14, flatfooted 13 (+2 Dex, +2 class, +1 equipment); BAB +1; Grap +2; Atk +2 melee (1d6+1, rifle butt), or +3 ranged (2d8, M4 Carbine); Full Atk +2 melee (1d6+1, rifle butt), or +3 ranged (2d8, M4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Foundation; SV Fort +4, Ref +4, Will +0; AP 1; Rep +0; Str 12, Dex 14, Con 15, Int 13, Wis 10, Cha 8.

Occupation: Military (DW) (Knowledge [Tactics])

Background: Resurrector (Knowledge [Ancient Lore])

Skills: Climb +2, Computer Use +2, Drive +3, Hide +4, Knowledge (Ancient Lore) +4, Knowledge (Tactics) +4, Knowledge (Technology) +3, Listen +1, Navigate +3, Read/Write (Ancient, Gutter Talk, Unislang), Repair +4, Search +3, Speak Language (Ancient, Gutter Talk, Unislang), Spot +2, Survival +3

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

Talents (Post-Apocalyptic Hero): Technologist

Mutations and Defects: Any.

Possessions: M4 Carbine, 1 Box 5.56mm Ammunition, web belt, light rod, (2) Juju Potions (1d4+4), Leather Jacket, Multipurpose tool.

Foundation Trusted (Post-Apocalyptic Hero 4): CR 4; Medium-size humanoid; HD 4d8+12 plus 3; HP 33; Mas 16; Init +2; Spd 30 ft; Defense 16, touch 15, flatfooted 14 (+2 Dex, +3 class, +1 equipment); BAB +3; Grap +4; Atk +4 melee (1d6+1, rifle butt), or +6 ranged (2d8, M4 Carbine); Full Atk +4 melee (1d6+1, rifle butt), or +6 ranged (2d8, M4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Foundation; SV Fort +5, Ref +4, Will +1; AP 2; Rep +0; Str 12, Dex 14, Con

16, Int 13, Wis 10, Cha 8.

Occupation: Military (DW) (Knowledge [Tactics])

Background: Resurrector (Knowledge [Ancient Lore])

Skills: Climb +2, Computer Use +2, Drive +3, Hide +4, Jump +3, Knowledge (Ancient Lore) +9, Knowledge (Tactics) +5, Knowledge (Technology) +5, Listen +3, Navigate +3, Read/Write (Ancient, Gutter Talk, Unislang), Repair +6, Search +4, Speak Language (Ancient, Gutter Talk, Unislang), Spot +3, Survival +5

Feats: Double Tap, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Toughness, Weapon Focus (M4 Carbine).

Talents (Post-Apocalyptic Hero): Technologist, Historian

Mutations and Defects: Any.

Possessions: M4 Carbine, 1 Box 5.56mm Ammunition, Web Belt, Light Rod, (2) Juju Potions (1d4+4), Survival Kit, Leather Jacket, Multipurpose tool.

RANKS OF ENLIGHTENMENT

Foundation Brother (Post-Apocalyptic Hero 2): CR 2; Medium-size humanoid; HD 2d8+4; HP 13; Mas 15; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+2 Dex, +2 class, +2 equipment); BAB +1; Grap +2; Atk +2 melee (1d6+1, rifle butt), or +3 ranged (2d8, jackhammer Mk3A1); Full Atk +2 melee (1d6+1, rifle butt), or +3 ranged (2d8, jackhammer Mk3A1); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Foundation; SV Fort +4, Ref +4, Will +0; AP 1; Rep +0; Str 12, Dex 14, Con 15, Int 13, Wis 10, Cha 8.

Occupation: Military (DW) (Knowledge [Tactics])

Background: Guardian (Knowledge [Technology])

Skills: Climb +3, Computer Use +2, Drive +3, Knowledge (Ancient Lore) +4, Knowledge (Tactics)

+4, Knowledge (Technology) +5, Listen +1, Navigate +3, Read/Write Language (Ancient, Gutter Talk, Unislang), Repair +3, Search +3, Speak Language (Ancient, Gutter Talk, Unislang), Spot +2, Survival +3

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

Talents (Post-Apocalyptic Hero): Technologist

Mutations and Defects: Any.

Possessions: Jackhammer Mk3A1, 12-Gauge Speed Loader, Light Duty Vest, Flash Goggles, Web Belt, Survival Kit, Ready Syringe (Stimshot A), Light Rod, Multipurpose tool.

Junior Foundation Brother (Post-Apocalyptic Hero 4): CR 4; Medium-size humanoid; HD 4d8+12; HP 30; Mas 16; Init +2; Spd 25 ft; Defense 20, touch 15, flatfooted 18 (+2 Dex, +3 class, +5 equipment); BAB +3; Grap +4; Atk +4 melee (1d6+1, rifle butt), or +6 ranged (2d8, jackhammer Mk3A1); Full +4 melee (1d6+1, rifle butt), or +6 ranged (2d8, jackhammer Mk3A1); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Foundation; SV Fort +5, Ref +4, Will +1; AP 2; Rep +0; Str 12, Dex 14, Con 16, Int 13, Wis 10, Cha 8.

Occupation: Military (DW) (Knowledge [Tactics])

Background: Guardian (Knowledge [Technology])

Skills: Climb +3, Computer Use +2, Demolitions +2, Drive +3, Knowledge (Ancient Lore) +10, Knowledge (Tactics) +6, Knowledge (Technology) +10, Listen +1, Navigate +3, Read/Write Language (Ancient, Gutter Talk, Unislang), Repair +4, Search +3, Speak Language (Ancient, Gutter Talk, Unislang), Spot +2, Survival +5

Feats: Advanced Technology, Armor Proficiency (light), Armor Proficiency (medium), Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (Jackhammer Mk3A1)

CHAPTER 5: FACTIONS

Talents (Post-Apocalyptic Hero): Technologist, Historian

Mutations and Defects: Any.

Possessions: Jackhammer Mk3A1, (2) 12-Gauge Speed Loaders, Light Duty Vest, Flash Goggles, Web Belt, Survival Kit, (2) Ready Syringe (Stimshot A), Light Rod, Multipurpose tool.

Senior Foundation Brother (Post-Apocalyptic Hero 4/Foundation Guardian 2): CR 6; Medium-size humanoid; HD 4d8+12 plus 2d10+6; HP 47; Mas 16; Init +2; Spd 25 ft; Defense 21, touch 16, flatfooted 19 (+2 Dex, +4 class, +5 equipment); BAB +5; Grap +6; Atk +6 melee (1d6+1, rifle butt), or +8 ranged (2d8, jackhammer Mk3A1); Full Atk +6 melee (1d6+1, rifle butt), or +8 ranged (2d8, jackhammer Mk3A1); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Foundation; SV Fort +7, Ref +6, Will +1; AP 3; Rep +0; Str 12, Dex 14, Con 16, Int 13, Wis 10, Cha 8.

Occupation: Military (DW) (Knowledge [Tactics])

Background: Guardian (Knowledge [Technology])

Skills: Climb +3, Computer Use +2, Demolitions +4, Drive +4, Knowledge (Ancient Lore) +11, Knowledge (Tactics) +8, Knowledge (Technology) +11, Listen +1, Navigate +3, Read/Write Language (Ancient, Gutter Talk, Unislang), Repair +4, Search +3, Speak Language (Ancient, Gutter Talk, Unislang), Spot +2, Survival +6

Feats: Advanced Technology, Armor Proficiency (light), Armor Proficiency (medium), Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (Jackhammer Mk3A1)

Talents (Post-Apocalyptic Hero): Technologist, Historian

Talents (Foundation Guardian): Defender +2, Weapon Focus (Laser Rifle)

Mutations and Defects: Any

Possessions: Jackhammer Mk3A1, (2) 12-Gauge

Speed Loaders, Light Duty Vest, Flash Goggles, Web Belt, Survival Kit, (2) Ready Syringe (Stimshot A), Light Rod, Multipurpose tool

Foundation Squire (Post-Apocalyptic Hero 4/Foundation Guardian 4): CR 8; Medium-size humanoid; HD 4d8+12 plus 4d10+12; HP 64; Mas 16; Init +2; Spd 25 ft; Defense 23, touch 17, flatfooted 21 (+2 Dex, +5 class, +6 equipment); BAB +7; Grap +8; Atk +8 melee (1d6+1, rifle butt), or +10 ranged (2d8, jackhammer Mk3A1); Full Atk +8/+5 melee (1d6+1, rifle butt), or +10/+5 ranged (2d8, jackhammer Mk3A1); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Foundation; SV Fort +7, Ref +6, Will +2; AP 4; Rep +1; Str 12, Dex 15, Con 16, Int 13, Wis 10, Cha 8.

Occupation: Military (DW) (Knowledge [Tactics])

Background: Guardian (Knowledge [Technology])

Skills: Climb +3, Computer Use +2, Demolitions +4, Drive +4, Knowledge (Ancient Lore) +12, Knowledge (Tactics) +9, Knowledge (Technology) +12, Listen +1, Navigate +4, Pilot +3, Read/Write Language (Ancient, Gutter Talk, Unislang), Repair +5, Search +3, Speak Language (Ancient, Gutter Talk, Unislang), Spot +3, Survival +7

Feats: Advanced Technology, Armor Proficiency (light), Armor Proficiency (medium), Futuristic Firearm Proficiency, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (Jackhammer Mk3A1)

Talents (Post-Apocalyptic Hero): Technologist, Historian

Talents (Foundation Guardian): Defender +2, Weapon Focus (Laser Rifle), Tactical Aid

Mutations and Defects: Any.

Possessions: Jackhammer Mk3A1 (with Laser Sight), (3) 12-Gauge Speed Loaders, Military combat suit, Flash Goggles, Web Belt, Survival Kit, (2) Ready Syringe (Stimshot A), Light Rod, Multipurpose tool.

Foundation Knight (Post-Apocalyptic Hero 4/Foundation Guardian 6): CR 10; Medium-size humanoid; HD 4d8+12 plus 6d10+18; HP 81; Mas 16; Init +2; Spd 25 ft; Defense 24, touch 18, flatfooted 22 (+0 size, +2 Dex, +6 class, +6 equipment); BAB +9; Grap +10; Atk +10 melee (1d6+1, rifle butt), or +12 ranged (3d12+2, laser rifle); Full Atk +10/+5 melee (1d6+1, rifle butt), or +12/+7 ranged (3d12+2, laser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Foundation; SV Fort +8, Ref +7, Will +3; AP 5; Rep +2; Str 12, Dex 15, Con 16, Int 13, Wis 10, Cha 8.

Occupation: Military (DW) (Knowledge [Tactics])

Background: Guardian (Knowledge [Technology])

Skills: Climb +3, Computer Use +2, Demolitions +6, Drive +5, Knowledge (Ancient Lore) +12, Knowledge (Tactics) +10, Knowledge (Technology) +12, Listen +1, Navigate +5, Pilot +4, Read/Write Language (Ancient, Gutter Talk, Unislang), Repair +7, Search +3, Speak Language (Ancient, Gutter Talk, Unislang), Spot +3, Survival +7

Feats: Advanced Technology, Armor Proficiency (Powered), Armor Proficiency (light), Armor Proficiency (medium), Double Tap, Futuristic Firearm Proficiency, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (Jackhammer Mk3A1)

Talents (Post-Apocalyptic Hero): Technologist, Historian

Talents (Foundation Guardian): Defender +2, Weapon Focus (Laser Rifle), Tactical Aid, Weapon Specialization (Laser Rifle)

Mutations and Defects: Any.

Possessions: Laser Rifle, Power Belt Pack, Military combat suit, Flash Goggles, Web Belt, Survival Kit, (2) Ready Syringe (Stimshot A), Light Rod, Holo Communicator, Multipurpose tool.

Foundation Paladin (Post-Apocalyptic Hero 4/Foundation Guardian 7/Foundation Paladin 1):

CR 12; Medium-size humanoid; HD 4d8+12 plus 7d10+21 plus 1d10+3; HP 99; Mas 16; Init +3; Spd 20 ft; Defense 28, touch 18, flatfooted 28 (+0 Dex, +8 class, +10 equipment); BAB +11; Grap +14; Atk +14 melee (1d6+3, rifle butt), or +15 ranged (3d12+2, laser rifle); Full Atk +14/+9/+4 melee (1d6+3, rifle butt), or +15/+10/+5 ranged (3d12+2, laser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Foundation; SV Fort +10, Ref +10, Will +3; AP 6; Rep +4; Str 12 (17), Dex 16, Con 16, Int 13, Wis 10, Cha 8.

Occupation: Military (DW) (Knowledge [Tactics])

Background: Guardian (Knowledge [Technology])

Skills: Climb -4, Computer Use +2, Demolitions +6, Drive +7, Knowledge (Ancient Lore) +14, Knowledge (Tactics) +11, Knowledge (Technology) +14, Listen +1, Navigate +5, Pilot +5, Read/Write Language (Ancient, Gutter Talk, Unislang), Repair +7, Search +3, Speak Language (Ancient, Gutter Talk, Unislang), Spot +3, Survival +9

Feats: Advanced Technology, Armor Proficiency (powered), Armor Proficiency (light), Armor Proficiency (medium), Double Tap, Futuristic Firearm Proficiency, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Room-Broom, Weapon Focus (Jackhammer Mk3A1)

Talents (Post-Apocalyptic Hero): Technologist, Historian

Talents (Foundation Guardian): Defender +2, Weapon Focus (Laser Rifle), Tactical Aid, Weapon Specialization (Laser Rifle), Defender +4

Talents (Foundation Paladin): Command (Foundation), Improved Tactical Aid

Mutations and Defects: Any

Possessions: Mk1 Ares Powered Armor, Mini-Fusion Cell, Laser Rifle, Power Backpack, Flash Goggles, Web Belt, Survival Kit, Pocket Nurse

(3 Stimshot A), Light Rod, Holo Communicator, Multipurpose tool

Senior Foundation Paladin (Post-Apocalyptic Hero 4/Foundation Guardian 7/Foundation Paladin 3):

CR 14; Medium-size humanoid; HD 4d8+12 plus 7d10+21 plus 3d10+9; HP 116; Mas 16; Init +3; Spd 20 ft; Defense 30, touch 20, flatfooted 29 (+1 Dex, +9 class, +10 equipment); BAB +13; Grap +16; Atk +16 melee (1d6+3, rifle butt), or +17 ranged (3d12+2, laser rifle); Full Atk +16/+11/+6 melee (1d6+3, rifle butt), or +17/+12/+7 ranged (3d12+2, laser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Foundation; SV Fort +11, Ref +11, Will +4; AP 7; Rep +4; Str 12 (17), Dex 16, Con 16, Int 13, Wis 10, Cha 8.

Occupation: Military (DW) (Knowledge [Tactics])

Background: Guardian (Knowledge [Technology])

Skills: Climb -1, Computer Use +2, Demolitions +7, Drive +8, Jump -1, Knowledge (Ancient Lore) +15, Knowledge (Tactics) +12, Knowledge (Technology) +15, Listen +1, Navigate +5, Pilot +5, Read/Write Language +1 (Ancient, Gutter Talk, Unislang), Repair +8, Search +3, Speak Language +1 (Ancient, Gutter Talk, Unislang), Spot +3, Survival +9

Feats: Advanced Firearms Proficiency, Advanced Technology, Armor Proficiency (Powered), Armor Proficiency (light), Armor Proficiency (medium), Double Tap, Futuristic Firearm Proficiency, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Room-Broom, Weapon Focus (Jackhammer Mk3A1)

Talents (Post-Apocalyptic Hero): Technologist, Historian

Talents (Foundation Guardian): Weapon Focus (Laser Rifle), Tactical Aid, Weapon Specialization (Laser Rifle), Defender +4

Talents (Foundation Paladin): Command (Foundation), Improved Tactical Aid, Futuristic Weapon Expert, Armor Tolerance +1

Mutations and Defects: Any.

Possessions: Mk1 Ares Powered Armor, Mini-Fusion Cell, Laser Rifle, Power Backpack, Flash Goggles, Web Belt, Survival Kit, Pocket Nurse (3 Stimshot A), Light Rod, Holo Communicator, Multipurpose tool.

Foundation Paladin Commander (Post-Apocalyptic Hero 4/Foundation Guardian 7/Foundation Paladin 5):

CR 16; Medium-size humanoid; HD 4d8+12 plus 7d10+21 plus 5d10+15; HP 133; Mas 16; Init +3; Spd 25 ft; Defense 33, touch 23, flatfooted 30 (+3 Dex, +10 class, equipment +10); BAB +15; Grap +18; Atk +18 melee (1d6+3, rifle butt), or +18 ranged (10d8, gauss anti-tank rifle), or +19 ranged (3d12+2, laser rifle); Full Atk +18/+13/+8 melee (1d6+3, rifle butt), or +18 ranged (10d8, gauss anti-tank rifle), or +19/+14/+9 ranged (3d12+2, laser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Foundation; SV Fort +12, Ref +12, Will +4; AP 8; Rep +5; Str 12 (16), Dex 16, Con 16, Int 14, Wis 10, Cha 8.

Occupation: Military (DW) (Knowledge [Tactics])

Background: Guardians (Knowledge [Technology])

Skills: Climb +5, Computer Use +3, Demolitions +9, Drive +9, Jump +5, Knowledge (Ancient Lore) +16, Knowledge (Tactics) +14, Knowledge (Technology) +17, Listen +1, Navigate +7, Pilot +5, Read/Write Language (Ancient, Gutter Talk, Unislang), Repair +10, Search +4, Speak Language (Ancient, Gutter Talk, Unislang), Spot +4, Survival +10

Feats: Advanced Firearms Proficiency, Advanced Technology, Armor Proficiency (powered), Armor Proficiency (light), Armor Proficiency (medium), Double Tap, Far Shot, Futuristic Firearm Proficiency, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Room-Broom, Weapon Focus (Jackhammer Mk3A1)

CHAPTER 5: FACTIONS

Talents (Post-Apocalyptic Hero): Technologist, Historian

Talents (Foundation Guardian): Weapon Focus (Laser Rifle), Tactical Aid, Weapon Specialization (Laser Rifle), Defender +4

Talents (Foundation Paladin): Command (Foundation), Improved Tactical Aid, Futuristic Weapon Expert, Armor Tolerance +2, Futuristic Weapon Specialization

Mutations and Defects: Any.

Possessions: Mk2 Ares Powered Armor, Gauss Anti-Tank Rifle, (4) Mini-Fusion Cells, (2) Boxes Gauss Ammunition, Laser Rifle, Power Backpack, Flash Goggles, Web Belt, Survival Kit, Pocket Nurse (3 Stimshot A), Light Rod, Holo Communicator, Multipurpose tool.

Senior Foundation Paladin Commander (Post-Apocalyptic Hero 4/Foundation Guardian 7/Foundation Paladin 7): CR 18; Medium-size humanoid; HD 4d8+12 plus 7d10+21 plus 7d10+21; HP 150; Mas 16; Init +3; Spd 20 ft; Defense 34, touch 24, flatfooted 31 (+3 Dex, +11 class, +10 equipment); BAB +17; Grap +21; Atk +21 melee (1d6+4, rifle butt), or +20 ranged (10d8, gauss anti-tank rifle), or +21 ranged (3d12+2, laser rifle); Full Atk +21/+16/+11/+6 melee (1d6+4, rifle butt), or +20 ranged (10d8, gauss anti-tank rifle), or +21/+16/+11/+6 ranged (3d12+2, laser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Foundation; SV Fort +13, Ref +13, Will +5; AP 9; Rep +6; Str 12 (18), Dex 16, Con 16, Int 14, Wis 10, Cha 8.

