

Leovaunt's DOOM Roleplaying Game

For use with the StarCraft RPG by Leovaunt Game Design

~By Leovaunt



Contents

Introduction: Prepare for DOOM	8
The Premise of a DOOM RPG Campaign	8
Chapter 1: Building a DOOM Player Character	9
Human Character Creation Package	9
Character Development Guidelines in DOOM	9
Influence and Combat Influence	9
Pilot	9
Psionics	9
Leadership and Medicine	9
Backup Characters	9
Human Race Package	10
Human	10
Specializations	11
Armored Infantry Theme	12
Battlefield Engineer Theme	12
Brawler Theme	13
Chainsaw Murderer Theme	13
Crafter Theme	14
Cultist Theme	14
Dual-Wielding Theme	15
Duelist Theme	15
Guardian Theme	16
Gunner Theme	17
Intellectual Theme	17
Leader Theme	18
Lunatic Theme	18
Medic Theme	19
Melee Theme	19
Negotiator Theme	20
Night Sentinel Champion Theme	20
Quartermaster Theme	21

Ranged Theme	22
Scout Theme	22
Skirmisher Theme	23
Slayer Theme.....	23
Sniper Theme	24
Survivalist Theme	24
Tactical Coordinator Expert Theme	25
Trickster Theme	26
Unarmed Combat Theme	26
Veteran Theme	27
Background Point Options	28
Background Options: Equipment	28
Background Options: Traits.....	30
Leveling Up Characters	37
'Banking' Characteristic Points.....	37
Recap: Building your Character's Statistics	38
Recap: Advancing Your Character.....	39
Spending Characteristic Points	39
Statistical Changes based on Ability Scores	39
Statistical Changes based on Prowess Skills	39
Chapter 2: DOOM Talents.....	40
Talents.....	40
Talent Descriptions	47
Chapter 3: DOOM Equipment.....	63
Weapon Details.....	63
Ammunition	73
Weapon Upgrades	73
Weapon Mods.....	76
Assault Rifle or Heavy Cannon Mods	76
Chaingun Mods	76
Gauss Cannon Mods	77
Plasma Gun Mods	77

Rocket Launcher or Paingiver Mods	77
Shotgun Mods	78
Item Traits	78
Shields	82
Armor	83
Armor Shard Upgrades	85
Armor Upgrades	87
Gear Items	89
Key Cards	96
Food	97
Scrap	97
Scrap Part Types	98
Using Scrap Parts to Craft Items	98
Science Devices	99
Basic Science Devices	99
Expert Science Devices	101
Masterwork Science Devices	103
Cybernetics	105
Assessment	105
Construction	105
Installation	105
Perks of a Cybernetic Limb	105
Chapter 4: Playing as a Night Sentinel	106
Night Sentinel Race Rules	106
Night Sentinel	106
Night Sentinel Wargear	108
Sentinel Armor	108
Weapons	112
Chapter 5: Advanced Research Rules	120
Basics of Advanced Research	120
Research Types and Research Items	120
Weapon Research	120

Engineering Research.....	121
Energy Research.....	121
Medical Research.....	122
Hell Research	123
The Research Check	123
Breakthrough!.....	124
Weapon Breakthroughs.....	125
Armor Breakthroughs	130
Chemical Breakthroughs.....	132
Weapon Mod Breakthroughs.....	134
Assault Rifle or Heavy Cannon Weapon Mods	134
Chaingun Mods	134
Gauss Cannon Mods	135
Plasma Gun Mods	136
Rocket Launcher Mods	137
Shotgun Mods.....	138
Stations and Structures Breakthroughs.....	139
Miscellaneous Breakthroughs and Tools	141
Chapter 6: DOOM Campaign Rules.....	144
Necessities of Survival.....	144
Food and Famine.....	144
Water and Thirst	144
Wear and Exhaustion	144
The Short Rest.....	145
Game Environment Section	145
Blood Pools	145
Demon Totem	146
Food Processing Machines and Vending Machines.....	146
Gore Nests.....	147
Grinders and Smashing Walls	148
Health Station	148
Hell	148

Jump Pads	149
Key Doors	150
Laser Defenses	150
Power Emitters.....	150
Purple Goo	151
Tentacle.....	151
Toxic Waste	152
Arcane Objects	153
Demonic Special Conditions.....	158
Corruption	158
Soul Drain	158
Hell Power Surge.....	158
Random Loot Tables	158
Armory Random Loot Table	160
Hell Random Loot Table	161
Residential Random Loot Table	162
General Purpose Random Loot Table	163
Laboratory Random Loot Table	164
Sentinel Ruins Random Loot Table	165
Workshop Random Loot Table	166
Vehicle Rules	167
Vehicle Actions.....	167
Attacking Vehicles and Drivers	168
Maneuverability: Combat and Cruising Speeds.....	169
Ramming and Collision.....	169
Flying Vehicles.....	169
Pilot Checks	169
Losing Control	170
Piloting Maneuvers	170
Walker Vehicles.....	171
Hover.....	171
Vehicles and Crippling Injuries.....	172

Destroying Vehicles.....	172
Effective Level	172
Pilot Requirements	173
Vehicles	173
ARC Mech	173
ARC Mech Titan.....	174
Battle Tank	176
Civilian Automobile	177
Civilian Bus	177
Civilian Motorcycle.....	178
Civilian Truck	178
Defensive Turret	179
Earth Gauss Artillery Tank.....	180
Earth Gunship.....	180
Immoran Starship.....	182
Sentinel Atlan	183
Sentinel Catapult.....	185
Sentinel Starship	186
Paragon Characters	187
Alternate Experience Tables	188

Introduction: Prepare for DOOM

DOOM is a series of video games created by ID software. The core of the setting is a laboratory on Mars that discovers the presence of Hell and tries to tap into Hell energies for mankind to harness. This does not end well; demonic agents orchestrate an invasion of Mars through various portals created by humanity. While this invasion is stopped, it is not over: shortly after the demons begin to invade Earth. The invasion of Earth opens up even more opportunities for roleplaying, as human survivors from across the globe begin battling for survival against overwhelming demonic hordes ravaging the planet.

Upon their invasion, humanity is forced to enact a desperate fight for survival as the aberrational horrors from Hell massacre everything they come across. Demonic corruption in the forms of strange growths overtake large sections of the facility. Evil spirits possess the bodies and corpses of the fallen and transform them into undead minions in service of Hell. Everything has gone wrong. Humanity is on the verge of extinction, as the demonic forces harvest human souls and threaten to drag Earth itself into Hell.