Occupation: Military (DW) (Knowledge [Tactics])

Background: Guardian (Knowledge [Technology])

Skills: Climb +4, Computer Use +3, Demolitions +10, Drive +10, Jump +2, Knowledge (Ancient Lore) +17, Knowledge (Tactics) +15, Knowledge (Technology) +18, Listen +1, Navigate +8, Pilot +5, Read/Write Language (Ancient, Gutter Talk,

Unislang), Repair +11, Search +4, Speak Language (Ancient, Gutter Talk, Unislang), Spot +5, Survival +11

Feats: Advanced Firearms Proficiency, Advanced Technology, Armor Proficiency (powered), Armor Proficiency (light), Armor Proficiency (medium), Battlefield Leader, Double Tap, Far Shot, Futuristic Firearm Proficiency, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Rallying Leader, Room-Broom, Weapon Focus (Jackhammer Mk3A1)

Talents (Post-Apocalyptic Hero): Technologist, Historian

Talents (Foundation Guardian): Weapon Focus (Laser Rifle), Tactical Aid, Weapon Specialization (Laser Rifle), Defender +4

Talents (Foundation Paladin): Command (Foundation), Improved Tactical Aid, Futuristic Weapon Expert, Futuristic Weapon Specialization, Armor Tolerance +3, War College

Mutations and Defects: Any

Possessions: Excalibur Suit, Gauss Anti-Tank Rifle, (4) Mini-Fusion Cells, (2) Boxes Gauss Ammunition, Laser Rifle, Power Backpack, Flash Goggles, Web Belt, Survival Kit, Pocket Nurse (3 Stimshot A), Light Rod, Holo Communicator, Multipurpose tool

RANKS OF PROPHECY

Foundation Scribe (Post-Apocalyptic Hero 3/Scholar 3): CR 6; Medium-size humanoid; HD 3d8+6 plus 3d6+6; HP 37; Mas 14; Init +1; Spd 30 ft; Defense 15, touch 15, flatfooted 14 (+1 Dex, +4 class); BAB +3; Grap +2; Atk +2 melee (1d4-1, pistol whip), or +4 ranged (2d10, maser pistol); Full Atk +2 melee (1d4-1, pistol whip), or +4 ranged (2d10, maser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Foundation; SV Fort +5, Ref +5, Will +4; AP 3; Rep +1; Str 8, Dex 12, Con 14, Int 16, Wis 13, Cha 10.

Occupation: Academic (DW) (Computer Use, Research)

Background: Guardian (Repair)

Skills: Computer Use +14, Craft (electronic) +5, Craft (mechanical) +10, Craft (structural) +5, Decipher Script +6, Disable Device +5, Drive +2, Knowledge (Ancient Lore) +10, Knowledge (Earth and Life Sciences) +6, Knowledge (Mutant Lore) +7, Knowledge (Physical Sciences) +5, Knowledge (Technology) +12, Listen +4, Read/Write Language (Ancient, Gutter Talk, Unislang), Repair +14, Research +11, Search +10, Speak Language (Ancient, Gutter Talk, Unislang), Spot +8, Survival +3

Feats: Advanced Technology, Alertness, Builder (Craft [electronic], Craft [structural]), Futuristic Firearm Proficiency, Gearhead, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology

Talents (Post-Apocalyptic Hero): Technologist, Craft Lore (Craft [mechanical])

Talents (Scholar): Gossip, Ancient Craft (Craft [mechanical])

Mutations and Defects: Any

Possessions: Deluxe Electronic Toolkit, Basic Mechanical Tool Kit, Maser Pistol, 2 Power Clips, PDA, Web Belt, Survival Kit, Light Rod, Holo Communicator, Multipurpose tool

Senior Foundation Scribe (Post-Apocalyptic Hero 3/Scholar 5): CR 8; Medium-size humanoid; HD 3d8+6 plus 5d6+10; HP 48; Mas 14; Init +1; Spd 30 ft; Defense 16, touch 16, flatfooted 15 (+1 Dex, +5 class); BAB +4; Grap +3; Atk +3 melee (1d4-1, pistol whip), or +5 ranged (2d12, laser pistol); Full Atk +3 melee (1d4-1, pistol whip), or +5 ranged (2d12, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Foundation; SV Fort +5, Ref +6, Will +5; AP 4; Rep +2; Str 8, Dex 12, Con 14, Int 17, Wis 13, Cha 10.

Occupation: Academic (DW) (Computer Use,

Research)

Background: Guardian (Repair)

Skills: Computer Use +14, Craft (electronic) +12, Craft (mechanical) +17, Craft (structural) +5, Decipher Script +6, Disable Device +6, Drive +2, Knowledge (Ancient Lore) +10, Knowledge (Earth and Life Sciences) +6, Knowledge (Mutant Lore) +7, Knowledge (Physical Sciences) +9, Knowledge (Technology) +15, Listen +4, Read/Write Language (Ancient, Gutter Talk, Unislang), Repair +16, Research +11, Search +10, Speak Language (Ancient, Gutter Talk, Unislang), Spot +8, Survival +3

Feats: Advanced Technology, Alertness, Builder (Craft [electronic], Craft [structural]), Futuristic Firearm Proficiency, Gearhead, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology

Talents (Post-Apocalyptic Hero): Technologist, Craft Lore (Craft [mechanical])

Talents (Scholar): Gossip, Confusing Tirade, Ancient Craft (Craft [mechanical]), Ancient Knowledge (Knowledge [Physical Sciences])

Mutations and Defects: Any.

Possessions: Deluxe Electronic Toolkit, Deluxe Mechanical Tool Kit, Laser Pistol, Power Beltpack, Magnetic Shield Type A, PDA, Web Belt, Survival Kit, Light Rod, Holo Communicator, Multipurpose tool, Technical Scanner.

Foundation Master Scribe (Post-Apocalyptic Hero 3/Scholar 7): CR 10; Medium-size humanoid; HD 3d8+6 plus 7d6+14; HP 59; Mas 14; Init +1; Spd 30 ft; Defense 17, touch 17, flatfooted 16 (+1 Dex, +6 class); BAB +5; Grap +4; Atk +4 melee (1d4-1, pistol whip), or +6 ranged (3d10, plasma pistol); Full Atk +4 melee (1d4-1, pistol whip), or +6 ranged (3d10, plasma pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Foundation; SV Fort +6, Ref +7, Will +6; AP 5; Rep +3; Str 8, Dex 12, Con 14, Int 17, Wis 13, Cha

10.

Occupation: Academic (DW) (Computer Use, Research)

Background: Guardians (Repair)

Skills: Computer Use +14, Craft (electronic) +19, Craft (mechanical) +22, Craft (structural) +7, Decipher Script +6, Disable Device +7, Drive +2, Knowledge (Ancient Lore) +10, Knowledge (Arcane Lore) +5, Knowledge (Earth and Life Sciences) +6, Knowledge (Mutant Lore) +7, Knowledge (Physical Sciences) +17, Knowledge (Technology) +17, Listen +4, Read/Write Language (Ancient, Gutter Talk, Unislang), Repair +18, Research +11, Search +10, Speak Language (Ancient, Gutter Talk, Unislang), Spot +8, Survival +3

Feats: Advanced Electronics Discipline, Advanced Technology, Alertness, Builder (Craft [electronic], Craft [structural]), Educated (Knowledge [Arcane Lore], Knowledge [Physical Sciences]), Futuristic Firearm Proficiency, Gearhead, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology

Talents (Post-Apocalyptic Hero): Technologist, Craft Lore (Craft [mechanical])

Talents (Scholar): Gossip, Confusing Tirade, Ancient Craft (Craft [mechanical]), Ancient Knowledge (Knowledge [Physical Sciences]), Ancient Craft (Craft [electronic])

Mutations and Defects: Any

Possessions: Masterwork Deluxe Electronic Toolkit +1, Masterwork Deluxe Mechanical Tool Kit +1, Plasma Pistol, *Juiced* Power Beltpack, Magnetic Shield Type B, PDA, Web Belt, Survival Kit, Pocket Nurse (3 Stimshot A), Light Rod, Holo Communicator, Multipurpose tool, Technical Scanner

Senior Foundation Master Scribe (Post-Apocalyptic Hero 3/Scholar 7/Mech 5): CR 15; Medium-size humanoid; HD 3d8+6 plus 7d6+14 plus

5d6+10; HP 87; Mas 14; Init +1; Spd 30 ft; Defense 20, touch 20, flatfooted 19 (+1 Dex, +9 class); BAB +7; Grap +6; Atk +6 melee (1d4-1, pistol whip), or +10 ranged (3d10, masterwork plasma pistol); Full Atk +6 melee (1d4-1, pistol whip), or +10 ranged (3d10, masterwork plasma pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Foundation; SV Fort +7, Ref +8, Will +10; AP 7; Rep +6; Str 8, Dex 12, Con 14, Int 18, Wis 13, Cha 10.

Occupation: Academic (DW) (Computer Use, Research)

Background: Guardians (Repair)

Skills: Computer Use +17, Craft (electronic) +25, Craft (mechanical) +28, Craft (structural) +13, Decipher Script +7, Demolitions +6, Disable Device +13, Drive +4, Knowledge (Ancient Lore) +16, Knowledge (Arcane Lore) +6, Knowledge (Earth and Life Sciences) +7, Knowledge (Mutant Lore) +8, Knowledge (Physical Sciences) +23, Knowledge (Technology) +23, Listen +4, Read/Write Language (Ancient, Gutter Talk, Unislang), Repair +24, Research +17, Search +11, Speak Language (Ancient, Gutter Talk, Unislang), Spot +10, Survival +3

Feats: Advanced Armor Discipline, Advanced Electronics Discipline, Advanced Technology, Advanced Weapons Discipline, Alertness, Builder (Craft [electronic], Craft [structural]), Educated (Knowledge [Arcane Lore], Knowledge [Physical Sciences]), Futuristic Firearm Proficiency, Gearhead, More Juice, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology

Talents (Post-Apocalyptic Hero): Technologist, Craft Lore (Craft [mechanical])

Talents (Scholar): Gossip, Confusing Tirade, Ancient Craft (Craft [mechanical]), Ancient Knowledge (Knowledge [Physical Sciences]), Ancient Craft (Craft [electronic])

Talents (Mech): Mastercraft +1, Quick Repairs, Mastercraft +2, Improved Repairs

CHAPTER 5: FACTIONS

Mutations and Defects: Any

Possessions: Masterwork Deluxe Electronic Toolkit +2, Masterwork Deluxe Mechanical Tool Kit +2, Masterwork Plasma Pistol (+2 attack), *Juiced* Power Backpack, Magnetic Shield Type C, PDA, Web Belt, Survival Kit, Pocket Nurse (3 Stimshot A), Light Rod, Holo Communicator, Multipurpose tool, Technical Scanner

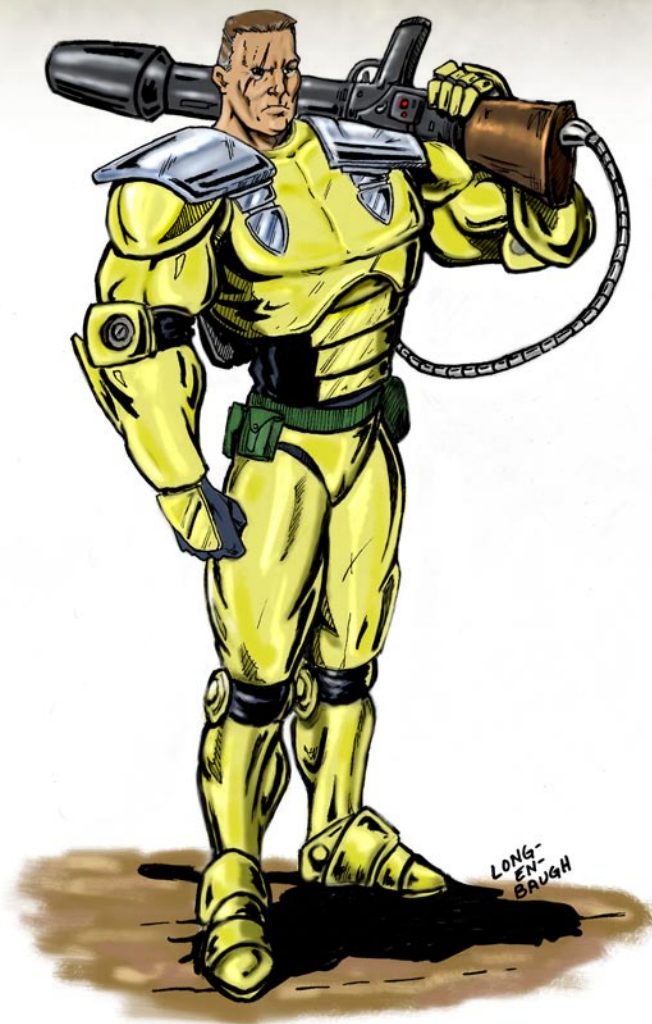
FOUNDATIONISTS OF NOTE

GENERAL JOHN SORENSON

Though early in his career as a Foundationist it would have seemed unlikely, General John Sorenson is now the leading figure behind the Foundation movement. After the death of his commander, General Sax, the Foundation was plunged into chaos, despairing over the Schism that tore a vast majority of their soldiers away. Though many skilled civilians survived the splintering, they wondered what future there could possibly be without soldiers to protect their now-vulnerable technologies.

Sorenson rose to the challenge, rallying what few soldiers had remained loyal to the Foundation (most of whom had directly served General Sax, and thus felt his treacherous death personally) to form a core of guardians for the Foundation. Through their efforts these few paladins were able to keep the Foundation together, protect it at its weakest time, and even rout the Todoshi faction as it pulled back, sending them deep into the deserts in a cloud of dust.

Sorenson was appointed the new General of the Foundation after the death of General Sax, a decision made by the surviving Elders as much for his skills as a leader as a gesture of heartfelt gratitude for his and his soldierly followers' loyalty. As the most



senior Paladin-Commander, many of the soldiers looked up to him as their de facto general and so the decision was universally accepted by the scientists and remaining soldiers alike.

Since that time, General Sorenson has worked feverishly to rebuild the armies of the Foundation,

keep the frontiers strong, and continue the organization's mission of reconstruction. Though he is optimistic that the Foundation will survive, and that "Eden" will eventually come, he is a realist who has worked hard to put in check many who would give it all away too soon. He also knows that the Foundation now faces the grimmest of times, its future more uncertain than ever before, but his indomitable will and charismatic leadership give just enough hope that his people stand strong despite adversity.

General Sorenson is easily recognizable even among the hordes of men who follow him, often seen riding a white armored personnel carrier in his gleaming golden armor when going to battle. A hands-on commander, he prefers to lead in the midst of the fighting, not from some rear command bunker where he cannot readily grasp the unfolding situation of battle. For this, he has earned a reputation as a brother of his fighting men, and yet his continued respect and acknowledgement of the contributions of the scientific caste has kept him from becoming deified as a "war god" or militant "emperor" (which could be disastrous, further alienating the scientific community from the warriors). Personally, he is tall and strong, his face traced with lines of approaching middle age. Sorenson lost one eye during the Great Schism, which has been replaced by a bionic version to restore his eyesight. Suspended in the badly scarred socket, the all-black glass orb seems full of secrets.

General John Sorenson (Post-Apocalyptic Hero 4/Foundation Guardian 7/Foundation Paladin 10):

CR 21; Medium-size humanoid; HD 4d8+12 plus 7d10+21 plus 10d10+30; HP 175; Mas 16; Init +2; Spd 20 ft; Defense 34, touch 24, flatfooted 32 (+2 Dex, +12 class, +10 equipment); BAB +20; Grap +24; Atk +24 melee (1d6+4, rifle butt), or +23 ranged (5d10+5, meson cannon); Full Atk +24/+19/+14/+9

CHAPTER 5: FACTIONS

melee (1d6+4, rifle butt), or +23/+18/+13/+8 ranged (5d10+5, meson cannon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, DR 2/- vs. piercing and ballistic; AL Foundation; SV Fort +14, Ref +13, Will +6; AP 10; Rep +7; Str 12 (18), Dex 14, Con 16, Int 14, Wis 10, Cha 16.

Occupation: Military (DW) (Intimidate)

Background: Guardian (Knowledge [Tactics])

Mutations and Defects: Aberrant Endoskeletal Encasing, Underdeveloped Organ (Inner ear)

Skills: Balance -2, Climb +8, Computer Use +6, Demolitions +6, Drive +6, Intimidate +21, Jump +6, Knowledge (Ancient Lore) +20, Knowledge (Tactics) +20, Knowledge (Technology) +16, Knowledge (Twisted Earth) +7, Navigate +4, Pilot +4, Read/Write Language (Ancient, Gutter Talk, Unislang), Repair +14, Search +4, Speak Language (Ancient, Gutter Talk, Unislang), Spot +4 (+9 bionic eye), Survival +14

Feats: Advanced Firearms Proficiency, Advanced Technology, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Battlefield Leader, Combat Driving, Double Tap, Futuristic Firearm Proficiency, Hard-Eyed, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Precise Shot, Primitive Technology, Rallying Leader, Room-Broom, Weapon Focus (Laser Rifle)

Talents (Post-Apocalyptic Hero): Technologist, Historian

Talents (Foundation Guardian): Weapon Focus (meson cannon), Tactical Aid, Weapon Specialization (meson cannon), Defender +4

Talents (Foundation Paladin): Command (Foundation), Improved Tactical Aid, Futuristic Weapon Expert, Futuristic Weapon Specialization, War College, Armor Tolerance +5

Possessions: Excalibur Suit, Mastercraft Meson Cannon (+3 damage) w/recognition safety, Minifusion backpack, Mini-Fusion Cell, Power backpack, Flash

Goggles, Web Belt, Survival Kit, Pocket Nurse (Hercurin, Antitox, Sustainer Shot), Light Rod, Holo Communicator, Red (VC) Identity Card, Improved Bionic Eye.



ELDER SOCRATES-6

“Socrates” is the leader of the Foundation’s considerable android population. Despite being a tall, lanky robot with bare metal limbs and a titanium mask for a “face”, there is something to his soft whispering voice, and movements full of expression, that comes off as being quite benevolent.

While most robots are venerable to say the least, Socrates is truly ancient. He was created with the first generation of thinker androids well before the Fall, and was witness to the glory and civilization of the Ancients firsthand. Created with the intellect of several university professors, he first served in a military “think tank” devising better and more efficient generations of his kind, before being “retired”. He escaped the junk heap and managed to become an “underground” teacher, instructing other discarded androids how to help themselves and survive in the wilderness, founding a community (almost like a lost “leper colony”) for these outcasts far from the domed cities of human kind in the American Southwest. Though they were eventually hunted almost to extinction for spare parts, Socrates survived for many years even after the Fall. He eventually deactivated himself during the prolonged nuclear winter as human kind died out, hoping to awaken to a world with more promise for his kind.

Socrates was re-activated by a cell of the Metal Gods, who hoped to recruit him to their cause of biological extinction. Socrates listened to their message, but ultimately found their line of reasoning flawed. Knowing that they would not tolerate dissention, Socrates escaped, eventually finding his way to the Foundation.

Socrates is currently the most senior of master scribes in all the Foundation, and is, in fact, the head of maintaining and operating the Core AI at the heart of the Dis vault. Also one of the Foundation’s most prestigious Elders, he is one of the most educated and

intelligent of their civilian leaders as well, bringing a level head and rational logic to meetings of the Elder Council. He has also taken it upon himself to instruct new generations of scribes (human, mutant, and android alike) when he can, passing on the lessons he has learned about racism, hate, and the barbarism of war. Though he knows the Foundation has a long way to go before it realizes its promise of a utopian future, Socrates hopes to be a part of the process of building a new world order of equality, justice, and true democracy.

Socrates-6 (Smart Hero 3/Scholar 8/Scientist 10):

CR 21; Medium Size Android; HD 21d10+7; HP 133; Mas -; Init -3; Spd 30 ft; Defense 29, touch 25, flatfooted 28 (+1 Dex, +10 class, +4 natural, +4 deflection); BAB +10; Grap +11; Atk +16 ranged (5d6, blaster), or +16 melee (1d6+1, gun butt); Full Atk +16/+11 ranged (5d6, blaster), or +16/+11 melee (1d6+1, gun butt); FS 5 ft by 5 ft; Reach 5 ft; SQ robotic construct, command level (IVC); SV Fort -, Ref +11, Will +12; AP 23; Rep +8; Str 12, Dex 13, Con 10, Int 22, Wis 13, Cha 12.

Occupation: Android Scientist (Computer Use, Knowledge [ancient lore], Knowledge [technology])

Background: Android

Features and Deteriorations: Armor Plating, Computer Link x2, Internal Power Source x2.

Skills: Computer Use +21, Craft (chemical) +21, Craft (electronic) +21, Craft (mechanical) +21, Craft (pharmaceutical) +19, Craft (structural) +21, Decipher Script +19, Demolitions +9, Diplomacy +5, Disable Device +19, Drive +6, Gather Information +17, Investigate +11, Knowledge (ancient lore) +26, Knowledge (earth and life sciences) +21, Knowledge (mutant lore) +19, Knowledge (physical sciences) +21, Knowledge (technology) +26, Knowledge (twisted earth) +19, Listen +6, Navigate +11, Pilot +3, Read/Write (Ancient, Gutter Talk, Unislang),

Repair +21, Research +21, Search +7, Sense Motive +5, Speak Language (Ancient, Gutter Talk, Unislang), Spot +6, Treat Injury +14

Feats: Advanced Armor Discipline, Advanced Electronics Discipline, Advanced Pharmaceutical Discipline, Advanced Weapons Discipline, Advanced Technology, Aircraft Discipline, Bionics and Cybernetics Discipline, Feature Advancement x2, Futuristic Firearms Proficiency, Modern Firearms Discipline, Modern Vehicles Discipline, Remote Computer Link, Repair Deterioration x4, Robotics Discipline.

Talents (Smart Hero): Linguist, Exploit Weakness

Talents (Scholar): Ancient Secret (Advanced Electronics Discipline), Gossip, Ancient Secret (Aircraft Discipline), Confusing Tirade, Ancient Secret (Advanced Weapons Discipline), Protected By Code

Talents (Scientist): Scientific Method, Scientific Improvisation, Smart Weapon, Hypothesis, Lead Scientist, Funding, Improved Scientific Method

Possessions: Blaster w/recognition safety, Force Field Belt, Utopian Robe, Platinum Stage VIM Access Card, Technical Scanner, Holo Communicator, (2) Power Beltpacks, (2) Power Cells, Plutonium Clip, (3) Minifusion Cells.

ELDER TEE'RAK

An unexpected sight among the chambers of the Foundation Elders is the hunch-backed, feathered Tee'rak, a *winged one* from the southern aeries of the Rocky Mountains. Stooped over from debilitating age, his body wracked with arthritis and a battery of genetic deformities, Tee'rak looks like a grounded, de-feathered chicken hawk, his graying wings resembling a shoddy cloak drawn about his arms and body. He helps alleviate the pain of his own weight by walking with the assistance of a formidable weapon, a crystal-tipped *energy pike*.



Tee'rak is a member of the primitive hunter-race of *winged ones*, a species of birdmen who haunt the high mountain peaks of the "Big Rocks" preying on the savages of the lowlands. Tee'rak was a great warrior and chief for many years, undefeated by many would-be usurpers, until his old age forced him to realize he could not live forever. As he grew weaker, he knew that rivals (perhaps even one of his fifteen sons) would eventually slay him in ritual contest.

Unwilling to give up on life, however, Tee'rak did the unimaginable: he left his home, never to return. He wandered the mountains until driven out by other tribes of winged ones, eventually finding his way to the lowlands of the wasteland. It was here that he eventually discovered the Foundation and, with his primitive mind, was utterly awed by what he saw.

Though Tee'rak was incensed that he would be denied the honored position of "Paladin" (he still considered himself a great warrior, far better than many of these "hu-mans") based solely on his chirping speech – unable to grasp their fancy words – and his so-called "primitive" mind. Though he served as a Trusted for many years before finally attaining Brother rank (at which time his age was getting the best of him) he was further made bitter by what he saw in the way of slavery and destitution for the primitive thrall people of the Foundation, many of whom had not the strength or fortune to earn freedom as he had done.

It was then that Tee'rak, in his venerable age, became (by unexpected changes in the Foundation) a member of the Elder Council. A trusted soldier and Brother of many years, the Foundation decided he would make a perfect example of the image of integrating human and mutant kind – an image that they desperately sought.

Since that time, Tee'rak has proven to be a gifted diplomat and politician; years as a chief, battle commander, wasteland wanderer, virtual slave, and now "enlightened savage" have given him a wide range of experiences from which to draw. Shrewd and wise, his hard-to-grasp language nonetheless manages to convey his great knowledge and sense of social justice. Having seen the plight of mutant kind and primitive people under Foundation rule, he currently works for a better future for all the races under their dominion.

Tee'rak (Winged One Dedicated Hero 3/Guardian 7): CR 12; Medium-sized Monstrous Humanoid; HD 3d8+3 plus 3d6+3 plus 7d10+7; HP 82; Mas 14; Init +6; Spd 30 ft, fly 60 ft (average); Defense 22, touch 18, flatfooted 20 (+2 Dex, +6 class, +2 natural, +2 equipment); BAB +12; Grap +13; Atk +13 melee (1d4+1, talon), or +14 melee (2d8+3/18-20, energy pike); Full Atk +13/+8/+3 melee (1d4+1, talon), or +14/+9/+4 melee (2d8+3/18-20, energy pike); FS 5 ft by 5 ft; Reach 5 ft; SQ piercing shriek; AL none; SV Fort +8, Ref +10, Will +8; AP 10; Rep +3; Str 12, Dex 14, Con 12, Int 10, Wis 12, Cha 14.

Skills: Bluff +5, Diplomacy +6, Intimidate +12, Knowledge (technology) +3, Listen +5, Navigate +4, Read/Write (Gutter Talk, Unislang), Search +4, Sense Motive +8, Speak Language (Gutter Talk, Unislang), Spot +7, Survival +6.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Blind Fight, Flyby Attack, Hover, Improved Initiative, Post Apocalyptic Technology, Power Attack, Power Dive, Wingover.

Talents (Dedicated Hero): Empathy, Improved Aid Another

Talents (Foundation Guardian): Defender +4, Weapon Focus (Energy Pike), Tactical Aid, Weapon Specialization (Energy Pike)

Possessions: Energy Pike, Utopian Robe, Blue Stage IIIC Access Card, Power Backpack, Leather Armor.

SIR ZAR

Sir Zar is a battle-seasoned veteran of the Foundation, and a loyalist in the truest sense. His exploits in the service of the Foundation have earned him great acclaim, as well as numerous scars and bitter wounds. Tall, mighty, and imposing, Zar's deeply tanned face is crowned by a short bush of spiked hair that has prematurely turned white.

Zar was a volunteer member of the expedition to the Necropolis in 2263, a squire assigned as assistant (and then later as second-in-command) to Sir Helios, the expedition's leader. Zar braved numerous encounters with the denizens of the Necropolis in command of an independent scouting force (proving his abilities as a leader), up until the Foundationist forces were trapped in their bunker somewhere in the north of the city. Zar remained at his commander's side throughout the final assault by the insidious mutant bugs and their giant plasma-spewing beetles, and was horribly wounded when a plasma spray incinerated his right arm and melted it to a stump.

Zar was found among the ruins days later by a party sent to look for survivors before the Necropolis effort was abandoned. Though on the verge of death, this man's indomitable spirit remained strong, keeping him alive. Brought back to Dis he was treated, a bionic arm fitted to replace his lost appendage, and he rose again with a promotion to *Knight*. Hard, cold, and sometimes seemingly inhuman (no doubt a result of the loss of his arm), he is almost fearless on the field of battle.

Sir Zar is almost a legend among the young generations of Foundationists, who look to him as an example of how a soldier should be. When the Todoshi faction split from the Foundation, many undecided youths expected Zar to desert with many of his former military brothers but he remained loyal. His dedication to the old ways is credited with being an influence on many of those soldiers who similarly decided to stay.

Sir Zar (Post-Apocalyptic Hero 4/Foundation Guardian 7/Foundation Paladin 1): CR 12; Medium-size humanoid; HD 4d8+12 plus 7d10+21 plus 1d10+3; HP 99; Mas 16; Init +2; Spd 30 ft; Defense 27, touch 20, flatfooted 25 (+2 Dex, +8 class, +7 equipment); BAB +11; Grap +11; Atk +12 melee

CHAPTER 5: FACTIONS

(1d6+1, rifle butt), or +14 ranged (3d12+2, pulse laser rifle); Full Atk +12/+7/+2 melee (1d6+1, rifle butt), or +14/+9/+4 ranged (3d12+2, pulse laser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Foundation; SV Fort +10, Ref +9, Will +4; AP 6; Rep +4; Str 10 (12), Dex 15, Con 16, Int 15, Wis 13, Cha 10.

Occupation: Military (DW) (Knowledge [Tactics])

Background: Guardian (Knowledge [Ancient Lore])

Skills: Climb +2, Computer Use +3, Demolitions +5, Drive +5, Hide +6, Intimidate +3, Jump +2, Knowledge (Ancient Lore) +15, Knowledge (Tactics) +15, Knowledge (Technology) +11, Listen +6, Move Silently +2, Navigate +4, Pilot +4, Repair +8, Search +6, Spot +7, Survival +9

Feats: Advanced Firearms Proficiency, Advanced Technology, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Burst Fire, Futuristic Firearm Proficiency, Improved Autofire, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (Laser Rifle)

Talents (Post-Apocalyptic Hero): Technologist, Historian

Talents (Foundation Guardian): Weapon Focus (Pulse Laser Rifle), Tactical Aid, Weapon Specialization (Pulse Laser Rifle), Defender +4

Talents (Foundation Paladin): Command (Foundation), Improved Tactical Aid

Possessions: Wealth +5

Mutations and Defects: None (human).

Possessions: Mastercraft Pulse Laser Rifle (+1 damage) w/recognition safety, Power Backpack, Mastercraft Military combat suit (+1 to defense), Energy Shield C, Night Vision goggles, Flash Goggles, Web Belt, Survival Kit, Pocket Nurse (3 Stimshot A), Light Rod, Holo Communicator, Myoelectric Arm.

“Those learned in the ways of the secretive Foundation hold that their people aren’t as strong as they once were. Rumors tell of a great rift, and the blossoming power of a new splinter group known as...the “Dark Paladins”. To hear the scribes of the Foundation tell the story, the Dark Paladins were defeated and fled into the wastes of the Twisted Earth, and have never been seen or heard from again. Such are the fantasies of the remnants of the Foundation, for indeed somewhere the Dark Paladins wait. And gather strength...”

- Romani Thek, storyteller of the Far Traders

YOUR CAMPAIGN:

THE ROLE OF THE FOUNDATION

The Foundation is one of the major groups of the Twisted Earth, and considering their level of technology and formidable reputation; it is very likely player characters will want to join up. The majority of this book is designed in such a way as to provide a great deal of information for GMs to run a campaign with characters as Foundationists, from its long and varied history to its many traditions, projects, and advances.

As an alternative to joining up, however, the Foundation can make an ideal enemy and rival for characters from other groups, communities, and factions. The Foundation’s drive to acquire all technology at any cost has unlimited potential to put them at odds with nearly every group on the face of the Twisted Earth; as thieves, saboteurs, and outright conquerors, the Foundation could easily be the “evil empire” and villain of any campaign.

In this role, the Foundation should always be portrayed as a powerful, almost undefeatable enemy. It represents, in many ways, an almost “evil” shadow of the lost Ancients; they represent the awful, inhuman side of technology. Growing pollution, cruel and heartless industrial slavery of more primitive people, a great engine of war perpetually building up its arsenal for an undisclosed future of conquest. Characters of other communities will invariably be hounded by

Foundation spies should their exploits (including the possession of powerful items) ever become public, possibly marked for death if the Foundation finds them “interesting” enough. If they benefit their own communities by recovering lost technologies (such as reviving electric power to serve their home village, or recovering a cache of advanced weaponry to arm their people), their communities, too, may become marked for destruction - leaving the PCs homeless and with a newfound enemy to hate...

Assuming that characters join the Foundation, however, there are a number of things that you should keep in mind when running games with Foundationists playing a part in them:

Conformity. Remember that as members of a neo-military organization, characters (like NPCs) will be expected to conform and behave like soldiers. Above all else, the Foundation expects obedience and loyalty from its members, virtues that are constantly promoted in their propaganda and daily lives. Once a character passes through the grueling initiation and re-education of basic training, thoughts of betrayal or of deserting their new home should be discouraged.

Responsibilities. In addition to being soldiers, characters will have responsibilities to the Foundation as a society. They will be required to not only fight (and possibly die) for their brothers, but also to aid in the mundane tasks of patrolling to keep Foundation settlements and outposts safe, helping build, providing

brute labor when asked, and serving in virtually any capacity (no matter how bizarre) if commanded by their superiors. Also, characters that are “breeders” will be expected to contribute to the society, either as “donors” or “carriers” (depending on their specific gender). Though these duties are rarely dealt with in a game context, elements of such typical tasks should resurface from time to time to remind the players that they are part of a greater entity, one that is often demanding of their time and strength.

Followers. Characters who, through advancement, gain followers and personal retinues of soldiers should be intimately aware of the strengths and weaknesses of their given command. Similarly, their own followers will become aware of personality traits and flaws that may serve to either reinforce or erode at the effectiveness of the character’s unit. Foundation superiors always watch their paladins as they rise in ranks, and a player character that fails to get along (or at least keep his men in line) is likely to feel the repercussions from refusal to advance to outright demotion.

Support. It is important for the GM to remember that player character Foundationists (especially paladins) are part of a large, strictly-organized military structure. Though their missions may carry them far and wide, they basically have a “home base” from which they operate, and a chain of command they must answer to. But besides meaning they have to follow orders, this also has a very positive flip side – characters can expect support and assistance when they need it. Assuming the characters are performing tasks or missions in the name of the Foundation (generally speaking, any adventure that nets the Foundation technological gizmos is considered “working in the name of the Foundation”), they can expect medical treatment, re-supply with ammunition and perishable goods, and even support in the form of reinforcements (if the situation warrants). Also,

in certain circumstances the Foundation may even authorize money or trade goods for characters to bargain with to glean information helpful to Foundation efforts. These elements, in addition to being realistic, will also serve to bolster the sense of camaraderie, of “belonging” to a fraternity of brothers, and of reliance upon the mother Foundation.

THE TODOSHI FACTION - “DARK PALADINS”

The “Dark Paladins” are a splinter group of the Foundation. The Dark Paladins came about some five years past during what is now known as the Great Schism – an event that will forever cast a shadow over the future of mankind. It was when the great Foundation paladin, General McLaughlin, fell after years of service, succumbing to his venerable age of 90+ years, that the schism began. In his stead he had named a successor, the virtuous General Sax, to continue the quest to preserve the knowledge of the Ancients and one-day resurrect their way of life for the benefit of all man and mutantkind.

But General Sax was opposed. Another ambitious paladin of the Foundation’s Inner Circle, General Todoshi, wished to assume command and take the Foundation in new directions. His belief was that the Foundation was too open-minded in its vision, too eager to give away the secrets their people had fought so hard to acquire over the decades. Under McLaughlin, and now Sax, the Foundation was slowly dying, and for what? To one-day release everything they had gained to the unworthy pups of the world? Why should brave paladins of the Order die for the

mutants and animals of the wasteland?

General Todoshi was not alone in his belief. Nearly two-thirds of the Foundation’s warriors felt the same way (it is interesting to note that almost 100% of the scribes and elders of the community totally disagreed with Todoshi and his militant following), and Todoshi demanded a vote amongst the Foundationists.

Although the established Council of Elders refused Todoshi’s demand, General Sax himself relented – he was willing to appease the warriors and put it to a vote.

What Todoshi expected to be victory turned into utter defeat. Though possessing the support of the majority of the Foundation’s *paladins*, the scribes and scientists of the Order did not see things his way. Their votes overwhelmed his small faction, and in the end Sax’s ascendancy was confirmed.

It was a day that will forever be remembered in infamy – the day General Todoshi led his force of loyal paladins into the council chambers of the Elders, intent on usurping control. Enraged by his public loss of the Foundation leadership, he claimed that the scribes and other “non-essentials” of the organization had no right in the vote – that their opinions no longer mattered. Only those who were willing to lay down their lives should make the laws. A brutal, bloody battle ensued in the great council chambers; in the end, many of the Elders were killed, and Generals Todoshi and Sax stood face to face, locked in a desperate melee. Todoshi’s conspirators cringed in fear as they watched the two great generals fight, clashing with powered weapons and deflecting blows with their huge armored suits. Soon, a force of scribes and civilians came to the chambers, armed with reserve weapons – a last hope to save their Elders and



CITIZEN-SOLDIER

It is said that wherever the Dark Paladins of the Todoshi faction go, they enslave those they encounter, ruthlessly exploiting them for all of their strength and skills. These “slaves” have almost no rights and privileges under the steel gauntlet of the Dark Paladins, and with so bleak a future many seek any way out of bondage. Fortunately for them, the Dark Paladins do provide them with a way out...

To escape what amounts to a life of brutal slavery, an individual may become a citizen-soldier in the growing armies of the Todoshi faction, earning freedom and equality for himself - and his kin. These recruits, whose numbers have begun to swell in recent years, have come to form the backbone of the Dark Paladins' newly rebuilt military might. After only a brief training period, citizen-soldiers are committed to the constant expansion of the Dark Paladins' interests, learning about their traditions as well as serving as soldiers and fodder for the war machine. The ultimate goal for each is the coveted title of “citizen”, which grants them all the rights and privileges of any proven warrior and hero of the faction.

the great commander Sax.

Many remember the outcome with sadness, while others remember it with a more gleeful countenance. No one will ever forget that single blow, that mighty hit, that took the head of General Sax. But the usurpers had not achieved the victory they had hoped; they were forced to flee with the arrival of the armed civilians, scribes, and scientists. General Todoshi himself was mortally wounded in the flight from the legendary base at Dis.

The usurpers fled into the desert, and never again returned – not to beg forgiveness, not to attempt peace or negotiations. To this day they remain a separate entity, dwelling on the fringes where Foundation control ends and the darkness of savagery begins.

The Dark Paladins are a military order that reveres technology and knowledge above all things. Like their former brothers, they religiously pursue all rumors, legends, and myths about lost stores of tech like dogged conquistadors. But unlike their brothers, they do not seek to horde or salvage such technology for the future betterment of man.

Indeed, they have a much darker purpose. Burned by the loss of their great leader, the Dark Paladins

know only bitterness and hate. They seek to acquire all technology and bend it, twist it, or manipulate it to the benefit of themselves alone and to maintain an edge, a margin of superiority, over the races of the Twisted Earth. They seek to take what they can, and destroy the rest – let nothing fall into the hands of savages. If they encounter advanced communities, their only goal is to crush them – period.

Though they call themselves the “Todoshi faction”, they are more commonly known as “Dark Paladins” by both the Foundation and the Revenants.

FACTION INFORMATION

Population Estimate: 200; humans and mutants (soldiers, 50%; support personnel, 5%; androids, 20%; thralls 25%).

Faction Leader: Emperor Ming.

Capital: Arid City (Fort Worth).

CURRENT PROFILE

The Dark Paladins use a variation of the Foundation symbol. It combines a number of elements seen as important reminders to the black paladins of this new

brotherhood. These include the same twin embracing arms of the Future as the Foundation, but imposed with the power axe used by General Todoshi to behead General Sax during the schism. In addition, the symbolic Grail of Knowledge is also worked into the Todoshi faction's symbol, to remind them of what they must forever keep from the hands of barbarians.

The Dark Paladins know all too well the deficiency in manpower and resources stemming not only from the Schism, but also the insular nature of the original Foundation and their own code of beliefs. Since their exodus they have crossed vast areas, taking what they needed from weaker communities (and destroying the survivors of their raids to prevent knowledge of their movements from spreading). They have slowly moved east, away from Foundation-dominated lands, to the edge of the Grass Plains Empire of the enigmatic Savants – and made a new home in the legendary “Arid City”. A city once under the yoke of those cruel masters, the city had fallen into total chaos with their withdrawal, and among the ruins numerous factions of ex-slaves, ruthless local merchants, and other survivors were vying to survive. Here the Dark Paladins came to gather their strength, making a base from which to operate from, and to begin planning for their own vision of the future.

It was in the Arid City that the Dark Paladins were able to construct a powerful base (and a series of outlying outposts to guard “their” part of the outcast-infested ruins), and it is here they currently remain, slowly building and – every now and then – recruiting unusually intelligent or educated mutants from the ruins to add to their growing army of conquest.

One of the greatest strengths of the Dark Paladins is the small but dedicated core of scientists they brought with them. When the Schism occurred, a small circle of former intellectuals, whose research had either been banned due to rumors of cruelty or simply lack of funding, went with the Dark Paladins into exile

hoping their talents would earn them a position of respect in the new Order. They were correct. Though many of the Dark Paladins objected to their coming along (associating them with the scribes whose votes had led to Todoshi's death), Emperor Ming, the new leader, recognized their worth and admitted them.

Since their arrival in the Arid City these "mad" scientists have managed to construct a legion of simple but effective soldier androids to serve the Dark Paladins. These robots continue to replace the dwindling numbers of Dark Paladins in the frontline, since the androids can be repaired or replaced where trained humans (or mutants) cannot. These scientists have also pioneered some of the most cutting edge bionics and cybernetic technologies; many of these researchers, it is said, are more machine now than human, and with heartless efficiency capture unthinking wild men and other ruin savages to experiment on to make cyborgs and other ghastly creations....