In a Doom RPG, you play as victims or survivors of the demon invasion. You may be a marine, a security guard, a scientist, or just a civilian in over your head. Whoever you were, now you must fight back to survive and put an end to the demonic invasion.

The DOOM RPG uses the Leovaunt's StarCraft RPG rule system. In order to play this game, you will have to make use of the StarCraft RPG resource by Leovaunt Game Design. This resource consists entirely of content to use with the StarCraft rules to play a DOOM RPG.

The Premise of a DOOM RPG Campaign

In a DOOM roleplaying game, you play as a desperate survivor of a hellish invasion. Your goal is to survive against incredibly powerful and ferocious monstrosities while attempting to sabotage the demon's intrusion of the mortal universe.

A DOOM campaign should have a great deal of action while the players fight room to room to survive against the demons. However, it should also focus on the fear and terror of going against such horrible monsters. The players will encounter gruesome scenes of defilement, mutilation, sacrilege, and deformities. It should test the wills and conviction of both the players and their characters.

While action and horror are the foremost concepts, heroes must also focus on survival. In a survival-based campaign, the characters must carefully manage their resources, such as food, water, and ammunition. They must deal with traversing the toxic Mars atmosphere and may have to hoard oxygen to cross the Mars surface. They will have to deal with crumbling infrastructure and possessing spirits that try to inhabit their bodies and transform them into slaves.

The DOOM games focus on the exploits of the DOOM slayer, an extraordinary and super-powered ancient killer. He kills demons by the hundreds without rest or hesitation. Ordinary survivors in the DOOM universe will not have that character's super-human resilience. Compared to the game, they will find that demons are deadly foes worthy of great fear. They will have to rely on teamwork, planning, and carefully spent resources to survive against Hell.

Chapter 1: Building a DOOM Player

Character

In a DOOM roleplaying game, all characters are human. In this game system, a character begins with **30 characteristic points and gains 5 characteristic points per level**. Creating a character functions just like it does in StarCraft, with spending characteristic points to buy ability scores, skills, and talents. Follow this order of operation for creating characters:

Human Character Creation Package

Step 1: Gain all the perks for a human race

Step 2: Choose a specialization for your character.

Step 3: Spend background points

Step 4: Spend remaining characteristic points.

Step 5: Finalize character name and backstory, as well as defining all your character's statistics based on the choices you've made

Character Development Guidelines in DOOM

In the DOOM RPG, certain builds are more or less viable in gameplay compared to the StarCraft Roleplaying Game.. Players should be aware of these differences before building a character. They should be prepared for how viable different character aspects are in game.

Influence and Combat Influence

The influence skill has very limited effectiveness in a DOOM RPG. Undead are immune to combat influence, and demons are highly resistant, always counting as having the Jaded talent. Combat influence is most effective when dealing with other surviving humans.

Pilot

The DOOM RPG usually takes place in close confines, or within the depths of Hell. Therefore, vehicles are exceptionally rare and usually all destroyed by the time of the demonic invasion. However, they do exist and may play heavily into campaigns that feature the ARCs efforts to protect Earth, or the Argenta's efforts to invade Hell.

Psionics

Psionics do not exist in the DOOM campaign. All skills and talents related to psionic powers, energy fatigue, and psi level are not in the game. You cannot play as a psionic human.

Leadership and Medicine

The most successful parties of survivors have strong leaders. Low morale is a crippling detriment to suffer in the face of the forces of hell. The ferocity of demons constantly saps the morale of survivors. Only a skilled leader can ensure that the party has any benefit from morale. Likewise, medicine is very important to stay alive against the forces of Hell. Every character should have some level of training in medicine, and medical specialists are very valued.

Backup Characters

The forces of Hell are overwhelming and formidable. Every player should have a backup character prepared in case something happens to their current character. They might get possessed and turn into a zombie, are ripped to pieces by a powerful demon, or simply abandoned and left to die for the betterment of the group. Players should realize their characters are expendable, and new survivors should be prepared to introduce into the party.

Human Race Package

Humans are the only automatic race in the Doom RPG. Certain campaigns might also include Night Sentinel characters (see Chapter 4), but this is only with GM permission and the right type of campaign.

Human

Characteristic Points: 4

Ability Score: 2 Strength, 2 Instinct, 2 Agility, 2 Fortitude, 2 Intelligence, 2 Willpower

Background Points: Upon creating a human character, you gain several background points. These background points are used to purchase starting equipment as well as determine what traits you possess that are beneficial in a demon invasion. A level 1 character has 25 background points. If you are starting above level 1, you start with 3 bonus background points for every level you start above 1. Thus, if you start at level 5, you would begin with 37 background points.

You must spend all background points at character creation. Any that are not spent are wasted. See the background point section later in this chapter for details on how background points work.

Adaptability: Humans have a very industrious society, forcing them to adapt and gain many different skills. Every time a human character spends a characteristic point to buy skills, they gain 3+ ½ intelligence skill points.

Specialization: At character creation, a human character chooses a specialization. Their chosen specialization gives them a unique special ability, bonuses to their ability scores, and sometimes a free talent. Characters gain a bonus specialization at levels 4, 8, 12, and 16. They gain the bonus ability score and special ability from each of the new specializations. In addition, characters gain an advanced specialization at levels 10, 14, 18, 22, 26 and 30 and a master specialization at levels 20, 24, and 28. Advanced and master specializations are bonus specializations available exclusively to higher level human characters that give bonus special traits and (in the case of master specializations) ability scores. Therefore, by level 30 a human character will have 14 specializations (5 specializations, 6 advanced, 3 master).

Starting Gear: In addition to whatever gear they purchase with their background points, human characters begin gameplay with basic clothing, an equipment belt, and backpack.



~The cybernetic Samuel Hayden leads the human ARC forces in their fight to protect humanity from extinction

Specializations

Beyond occupation, the first thing chosen in character creation is the specialization. The specialization is essentially a package that determines the starting focus of the character. The specialization includes a special ability and other bonus features to help customize your character.

Specializations come in three tiers: basic, advanced, and master. The specialization chosen at character creation is a basic specialization. Basic specializations are gained at levels 1, 4, 8, 12, and 16. They give sizable benefits, including bonus ability scores and talents, and set a strong foundation for your character early on.

You start to gain advanced specializations at higher levels: 10, 14, 18, 22, 26, and 30. Advanced specializations are generally more focused than ordinary specializations and do not give bonus ability score points and talents. However, over the course of a player's career, they will gain more advanced specializations than any other types of specializations.

Master specializations are gained at levels 20, 24, and 28. Therefore, they are restricted to only the highest-level individuals. Fittingly, master specializations have the most powerful abilities. They also give bonus ability score points, much like basic specializations.