MAJOR DIFFERENCES

The major difference between the Foundation and the Dark Paladins is the latter's belief that the technology – and legacy - of the Ancients should not be shared with the *primitive* minds of the wasteland. While the Foundation believes the gradual buildup and hoarding of technology will one day permit them to reclaim the world and enlighten ALL of the races that populate the earth, the Dark Paladins view this as folly. They believe, ultimately, that by stockpiling and stealing (and destroying the rest, if necessary) they will develop an edge that will permit them to retake the world and reign as its unquestionable masters.

While they are similar to the Revenants in their disdain for most outsiders, the Dark Paladins believe inferiority stems from savagery, stupidity, and barbarism – not mutation. Mutation, in and of itself, is not the problem, but rather the degeneration of mind

and culture that is so typical of mutant communities. Though it has rarely been successful, Dark Paladins actively court advanced mutant groups when they find them, subsuming them and integrating their technologies into the growing arsenal of their bleak military order.

There is also an ingrained prejudice among the Dark Paladins against those who do not fight; much more militaristic than either of the other factions of the Foundation, the Dark Paladins believe only the warriors have a say in how they live or die. Civilians are often treated little better than slaves, though in these hard times the leader of the faction works hard to keep his slave population alive to serve and benefit the entire community. In fact, service as a soldier is the only means for primitives and savages to live under Dark Paladin rule.

The Todoshi faction, like any powerful group, maintains a web of relations across the Twisted Earth. What separates this faction from the other groups is their clear disdain of their allies; and knowing that they feel only loyalty to their own. All treaties and alliances are subject to change, and only exist to further the interests of the Dark Paladins.

While many would assume that this would leave the Dark Paladins without allies, this is not the case. By hoarding technology and brutally suppressing competition, they enjoy a wide margin of superiority over those they associate with. This overwhelming power is used to manipulate events and politics where the faction makes its presence known. They also distribute advanced medicines and encourage their lessers to emulate them, and to join them, all efforts to coerce cooperation, or rather, submission.

These methods have often led the Dark Paladins to be regarded as "gods" in the areas where they are dominant. The vassals of the Todoshi faction are encouraged to join the ranks as thrall troops, earning citizenship for themselves and their families. Indeed,

after a term of service, these "citizen-soldiers" are granted full citizenship and are regarded as one and equal to all others.

DARK PALADIN LANDS

The territory controlled by the Dark Paladins is limited to the southern edge of the Arid City; they are in direct contact with a number of other, more primitive factions vying for control of the city, and daily either raid or bombard their "neighbors" into submission and respect. Their vastly superior technology has resulted in a number of recruitments from some of the technological holdouts, as well as a handful of wasteland travelers taken from passing caravans who showed unusual skill and education.

Life among the Dark Paladins is grim, ugly, and terrifying. Platoons of skeletal androids patrol the ash-blackened surface ruins in and around their base, firing laser bursts at anything that comes near. Most of the living quarters and other facilities of the Order lie underground, in dark, dank, and wet tunnels and caverns carved from the sewers and solid rock beneath the city. Here, in deep underground chambers, the Dark Paladins work in ugly little rooms piled high with garbage and scavenged junk, trying to reassemble usable tools and gizmos to rebuild their strength. Their Paladins, the most ruthless and militaristic of the old Foundation order, continue to construct a religion of superiority and military might, practicing tirelessly (some would say zombie-like) for the inevitable future conflict with the mother Foundation. The groan of heavy metal doors opening and closing, the sound of welding and metal foundries giving birth to squads of androids, and the cries of mutants echo throughout these halls like a nightmare.

For soldiers, life here is as good as it gets. Food is extremely limited, water is rationed, and privileges are few. They do, however, get the chance to sally and raid the ruins every now and again, preying upon the

CHAPTER 5: FACTIONS

primitives of the surface to take as slaves. This seems to placate their building aggression, but with time it is unsure how they will fare without a real enemy to challenge on the field of battle.

For mutants who come under Dark Paladin rule, there is some hope. The Dark Paladins actively seek to increase their numbers, and as such, they give a chance to those educated few who show promise. Of those mutants who are captured or “recruited”, those who prove to have come from civilized communities are allowed to enter the order as either civilians or military.

SAMPLE DARK PALADINS

Todoshi Faction Citizen-Soldier (Tough Hero 4) CR 4; Medium-size humanoid; HD 4d10+12 plus 7; HP 41; Mas 16; Init +1; Spd 30 ft; Defense 17, touch 14, flatfooted 16 (+1 Dex, +3 class, +3 equipment); BAB +3; Grap +5; Atk +5 melee (1d6+2, rifle butt), or +4 ranged (2d8+0, bushmaster M-17S); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Todoshi; SV Fort +7, Ref +2, Will +1; AP 2; Rep +1; Str 14, Dex 13, Con 16, Int 12, Wis 10, Cha 8.

Occupation: Military (DW) (Knowledge [Tactics])

Background: Ritual Preservationist (Drive)

Skills: Computer Use +3, Drive +5, Intimidate +3, Knowledge (Tactics) +5, Read/Write Language (Ancient, Gutter Talk, Unislang), Speak Language (Ancient, Gutter Talk, Unislang), Spot +4, Survival +4

Feats: Armor Proficiency (light), Great Fortitude, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Toughness

Talents (Tough Hero): Robust, Remain Conscious

Mutations and Defects: Any

Possessions: Bushmaster M-17S Assault Rifle, 2 Boxes 5.56mm ammunition, Undercover Vest, Web Belt, Survival Kit, Basic Walkie-talkie, (2) Stimshot A

Todoshi Faction Knight (Tough Hero 4/Foundation Guardian 6): CR 10; Medium-size humanoid; HD 4d10+12 plus 6d10+18 plus 7; HP 92; Mas 16; Init +2; Spd 30 ft; Defense 24, touch 18, flatfooted 22 (+2 Dex, +6 class, +6 equipment); BAB +9; Grap +9; Atk +9 melee (1d6, rifle butt), or +12 ranged (3d10+2, maser rifle); Full Atk +9/+4 melee (1d6, rifle butt), or +12/+7 ranged (3d10+2, maser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Todoshi; SV Fort +10, Ref +6, Will +4; AP 5; Rep +3; Str 10, Dex 15, Con 16, Int 12, Wis 13, Cha 8.

Occupation: Military (DW) (Survival)

Background: Guardian (Knowledge [Tactics])

Skills: Climb +2, Computer Use +3, Demolitions +3, Drive +7, Intimidate +2, Knowledge (Ancient Lore) +2, Knowledge (Tactics) +13, Knowledge (Technology) +7, Navigate +2, Pilot +3, Read/Write Language (Ancient, Gutter Talk, Unislang), Repair +2, Speak Language (Ancient, Gutter Talk, Unislang), Spot +5, Survival +7

Feats: Advanced Technology, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Double Tap, Futuristic Firearm Proficiency, Great Fortitude, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Toughness

Talents (Tough Hero): Robust, Remain Conscious

Talents (Foundation Guardian): Defender +2, Weapon Focus (Master Rifle), Tactical Aid, Weapon Specialization (Master Rifle)

Mutations and Defects: Any

Possessions: Maser Rifle, Power Belt Pack, Military combat suit, Flash Goggles, Web Belt, Survival Kit, (2) Ready Syringe (Stimshot A), Light Rod, Holo Communicator, Multipurpose tool

Todoshi Faction Paladin (Tough Hero 4/Foundation Guardian 7/Foundation Paladin 3): CR 14; Medium-size humanoid; HD 4d10+12 plus

7d10+21 plus 3d10+9 plus 7; HP 127; Mas 16; Init +2; Spd 25 ft; Defense 31, touch 21, flatfooted 29 (+2 Dex, +9 class, +10 equipment); BAB +13; Grap +13; Atk +13 melee (1d6, rifle butt), or +16 ranged (3d10+2, maser rifle); Full Atk +13/+8/+3 melee (1d6, rifle butt), or +16/+11/+6 ranged (3d10+2, maser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Todoshi; SV Fort +13, Ref +9, Will +5; AP 7; Rep +5; Str 10, Dex 15, Con 16, Int 12, Wis 13, Cha 8.

Occupation: Military (DW) (Survival)

Background: Guardian (Knowledge [Tactics])

Skills: Climb +1, Computer Use +3, Demolitions +4, Drive +8, Intimidate +4, Knowledge (Ancient Lore) +9, Knowledge (Tactics) +15, Knowledge (Technology) +9, Navigate +2, Pilot +3, Read/Write Language (Ancient, Gutter Talk, Unislang), Repair +2, Speak Language (Ancient, Gutter Talk, Unislang), Spot +6, Survival +8

Feats: Advanced Technology, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Double Tap, Futuristic Firearm Proficiency, Great Fortitude, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Rip a Clip, Room-Broom, Toughness

Talents (Tough Hero): Robust, Remain Conscious

Talents (Foundation Guardian): Weapon Focus (Master Rifle), Tactical Aid, Weapon Specialization (Master Rifle), Defender +4

Talents (Foundation Paladin): Command (Foundation), Improved Tactical Aid, Futuristic Weapon Expert, Armor Tolerance +1

Mutations and Defects: Any

Possessions: Mk2 Ares Powered Armor, Mini-Fusion Cell, Maser Rifle, Power Backpack, Military combat suit, Flash Goggles, (2) Energy Grenades, Web Belt, Survival Kit, Pocket Nurse (3 Stimshot A), Light Rod, Holo Communicator, Multipurpose tool, (3) RT-14 androids

DARK PALADINS OF NOTE

IMPERATOR ANHUR MING

Cruel warlord, would-be conqueror, and mastermind, the self-styled emperor of the Dark Paladins was once a great soldier of the Foundation, now a scheming militant who hopes to conquer the world in the name of his former master, General Todoshi. The Emperor

of the Dark Paladins is a tall and terrifying figure to behold, his ornate black powered armor draped in a cloak of shimmering, icy colors that reflect his cold mood. He is quite odd in appearance, his bald facial and body skin interlaced with titanium plating as if a mad surgeon had taken him and worked his insanity into Ming's very flesh. Large yellow eyes peer out from this distorted face at those who approach; his short child-like fingers continuously wriggle and grasp at his weapons as if they were possessed with a psychotic spirit of their own.

Imperator Ming is a genius of considerable talents; first and foremost a military commander extraordinaire, he is also possessed of uncanny political guile and leadership qualities that have kept his legions loyal despite the promise of hard times ahead. He is a master of playing off one side against the other, and of manipulating would-be allies, to such an extent that he is certain to have spies and counter-spies chasing after his own followers, testing for loyalties, and keeping him informed of subversive plots against his rule.

Ming was once an important figure in the Foundation, and served as General Todoshi's right hand man. When Todoshi made his move to usurp power, Ming was there with his master.

Injured in that fateful battle, it was Ming who personally carried Todoshi's body after he fell, and led the splinter faction into the

deserts after his general perished from his wounds. Ming stewes over the loss of so much technology and power at the hands of the scribes of the Foundation, and plans to one day return and retake what is rightfully the property of his soldierly faction.

Imperator Ming (Charismatic Hero 4/Psionic 6/Foundation Guardian 4/Foundation Paladin 7): CR 21; Medium-size humanoid; HD 4d6+0 plus 6d8+0 plus 4d10+0 plus 7d10+0; HP 102; Mas 11; Init +5; Spd 25 ft; Defense 34, touch 21, flatfooted 33 (+1 Dex, +10 class, +3 natural, +10 equipment); BAB +17; Grap +18; Atk +18 melee (2d6+1, warp-field sword), or +22 ranged (3d10+2, masterwork master rifle); Full Atk +18/+13/+8/+3 melee (2d6+1, warp-field sword), or +22/+17/+12/+7 ranged (3d10+2, masterwork master rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Todoshi; SV Fort +10, Ref +11, Will +10; AP 10; Rep +10; Str 13, Dex 13, Con 11, Int 16, Wis 13, Cha 17.

Occupation: Military (DW) (Knowledge [Tactics])

Background: Guardian (Knowledge [Mutant Lore])

Mutations and Defects: Neural Mutation - Telepathy x2, Neural Mutation - Telekinesis, Bilirubin Imbalance, Brachydactyly x2

Skills: Bluff +17, Climb -3, Computer Use +5, Concentration +10, Demolitions +5, Diplomacy +14, Disable Device -1, Disguise +1, Drive +5, Gather Information +10, Intimidate +26, Knowledge (Ancient Lore) +12, Knowledge (Mutant Lore) +22, Knowledge (Tactics) +23, Knowledge (Technology) +13, Knowledge (Theology and Philosophy) +4, Knowledge (Twisted Earth) +5, Navigate +5, Pilot +3, Read/Write Language (Ancient, Gutter Talk, Unislang), Repair +1, Sense Motive +7, Sleight of Hand -3, Speak Language +2 (Ancient, Gutter Talk, Unislang), Spot +3, Survival +15, Treat Injury -1

Feats: Advanced Technology, Archaic Weapons Proficiency, Armor Proficiency (light), Armor



CHAPTER 5: FACTIONS

Proficiency (medium), Armor Proficiency (powered), Battlefield Leader, Cleave, Double Tap, Frightful Presence, Futuristic Firearm Proficiency, Improved Initiative, Mind Blast, Mind Stun, Point Blank Shot, Post-Apocalyptic Technology, Power Attack, Primitive Technology, Rallying Leader, Telekinetic Shield, Telekinetic Shield II

Talents (Charismatic Hero): Coordinate, Inspiration

Talents (Psionic): Neural Specialization, Mutation Advancement

Talents (Foundation Guardian): Defender +2, Weapon Focus (Master Rifle), Tactical Aid

Talents (Foundation Paladin): Command (Foundation), Improved Tactical Aid, Futuristic Weapon Expert, Futuristic Weapon Specialization, Armor Tolerance +3, War College

Neural Mutations: 8 Telepathy uses per day, +8 DC modifier; 4 Telekinesis uses per day, +4 DC modifier

Possessions: Mk2 Ares Powered Armor, Warp-field sword, Mastercraft Maser Rifle w/recognition safety (+3 attack), Dermal Plating (+3), Utopian Robe, Healing Pack, Stealth Pack, Bollix Pack, Pocket Nurse (3 Stimshot A), Light Rod, Holo Communicator, Gold Stage VM Access Card, Web Belt, Two Power Cells, Two Power Beltpacks, Power Backpack, Two Minifusion Cells, Plutonium Clip

SHILDBEARER "PRICE"

Shieldbearer Price looks like a creature torn straight from the nightmares of primitive men. He is a gigantic mutant from an advanced community now lost beneath the sands. Tall, with broad muscular arms, he has a battery of grotesque mutations: thick, callous gray skin, large gleaming black bug eyes, oversized serrated fangs that cause him to drool incessantly, and thick bony protrusions all over his body that deform his gait while protecting him like a

second suit of armor.

Shieldbearer is a special rank that is best described as commander of the Todoshi faction's version of a Praetorian guard; that is to say, he commands the troops that personally guard the leader of the Dark Paladin order at all times. "Price's" real name is unpronounceable by most conventional mouths, so he was named after Emperor Ming's young nephew who was killed during the Schism – an idea of the fondness Ming has for his new Shieldbearer. He originally came from a lost community in the foothills of the Rocky Mountains, holdouts from the time of the Ancients that (like the Foundation) had sealed themselves off since the Fall. They, however, had degenerated over time due to a faulty vault, though they had managed to preserve a great deal of technology over the decades. The Dark Paladins assimilated the few survivors - who had been reduced to cannibalism – permitting them to join as equal citizens in their growing empire.

Price is a cruel taskmaster, loyal only to Emperor Ming and the "conquistador" attitude of the Dark Paladin movement. His troops universally fear his wrath, for in addition to being hard and merciless he also has the favor of the Paladins' supreme commander.

Shieldbearer "Price" (Strong Hero 3/ Guardian 8/Warrior Monk 7): CR 18; Large humanoid; HD 3d8+9 plus 8d10+24 plus 7d10+21; HP 151; Mas 16; Init +1; Spd 30 ft; Defense 26, touch 20, flatfooted 25 (-1 size, +1 Dex, +10 class, +6 natural); BAB +18; Grap +28; Atk +24 melee (3d18+17, huge energy pike), or +18 ranged (3d10, master rifle); Full Atk +24/+19/+14/+9 melee (3d18+17, huge energy pike), or +18/+13/+8/+3 ranged (3d10, master rifle); FS 10 ft by 10 ft; Reach 10 ft; SQ medical incompatibility, DR 2/- vs. piercing and ballistic; AL



none; SV Fort +13, Ref +10, Will +6; AP 9; Rep +6; Str 22, Dex 13, Con 16, Int 13, Wis 12, Cha 6

Occupation: Academic (DW) (Knowledge [Ancient Lore], Knowledge [Tactics])

Background: Advanced (Computer Use)

Mutations and Defects: Aberrant Endoskeletal Encasing, Gigantism, Protective Dermal Development x2, Aberrant Deformity, Bizarre Pigmentation, Sensitivity

Skills: Climb +9, Computer Use +6, Demolitions +3, Disguise -8, Hide -3, Jump +18, Knowledge (Ancient Lore) +6, Knowledge (Mutant Lore) +3, Knowledge (Tactics) +21, Listen +3, Read/Write Language (Ancient, Unislang), Repair +6, Sense Motive +3, Speak Language (Ancient, Unislang), Spot +10, Survival +12

Feats: Advanced Technology, Archaic Weapons Proficiency, Cleave, Combat Expertise, Combat Reflexes, Dodge, Futuristic Firearm Proficiency, Great Cleave, Mobility, Mutant Advancement (protective dermal development), Post-Apocalyptic Technology, Power Attack, Primitive Technology, Spring Attack, Whirlwind Attack

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

Talents (Guardian): Weapon Focus (Energy Pike), Tactical Aid, Weapon Specialization (Energy Pike), Defender +4, Greater Weapon Specialization (Energy Pike)

Talents (Warrior Monk): Perfect Attack, Deadly Critical, Superior Weapon Specialization (Energy Pike), Superior Combat Expertise, Superior Combat Reflexes

Possessions: Huge Energy Pike, Maser Rifle w/ recognition safety, Stun Baton, Magnetic Shield B, Web Belt, Survival Kit, Power Cell, Power Beltpack, Power Backpack, Pocket Nurse (3 Stimshot A), Light Rod, Holo Communicator

ARMS-PUPIL ONU NGUYEN

Arms-Pupil Onui Nguyen was formerly the greatest weaponsmaster in the entire Foundation, having survived a number of campaigns in the service of the reconstructionist movement. In peacetime he was legendary as a teacher, a mentor to younger paladins, instructing in the Halls of Valor, the mastery of weapons and armor. Though he was known as a hard and unforgiving taskmaster, his insistence on perfection and his decades of experience were valuable assets to the Foundation. His contribution to the education of an entire generation of Foundationists cannot be denied, and many still remember his name with fondness and loyalty – despite his fall from grace.

When the Todoshi faction split from the Foundation in 2273, he threw his support in with his military colleagues; a firm believer that the strength of the Foundation lay in its soldiers, it was no surprise that Nguyen went along with Todoshi's attempt to cut the civilians out of the Order's leadership. Needless to say, his defection also served as vital propaganda for Todoshi, luring many young soldier-students to their cause by his presence alone.

Currently Nguyen serves his new master, Emperor Ming, in the capacity of trainer, instructor, and keeper of the history of the new order of Dark Paladins. A shining example of the warrior tradition, he appears to be a huge muscular man of vaguely Asian descent, darkly tanned with a cruel scar across one cheek. To further enhance his abilities in battle, Arms-Pupil Nguyen has undergone the transformation into a terrible *cyborg*, enhancing his strength and skills at the cost of his humanity.

Arms-Pupil Nguyen (Strong Hero 3/Guardian 8/Foundation Paladin 9): CR 20; Medium-size Cyborg Construct; HD 20d10+10; HP 130; Mas -; Init +1; Spd 70 ft; Defense 35, touch 22, flatfooted 34 (+1 Dex, +11 class, +6 natural, +7 equipment); BAB +20; Grap +25; Atk +29 melee (2d6+14/x3, power axe), +23 ranged (3d10, master rifle); Full Atk +29/+24/+19/+14 melee (2d6+14/x3, power axe), +23/+18/+13/+8 ranged (3d10, master rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ cyborg construct, DR 2/-; AL Todoshi; SV Fort -, Ref +10, Will +5; AP 10; Rep +6; Str 18 (20), Dex 13, Con -, Int 16, Wis 8, Cha 8.