Specializations come in special categories known as themes. Every theme has three specializations attached to it: a basic, advanced, and master specialization. Whenever you gain a specialization, you can pick any that is available to you. However, if you pick multiple specializations out a single theme, you gain an additional passive bonus to your statistics. For example, by picking two specializations from Brawler theme, you gain +2 damage with all melee attacks. If you pick all three specializations from Brawler theme, you gain +4 damage with all melee attacks.

Gaining Pre-existing Talents from Specializations

Many specializations give new talents. Occasionally, for very focused characters, you will gain a talent you already possess. If this is the case, then you gain an additional bonus talent of your choice without having to pay characteristic points. You must meet the requirement of this talent. You cannot hold off this talent purchase until later; it must be taken from the list of available talents at your level.

Armored Infantry Theme

Armored infantry focus in their armor instead of their weapon. They shrug off blows designed to cripple them and walk fearlessly into battle. Armored infantry wade into battle with the fiercest enemy to take them down by absorbing fire brazenly and without fear.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's damage resistance by 1.

Basic Specialization: Hardened Soldier

Ability Score: +1 Fortitude

Talent: Resistant

Special Ability (Hard to Hurt): When wearing armor, the character gains bonus damage resistance equal to the armor's resistance rating.

Advanced Specialization: Armor Specialist

Special Ability (Advanced Armor Training): The character reduces the defense penalty of armor they wear by 2. You can also use a armor shard to negate a crippling wound or reduce a disfigurement once per encounter without having to spend an armor shard.

Master Specialization: Heavy Armored Combatant

Ability Score: +1 Fortitude

Special Ability (Living Tank): The character count's the resistance rating of whatever armor they are wearing as 2 higher. For example, heavy armor they wear would have a resistance rating of +5. Furthermore, when wearing armor, the character adds their armor's modified resistance rating to their toughness and damage threshold.

Battlefield Engineer Theme

Battlefield engineers turn their knowledge of science to use in combat situations. They create versatile combat modules that they can modify and deploy in combat for various effects. Battlefield engineers are useful to have around as they can manipulate an environment and strike enemies in unexpected fashions.

Synergy Bonus: Each chosen specialization in this theme beyond the first makes the character count as 1 intelligence higher for the purpose of their device's effects.

Basic Specialization: Tinker

Ability Score: +1 Intelligence

Talent: Sabotage

Special Ability (Basic Science Tricks): The character can has learned to create modular technological devices that can be modified on the fly to replicate different effects. They gain access to Basic Science Tricks and can spend 2 scrap parts to build a battlefield gadget.

Advanced Specialization: Engineer

Special Ability (Expert Science Tricks): The character can has learned to create modular technological devices that can be modified on the fly to replicate different effects. They gain access to Expert Science Tricks and can spend 10 scrap parts to build an advanced module.

Master Specialization: Mechanist

Ability Score: +1 Intelligence

Special Ability (Master Science Tricks): The character can has learned to create modular technological devices that can be modified on the fly to replicate different effects. They gain access to Master Science Tricks and can spend 30 scrap parts to build a war engine.

Brawler Theme

Brawlers eschew the tactics and precision of ranged combat to engage close with their foes and beat them senseless with fists, bayonets, or bashes. Brawlers rely heavily on adrenaline and fervor in battle, as getting close exposes them to direct fire. The greatest brawlers can go toe to toe with the monstrous forces of hell and prevail.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's damage with melee attacks by 2.

Basic Specialization: Bruiser

Ability Score: +1 Strength

Talent: Power Strike

Special Ability (Smashing Blow): When the character makes use the heavy strike action with a melee attack, the attack gains bonus accuracy and penetration equal to $\frac{1}{2}$ their strength.

Advanced Specialization: Basher

Special Ability (Improvised Weapon): The character is specialized in using Light Tool, Heavy Tool, Pistol Whip, Rifle Butt, and Rifle Bayonet attacks. They add their full strength to damage with those attacks, instead of half strength, and gain +2 accuracy and penetration with such attacks.

Master Specialization: Warmonger

Ability Score: +1 Strength

Special Ability (Savage Combat): The character can spend a move action to make a standard action attack if it is with a melee weapon. This is in addition to making a standard action attack in the same round. This second attack benefits from performing a Heavy Strike combat behavior, if the character made one, and does not suffer dual-wielding penalties for making a second attack.

Chainsaw Murderer Theme

Chainsaws have found unexpected popularity in the apocalypse. Some truly broken and disturbed individuals have embraced the gruesome application of chainsaw to demon skin, embracing the sensation of demon flesh ripped apart in visceral fashion.

Synergy Bonus: Each chosen specialization in this theme beyond the first gives +1 power rating with weapons with the chainsaw trait.

Basic Specialization: Gleeful Killer

Ability Score: +1 strength

Talent: Brutality

Special Ability (Let the Blood Flow): You enjoy killing foes with your chainsaw. When you hit an enemy with a chainsaw, you gain temporary hit points equal to your attack overages. When you kill an enemy with your chainsaw, you gain temporary hit points equal to your level and a bonus morale level. The max amount of temporary hit points you can have at once from this trait is equal to 5+ your level.

Advanced Specialization: Buzz Kill

Special Ability (Serrated Death): You gain +3 penetration with a chainsaw. You gain +10 and advantage on glory kill checks while you have a chainsaw equipped. You also gain 3 points of damage per attack overage with a chainsaw.

Master Specialization: Chainsaw Murderer

Ability Score: +1 strength

Special Ability (Maximized Cleave): Your chainsaw attacks gain +1 hailfire and Cleaving (+1).

Crafter Theme

Crafters focus on building items and performing research, even as the world is falling apart around them. Crafters have learned how to perform their work quickly and without access to valuable supplies. The best crafters can create items that are more powerful than other survivors.

Synergy Bonus: Each chosen specialization in this theme beyond the first gives +2 on science checks to craft items or perform advanced research.

Basic Specialization: Builder

Ability Score: +1 intelligence

Talent: Sabotage

Special Ability (Let the Blood Flow): You gain +2 on all science checks to craft items out of scrap. You do not count natural 1s on crafting checks as automatic failures; they are instead just a result of 1. You reduce the scrap cost of all crafted items by 20%. When you successfully disassemble an item, you gain 20% extra scrap. You can also turn 10 scrap into an armor shard by spending 10 minutes.

Advanced Specialization: Researcher

Special Ability (Serrated Death): You gain +2 on all science checks to perform advanced research. You do not count natural 1s on research checks as automatic failures. Whenever you successfully complete advanced research, you gain 1 additional research point. If an item has a research point cost of 10 or more, reduce the cost by 10%. All items that you build from advanced research requires 10% less scrap.

Master Specialization: Engineer

Ability Score: +1 intelligence

Special Ability (Maximized Cleave): You gain advantage on all science checks, including those that involve item crafting or advanced research. Any items you successfully create via science checks gain +1 accuracy and +2 penetration. You can also apply three upgrades to a weapon or armor without it gaining penalties.

Cultist Theme

The presence of all-powerful beings from the beyond effects the desperate and weak minded. These individuals' worship and praise demons. Awe inspired by their grandeur and glory, they praise these beings for their might and power and seek the power for themselves. It is deranged individuals like these that brought troubled times upon us all.

Synergy Bonus: Each chosen specialization in this theme beyond the first gives the character +1 defense and damage resistance against the attacks of demons.

Basic Specialization: Acolyte

Ability Score: +1 Strength

Talent: Great Speaker

Special Ability (Channel Hell): The character can channel hell energy to give you great strength. You can spend two healing thresholds as a minor action to bolster yourself. This lets you instantly restore 40 hit points, gain 20 temporary hit points, and gain the Mighty Boost (4) condition. The temporary hit points and mighty boost lasts for 2 rounds. If you do this, however, all demons within short range gain the same benefits. All demons within medium range gain half of these benefits.

Advanced Specialization: Necromancer

Special Ability (Raise the Dead): The character can summon demonic spirits to possess nearby corpses and turn them into zombies. Doing so require spending 2 healing thresholds. Success means you can turn one nearby body per point of willpower into a possessed. You can instead use two body's worth of charges to turn a single body into a possessed soldier. You can use 4 body's worth of charges to turn a single body into a possessed commando. You can control a number of zombies at once equal to your willpower. Keep in mind, powerful demons might be able to wrest control of your minions from you (GM's discretion).

Master Specialization: Cult Leader

Ability Score: +1 Willpower

Special Ability (Dread Pact): You can spend bits of your life force to summon a powerful demon into reality. Doing so requires five round ritual that costs healing thresholds. You summon a single demon that is up to your character level in power. For every 5 levels the demon possess' you lose 1 healing threshold. If the demon is a high threat, it costs +1 healing threshold. If the demon is extreme threat, it costs +2 healing thresholds. This demon serves you and follows your commands for 1 minute per point of willpower.

Dual-Wielding Theme

Dual-wielding is a combat style for duelists, show-offs, and the truly badass. Wielding two weapons instead of one, this armed warriors wade into battle firing recklessly or slashing or tearing into their foes with reckless abandon. Dual-wielding specialists turn it into an art form or a deadly dance of death.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's accuracy while dual-wielding by 1.

Basic Specialization: Dual-Wielding Enforcer

Ability Score: +1 Agility

Talent: Dual-Weapon Skill

Special Ability (Dominant Hand): When the character attacks while dual-wielding, pick one of their weapons they are attacking with. That weapon gains +5 accuracy.

Advanced Specialization: Dual-Wielding Expert

Special Ability (Rapid Strike): When the character is dual-wielding and using both weapon at a single target, if both weapons hit, they can make a third attack with one of the two weapons.

Master Specialization: Battle Master

Ability Score: +1 Agility

Special Ability (Cascade): When the character is dual-wielding, they can sacrifice the attack with one weapon to empower their primary weapon. If they do so, their primary weapon gains Hailfire (+1) and a different benefit if it was melee or ranged. If was a melee attack, the character attacks all targets within their reach instead of a single target. If it was a range attack, the attack gains Burst (+1).

Duelist Theme

Duelists use pistols and one-handed weapons. They collect a number of weapons in battle, and quickly swap between various pistols and blades as they battle with their opponents. Their enemies rarely anticipate their attacks, and underestimate their foes, thinking they are unarmed and defenseless. Duelists focus on getting the first and last shots in an encounter all in one.

Synergy Bonus: Each specialization in this theme beyond the first gives you +2 penetration and +1 rending with pistols and one-handed melee weapons while you have a free off-hand.

Basic Specialization: Quick Shot Duelist

Ability Score: +1 instinct

Talent: Quick Draw

Special Ability (Sudden Attack): You gain a number of bonuses when attacking with a one-handed weapon with a free off-hand with no shield, weapon, or item. You also gain these benefits in an attack that comes from the Sidearm (Desperate Shot, Defensive Reload, Counter Strike) talents.

- You gain +2 penetration and accuracy with one-handed weapons
- With a plasma pistol that was not drawn at the start of your turn, you gain a free aim action and the attack gains +5 penetration.
- With a ballistic pistol that was not drawn at the start of your turn, you gain a free bob and weave action and the attack gains +5 damage.
- With a combat knife that was not drawn at the start of your turn, you gain a free heavy strike action and the attack gains +5 accuracy.

Advanced Specialization: Weapon Slinger

Special Ability (Rapid Draw): Once per round when you attack with a single, one-handed weapon with a free off hand, as a free action you may holster the weapon to your equipment belt, draw a different, one-handed, non-explosive weapon from your equipment belt and perform an attack with it. The attack gains +4 accuracy and penetration. This composite free action does not consume the free actions from quick draw and does not suffer dual-wielding penalties.

Master Specialization: Deadeye Duelist

Ability Score: +1 instinct

Special Ability (Duelist Stance): When you holster a pistol with an empty magazine on an equipment belt with a full magazine, you reload the pistol with that available magazine as a free action. In a turn that you draw a pistol or one-handed melee weapon and attack with it while your off-handed is free, you gain bonus accuracy, damage, and penetration equal to your instinct. When both of your hands are empty and without weapons, you cannot be flanked but still count as being armed with a ranged weapon for the purposes of flanking. Finally, the character gains advantage on initiative checks and always acts in the surprise round, even if there would normally not be one.

Guardian Theme

Guardians believe in the greater good and art of sacrifice. They fight to protect their brothers in arms from harm. Most guardians will gladly step in the way of a bullet if it spared their kin pain. Some due it as loyalty to their comrades, while others believe in self-sacrifice as a higher calling to humanity.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's damage resistance by 1.

Basic Specialization: Guardian

Ability Score: +1 Fortitude

Talent: Resistant

Special Ability (Living Shield): The character always tries to attract enemy fire from their allies as a free action. They must choose at the start of their turn whether they are using this ability. Enemies gain a -5 penalty to attack the character's allies when they can attack this character (or their unit) instead. Allies must be within 6 squares of this character or their unit to receive this benefit. While Living Shield is active, the character suffers -3 defense and is slowed. If the character has improved cover, total cover, or improved concealment against an enemy, the enemy can ignore living shield. This does not stack with a taunt action.