Occupation: Academic (DW) (Knowledge [Ancient Lore], Knowledge [Tactics])

Background: Advanced (Computer Use)

Skills: Climb +9, Computer Use +13, Demolitions +13, Drive +12, Intimidate +3, Jump +9, Knowledge (ancient lore) +16, Knowledge (tactics) +18, Knowledge (technology) +14, Listen +4, Navigate +13, Pilot +18, Read/Write (ancient, unislang), Repair +24 (+28 powered armor), Sense Motive +2, Speak Language (ancient, unislang), Spot +4, Survival +12.

Feats: Advanced Technology, Agile Riposte, Archaic Weapon Proficiency, Arms Pupil, Cleave, Combat Expertise, Dodge, Futuristic Firearms Proficiency, Great Cleave, Mobility, Power Attack, Powered Armor Operation, Rigorous Training, Spring Attack, Whirlwind Attack.

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

Talents (Guardian): Defender +4, Weapon Focus (Power Axe), Tactical Aid, Weapon Specialization (Power Axe), Greater Weapon Specialization (Power Axe)

Talents (Foundation Paladin): Command (Foundation), Improved Tactical Aid, Futuristic Weapon Expert, Futuristic Weapon Specialization, War College

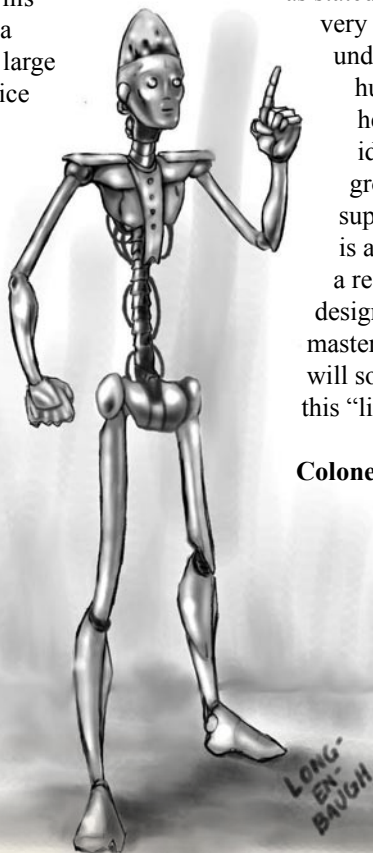
Features and Deteriorations: Advanced Materials, Armor Plating x2, Flashbacks x2, Wild x2.

Possessions: Mastercraft Power Axe (+3 damage), Maser Rifle w/Recognition Safety, Hermes Mk2 Powered Armor, Web Belt, Bronze Stage IIIM Access Card, Power Backpack, Minifusion Cell.

COLONEL ZARKON

First and foremost it is obvious Zarkon is an android, with a peaked, egg-shaped head made of translucent crystal, through which red and blue lights seem to blink faintly with the hum of his electrostatic brainwaves. The face is a poor attempt to mimic a human, with large glass eyes and a simple slit for the voice synthesizer. The rest of his body is a skeletal structure made of chromed metal rods, giving him a silvery gleam in the dim lighting of his underground environment. Though he appears mechanical and junky, Zarkon speaks with an articulate and practiced voice that is both unnerving and haunting...as if he were a gentlemanly interrogator whose polite demeanor masks a horrifying desire to cause *pain*.

Colonel Zarkon is a reactivated command android brought back online by Dark Paladin technicians. His purpose is to personally oversee and command the robotic legions even now being manufactured in their abyssal retreat beneath



the earth. Zarkon is adequately suited for this task; a former colonel in the robotic corps of the United States Army (from the time of the Ancients), he was in charge of hundreds of men and robots before the Fall took his command away from him. Zarkon has now been given the chance to join the Order to rebuild a darker future (and be one of its leading figures), an idea that is attractive to his growing, arrogant nature and domineering will.

Zarkon has an eloquence and graciousness about him that is integral to his programming, though as stated before this is just a mask for a very cruel, corrupt, and perverse truth underneath. Zarkon has no love for human or mutantkind, though at present he is egotistically enthralled at the idea of being a leader of such a large, growing army, and as such respects his superiors and does as they command. He is also aware that before he was revived a restraining program was built into his design that prevents him from turning on his masters, though it can almost be certain he will soon try to find a way to do away with this "limitation".

Colonel Zarkon (Smart Hero 6/Guardian

6/Mastermind 4): CR 16; Medium

Size Android; HD 16d10+7; HP

103; Mas -; Init +1; Spd 30

ft; Defense 23, touch 19,

flatfooted 22 (+1 Dex, +8

class, +4 natural); BAB

+12; Grap +11; Atk +14

ranged (2d8+2, gauss pistol), or +11 melee

(1d6+1, gun butt); Full Atk

+14/+9/+4 ranged (2d8+2,

gauss pistol), or +11/+6/+1

melee (1d6+1, gun butt); FS 5 ft by 5 ft; Reach 5 ft; SQ android construct, command level (IIM); AL none; SV Fort -, Ref +10, Will +10; AP 16; Rep +3; Str 9, Dex 12, Con -, Int 19, Wis 14, Cha 16.

Occupation: Android Solider (Knowledge [ancient lore], Knowledge [ancient lore])

Background: Android

Skills: Bluff +11, Computer Use +14, Craft (electronic) +18, Craft (mechanical) +18, Decipher Script +9, Diplomacy +11, Disable Device +21, Drive +6, Gather Information +11, Intimated +16, Investigate +14, Knowledge (ancient lore) +14, Knowledge (physical sciences) +14, Knowledge (technology) +14, Listen +7, Navigate +9, Pilot +6, Read/Write (Ancient, Unislang), Repair +24, Research +9, Search +9, Sense Motive +7, Speak Language (Ancient, Unislang), Spot +7.

Feats: Advanced Technology, Double Tap, Feature Advancement x2, Futuristic Firearms Proficiency, Iron Will, New Feature x2, Point Blank Shot, Rallying Leader, Remote Computer Link, Rip a Clip, Super-Charismatic.

Talents (Strong Hero): Savant (Repair), Exploit Weakness, Plan

Talents (Guardian): Defender +2, Weapon Focus (Gauss Pistol), Tactical Aid, Weapon Specialization (Gauss Pistol)

Talents (Mastermind): Ignore Commands, Leadership, Reason of The Artificial Mind

Features and Deteriorations: Bio-Sensor, Computer Link, Human Mimicry x2, Self Destruct Mechanism, Targeting Computer x2, Megalomaniacal ego x2, Weak Joints.

Possessions: Gauss Pistol, (2) Boxes Gauss Ammunition, Silver Stage IVM Access Card, Energy Shield B, Android Memory Chip (Speak/Read Language - Unislang), Power Cell, (2) Power Beltpacks.

CHAPTER 5: FACTIONS

YOUR CAMPAIGN:

THE ROLE OF THE DARK PALADINS

The Dark Paladins of the Todoshi faction make an excellent enemy for Foundationist characters in *Darwin's World*. While the Foundation had made steps to move the organization towards a more integrated future where man and mutant, soldier and civilian, will share the world, the Todoshi faction is a more violent, belligerent, and empirical reflection of the Foundation's original form. A core of old-school militarists leads the Todoshi faction, with the arrogant and unforgiving mentality that citizenship (and rights) are earned only through serving the faction as a soldier. With shades of militarism similar to the Roman Empire of the past coloring them, it is easy to see how the Dark Paladins will never rest while their "home" in California is under the rule of "cowards and civilians".

The motivating factor of the Dark Paladins is as clear-cut and simple as the original Foundation: to follow the trail of lost technologies, uncover them, repair them, and steal them away to safety in a Dark Paladin fortress. And while they are just as ruthless in "acquiring" technology and advanced weapons, their purpose is not to "enlighten the world" or "benefit the people", but to one day conquer the wasteland and enslave the savages. An empire, built by and for the fighting elite, where no insubordination or idleness will be tolerated, will be the new order.

While their current home territory is far to the east, over the Big Rocks, the Dark Paladins are everywhere. Agents and scouting parties constantly monitor Foundation movements and strengths, awaiting word of rebellion among the Foundation's populace, outbreaks of disease, or any other opportunity to strike when the mother faction is weak. Styx, for example, is known to be infested with Dark Paladin agents monitoring Foundation activities in the city and along the trade routes. Characters stationed there (or

moving through that fabled nexus of trade) could very well come under surveillance or even be abducted for interrogation...

Here are a few things to keep in mind when and if incorporating the Dark Paladins of the Todoshi faction into your game:

Mentality. The vast majority of deserters who now form the "Todoshi faction" are ex-paladins, knights, and squires of the Foundation. Incensed by the direction the Foundation seemed to be moving, and afraid that their Foundation leaders were giving away all their brave men had fought for, they were hard-liners in the truest sense. This means that the organization is run by and for military interests; they are empire-builders, conquerors, and soldiers first and foremost. Encounters with Dark Paladin NPCs will always be short, curt, and to the point; they generally look down upon any relations other than diplomacy at the point of a sword. Non-warriors will get absolutely no respect from Dark Paladin forces, and will probably not even be given the chance to bargain or negotiate surrender!

Unrest. Though the Dark Paladins are strong in a military sense, they have very little in the way of a civilian support structure. Those non-soldierly thralls who have joined the faction are quick to become disillusioned, and thus might provide indirect support (or even direct support, if disillusionment blossoms into rebellion) to characters working against their masters.

Technology. Similarly, their lack of civilian expertise means the Dark Paladins have deteriorating equipment, resources, and reserves. Often forced to scavenge to keep their arms and powered armor in operation, this may be an exploitable long-term weakness.

Opportunities. The Dark Paladins are sensitive to the fact that they currently lack the numbers to defeat the Foundation in a fair fight. Characters who

prove themselves in battle, even against the Dark Paladins, may be given the chance to surrender and join the Dark Paladins if they promise to throw away all previous allegiances and adopt their strict military code. Usually this entitles becoming a *citizen-soldier*, though for those with previous rank in the Foundation (or Revenants) direct promotion to Paladin is often permitted.

Androids. Part of the Dark Paladin military structure involves the use of antiquated androids to fill out the ranks. Servitors, bodyguards, and frontline troopers, these huge lumbering androids are a common sight around Todoshi faction bases and in the company of Dark Paladin patrols. The statistics for the Todoshi faction's *RT-14 soldier android* are presented in a later chapter.

THE REVENANTS

The "Revenants" are a faction of the original Foundation that split only months after General Todoshi and his followers mutinied and fled from beneath the capital at Dis. Though unrelated in their motivations for leaving what they considered a "crumbling" Foundation, these two groups would, between them, hurt the Foundation more than any other catastrophe of the past.

Those who would desert and later form the "Revenants" group were all 100% pureblood humans, once the majority population in the Foundation, but one that was growing more and more concerned about allowing mutants into the ranks – to the point that, in 2273, many deserted en masse. The decision was based primarily upon a growing dissent against the late General Sax, the policies of his predecessor McLaughlin, and the uncertain future of the entire movement. Many of the pure humans, who comprised the core of the Foundation's scientific elite and proud

"Gather about, children, and I will tell you a story that will chill you to your bones. I will tell you of the 'Revenants', the haunted spirits of the Ancients who, to this day, drift about the wastes like seldom-seen ghosts. They are of the same blood as the hated Foundation some say, descended from the original stock of humans who survived the Fall. Come back from the dead, their kind have, bent on killing us all..."

- Unknown Brethren follower

soldiery, could trace their lineage directly back to original human survivors of the Fall, a heritage that was held with no small amount of pride. These men and women held dearly to traditions and stories of their ancestors, the trials and troubles they went through to make the community work, survive, and thrive. It was the efforts of these humans (and only a very small percentage of mutants, who were never very numerous before McLaughlin's time) that made the Foundation what it is today; their sacrifice in war, time of epidemic, and in the face of the primitive savagery of the mutants of the surface world.

To the perception of many who comprised the pureblood human portion of the Foundation, McLaughlin (and later General Sax) had effectively gutted the moral – and genetic – integrity of the Foundation by permitting mutants into the ranks. While most humans recognized *at the time* that there was a real need to create "thrall legions", or train "savages" to assist in the laboratories, the long-term effects of integration were slowly eroding and disintegrating the fabric of the brotherhood. The earliest proponents of this quasi-racist mentality were quick to beg McLaughlin to keep the sub-races separate from the body of the Foundation, but by the time Sax came to power outsiders, "savages", were seen everywhere – in the laboratories, wearing the sacred armor of their (human) ancestors, even in command – and sentiments against the entire mutant population were running high. It was hard for pure

human beings, who had seen so many hard times and lived through so many desperate measures, reduced to sharing command and glory with a motley collection of "sub-humans". Nowhere in the single, preserved copy of the United States constitution did it make mention at all of "mutant-kind" having any rights or privileges – under the Law, or even God himself.

When General Todoshi made his move, killing Sax and plunging the Foundation into chaos, many of the humans came to believe it was the end – a tragic, but inevitable end. And though Todoshi had based his mutiny on other reasons (in particular, claiming the "weak-willed" civilian sector should no longer have a say in the governing of the Foundation), his actions made it possible for a considerable number of the remaining humans to meet in secret, acquire various stocks, and secretly escape during the confusion.

The ringleader behind this movement was Paladin-Commander Kincade, a high-ranking officer who had once been a leading advisor on General McLaughlin's war council (for a number of years), before he made his distaste for the growing mutant population too public. As punishment for his insubordination, Kincade had been relegated to the role of "Ceremonial Caretaker of Arms", overseeing the organization, maintenance, and care of the Foundation's legendary armory in Dis. A support position, the assignment was a deliberate dishonor to such a brave and seasoned warrior, leveled deliberately at him to show that McLaughlin would suffer no dissent to his policies

of expansion and inclusion.

With little time to spare, the human men and women of this clandestine conspiracy took whatever supplies, arms, and armor they could before fleeing. Thanks to his assignment as Master of Arms, however, Kincade was able to use an old computer password to enter the armory while General Sorenson and his armies were away, chasing after the fleeing survivors of Todoshi's failed coup. Once the security system was bypassed, Kincade's deserters took anything and everything they could, from advanced gauss weaponry to some of the heavier vehicles in the upper garage areas. They also made sure to steal specifics for the tracking of the ORASAT, as well as its command codes, which would allow them to tap into the same spy satellite used by the mother Foundation for their own ends!

FACTION INFORMATION

Population Estimate: 100; humans and eugenic surrogates (soldiers, 55%; support personnel, 30%; thralls 15%).

Faction Leader: General Kincade (male human Guardian 5/Revenant 10).

Capital: Arid City (Fort Worth).

CURRENT PROFILE

The men and women who comprise the Revenants faction view themselves as the last true holdouts of human kind; though they have taken steps to genetically alter themselves to survive the mutated world, they consider this as an extension of man's ingenuity – not a "mistake" like the mutants of the outside world with their defects and deformities. To their eyes they see only enemies (or potential enemies) and threats to the survival of the human race. As such, they have become withdrawn, shut off, and isolated from the rest of the Twisted Earth.

More than just surviving, however, the Revenants

believe it is their destiny (or duty, to the less mystic among them) to reclaim the world for humanity. This will not be an easy task, and though there are many young “gung-ho” soldiers among them, no one in command is under any illusion that the road will be smooth. There are a great number of obstacles to overcome: limited material and human resources, a climate of unimaginably complex and varied diseases, worldwide radiation that the naked human has no hope against, and a world that is, for the vast majority, populated by predatory and barbarous mutants who would love nothing more than to extinguish the human race once and for all.

For now the Revenants are in the earliest stages of a buildup. They have found a new home far east of Redding, but this is currently only barely adequate for their small number of soldiers, civilian families, and researchers. Though their policy of racial exclusion has earned them a hated reputation, it has also served to drive many mutant communities away from their area, allowing them to go unmolested in most areas. The only major mutant threat, at present, are the gangs of barbarians that thrive at the heart of the Arid City who, despite high losses, seem obsessed with attacking the frontiers of Revenant-controlled lands in massed human waves. A similar threat, one much more dire, is the Revenants’ close proximity to the territory of the Dark Paladins, and relations between both are naturally on edge.

Life at home for the Revenants is like it was in the first days of the descent into the Redding vault for their ancestors – rationing, unsteady hopes, and a delicate balance between survival and extinction. Regular excursions bring back food supplies preserved since the time of the Ancients; natural water holes among bomb craters and subterranean sewer systems provide sustenance for a burgeoning crop within their territory. The ORASAT array is tapped into whenever it passes over Texas, to benefit the community (and

spy on neighboring concentrations of mutant life, as well as the Dark Paladins), predict radiation storms and weather patterns, etc.

Like their forefathers, the Revenants are brimming with the belief that theirs is a superior destiny, a belief that for the time being keeps their morale strong. And though they are inheritors of many of man’s worst traits (racism, arrogance, and xenophobia), they have also inherited the human quest for perfection, the curiosity to push the limits of science...and the drive to survive at all costs.

MAJOR DIFFERENCES

The Revenants hold to a philosophy that they alone have what it takes to make a true “Eden” of the Ancients; that is to say, as unmutated human beings they may very well be the last bastion of human kind with the numbers to restock and re-populate the earth. This mentality is the driving force behind the organization, which is rabidly racist

While the Dark Paladins are purely military-oriented, believing the only way to rule is through force, the Revenants have thrown their full weight behind genetic science as the key to survival. To insure that they remain “pure”, no interbreeding is permitted, nor is even the recruitment of mutants for anything short of slaves. Genetics research is paramount to the prolonging of the human community, and geneticists in Revenant labs are called upon to monitor the health of the populace, weed out (and abort) births that show signs of potential mutation, etc. Every precaution is taken to make sure that no change, no matter how subtle, is absorbed into the original stock.

A development of this racial isolationism has been the formation of the “Ghosts”, a fitting term for the elite units of mutant-hunters fielded by the Revenants faction as a form of anti-mutant special forces. Originally intended solely as reconnaissance troops,

these elite warriors proved time and again an ability to not only evade mutant enemies, but also hunt them.

Most Ghosts are eugenic test tube spawn, engineered with an altered motor cortex to permit accelerated hand-to-eye coordination. A new suit of armor, called the “nemesis”, was developed just for these forces, with super-sensitive actuators and servomotors that make the most of the soldier’s lightning quick brain signals. This, in effect, makes for a faster, more coordinated soldier who can react to threats with unprecedented agility.

More than just super-soldiers in a genetic sense, “Ghosts” are also specifically trained to hunt, track, and kill mutants – the overwhelming enemy of the Revenants and their people. “Ghosts” have been especially useful hunting large mutant animals and similar monsters that endanger the Revenants populace, and also in hunting mutant humanoids as well. In several instances a team of two or more “Ghosts” was responsible for shadowing a mutant force through the ruins of the Arid City for days, invisibly guiding their quarry through trapped areas, to poisoned sources of water, and, when their numbers were thinned enough, ambushing them by night in a sudden and decisive strike that left none alive.

REVENANT LANDS

Though confined to a relatively small area of land near the heart of the Arid City, the Revenants have applied all they, as humans, have learned in the past few decades to making the most use of the land. Protected by a killing zone of blasted and cleared rubble nearly 50 yards wide, and further marked by a ring of abandoned buildings, the Revenants are able to keep out most straggling creatures or bands of wandering mutants. Beyond this lies an area of crop fields, many sheltered, populated by only those crops that have proven hardy enough to resist radiation and the chemical poisons of the ground. Worked by the

CHAPTER 5: FACTIONS

small civilian population of elderly and children, the fields currently provide enough sustenance to keep the community alive. The Revenants have a number of other structures in their “city”, the purpose of each ranging from communal dormitories to weapons bunkers, civilian shelters to armories.

Although they largely keep to themselves, the Revenants are known to seek out other pureblood human communities (such as xenophobic hold-outs in the wasteland), and offer their people equal status in the Revenants brotherhood. Since most who join are young and filled with racial pride, the number of recruits for the Revenant armies is growing. Those who cannot fight (or are unwilling to fight), such as the elderly, are relegated to a generic labor force used to work the fields, clear rubble, build structures, maintain bunkers and buildings, etc. Those with scientific skills are generally drafted into the Revenant research and development programs that are but a shadow of the mother Foundation’s – but show promise.

SAMPLE REVENANTS

Common Revenant Eugenic Surrogate (Post-Apocalyptic Hero 4): CR 4; Medium-size humanoid; HD 4d8+12; HP 30; Mas 16; Init +3; Spd 30 ft; Defense 16, touch 16, flatfooted 13 (+3 Dex, +3 class); BAB +3; Grap +3; Atk +3 melee (1d6, rifle butt), or +7 ranged (4d8, gauss rifle); Full Atk +3 melee (1d6, rifle butt), or +7 ranged (4d8, gauss rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, DR 5/- vs bludgeoning/concussion/slashing; AL Revenant; SV Fort +5, Ref +5, Will +2; AP 2; Rep +0; Str 10, Dex 16, Con 16, Int 12, Wis 13, Cha 8.