Advanced Specialization: Protector

Special Ability (Stalwart): The character gains +2 damage threshold. You can spend a reaction once you take damage from an attack. If you do so, reduce the damage you suffer on the attack by half, after hailfire and damage resistance is applied, and determining whether you suffer a crippling wound. If you have multiple reactions per turn, you can perform this action multiple times. They also gain advantage on influence tests to taunt.

Master Specialization: Hero

Ability Score: +1 Fortitude

Special Ability (Heroic Protector): When an ally within 6 squares of you suffers damage from an attack, you can spend a morale and a reaction point to reduce the damage your ally suffers by half. Alternatively, allies within 6 squares of you can spend their own morale and a reaction to reduce the damage they suffer from an attack by half. This damage is reduced after hailfire and damage resistance is applied and determining whether the target suffers a crippling wound.

Gunner Theme

Automatic gunners specialize in use maximum firepower from their automatic weapons. They are the experts at using weapons to clear out large numbers of enemies. They make every bullet count, and ensure they are always firing a lot of bullets!

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's ranged damage by 2.

Basic Specialization: Supporting Gunner

Ability Score: +1 Instinct

Talent: Weapon Mastery (ranged)

Special Ability (Field of Fire): When the character is making an area burst attack with an automatic weapon, they gain +1 burst area. When they perform a suppressing fire attack, they gain +2 burst area. They can choose not to utilize this ability.

Advanced Specialization: Heavy Gunner

Special Ability (Focus Fire): When the character is making an automatic burst attack, of any kind except suppressing fire, they gain +1 hailfire against the primary target.

Master Specialization: Walking Artillery

Ability Score: +1 Instinct

Special Ability (Precision Application of Firepower): The character's automatic focused burst attacks effect a Burst (1) area. When they perform an area burst attack with an automatic weapon, the area of the burst counts as suppression, following all the normal rules for suppressing fire. Finally, true suppressing fire attacks gain +20 accuracy.

Intellectual Theme

Battlefields are usually no place for those with an academic disposition. However, life and death situations demand compromise. Intellectuals are pulled to battle to contribute scientific prowess to stay alive. Intellectuals mend the wounds of the fallen and use advanced technology to their advantage. Their intelligence gives their martial allies new avenues to approach their battles.

Synergy Bonus: Each chosen specialization in this theme beyond the first allows the character to reroll one skill check per encounter.

Basic Specialization: Academic

Ability Score: +1 Intelligence

Talent: Smart Shot

Special Ability (Intellectual Solution): The character can use science to solve common problems in unique ways. By making a DC 20 Science check, the character can allow a skill or combat action to be performed in a unique manner. For example, a science check can be used to allow the character to ricochet a bullet off a wall and hit a target behind cover, applying a -5 penalty. What applications are proper use of this ability is GM's discretion. A player should not spend too much game time thinking of creative uses of this power.

Advanced Specialization: Scientist

Special Ability (Power of the Mind): The character understands the mathematics and formulas behind all actions. They use their intelligence as their core attribute for every skill, unless the related skill's attribute is higher. All the Scientist's combat augmentations have their duration determined by their intelligence, rather than normal ability scores.

Master Specialization: Prodigy

Ability Score: +1 Intelligence

Special Ability (Universally Gifted): The character is good at all actions. They gain +1 maximum skill ranks with all skills. This bonus is cumulative with skill focuses and level-based skill maximum. Furthermore, when this character makes a repair action to restore hit points to a construct, it only requires a single standard action to perform. In addition, computer and medicine skill checks with a duration of 1 minute or more take half as long to perform.

Leader Theme

Leaders know that strength comes from a cohesive group, not one lone wolf. Without leadership, most groups of survivors would crumble under a demonic invasion. Leaders are vital to keeping groups working together and coordinated when fighting terrible foes.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the morale points generated from successfully rallying by 1.

Basic Specialization: Leader

Ability Score: +1 Willpower

Talent: Inspirational Presence

Special Ability (Rallying Boost): Whenever the character uses the Rally function of the Leadership skill, each ally that gains a morale point also gains temporary hit points equal to the leader's ranks in leadership.

Advanced Specialization: Military Commander

Special Ability (Push Forward): When the military commander generates morale points using the rally ability, the rally action generates 1 more morale and you can give two morale to a single ally. In addition, the character's allies under the effects of his leadership gain a bonus to their movement speed equal to their current morale level (minimum 0).

Master Specialization: Icon of Mankind

Ability Score: +1 Willpower

Special Ability (Inspirational Rally): When the character uses Rally on an ally, their ally can spend a morale point that turn without losing a morale level. In addition, allies under your leadership gain +2 morale bonus.

Lunatic Theme

The trauma of a demonic invasion causes many to lose their grasp on reality. Many simply go catatonic in such a circumstance and wait for the end to come. Others embrace the madness and use it to sharpen their survival instincts. Lunatics survive by accepting their insanity.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the morale points the character can have (despite having the Jaded talent) by 1. Taking the Cynic talent removes these positive morale.

*If you already have Jaded upon taking these specializations, you do not gain additional talents to replace them.

Basic Specialization: Paranoid

Ability Score: +1 Instinct

Talent: Jaded

Special Ability (Paranoid Movements): Once per round, when an enemy moves adjacent to the character, they can instantly shift away. In addition, despite having the Cynic talent, they can still gain 1 positive morale point. They can use this morale point on their turn to make all their movement does not provoke opportunity attacks, in addition to normal usages of a morale point. However, you cannot benefit from another character's leadership and other characters cannot benefit from your leadership.

Advanced Specialization: Delusional

Talent: Jaded

Special Ability (Luck of the Mad): The character's fractured concept of reality sometimes warps events in their favor. Once per round, they can choose to reroll their own roll or force their enemy to reroll one of their rolls. In addition, despite having the Cynic talent, they can still gain 1 positive morale point. They can use this morale point at any point to force an additional reroll by themselves or one of their enemies, in addition to normal usages of a morale point. However, they can't benefit from the tactics augmentation.

Master Specialization: Insane

Ability Score: +1 Willpower

Talent: Jaded

Special Ability (Insane Actions): The character is erratic and unstable and performs random actions that alternate between mind numbing stupidity and hyper focused precision. Every time the character's turn comes around, roll on the following table. The table results determines what suite of actions the character has this turn. In addition, despite having the Cynic talent, they can still gain 1 positive morale point. They can use this morale point to reroll the result on the insanity table once per turn.

Dice Result	Actions
1-7	Can perform no actions that turn
8-9	Can perform a standard action
10	Can perform the normal standard, move, and minor actions
11	Can perform a standard, move, and two minor actions
12-13	Can perform a standard, minor, and two move actions
14-15	Can perform two standard actions and a minor action
16-17	Can perform a standard, two move, and two minor actions
18-19	Can perform two standard, two move, and two minor actions
20	Can perform three standard actions, two move actions, and two minor actions

Medic Theme

Medics are an important part of war. They save lives and keep soldiers in battle. Without medics, most soldiers wounded soldiers would not survive the battle. Demons tend not leave survivors in their wake, but a worthwhile medic can give a warrior a second chance at life and let them fight another day.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the healing this character does with first aid by 15.

Basic Specialization: Medic

Ability Score: +1 Intelligence

Talent: Field Medic

Special Ability (Surgical Aid): When the medic rolls a natural 12 or higher on a first aid check, the target character also heals 1 crippling wound.

Advanced Specialization: Doctor

Special Ability (Supreme Healthcare): When the doctor rolls an unmodified result of 16 or higher on a first aid check, the target character does not use up a healing threshold.

Master Specialization: Savior

Ability Score: +1 Intelligence

Special Ability (Back from Death's Door): When this character uses first aid on a target, that target gains regeneration equal to the savior's intelligence score for 3 rounds. In addition, healed targets also gain temporary hit points equal to the savior's medicine skill ranks.

Melee Theme

While getting up close to a demon is risky and dangerous, some brave souls prefer to fight that way. Diving into combat with knives, swords, and hammers, they tear into their enemies with precise and effective strikes to hit them where it hurts.

Synergy Bonus: Each chosen specialization in this theme beyond the first gives +1 accuracy with melee attacks.

Basic Specialization: Striker

Ability Score: +1 strength

Talent: Power Strike

Special Ability (Melee Expertise): When the character attacks with a melee weapon, they improve their damage by 1 power rating.

Advanced Specialization: Slasher

Special Ability (Slashing Strikes): When the character attacks with a melee weapon, they gain +2 accuracy, penetration, and rending. If the character is using a dedicated melee weapon, you gain +1 strike over what you would normally have based on attack speed. Dedicated melee weapon includes any melee weapon except pistol whip, rifle butt, rifle bayonet, light tool, heavy tool, and any unarmed attacks.

Master Specialization: Gladiator

Ability Score: +1 strength

Special Ability (Clean Strikes): All of the character's melee attacks gains +1 power rating of damage, +2 penetration, and +5 maximum attack overages.

Negotiator Theme

Negotiators find a place in the Doom by dealing with other survivors and making sure their group is not taken advantage of or robbed. A negotiator can talk down a group of raiders or convince another party to give up their supplies. Very gifted orators can even demoralize demons and lower their sense of superiority.

Synergy Bonus: Each chosen specialization in this theme beyond the first gives the character +2 to influence checks.

Basic Specialization: Personality

Ability Score: +1 Willpower

Talent: Dissuade

Special Ability (Memorable Speaker): Whenever the character uses a combat influence, they can affect one additional target with their combat influence attempts. This extra target is affected by the same influence action using the same check result.

Advanced Specialization: Diplomat

Special Ability (Skilled Negotiator): The character gains advantage on all influence attempts to persuade, befriend, or interrogate. Finally, when they use any form of combat influence, they can perform two types of combat influence and apply both at the same time. For instance, they can combat influence to use demoralize and then taunt. Use one influence roll for both effects. They apply simultaneously.

Master Specialization: Figurehead

Ability Score: +1 Willpower

Special Ability (Overwhelming Degradation): The character's psychological impact on others is devastating. On succeeding an influence check, targets of the character's combat influence attempts lose a morale level and are staggered. In addition, if the character succeeds a demoralize influence attempt on a target at negative morale, the target is stunned. A target cannot be stunned or staggered two turns in a row by this ability.

Night Sentinel Champion Theme

Night sentinel champions are the warriors of the argenta race that have fully invested in the fighting style and defiant ferocity of their people. Night sentinel characters who invest in this specialization theme gain substantial benefits to the gear and traits that are iconic to night sentinel characters.

Note: This specialization can only be chosen by characters with the Night Sentinel race.

Synergy Bonus: Each chosen specialization in this theme beyond the first gives the character another sentinel equipment upgrade and gives +1 power rating of damage with every one of your night sentinel weapons you gain through unlocks and crafting. This bonus to power rating does not affect night sentinel gear you find, only those you unlock yourself.

Basic Specialization: Argenta Warrior

Ability Score: +1 fortitude

Talent: Hardened Survivalist

Special Ability (Enhanced Ferocity): You start all encounters with 1 additional sentinel ferocity and your maximum sentinel ferocity is increased by 1. When you take a long rest, you produce 1 magazine worth of ammunition for all of your chosen night sentinel ranged weapons.

Advanced Specialization: Argenta Soldier

Special Ability (Argenta Weapon Training): You have enhanced expertise in the ranged weapons of your people. You gain +2 accuracy, +5 penetration, and +1 power rating of damage with all ranged sentinel weapons. If you have a sentinel equipment launcher, it automatically reloads 2 rounds faster than normal (normally after 3 rounds instead of 5).

Master Specialization: Argenta Champion

Ability Score: +1 fortitude

Special Ability (Empowered Ferocity): You have empowered your use of sentinel ferocity, so that you produce stronger effects when spending ferocity. Your normal options for spending ferocity are changed as follows:

- Onslaught:** You can now alternatively onslaught to use glory kill instead of just attacking.
- Warrior Focus:** You can use Warrior Focus to give +5 to a skill check before you roll it outside an encounter. This can only be used once, but resets after a short rest, long rest, or after you finish an encounter.
- Retaliate:** You can now use glory kill instead of an attack when using retaliate.
- Exhilaration:** You heal 15x Fortitude hit points instead of the normal amount
- Revitalize:** When you use Revitalize, you also remove 1 crippling wound point from all wound locations.

Quartermaster Theme

Quartermasters are experts of resource management. These individuals allow a party to make the best use of all of their supplies through recycling and rationing. They also constantly seek out new supplies, and have adapted well to the apocalypse by learning to take anything not nailed down.

Synergy Bonus: Each chosen specialization in this theme beyond the first reduces the weight of all carried and worn items by 10%, and gives a +1 bonus to perception and survival checks.