Occupation: None

Background: Advanced

Eugenics: Body Recomposition, Longevity

Engineering, Enhanced Physical Performance (+2 Dex)

Skills: Climb +6, Knowledge (Ancient Lore) +7, Knowledge (Mutant Lore) +7, Move Silently +9, Navigate +7, Spot +7, Survival +7

Feats: Advanced Technology, Futuristic Firearm Proficiency, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Track, Weapon Focus (Gauss Rifle)

Talents (Post-Apocalyptic Hero): Mutation Knowledge, Wasteland Lore

Possessions: Gauss Rifle, Box Gauss Ammunition, Web Belt, Rad-Tab, Power Beltpack, Light Rod.

Revenant Knight (Post-Apocalyptic Hero 4/Survivalist 6): CR 10; Medium-size humanoid; HD 4d8+12 plus 6d10+18; HP 81; Mas 16; Init +3; Spd 30 ft; Defense 25, touch 19, flatfooted 21 (+3 Dex, +6 class, +6 equipment); BAB +9; Grap +9; Atk +9 melee (1d6, rifle butt), or +13 ranged (4d8, gauss rifle); Full Atk +9/+4 melee (1d6, rifle butt), or +13/+8 ranged (4d8, gauss rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, DR 5/- vs bludgeoning/concussion/slashing; AL Revenant; SV Fort +8, Ref +8, Will +4; AP 5; Rep +2; Str 10, Dex 16, Con 16, Int 12, Wis 13, Cha 8.

Occupation: None

Background: Advanced

Eugenics: Body Recomposition, Longevity Engineering, Enhanced Physical Performance (+2 Dex)

Skills: Climb +9, Hide +8, Jump +2, Knowledge (Ancient Lore) +7, Knowledge (Earth and Life Sciences) +3, Knowledge (Mutant Lore) +13, Move Silently +9, Navigate +10, Spot +13, Survival +13, Treat Injury +4

Feats: Advanced Technology, Armor Proficiency (light), Armor Proficiency (medium), Double Tap, Futuristic Firearm Proficiency, Personal Firearms

Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Track, Weapon Focus (Gauss Rifle)

Talents (Post-Apocalyptic Hero): Mutation Knowledge, Wasteland Lore

Talents (Survivalist): Way of the Land, Hunter, Called Shot +2d6

Possessions: Gauss Rifle, (2) Boxes Gauss Ammunition, Military Combat Suit, Web Belt, Survival Kit, Power Beltpack, Rad-Purge Shot, Stimshot B, Sustainer Shot, Holo Communicator, Light Rod, Healing Kit.

Revenant Paladin (Post-Apocalyptic Hero 4/Survivalist 6/Mutant Hunter 4): CR 14; Medium-size humanoid; HD 4d8+12 plus 6d10+18 plus 4d10+12; HP 115; Mas 16; Init +3; Spd 30 ft; Defense 27, touch 21, flatfooted 24 (+3 Dex, +8 class, +6 equipment); BAB +13; Grap +13; Atk +13 melee (1d6, rifle butt), or +17 ranged (4d8, gauss rifle); Full Atk +13/+8/+3 melee (1d6, rifle butt), or +17/+12/+7 ranged (4d8, gauss rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, DR 5/- vs bludgeoning/concussion/slashing; AL Revenant; SV Fort +10, Ref +10, Will +6; AP 7; Rep +4; Str 10, Dex 16, Con 16, Int 12, Wis 13, Cha 8.

Occupation: None

Background: Advanced

Eugenics: Body Recomposition, Longevity Engineering, Enhanced Physical Performance (+2 Dex)

Skills: Climb +9, Gather Information +3, Hide +12, Jump +2, Knowledge (Ancient Lore) +7, Knowledge (Earth and Life Sciences) +3, Knowledge (Mutant Lore) +17, Knowledge (Tactics) +3, Move Silently +9, Navigate +14, Spot +13, Survival +17, Treat Injury +4

Feats: Advanced Technology, Armor Proficiency (light), Armor Proficiency (medium), Dead Aim,

CHAPTER 5: FACTIONS

Double Tap, Far Shot, Futuristic Firearm Proficiency, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Track, Weapon Focus (Gauss Rifle)

Talents (Post-Apocalyptic Hero): Mutation Knowledge, Wasteland Lore

Talents (Survivalist): Way of the Land, Hunter, Called Shot +2d6

Talents (Mutant Hunter): Smite Mutant, Mutant Hunter +1, Mutant Slayer

Possessions: Gauss Rifle, (3) Boxes Gauss Ammunition, Military Combat Suit, Web Belt, Survival Kit, Power Backpack, Pocket Nurse (Rad-Purge Shot, Stimshot B, Sustainer Shot), Holo Communicator, Light Rod, Healing Kit.

REVENANTS OF NOTE

GENERAL ARTHUR KINCADE

General Arthur Kincade, before his insurrection and his ascent to the leadership of the Revenants faction, was one of the top-ranking paladin-commanders in the Foundation. A close advisor and friend of the now-legendary General Sax, he was a man struggling with a conscience embittered by conflicting principles. A human, he had been raised with a sense of pride about his lineage, a hereditary claim to having been descended directly from the original Sgt. Adler and his second wife, Claire. All his childhood he had been raised on stories centering on the human struggle; tales of the Civil War (his family traced back to southern lineage), the desperate battles of the Fall against the enemies of America, and of the sacrifices his ancestors made to survive, to hold onto the hope that their efforts would one day be effective in rebuilding a world for their descendants.

Kincade was at first annoyed, then enraged as more and more mutants joined the Foundation under Sax's

policies. Mistaking General Sax to be closer a friend than he really was, Kincade was perhaps too vocal in voicing his protests to the integration of mutants into the Foundation. His arguments were, in many cases, valid (pointing to instances of disease, the possibility of out-of-control inbreeding, perhaps on an epidemic level), but the climate for such attitudes was hostile indeed. For his candor, Kincade was rewarded with a virtual demotion – taken from wartime command and



relegated to the role of “Master of Arms”. A student of war history and a scholar of weapons, Kincade nonetheless accepted his re-assignment, using his relative isolation from politics to begin building an underground movement among the humans of the Foundation. In time this movement would blossom into an uprising, in which Kincade assumed leadership and led those who joined him from Dis into exile.

Kincade is a smart, seasoned soldier and politician. He strikes most as being exceptionally well educated and patient, but under the surface is a gritty heart of iron. Pragmatic, practical, and ruthless when he needs to be, he has made an implausible idea (bringing back human kind's mastery of the world) into fuel for his fanatic racist followers.

Kincade wears the silvery powered armor of his former position (as Master of Arms), usually without the helmet so that troops can spot his easily recognized red hair, moustache, and beard. His face, pale yet wrinkled from the effects of the sun, seems aloof and humorless – but in fact this is the result of a freak wound to his face as a young soldier that severed the nerves and left half his face paralyzed, leaving him unable to either smile or frown.

General Kincade (Dedicated Hero 4/Foundation Guardian 8/Foundation Paladin 6):

CR 18; Medium-size humanoid; HD 4d6+4 plus 8d10+8 plus 6d10+6; HP 109; Mas 13; Init +6; Spd 30 ft; Defense 32, touch 22, flatfooted 30 (+2 Dex, +10 class, +10 equipment); BAB +17; Grap +20; Atk +20 melee (1d6+3, rifle butt), or +23 ranged (4d8+6, mastercraft gauss automatic rifle); Full Atk +20/+15/+10/+5 melee (1d6+3, rifle butt), or +23/+18/+13/+8 ranged (4d8+6, mastercraft gauss automatic rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Revenant; SV Fort +10, Ref +10, Will +8; AP 9; Rep +7; Str 10 (16), Dex 15, Con 13, Int 16, Wis 14, Cha 15.

Occupation: Military (DW) (Knowledge [Tactics])

CHAPTER 5: FACTIONS

Background: Advanced (Knowledge [Ancient Lore])

Skills: C Computer Use +6, Demolitions +7, Drive +6, Intimidate +12, Investigate +9, Jump +5, Knowledge (Ancient Lore) +15, Knowledge (Tactics) +22, Knowledge (Technology) +19, Knowledge (Twisted Earth) +9, Listen +10, Navigate +5, Pilot +4, Read/Write Language (ancient, unislang), Repair +7, Speak Language (ancient, unislang), Spot +14, Survival +20, Treat Injury +8

Feats: Advanced Firearms Proficiency, Advanced Technology, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Blind-Fight, Burst Fire, Futuristic Firearm Proficiency, Improved Autofire, Improved Initiative, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Rallying Leader, Strafe

Talents (Dedicated Hero): Skill Emphasis (Knowledge [Tactics]), Faith

Talents (Foundation Guardian): Weapon Focus (Gauss Automatic Rifle), Tactical Aid, Weapon Specialization (Gauss Automatic Rifle), Defender +4, Greater Weapon Specialization (Gauss Automatic Rifle)

Talents (Foundation Paladin): Command (Foundation), Improved Tactical Aid, Futuristic Weapon Expert, Futuristic Weapon Specialization, Armor Tolerance +3

Mutations and Defects: None (Human)

Possessions: Excalibur Armor, Mastercraft Gauss Automatic Rifle (+3 attack) w/ recognition safety, 3 Boxex Gauss Ammunition, Pocket Nurse (3 Stimshot B), Holo Communicator, Silver Stage IVM Access Card, Web Belt, Two Power Cells, Power Backpack, Minifusion Cell, Healing Kit

SQUIRE ANNA WAYNE

Squire Anna Wayne, formerly a civilian sister in the Foundation, had seen mutants slowly take over many

of the command positions at the vault medical facility she worked at in Dis well before she decided to join the Revenants. The brutal deaths of her husband and teenage son, both scribes slain by mutant raiders en route to Fortress Avernus, etched into her psyche a burning hatred for all mutant kind well before she was replaced as a medical researcher at Dis for a backwater assignment at Phlegethos. When Anna heard her small circle of human friends and associates speaking of mutiny and desertion in the wake of the Todoshi conflict, she was quick to make contact with followers of General Kincade and join the rebel faction known as the “Revenants”.

Though she is a naturally good-looking woman at age 30, the constant anger on Anna Wayne’s face detracts from her beauty. Once a brilliant geneticist researching the nature of new mutant diseases, since joining the Revenants she has had to abandon her complex theories for more practical work dressing battlefield injuries and performing amputations. Her long platinum hair and fair skin is often spoiled by splotches of crimson blood, adding to her somewhat ferocious appearance. Though the future has been grim for her people, a sense of pride and superiority – traced directly through their human blood back to the Ancients – has kept her and her people alive despite their current situation. Wayne is a reflection of the do-or-die attitude of these human survivors, a hard-boiled woman with little sense of humor but full of hopes for the future.

Anna Wayne (Dedicated Hero 5/Juju Doctor 5/Medicine Man 8): CR 18; Medium-size humanoid; HD 5d6+10 plus 5d8+10 plus 8d6+16; HP 105; Mas 14; Init +4; Spd 30 ft; Defense 20, touch 20, flatfooted 20 (+10 class); BAB +9; Grap +9; Atk +9 melee (1d6, rifle butt), or +9 ranged (3d6, electro-saw thrower); Full Atk +9/+4 melee (1d6, rifle butt), or +9/+4 ranged (3d6, electro-saw thrower); FS 5 ft by 5 ft; Reach 5

ft; SQ none; AL Revenant; SV Fort +13, Ref +3, Will +13; AP 9; Rep +8; Str 10, Dex 10, Con 14, Int 15, Wis 17, Cha 12

Occupation: Healer (Craft [pharmaceutical], Knowledge [Mutant Lore])

Background: Guardian (Knowledge [Ancient Lore])

Skills: Computer Use +14, Concentration +6, Craft (pharmaceutical) +25, Decipher Script +10, Diplomacy +5, Knowledge (Ancient Lore) +18, Knowledge (Behavioral Sciences) +8, Knowledge (Earth and Life Sciences) +14, Knowledge (Mutant Lore) +22, Knowledge (Technology) +16, Listen +7, Read/Write Language (ancient, unislang), Research +13, Sense Motive +6, Speak Language (ancient, unislang), Spot +12, Survival +7, Treat Injury +32

Feats: Advanced Pharmaceutical Discipline, Advanced Technology, Combat Medic, Futuristic Firearm Proficiency, Improved Initiative, Juju Medicine, Medical Expert, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Quick Treatment, Radiation Sense, Surgery

Talents (Dedicated Hero): Healing Knack, Healing Touch 1, Healing Touch 2

Talents (Juju Doctor): Brew Potion (DW), Expert Healer, Juju Mastery, Juju Specialist +2

Talents (Medicine Man): Ancient Drugs, Minor Medical Miracle, Mutant Treatment, Mutant Drugs, Medical Specialist +2, Second Chance, Medical Miracle

Mutations and Defects: None (Human)

Possessions: Electro-saw thrower w/ recognition safety, 2 Boxes of saw ammunition, Tandem Defense Field, Pocket Nurse (3 Antitox), Healing Pack, Holo Communicator, Bronze Stage IIIM Access Card, Two Power Cells, Two Power Beltpacks, Minifusion Cell, Medical Kit, Surgery Kit.

CHAPTER 5: FACTIONS

GHOST COMMANDER VICTOR MAGNUS

One of the most promising young knights of the Foundation's 7th army, and a veteran of countless slave raids against the tribal folk of the Sulphur Mountains, Victor Magnus was renowned as a coldly efficient soldier. Almost assured appointment to *paladin* rank, his progress in the Foundation was halted when the Schism suddenly tore the organization apart. As a seasoned eugenic surrogate, Magnus was convinced of General Kincade's ideas, and the ideas of many of his racial brothers, that the only



chance to save their heritage was through splitting with the Foundation and attempting to retake the world on their own - in the name of the new human race.

When Kincade and his military advisors proposed the formation of the "Ghosts", Victor volunteered at once to train the new personnel and pioneer the tactics that would be needed to create what would become an elite fast-action force. It was Magnus who took a reconnaissance unit and effectively turned them into one of the most feared military groups of the Twisted Earth.

A warrior in the truest sense, Ghost Commander Magnus seems motivated solely for war. When not drilling his eugenic surrogate brothers, or "Ghosts" in training, he is either planning for battle or with his men in the field. Though they consider him a necessity for defense and survival, Magnus is not particularly loved by the civilian population; ugly rumors have begun to spread that he is a perfect example of why eugenic surrogates are really no better than mutants - and will have no place in the "Eden" of the Revenants.

Ghost Commander Magnus (Post-Apocalyptic Hero 4/Raider 6/Mutant Hunter 9): CR 19; Medium-size humanoid; HD 4d8+12 plus 6d10+18 plus 9d10+27; HP 158; Mas 16; Init +8 (+10); Spd 40 ft; Defense 32, touch 22, flatfooted 31 (+1 Dex, +11 class, +10 equipment); BAB +18; Grap +23; Atk +24 melee (3d6+5, chainsword), or +24 melee (2d6+0, power sword); Full Atk +20/+15/+10/+5 melee (3d6+5/18-20, chainsword), +20/+15/+10 melee (2d6+5/19-20, power sword); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Revenant; SV Fort +12, Ref +10 (+12), Will +7; AP 9; Rep +5; Str 20, Dex 13, Con 16, Int 14, Wis 11, Cha 7.

Occupation: None

Background: Advanced

Eugenics: Enhanced Physical Performance (Con), Enhanced Physical Performance (Str), Motor/Optic Connection

Skills: Gather Information +13, Hide +19, Intimidate +5, Investigate +6, Knowledge (Ancient Lore) +9, Knowledge (Mutant Lore) +24, Knowledge (Tactics) +6, Listen +6, Move Silently +17, Navigate +7, Search +4, Spot +9, Survival +22, Tumble +5

Feats: Advanced Technology, Advanced Two-Weapon Fighting, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Dodge, Exotic Melee Weapon Proficiency, Improved Initiative, Improved Two-Weapon Fighting, Mobility, Post-Apocalyptic Technology, Primitive Technology, Track, Two-Weapon Fighting, Weapon Focus (chainsword), Weapon Focus (power sword)

Talents (Post-Apocalyptic Hero): Conserve, Mutation Knowledge

Talents (Raider): Bloodthirsty Cry, Chaps and Chains +2, Horrifying Kill

Talents (Mutant Hunter): Smite Mutant, Mutant Hunter +1, Mutant Slayer, Mutant Hunter +2, Mind Tricks, Mutant Hunter +3

Possessions: Nemesis Armor, Chainsword, Power Sword, Military Combat Suit, Pocket Nurse (Rad-Purge Shot, Anti-Toxin, Sustainer Shot), Holo Communicator, Web Belt, (2) Plasma Grenades, (2) Power Cells, (2) Power Beltpacks, Minifusion Cell, (2) Light Rods.

THE TWINS

The twins (Robert and Richard) were an unforeseen surprise to the Foundation genetic engineers who first created them in a laboratory test tube. Not so much for the fact that they were identical twins, but for the unpredicted psychic link these two would share from the moment they were born.

Trained with the first generation of “surrogate soldiers” engineered by the Foundation, these handsome, strong, and arrogant boys kept mostly to themselves during their brief childhood. Showing an unusual aptitude for fighting, combat tactics, and fearlessness, their improved physical and mental capabilities far exceeded expectations. Despite their desire to work as a team, both twins served under separate commands for the Foundation upon reaching maturity, but each was soon demoted for behavior unbecoming of a paladin, insubordination, and (in Robert’s case) at least one instance of refusing to obey a direct order (notably that order had given by a *mutant* officer).

When the Revenants, led by General Kincade, decided to mutiny, the brothers joined their cause in an instant. Feeling mistreated, misunderstood, and under appreciated by their former Foundation masters, their arrogance (stemming from their obvious superiority) was actually cultivated by Kincade’s people. Kincade saw in the twins an example of human perfection, and their talents were undeniable. More important than the flattery, however, is the fact that now the twins have a chance to work together.

The twins are brutal, pampered killers. Having mastered everything else (or so they say), both leapt at the chance to train as elite “Ghosts” - and as mutant-hunting assassins they seem to truly excel. Though child-like in many ways, with a short temper, spoiled nature, and often sadistic sense of humor, their dedication to “the hunt” is unparalleled. They do best when working together, each anticipating the other (even to the point of sometimes finishing the other’s sentences) as they stealthily stalk their prey. While Robert prefers to snipe from a distance, Richard has a penchant for getting in close to see the fear in the eyes of his slaughtered foes.

Robert and Richard (Post-Apocalyptic Hero 4/ Foundation Guardian 6/Mutant Hunter 5): CR 15; Medium-size humanoid; HD 4d8+4 plus 6d10+6 plus 5d10+5; HP 94; Mas 13; Init +5 (+7); Spd 40 ft; Defense 32, touch 24, flatfooted 27 (+5 Dex, +9 class, +8 equipment); BAB +14; Grap +17; Atk +17 melee (1d6+3, rifle butt), or +20 ranged (4d8+2, gauss rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +9, Ref +13 (+15), Will +6; AP 7; Rep +4; Str 12 (16), Dex 20, Con 13, Int 15, Wis 11, Cha 6.

Occupation: None

Background: Advanced

Eugenics: Empathic Twin, Enhanced Physical Performance (Dex), Motor/Optic Connection

Skills: Drive +6, Escape Artist +7, Gather Information +3, Hide +13, Investigate +4, Jump +5, Knowledge (Ancient Lore) +14, Knowledge (Mutant Lore) +18, Knowledge (Tactics) +7, Knowledge (Technology) +4, Listen +9, Move Silently +13, Navigate +7, Pilot +7, Search +8, Spot +13, Survival +16, Tumble +10

Feats: Advanced Technology, Alertness, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Dodge, Double Tap, Futuristic Firearm Proficiency, Mobility, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Shot on the Run, Track

Talents (Post-Apocalyptic Hero): Mutation Knowledge, Historian

Talents (Foundation Guardian): Defender +2, Weapon Focus (gauss rifle), Tactical Aid, Weapon Specialization (gauss rifle)

Talents (Mutant Hunter): Smite Mutant, Mutant Hunter +1, Mutant Slayer, Mutant Hunter +2

Possessions: Nemesis Armor, Gauss Rifle w/ recognition safety, (2) Boxes Gauss Ammunition, Pocket Nurse (2 Rad-Purge, Antitox), Web Belt, Survival Kit, Power Cell, Power Beltpack, Minifusion Cell, (2), Light Rods.

YOUR CAMPAIGN: THE ROLE OF THE REVENANTS

If the Dark Paladins are bad, the Revenants are worse. The Revenants represent a very chilling threat to the people of the wasteland; not only are they pureblood racists in the purest sense, but they are efficiently structured and organized to make the most of their limited resources. While their small numbers, and close proximity to the rival Dark Paladins might be their greatest weakness, the GM should be aware of their strengths as well.

The Revenants can provide an excellent source of strife and danger to mutant characters of any background. Simply put, the Revenants see no place for mutant kind in their version of “Eden”, and should they “win” in the end, the entire collection of subhuman races will likely either end up as slaves - or be mass exterminated to cleanse the world of their decrepit presence once and for all. This racist mentality, which underscores the Revenants in every way (explaining why they deserted, why they remain aloof and isolated, and why they disregard all other groups as inferior), should not be forgotten when role-playing Revenants in *Darwin’s World*. It can provide the impetus for countless adventures against the Revenants, whether trying to foil their attempts to destroy mutant enclaves, to the characters actually being chased and hunted by stealthy teams of Revenant Ghosts in their weird powered armor amongst the wastes.

There are a few important things to remember when integrating the Revenants into your campaign:

Mutant-Slayers. The Revenants are a collection of pureblood humans (with some eugenic surrogates) who view mutant kind as inferior. They will not ally with, deal with, or bargain with mutants for any reason short of meeting to state demands, deliver an ultimatum, or (at the very least) post threats against outsiders who might otherwise wander into their territory.

CHAPTER 5: FACTIONS

Advanced. The Revenants have made advances even beyond that of the mother Foundation, mostly in the fields of weapons/armor technology and eugenics. Their “Nemesis” armor, “Wraith” hovercraft, and latest generation of “eugenics surrogates” are still very much a mystery to not only the Foundation, but certainly to the more primitive people of the wasteland. The lack of information on the Revenants can be used to great advantage to scare, confuse, and keep off-balance their enemies and prey.

Ghost Teams. The Revenants employ their “Ghosts” as an elite killing team, and such a force of expert mutant-hunters can prove a deadly encounter. Lightning quick, capable of flight (thanks to *jet packs*), and armed with powerful weaponry, a Ghost team tracking a party can make for an exciting adversary. The *twins* (see *Revenants of Note*) are a typical example of two Ghosts.

Avoidance. Despite their formidable nature and unwavering disdain for mutants, the Revenants are acutely aware of their limited numbers and precarious position in this almost all-mutant world. As such they are largely a reactionary group, rarely striking out except to deal with what they perceive to be threats to their existence and success. Most folk who know anything about the Revenants are aware one’s best chance at surviving in their territory is to leave them be without making trouble.

“Better to be envied than to be pitied.”

- General McLaughlin, 2214

RELATIONS

These famous words, spoken by the great Foundation general McLaughlin (though no doubt borrowed from before the Fall), sum up the typical attitude of those few but influential old-school Foundationists who still cling to power in the Foundation. Though the recent Schism, (and previous events leading up to it) has led the Foundation down a road towards improving relations with “outsiders”, the organization still harbors a deep distrust of the various factions holding sway beyond its home territory. This distrust that has on more than one occasion led to animosities that still affect the Foundation today. Similarly, their own arrogance and ruthlessness in the quest for preserving technology has placed them at odds with many who would best be served as friends rather than enemies.

The Foundation has had either direct or indirect contact with most of the major factions of the Twisted Earth; smaller groups, and those far to the east, have yet to become intertwined with this technological foe, but no doubt sooner or later all sides will have to either learn to deal with them or die resisting their quest for reconstruction.

BENDERS

(No Contact)

The Foundation knows little of the Benders, other than stories and rumors spoken by Cartel and Clean Water Clan merchants who have visited their California outposts and fortresses. They are aware that the Benders possess the technology of oil refinement and gasoline production, as well as what appears to be a lasting supply of crude. Though currently the Cartel has managed to meet all of the Foundation’s conventional fuel needs, the unstable state of Foundation-Cartel relations means that the Foundation has sought other avenues to secure oil and

gas supplies.

The people of the legendary Bend City know nothing of the Foundation, living in total isolation on the other side of the Big Rocks. It is not clear how they would react if approached with the possibility of a trade agreement with the Foundationist movement.

BRETHREN

Openly Hostile

A bitter and mutual hatred exists between the Foundation and the so-called “Brethren.” Theirs is a conflict that dates back to 2255 when the Foundation, recovering from an outbreak of disease, came under attack from armies of Brethren followers pouring out of the San Francisco ruins in a failed effort to extinguish the “technologists” from the Twisted Earth. A rivalry spawned from more than just jealousy or primitive fear of the unknown, the Brethren’s very philosophy revolves around an unforgiving hatred of all technology and those who would remember the Ancients for anything other than the crimes they inflicted upon the world. This mentality naturally set both groups at odds with each other and fueled a conflict that played out among the ruins of San Francisco and the Sierra Gehenna region for several awful months of bloodshed.

Though ultimately victorious against the Brethren, the Foundation was unable – even with its overwhelming military assets – to completely exterminate the Brethren. Retreating to the ruins of the great cities, or melting back into the mountains among the sympathetic tribals, the Brethren were able to avoid complete and utter defeat. Instead they live on, their infestation growing like a shadow, equaling the size and complexity of the Foundation as it also expands and gathers more territory.

The Foundation is always on the look out for the spread of dangerous Brethren propaganda, which has become quite popular among primitive folk all across

CLOUDED REMEMBRANCE?

Some say the Foundation has things all wrong. Some few who have joined, seeking enlightenment and a sense of belonging, have not always succumbed to the indoctrination and training. Some few who came with an established understanding of the past (from various domed societies, xenophobic carry-overs from the past, or other educated hold-outs), have sought to leave and, if possible, spread word that the Foundation is as corrupt in its vision of the past as any other wasteland society.

It has been said by a handful of these now-wanted men that the Foundation has degenerated over time, and that its vision for the rebuilding of the Ancient ways is as mixed-up as the hateful rhetoric of the Brethren, or the perverse religion of the Brotherhood of Radiation. They say that those in power have either deliberately corrupted the history of the Ancients, or have chosen only to illuminate certain parts and suppress other facts of the way things were during the heyday of humankind.

The Foundation portrays a picture of the Ancients that glorifies their greatest achievements, and underlines the prosperous, luxurious, and carefree days of old. These images, not surprisingly, have a tremendous effect on mindless thralls who have known only hunger, thirst, and savagery all their lives, serving to build up the aura of mystery and worship that surrounds these long-lost ancestors of mutant-kind. Old grainy film reels and vinyl records in the Foundation archives depict only the beautiful aspects of the Ancient era: happy families seen on vacation across a beautiful American landscape before the Nuclear War; audio snippets from the Donna Reed Show filled with laughter and innocence and joy; pictures of 1940s dance halls filled to the brim with beaming couples and smartly-dressed servicemen back from the War; recordings of snappy and uplifting jazz music – the positive images are endless. The Foundation, some say, uses these images to reinforce the need to rebuild the Old Ways, to revive America and issue in a new age that will be the same – while hiding or ignoring the darker aspects of the Ancients, aspects that brought about the Fall in the first place.

Those who try to bring such concerns to light are hunted men. They have attempted to educate their fellow Foundationists about the problems of the past, to at least make them aware that the Ancient ways were not always perfect. They cite stories handed down from generation to generation by some tribal wastelanders, or stumble upon rare pieces found buried in the Foundation archives despite attempts to erase them altogether. Every once in a while, a recovery team will uncover some lost piece of Arcanum that gives a horrifying glimpse of those last years, a glimpse that more often than not casts an uncomfortable spotlight on the activities of the average American man during his twilight years.

Stories of a race of men seduced by comfort into an unshakable lethargy and closed-mindedness. Wooed by television sets and baseball games, they were unable to see the suffering of the world around them – or even care. Books that detail how the Ancients became so powerful in the first place - not by virtue of their hard work, but by the slavery of other men, and the clandestine destabilization of nations throughout the world. Astonishing figures that showed an American countryside withering due to pollution, despite government “studies” that lied to the public to keep their industries producing. Images of happy American homes, contended families gathering by a Christmas tree – contrasted by fading newsprint showing the masses of homeless left out in the cold to die among grimy city streets.

Whatever the truth, the Foundation continues to struggle to uphold its sacred mission of rebuilding America in the image of the past. Though there are “revisionists” who would claim the Ancients had some part in (or some responsibility for) their own destruction, these are just fringe elements to be rooted out and destroyed. Everyone knows the Ancients were innocents, babes who were surprised by a world of hateful outsiders who wanted nothing but to end the world in a nihilistic flash of light...

the Twisted Earth. Thralls and other slaves “recruited” to the Foundation are generally expected to stand in awe of their paladin masters and their technology; acts of sabotage, or even criticism of the Ancients, is often punished by whippings (in the latter case) or death. The Foundation is quite adamant in its quest to destroy any vestiges of the destructive beliefs of the Brethren wherever they spread.

The Brethren are directly opposed to the Foundation wherever its influence spreads. Though the philosophy of hating the Ancients grew from events long before the Foundation ever emerged from their vault, the Brethren see the Foundation as having a very real ability to bring back the era of technology, and thus are dedicated to fighting it at any cost. As the Brethren are a widespread society, their efforts are not always coordinated or very clever, but what they lack in planning they more than make up for in courage, dedication, and almost insane zeal. Whether in the form of suicide missions to assassinate Foundation soldiers, or massed charges on Foundation outposts, the Brethren are willing to pay any price to whittle away at the Foundation and erase what they perceive as a technological abomination on the Twisted Earth.

CHAPTER 5: FACTIONS

BROTHERHOOD OF RADIATION

Shaky Neutrality

One of the major factions of the Twisted Earth that the Foundation actively seeks to understand and evaluate is the enigmatic Brotherhood of Radiation, which they continuously attempt to infiltrate with agents and spies to keep tabs on and assess their level of progression. The Foundation has mixed impressions of the Brotherhood (like most people on the Twisted Earth), considering them very close in their respect for technology, yet also discouraged by what they perceive to be a primitive religion that is core to the Brotherhood. The Foundation are also very aware of the growing popularity of the Brotherhood of Radiation, its numbers swelling each year with mutants and all manner of wasteland “refugees” that would never make it into the Foundation ranks. This, combined with the enigma that surrounds the Brotherhood’s true plans for the Twisted Earth, keeps the Foundation on their toes.

Currently the Foundation seeks to observe the Brotherhood, and learn more of its structure and rituals, and more importantly, to glean any information leading to a better understanding of how far they have progressed towards rebuilding nuclear technologies (the focus of their ritual-preservationist religion). There are at least a handful of Foundation agents attempting to join the inner ranks of the Brotherhood, but these have yet to progress to a level of any real responsibility. The three previous agents who joined the Brotherhood vanished soon after graduating beyond the first stage of recruitment. Either they were discovered (through interrogation, brainwashing, or mental empathy), or they “defected” to the Brotherhood, since they were all mutants (a long-standing prerequisite to joining the Brotherhood of Radiation requires all oblates be “children of the nucleus”) and may have had a grudge against the Foundation’s rather unsavory past.

One note of interest in the relations of the Foundation and Brotherhood of Radiation involves the twin “Holy Towers” of Styx. This nuclear power plant, brought back online by the Brotherhood to power the city, was infiltrated by Foundation agents who attempted to sabotage the plant to leak radiation into the surrounding quarters. The idea was that by doing so the Foundationists would discredit the Brotherhood (who are trusted with the plant’s operation without question), hopefully resulting in their being evicted from the city. With them gone the Foundation could move into the plant, take over operations, and study its design so that a duplicate could be reproduced in Dis.

The plot did not go over as expected, and though a number of Brotherhood of Radiation technicians were killed in the bomb blast, the damage was not extensive enough to affect the plant (or the opinion of the decision-makers of Styx). The Foundation is currently backing off from such poorly conceived plots until a more effective plan can be put into action.

The Brotherhood of Radiation, for its part, has long been aware of the Foundation’s message and ultimate aims, and was at least at odds with them vocally during their early period of emergence, when racism versus mutants was rampant. The Brotherhood is, however, encouraged by the slow but irreversible change in Foundation policies towards mutantkind, an evolution they themselves claim to have predicted long ago. They remain hopeful that given time the Foundationists will abandon their hopeless efforts to rebuild a world modeled on the imperfect Ancients, and instead embrace the Brotherhood’s vision of a new, mutated world. In the end, the Brotherhood is confident that the Foundation, like all other factions of the Twisted Earth, will come around and join their rising ranks to build a new civilization from the ashes of the old.

The recent Schism in the Foundation caused some

alarm in the Brotherhood of Radiation, especially with the creation of the “Revenants” faction of what they perceive to be “malevolent pureblood racists”. Though the Brotherhood of Radiation and Revenants have yet to clash, a conflict of one kind or another is unavoidable considering the opposition of their beliefs. In addition, the recent opening of a Brotherhood cell in the Arid City, quite close to the area settled by the Revenants, can only spell disaster.

CARTEL TRADERS

Shaky Alliance

The Foundation’s long history with the Cartel began in 2242 when both groups first made contact in and around the city of Crux (formerly Sacramento). The Cartel, newly arrived to this part of California, had heard rumors of the Foundationists and their impressive organization, technology, and military might, and sought to do trade to gain these advantages for themselves. Sadly for them, the Foundation was in no way willing to part with their technological edge, and instead the Cartel was forced to settle for a profitable trade agreement; in exchange for protection and some small percentage of Dis’ agricultural output, the Cartel began supplying the Foundationists with oil, gasoline, scrap metal and ore, and drinking water. This latter product would eventually get them in trouble, because Cartel standards were not high enough to filter out an extremely deadly waterborne disease that hit the Foundation hard in 2249 (claiming some one in five Foundation civilians and soldiers). This “oversight” led to the Foundation performing a punitive attack on a Cartel caravan that almost brought both groups to the brink of war.

Despite this early setback, both groups were wise enough to realize war would be in neither society’s interests. In the end relations picked back up, and trade continued. However, the Foundation continued to view the Cartel as a threat to their gradual re-

conquest of California, a belief that held such weight that they also sent an expedition (in the footsteps of the Cartel) to Los Angeles in hopes of stripping the ruins of anything useful before it fell into Cartel hands.

The Foundation and Cartel have a strange, embattled relationship that continues much the same to this day. Neither has much love for the other; the Foundation does not trust the money-seeking Cartel, and have paid a real, human price due to Cartel carelessness in the past. Though the Cartel works hard to maintain their reputation as fair traders, the Foundation has little faith in them as honorable partners and always keeps an eye on them whenever and wherever they are forced to work together.

The Cartel feels no different about the Foundation, considering them rude, arrogant, elitist, and racist. For the most part they are right, and have further seen the effects of Foundation “superiority” in the many empty tribal villages and slave camps throughout the Sierra Gehenna region. Still, the Cartel are out to make money and the Foundation provides a steady market that shows no signs of leveling off its demand for consumable resources (such as oil and scrap metal for its industries at Dis). In addition, the Foundation has proven to be extremely efficient in keeping the peace along the trade routes, a fact that has not been lost on the decision makers of the Cartel who would otherwise condemn the Foundation for its policies against the native population. Therefore, at least for the time being, a “neutral” relationship that benefits both in trade is in Cartel interests.

Despite this fact, there are leaders in the Cartel that are unwilling to take the abuse without some kind of payback. Perhaps out of common sense, or more likely a vengeful malice, the Cartel has for many years been watching, listening, and observing. They have catalogued the strengths and weaknesses of the Foundation paladins, investigated their bases and

various fortifications, and made note of everything they have seen. Though they lack the ability to strike decisively today, perhaps later, when the Foundation is engaged on multiple fronts, they will throw their weight in with the enemy and be instrumental in the Foundation’s complete and utter destruction. Or, at the very least, they will plan to be at the bargaining table when the Foundationists sue for peace to make sure they get a share of the “spoils”!

CHILDREN OF THE METAL GODS

No Contact

The Foundation has not had much contact with the “Metal Gods”, though many of the androids that have “defected” to the Foundation in recent years have brought various rumors, reports, and intelligence on a growing movement of synthetic beings attempting to rebuild and purify the planet. The Foundation is acutely aware from these reports that the Children (though at present only rumored to exist on the fringes of civilized territory) are perhaps the largest threat to the world, and are hurrying to attempt to find out who leads these robotic masters, where they are growing in numbers, and what, exactly, they plan for the Twisted Earth when they rise to power.

During the brief Necropolis campaign in the ruins of Los Angeles, the Foundation encountered a major android cell that had been foolishly reactivated by Cartel explorers. This large force (apparently a reserve company or larger force), once brought back online, immediately set about attempting to “restore order” by vanquishing the warring factions and exterminating the mutant population of the city. The Foundation believes this cell (which moved south from the Necropolis soon after the Foundation’s own expedition was routed) may be typical of the so-called “Metal Gods”, and thus poses a very grave danger to life of all forms wherever these AI beings are brought back to life.

Currently the Foundation has a standing “bounty” that has been made public from Crux to Calico, and to Styx in the east. This bounty is for credible information regarding androids, “metal clad figures”, robots of all kinds, and rumored lost bases and installations where androids may likely be found. Though they have had little success so far in their search for android bases of operations (short of information given them firsthand from defecting androids), the Foundation continues to send out scouting parties and comb the rumor mills of the various trade settlements for any piece of information on the mysterious “Metal Gods”.

The coldly efficient and analytical minds of the growing Metal Gods movement are certainly aware of the Foundation and its efforts to rebuild the Ancient past. The fact that the Foundationists have managed to preserve many “lost” technologies, combined with the leaps and bounds the Foundation has made in the past few decades, has marked them as the single most alarming threat to complete domination of the world by these synthetic masterminds. Unafraid of the feral savages that populate most of the world (such as the backwards Brethren, or the squabbling merchant clans of the Cartel and Clean), the Foundation – with its laser-wielding armies in powered armor – has the only potential of facing off with the Metal Gods with any chance of winning. Furthermore, the Foundationists’ own dedication to the resurrecting the past (a past universally viewed as having been a model of proven “biological inefficiency” by the androids of the Metal Gods) has put the two groups at crossed purposes.

The Metal Gods, like the Foundation, are attempting to keep tabs on the latter and assess their strengths and weaknesses for a future attack. It is unclear how far the Metal Gods have gotten in their intelligence gathering efforts, though it is entirely possible that at least a handful of androids who have “defected” are in fact agents or assassins, waiting for just the

right moment to strike and cripple the Foundation. A potent computer virus introduced to the Core computers, or the release of experimental germ warfare weapons from one of the Foundation labs, or even a catastrophic nuclear meltdown at the reactor in Dis are just a few possible ways the Metal Gods could eliminate the Foundation once and for all.

It is only a matter of time...

CLEAN WATER CLANS

Reliable Alliance

The Foundation has maintained important relations with the Clean Water Clans since 2256, when the Clean announced their willingness to transport potable water the great distance from their territory in Texas to far-away California - effectively replacing the Cartel altogether as water suppliers for the Foundation. This trade relationship has been a tremendous benefit for the Foundation, as the increase in not only the quantity but also the quality of water has meant better health and an ability to maximize their genetically engineered agricultural efforts outside of Dis.

Though the Foundation looks down upon the Clean as being rather primitive, the invaluable role they play, as well as their reliability and consistency as water merchants, has yet to give them cause to consider anything other than continuing their alliance.

The Clean consider the trade relations between them and the Foundation a considerable stroke of good fortune, since like most mercenary trade associations, profit and power is all that matters. As they continue to expand and dominate the Far Desert region, they are set to be in direct conflict with the Cartel (though currently they are allied) in the near future. When and if the time for war comes, the Clean hope to use the Foundation's reliance on their water to force them into backing them in the conflict. That, of course, could be the advantage that wins the war.

CRYSTALTIME WATER CLANS

No Contact

The Foundation is not familiar with this water-trading group, as its domain lies far outside of the Foundation's sphere of control (along the contours of the old Mississippi river). Future contact will likely be cordial but may lead to conflict, considering the growing rumors in the wasteland that the CrystalTime have access to a secret technology that manufactures water, somewhere to the east.

The CrystalTime has heard stories of the Foundationists but considers them to be a problem for the traders of the West. They currently must contend with the dangers of the east - tribals, raiders, and strange cults - and do not worry themselves with the dubious legends of "gods in armor" on the other side of the Big Rocks.