Basic Specialization: Junk Collector

Ability Score: +1 intelligence OR +1 instinct

Talent: Structural Weakness

Special Ability (Leftover Junk): Whenever you or a party member spends scrap parts, whether it is to craft items, science devices, or any other purpose, you collect the pieces remaining from their scrap parts. Every scrap that is spent by your group while you are present gives you 1 'leftover junk' item. Leftover junker is an item that effectively weights nothing and takes up new inventory space but accumulates over time to let you create items. By spending 5 minutes, you can transform 3 leftover junk into one of the following items: 1 basic scrap part, 10 bullets, 10 shotgun shells, 10 plasma cells, or 1 armor shard. If you are level 12 or higher, you can also turn 8 leftover junk into the following items instead: 1 valuable scrap part, 10 uranium rounds, 10 hyper efficient plasma cells, 5 ripper shells, or 1 rocket, grenade, or explosive gear item.

Advanced Specialization: Treasure Seeker

Special Ability (Finding Loot): If you have one of the treasure hunter backgrounds, you gain advantage on your survival checks to find items. If you are successful in finding gear, you find 10% extra credits worth of supplies. If you have the followers background option, every follower group you send out gains +2 to their checks brings back 20% more resources on a success (rounded down, minimum 0 extra resources). In addition, when you and your party are exploring and find a cache of supplies, you can make a DC 25 survival check to increase the ammunition and credits found in the cache by 20% (GM permitting). Finally, every day you are active adventuring, you generate 10x your level credits that you can use for bartering supplies.

Master Specialization: Pragmatist

Ability Score: +1 instinct

Special Ability (Impromptu Efficiency): Your pragmatism lets you make the best use out of your supplies. You can sell items to NPC merchants for 20% higher credit value (maximum 100% value). Every day you are active, you generate a number of valuable scrap parts equal to ½ your survival skill ranks. You can use scrap parts in place of medipacks to perform first aid, where the scrap part gives a bonus to the medicine check equal to scrap value of the item.

You also make better use out of your food and drinks. If you drink an alcoholic beverage or energy drink, you remove 1 fatigue per drink in addition to the normal effects. Furthermore, every prepared meal you eat heals 30 hit points without requiring a healing threshold. Finally, you are good at carrying a great number of supplies. Any backpack you wear has 4 inventory slots more than normal, and every equipment belt has 1 more inventory slot than normal. These extra items fall out when equipped by anyone else. You also count your strength as 2 higher for carrying capacity.

Ranged Theme

Soldiers and weapon's expert, firearms are the preferred way to fight enemies in the modern era. The ranged theme allows characters to better focus on mastering firearms and ranged weapons.

Synergy Bonus: Each chosen specialization in this theme beyond the first gives +1 accuracy with ranged attacks.

Basic Specialization: Shooter

Ability Score: +1 instinct

Talent: Close Combat Shot

Special Ability (Ranged Expertise): When the character attacks with a ranged weapon, they improve their damage by 1 power rating.

Advanced Specialization: Patient Hunter

Special Ability (Eye for Vulnerability): When the character aims and attacks with a ranged weapon, that attack gains +5 penetration.

Master Specialization: Trueshot Trigger Puller

Ability Score: +1 instinct

Special Ability (True Shot): All of the character's ranged attacks gains +1 power rating of damage, +2 penetration, and +5 maximum attack overages.

Scout Theme

Scouts and spies use stealth and infiltration to sneak in enemy infested areas and gather intelligence. They are trained to go long periods of time without being detected and work very well on their own. Scouts gather intelligence, prepare ambushes, assassinate important enemies, and find hidden supplies without alerting their enemies.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's defense by 1.

Basic Specialization: Infiltrator

Ability Score: +1 Agility

Talent: Sneak Attack

Special Ability (Hide in Plain Sight): The character can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Advanced Specialization: Recon Infantry

Special Ability (Outmaneuver): The character does not need to move at half speed while hidden. In addition, they increase any cover bonus to defense they have by +2. Finally, they deal +5 damage against foes that cannot see them.

Master Specialization: Assassin

Ability Score: +1 Agility

Special Ability (Slayer in the Dark): The character gains +2 rending with all weapon attacks. In addition, the character deals +5 damage with all attacks against targets that are at Negative Morale or are unaware of them. Finally, the assassin deals +20 damage with all attacks against targets that are unconscious, helpless, immobilized, stunned, or at -5 morale.

Skirmisher Theme

Skirmishers avoid fighting in large units and blocks of troops, and instead prefer to outmaneuver and ambush their foes. Skirmishers are constantly moving to confuse the fire of their opponents. These individuals serve well as scouts, assassins, spies, and convoy ambushers.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's move speed by 1.

Basic Specialization: Skirmisher

Ability Score: +1 Agility

Talent: Dodge

Special Ability (Moving Cover): If a skirmisher has cover against a foe at any point during their turn and ends their turn without cover, they retain a +2 cover bonus to defense against ranged attacks. In addition, the skirmisher gains +1 movement speed.

Advanced Specialization: Guerilla Fighter

Special Ability (Run and Gun): The character moves at double their normal speed when performing an action move.

Alternately, they can action move at normal speed and not break the hidden condition if they are using stealth. They also gain +5 to acrobatics tests to evade.

Master Specialization: Insurgent

Ability Score: +1 Agility

Special Ability (Rapid Reaction): The insurgent gain +3 accuracy and defense if they move at least 1 square on their turn. They gain this benefit only while they are outside a unit, or if the entire unit has this rule. In addition, they can make a bob and weave actions as a free action in any turn that they action move. Finally, they can shift as a minor action once per turn.

Slayer Theme

Slayers have perfected the artform of fighting the monstrosities spawned of Hell. Whether it is killing zombies, demons, or anything big and strong, these hunters delight at massacring hell's legions in combat. A slayer is the ultimate destroyer of evil, modeled after the Doom Slayer himself.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's damage against demons by 2.

Basic Specialization: Zombie Killer

Ability Score: +1 Instinct

Talent: Close Combat Shot

Special Ability (Shoot 'em in the Head): The character gains +5 damage and +5 rending when targeting zombies and possessed. In addition, when they aim, they can target the critical location of a zombie without suffering called shot penalties and hitting at their full accuracy.

Advanced Specialization: Demon Slayer

Special Ability (Rip and Tear): The character no longer loses morale for being in an adjacent square to a demon. In addition, they gain +1 power rating and +2 penetration with all attacks against demons.