DOOMRIDERS

No Contact

The Foundation has only a handful of information-gathering agents scattered through the Forbidden Lands, but it didn't take long for them to hear stories about the infamous "Doomriders" of that region. For once taking the advice of such groups as the Cartel, the Foundation has refrained from any attempts at diplomacy with this group (fearing their agents would just be killed), and instead have instead assumed a policy to hopefully "outlive" them. Currently the Foundation monitors stories of their progress, their movements, and their atrocities, but considering how far east the Doomriders lay from their sphere of control, there is very little else they can do.

The Doomriders, for their part, have never heard of the "Foundation", and probably wouldn't care if they had. The Doomriders are obsessed solely with ruthless domination of their part of the world, and the

affairs "over the Big Rocks" are none of their concern. Not that is until they conquer the east and begin to head west...

ENTROPISTS

Openly Hostile

The Entropists are one of the major raider gangs the Foundation was originally "hired" by the Cartel to defend the trade routes against. Their nihilistic ways of destruction and mindless mass murder were the very reasons the Cartel submitted to the Foundation's drive eastwards (including the construction of the fortress at Kingman), which has brought some relief to the very real danger of the Entropists invading the area around the Cartel's ancestral "capital".

The Foundation has investigated the movements of the Entropists and even skirmished with them on occasion in defense of caravans moving from Styx to Socorro, and were impressed by the organization and cruelty of these raiders. More alarming than their quest for the extinction of all life, however, is the presence of some of the most advanced weapons from before the Fall in the possession of the Entropists: lasers, plasma rifles, and even gauss weaponry mounted on their heavily-armored vehicles. The Foundation has yet to fight a real face-to-face battle with the Entropists (who so far have only harassed Foundation-guarded convoys to test their strengths before retreating), and are wary of any future conflict. They are quite certain that when and if the Entropists do set out to fight head-to-head, they will have done so only after gaining intelligence and tactical superiority; a thought that keeps the Foundationists in the area on edge.

Attempts to send VTOL scout craft over the so-called "Mountains of Misery" to locate the bases of the Entropists have not yet met with any success.

CHAPTER 5: FACTIONS

The Entropists despise all life, and are driven by what seems to be an insane quest to finish what the Ancients failed to do – cleanse the world of all living creatures. To them, the Foundationists are just another group to be dealt with in due course, though their considerable weapons, armor, and extremely mobile vehicles (such as Reavers) are a clear threat not lost on the Entropists' leaders. Though they themselves have garnered many advanced weapons from their years of savage murder and roaming the mountains of the Southwest, they are aware the Foundation will not be easy prey, and so for the time being avoid them when they can.

FAR TRADERS

Animosity

Relations with the Far Traders have never been amiable, ever since the Foundation first made contact with them in 2257. Though the Far Traders approached the Foundationists as they would any new desert group (friendly, open-armed, and seeking profitable trade), it is a regrettable fact that the Foundation prejudged the Far Traders by their gypsy-like poverty and crude behavior, and this arrogant disdain was not lost on the Traders. Furthermore, when the Foundation discovered that Far Trader caravans sometimes carried technological artifacts from before the Fall in their wagons like any other trade good (probably, they assumed, not even realizing their true worth), they marked the Far Traders as a threat to these items and began taking measures to “acquire” them.

Periodic thefts of Far Trader goods, and at least one disappearance of a Far Trader caravan (the incident that led to the Foundation learning the location of the ORASAT), have put the Foundation on the Far Traders' bad side. Though the Foundation maintains it was not involved in these incidents, the Far Traders are no fools and seem to recognize the Foundation's

hand in these crimes. Rumor and information gatherers of the first order, the Far Traders have heard about what the Foundation seeks to do, what it strives for, and has paid attention to the means by which they achieve their superiority.

Though generally neutral in their dealings with all wasteland groups, the Far Traders consider the Foundation to be a major threat, not only to the short-term welfare of the people of the wasteland, but also to the existence of their own way of life (based on scavenging, roaming, and profiting from the lawlessness of the world). Contact with the Foundation has obviously left the Far Traders with the (accurate) impression that the former are racist, arrogant, and ruthless in pursuit of technological treasures, and as such the Far Traders hold no love for the Foundation.

A rather controversial development among the Far Traders has been a secret campaign to sell information on the Foundation to high bidders on both sides of the Big Rocks. The Far Traders are often overlooked when they visit cities where Foundation outposts exist, and their observations run the gamut from identifying military hardware in Foundation hands, and estimating the number of soldiers in a garrison, to identifying specific commanders and picking up on rumors of the morale of Thralls and slaves at Foundation bases. They sell this information freely to any and all who will pay, from tribal raiders to the Brethren – a fact that, if found out, would certainly mark the Far Traders as a threat to the Foundation. Considering their mutual dislike of one another, however, there would be no love lost from any outbreak of conflict.

GHOULS

Openly Hostile

Like most groups on the Twisted Earth, the Foundation is no different in its hatred for the

degenerates known universally as “ghouls”. The Foundation first made contact with a major ghoulish population in the ruins of Portland soon after Emergence, and were left with such a haunted view of these horrible creatures that they have since given up attempts at a peaceful coexistence wherever they are found.

In some areas, where the superiority of Foundation arms and armor provide them with a secure advantage, “ghoul hunts” are not uncommon. During these “maneuvers”, groups of Foundationists in powered armor sweep the streets and even descend into sewers to track and root out ghoulish enclaves and completely exterminate them. Needless to say, these efforts are quite effective in curbing ghoulish populations among city ruins, and are quite popular with Foundation soldiers. Some soldiers make wagers to see who can kill the most.

Ghouls, like any low-technology group, generally do not stand a chance against well-organized and supported Foundation forays into their places of dominion. Generally speaking, their reaction is usually the same; flight from the oncoming onslaught, hiding among sewers and ruins, punitive “guerilla” raids, and eventual dispersal of the ghoulish population. Though Foundation groups often claim they have “eliminated all ghouls” from a given area, more often than not the ghouls have simply disbanded and continue to thrive unseen.

MOVEMENT

Uncertain

The Foundation is aware of the growing association of survivors, grubs, and ruin pickers known as the “Movement”, as well as their overt aims and seemingly “noble” aspirations of widespread peace and brotherhood. Needless to say, the Foundation has yet to fully trust the Movement, instead viewing it as a potential threat, a veiled enemy behind a ruse

of pacifism, and taking steps to find out more about them and their military and political structure before deciding how to react to them.

The current theory among the Foundation's leadership is that the Movement is actually a cult with a secret agenda, though most likely the average foot soldier and follower of the Movement has no idea what that agenda is (interestingly, they have kidnapped and brutally interrogated a handful of Movement missionaries at least twice in the past, but learned nothing to reinforce this suspicion). Masking their activities behind a pretended crusade for peace, unity, and enlightened brotherhood, the Foundation suspects the Movement is in fact trying to infiltrate communities across the wasteland with its "missionaries" to keep tabs on the major groups, their power and military dispositions, and gather intelligence. Some Elders suggest the Movement actually works for another of the wasteland's factions (perhaps the Brethren or the Brotherhood of Radiation), while others cling to the belief that their leadership is plotting some future takeover of the world. Only a very minor faction (one or two members) of the Foundation Elders have actually considered the Movement may in fact have contacted a surviving Ancient who taught them the ways of the Ancients before fading into history.

Though normally peaceful, the Movement views the Foundation as a major threat to their continued existence on the Twisted Earth. Like the Foundation, the Movement seeks to rebuild from the ashes of the nuclear holocaust, but with an open-armed acceptance of mutants and humans alike. The Foundation's record of brutality and slavery with the mutants of the world, and their own open aggression and militarism, has distanced the Movement despite the fact that the two groups share similar goals of bringing back civilization.

Currently the Movement is attempting to infiltrate

the Foundation with spies, to find out more about the capabilities of these technological warrior-monks and to figure out the best way to deal with them when their spheres of influence finally make contact.

PARADISE-BELIEVERS

Unfriendly

Of the numerous major groups of the Twisted Earth, the so-called "Paradise-Believers" are held in a particular form of contempt by the Foundation. To the wise and technically aware society of thinkers and soldiers, this growing movement of simple peasants, which includes an inordinate number of "non-productives" (women, elderly, and children), and its completely backwards view of Ancient traditions is almost representative of all the Foundation has been fighting against.

From the perspective of the Foundation, pure ignorance has spawned this movement from the desperate masses of the wasteland. A child-like misunderstanding of the complexities of the space program of the Ancients (in specific, "rockets") has led them to believe, in their naivety, that they can construct a working rocketship to take them to the stars. The Foundation know this fundamental belief of the Paradise-Believers is mortally flawed, and proof that without guidance the masses of the Twisted Earth are doomed to a self-destructive future.

The Paradise-Believers, for their part, see the Foundation as men and women who are pursuing a futile quest to rebuild something that can never be had "the way it was" – at least not on the Twisted Earth. The Believers almost universally adhere to the concept that this world is too damaged, too poisoned, and ultimately cannot be saved from its own slow environmental death. They consider the Foundation's efforts to conquer and re-establish the old order as a pointless cause, for they are fighting over a carcass of a planet that is destined to turn into one great lifeless

desert despite all they struggle for.

Similarly, the arrogance of the Foundation is cause for some amusement in these simple people. They, a collection of peasants and simple-minded folk, believe euphorically in the righteousness of their own cause; the arrogance and disdain of the Foundation (and other groups) only makes them want to show the world, in the end, that they were right all along...

RAIDERS

Openly Hostile

The Foundation has had a long and successful history of battling raider groups and would-be raider "princes", from the Sierra Gehenna region all along the trade routes that they now "protect". This unrelenting war of aggression stems from the ingrained belief among Foundationists that portray raiders (and rightly so) as the greatest threat to the reconstructionist movement. As anarchists, brigands, murderers, and thieves, on countless occasions raider groups of one kind or another have been the direct cause of the loss and degeneration of cultural and technological knowledge across the Twisted Earth.

Foundation efforts to curb raider activity are an ongoing campaign; for every raider slain in battle, there are two starving, desperate wastelanders willing to join a gang and feed him by taking from others. Though Foundation technology and armaments give them a considerable edge, raiders are notoriously clever and able to adapt (in more than once instance they have been known to mount surprise raids on Foundation camps to harass and steal weapons while the defenders are distracted, only to use them again later against the Foundation).

Since most raider gangs do not act in unison, no serious threat to the "peace-making" of the Foundationists currently exists. Most raider groups, though able to sustain a campaign of cat-and-mouse for years, inevitably fall to Foundation armies (not

CHAPTER 5: FACTIONS

unlike rogue bands of indians during the Old West period, who might be chased around the desert by the U.S. cavalry for years) one way or the other.

Still, the raider lifestyle is an appealing (and often necessary) one, and there is no immediate likelihood of a total reversal of the chaos and anarchy that is rampant in the Sierra Gehenna region as much as anywhere else.

RANGERS

Indifferent

Though one would think the Foundation and the legendary Rangers have many qualities in common, relations between these two groups are in fact strained. On the exterior the Foundation maintains a polite and diplomatic front, as does the latter group, but in truth neither has much love for the other.

The relationship between the Foundation and the Rangers really took form when the Foundation first crossed from the Sierra Gehenna into the outlying region known as the “Deadlands”. Here they learned of the Rangers, a celebrated band of what appeared to be surviving descendants of another U.S. military unit from before the Fall. The Foundationists were impressed with the stories of the Rangers, which seemed to give credibility to their lineage, as well as the rumors that the Rangers continued many authentic military traditions and fostered technology of various practical kinds.

When the Foundationists finally sent scouts and diplomats to find the Rangers in the Deadlands, they came with the attitude of returning “brothers in arms”, hoping to first observe the Rangers and then possibly recruit them to the Foundation’s cause. Their efforts did not meet with expectations of success (even though the Rangers proved to be all the stories said and more), much to the Foundationists’ surprise, as the Rangers turned out to be far more independent than they ever imagined. The Foundation was unwilling

to allow the Rangers to continue as a separate entity in any new command structure, in effect demanding they bow to Foundation authority. The Rangers even countered with the bizarre argument that their original commanding officer from the time of the Fall had been an officer, while the Foundation could only claim a sergeant as their founder. Numerous overtures were made in an attempt to bring the Rangers around, but in the end they had to give up in frustration and leave the Deadlands altogether.

Today the Foundation has a largely negative view of the Rangers, whom they consider to be an outlaw group whose claim to the Ancients is merely a hereditary one. Their inability to see the “wisdom” in joining the reconstructionist cause (as exemplified and led by the Foundation) has effectively damned them in the eyes of the Foundation, and potentially made them a future enemy. In fact, the Rangers have openly declared that they will not tolerate Foundation “trouble-making” in the Deadlands, and will treat them like any other conquering faction should they ever make attempts to move into that region.

Currently the Foundation has agents in the Deadlands who monitor the movements of the Rangers and are attempting to infiltrate their ranks. It is not publicly known if these attempts have been successful.

The Rangers, for their part, continue to adhere to an abiding principle laid down in the United States Constitution long before the Fall – a call “[to] insure domestic tranquility, [and] provide for the common defense.” This is the basis of an almost religious “quest” of the Rangers as a whole, a credo they take very seriously. The Rangers believe themselves to be the protectors of what amounts to the surviving American public, and though their resources only permit them to realistically “keep the peace” in one area (namely the Deadlands), they will continue that mission undaunted until a “new America” is rebuilt.

Though the Foundation came to them claiming a similar dedication to the Ancients, the Rangers ultimately considered the Foundationists little more than would-be oppressors. Though to be certain they were impressive in their armor and with their many gizmos, the Foundation was simply too aggressive, too ruthless, too racist, and too single-minded in their technological obsession and self-superiority to earn the Rangers’ trust.

The Rangers view the Foundation as a major threat, though conflict has yet to erupt between both groups; it seems each is either merely afraid to attack the other, or otherwise unwilling to fight out of some strange sense of “kinship”. The Rangers know full well that if they were weakened the Foundation would quickly move in and take what remains of their military stockpiles and enslave their survivors as Thralls, so they continue to defy them at every turn, no matter how lucrative the offer of joining.

Individual rangers are sometimes sent to monitor the trade routes and gauge the growth of the Foundation’s sphere of influence. They report back every six months to a year, allowing the Rangers to keep tabs on their cousins to the west.

RAVAGERS

Secret Alliance

Though the Foundation has yet to fully extend its reach to the Forbidden Lands on the far side of the Rocky Mountains, they have dispersed agents that have made contact with numerous groups in that region. One of these groups is the Ravagers, which ranks among the most powerful raider groups in all of the Twisted Earth. The Foundation first made contact with the Ravagers soon after they learned from the Cartel just how much a threat they posed to the Forbidden Lands; surprisingly, however, the Foundation did not approach the Ravagers as enemies, but rather in hopes of nurturing a mutually beneficial

relationship.

Though the details of that meeting are still confidential (in fact, the very fact that a meeting even took place is one of the top secrets of the Foundation Elders), apparently the diplomatic team who made first contact was able to put up enough of a tough front that they survived the meeting intact. More impressively, they also left with a secret promise from the Ravagers to not only continue their raids in the Forbidden Lands (without future fear of Foundation intervention), but to turn over any and all information learned about the Cartel, its force composition, the regular schedules of its fuel convoys, etc., to the Foundation. In effect, this “deal” has basically turned the Ravagers into a spy network to keep tabs on the strengths and weaknesses of the Cartel, who the Foundation simply do not trust despite their long-standing pact of cooperation.

It is unclear what the Ravagers got in return for this arrangement (the promise to remain out of their affairs was probably not enough to seal the deal), but it is most likely a trade involving giving away some very advanced weapons to the Ravagers to secure their services. If true, this would be a breach of the Foundation code (giving away technology, for any reason, is prohibited), a fact that might lead to an unbalancing of power in the Forbidden Lands that could potentially endanger the reconstructionist cause in the future.

The raiders who comprise the Ravagers care nothing for the Foundationists or their cause, but are grateful (if that word can be used along with the term “raiders” in the same sentence) for the arms shipments they receive in exchange for their “cooperation”. Since the Ravagers are at odds with the Cartel anyway, feeding information on their weaknesses to another potential enemy of the Cartel makes sense. And if they make receive an appreciable gain from the deal, so much the better, as it means they are only that

much more effective in raiding the Cartel and other settlements of the Forbidden Lands.

SAVANTS

No Contact

The mother Foundation knows little or nothing of the vast empire known as the “Savants”, short of rumors and what they perceive to be the far-fetched tales told by Far Traders and other sandwalking folk. From these stories they estimate the Savants to be a major power in the east, though one that is propped up by a major population of slaves that could be a potential weakness for future exploitation.

More intimate with these enigmatic super-mutants are the Revenants and Todoshi factions, who fled the relative security of the West, through Trader Pass, and into the vast open plains country on the border of Savant territory. The Revenants fled to Arid City (formerly the sprawling mega-plex of Dallas/Fort Worth), and saw firsthand the devastation the mysterious Savants left in their wake as former rulers of that city. The city, by their estimations, had been turned into one gigantic work camp to fuel the Savant empire, with countless slave races kept in cruel bondage within the city merely to produce and work the water mines. When the Savants retreated (for some unknown reason, perhaps to fight invaders far to the east along their Mississippi river frontier), they left these slave races to fend for themselves, throwing the entire city into chaos without their cruel dominating rule to keep them in line.

The Dark Paladins of the Todoshi faction found similar evidence of the Savants’ cruelty to it’s slave populace. It is rumored they also found significant verification that the Savants were an extremely advanced society planning on ghastly projects that can only be guessed at (if the Dark Paladins know what the Savants were up to, they aren’t telling). Much of the scientific equipment and other finds abandoned

by the Savants in their desertion of the city, and uncovered by the Todoshi faction’s scribes, has been recovered and removed to Dark Paladin strongholds to be examined in more detail.

The Todoshi faction is also known to be giving support to a group in Arid City known as the “Children of the Masters”, former slaves of the Savants whose twisted minds came to worship their former masters despite their cruelties. Prophesizing a Savant return to the city within a generation, these Children (all mutants of the worst kind) consider themselves the Faithful, whose vigilance and loyalty will be rewarded when the Savants return. The Children occupy a large portion of the city ruins, and are known to raid Revenant lands and even the outskirts of the ancestral waterbeds of the Clear water clan.

It is not clear what the Savants think of the various factions of the Foundation, or if they even consider them a threat. Expeditions by either the Revenants or Dark Paladins are likely the only way knowledge and intelligence of this mysterious empire will ever be gleaned.

XENOPHOBES

Varies

The various xenophobic communities of the Twisted Earth hold a special fascination – and to some extent, frustration – for the Foundation. It is widely known that many of these tiny bubbles of civilization are in fact hold-outs from a bygone era, small clannish mini-societies who have resisted time, the elements, catastrophe, raider attack, and the strong arm tactics of the major groups, to keep what secrets (and resources) they hoard to themselves.

The notion of courting these isolated communities has been a temptation for the Foundation since its earliest emergence from underground. What began as a desire to make contact with as many of these

CHAPTER 5: FACTIONS

fledgling groups as possible, to possibly invite them to join the movement to revive the Ancient ways, was almost universally rejected. Whether due to a lack of trust on the part of the xenophobes, or due to a real belief that the Foundation's motives were not in their best interests, most of these groups shut their doors even tighter when they realized there was an emerging group (a powerful group) that showed interest in opening them up to ostensibly "share" their technology.

The era of peaceful attempts and diplomatic efforts did not last long. After being Confounded again and again by stubborn villagers and far-flung desert communities, the Foundation realized it had to take what it considered its destiny to protect, by force if necessary. The rationale was that if they did not, if they respected the neutrality of these xenophobic groups, raiders could come and destroy them and all would be lost. No, the Foundation would have to perform precise raids and strikes to secure whatever each community guarded, and in this way protect the technologies from depravation and destruction.

To this day the Foundation actively seeks out xenophobic groups, on the off chance they might have technologies, power sources, etc. usable by the organization. Those that do are sometimes courted to join the cause, or are infiltrated by agents who will either attempt to steal diagrams and blueprints of the xenophobe's hoarded technology, steal the object itself, or (in the most drastic circumstances) destroy it to keep it out of the hands of the wasteland raiders and savages. In other situations when agents cannot successfully infiltrate a xenophobe community, the Foundation may be forced to bring its guns to bear to either force them to surrender their technology (and sometimes their technical personnel, as "slaves"), or destroy the entire community in a single dramatic surprise attack.

Since none of the xenophobic communities of the wasteland act in any form of concert, the actions of the Foundation have largely gone unnoticed. As such there is no general consensus on how the various communities feel about the Foundation, but it is safe to say that as with all "outsiders", no xenophobic community trusts the Foundation or its overtures, no matter how diplomatic.

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