Master Specialization: Monster Hunter

Ability Score: +1 agility

Special Ability (Wear them Down): The character excels at fighting monsters that are huge-sized or larger. They gain a +5 bonus to defense against such creatures. They can also perform evade actions against all of their attacks, including melee attacks. Finally, their attacks gain +5 penetration against such monsters. This is cumulative with the bonuses from Demon Slayer, if the creature is a huge-sized demon.

Sniper Theme

Snipers are precision killers that wait in distant locations and pick off exposed prey with long rifle shots. Snipers prefer to attack from long range with high powered weapons and try to sow chaos and panic amongst enemy ranks while they take down one foe after another.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's ranged accuracy by +1.

Basic Specialization: Sniper

Ability Score: +1 Instinct

Talent: Precision Shot

Special Ability (Terror on the Range): When the character hits an enemy target with an aimed shot while you either hidden or 30 or more squares away, the target of the attack loses 2 morale levels. In addition, all allies of the target within 6 squares lose 1 morale level.

Advanced Specialization: Sharpshooter

Special Ability (Clearing the Field): While using a single aimed strike with a ranged weapon, the character can make a second standard action attack with that weapon if your first attack killed its target. This second attack does not gain the aiming bonus.

Master Specialization: Precision Killer

Ability Score: +1 Instinct

Special Ability (Weak Point): The character gains +4 rending with all ranged weapons. In addition, they gain 2x instinct penetration when attacking a vehicle. Finally, when using a single aimed strike with a ranged weapon, they deal +1 crippling wound point upon surpassing the target's damage threshold.

Survivalist Theme

Survivalist have a knack for staying alive no matter what the universe throws at them. They are tough and resilient, and frequently have a large collection of scars to prove their toughness. They are ideal soldiers, as they keep fighting even when their allies fall and their team is routed.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's maximum hit points by 15.

Basic Specialization: War Survivor

Ability Score: +1 Fortitude

Talent: Hardened Survivalist

Special Ability (Relentless): Whenever the character would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the character must roll for each separate crippling point.

Advanced Specialization: Battle Born

Special Ability (Unyielding Combatant): The character gains bonus maximum hit points equal to twice their level and gains +2 damage threshold. The character also gains a -5 penalty to disfigurement rolls, lessening the effects of disfigurements they suffer.

Master Specialization: Immortal

Ability Score: +1 Strength

Special Ability (Back in the Fight): The character adds their strength to damage threshold. In addition, they can perform a Second Wind action as a standard action. Doing so spends one of the character's healing thresholds, but they instantly recovers hit points equal to 5x their fortitude.

Tactical Coordinator Expert Theme

Tactical coordinators are skilled in the arts of war and strategy. They use their techniques to organize their allies, plan attacks, and prepare grand strategies to outflank and outmaneuver their enemies. Tactical coordinators can be a force multiplier for a group of survivors; their tactical training allow them to be three steps ahead of their enemies.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's effective tactics ranks by 2 for using the abilities from this theme.

Basic Specialization: Tactician

Ability Score: +1 Intelligence

Talent: Close Combat Shot

Special Ability (Tactical Points): The character can spend a move action on their turn to process telemetry data in their digital uplink. This requires having a digital uplink. This gives them 2 tactical points. Any time an ally attacks or is attacked, before rolling the strategist can choose to spend a tactical point. If they spend a tactical point on an ally attack, that ally gains a bonus to the attack roll equal to $\frac{1}{2}$ this character's tactics ranks. If they spend a tactical point when an ally is attacked, they can spend a tactical point to give that ally bonus defense equal to $\frac{1}{2}$ their tactics ranks against that attack. Only allies that also have a digital uplink can benefit from a tactical point. A character can have a number of tactical points at once equal to $\frac{1}{2}$ their tactics skill (minimum of 2). Unspent tactical points expire at the end of an encounter.

Advanced Specialization: Strategist

Special Ability (Grand Scheme): The character can use their warfare expertise to restructure the battlefield as they will it. After initiatives are rolled but before the beginning of the encounter, they generate a number of strategy points equal to $\frac{1}{2}$ their tactics ranks +1. They use their strategy points before the encounter starts for the following functions; all unused strategy points go away. They do not gain any strategy points if they are surprised.

- 1- The character can use a strategy points for two allies to swap initiatives
- 2- The character can use a strategy point to give 1 ally +2 to their initiative
- 3- The character can spend two strategy points to allow one ally to perform an instant move action that does not provoke opportunity attacks.
- 4- The character can spend a strategy point for up to 2 standing allies to start the encounter prone
- 5- The character can spend a strategy point for an ally to apply a combat augmentation before the encounter

Master Specialization: Architect of War

Ability Score: +1 Instinct

Special Ability (Commander's Mark): The character can mark a single enemy as a standard action. While that target is marked, all allies gain a bonus defense against that target equal to $\frac{1}{2}$ their tactics skill ranks. In addition, all allies gain bonus accuracy and penetration against that target equal to $\frac{1}{2}$ this character's skill ranks. This effect lasts 1 round.

Trickster Theme

Tricksters use their speed and wits to defeat their opponents and escape danger. They specialize in throwing weapons, such as grenades and knives, and escaping danger. They are conscious of their ally's actions and movements and are able to escape danger when a comrade is quickly. Some tricksters also extend their quick and nimble fighting style to use in conjunction with science devices.

Synergy Bonus: Each specialization in this theme beyond the first increases your range increments with thrown weapons and science devices by 6 squares per specialization. Thus, with 2 specializations in this theme, you would count short range as 12 squares.

Basic Specialization: Raider

Ability Score: +1 agility

Talent: Quick Draw and Dodge

Special Ability (Expert Toss): You excel at using thrown weapons, be they grenades, throwing knives, or any other thrown weapon. This also effects non-planted science devices that require an attack roll. You gain +4 accuracy and +5 penetration with thrown weapons and related science devices. In addition, you excel at absorbing the damage from an ally's area attacks. You gain +5 damage resistance when you effected by your own area attacks or that of your enemies.

Advanced Specialization: Instigator

Special Ability (On the Move): As a single standard action you may draw a throwing weapon or offensive science device, attack with it, and then draw and attack with another throwing weapon or offensive science device in the same hand. These attacks do not have dual-wielding penalties. Once per round, you can perform a free shift action when you would be hit by the area of effect attack of yourself or an ally. If you move out of the area, you take no damage, otherwise you take half damage. This does not require an evade check or a reaction.

Master Specialization: Ninja

Ability Score: +1 agility

Special Ability (Maximized Cleave): You gain +2 accuracy, +5 penetration, and +1 power rating of damage with all thrown weapons. You can deploy planted science devices within 6 squares of your own location. Whenever you successfully evade an attack, you gain the Hidden condition. When you have the Hidden condition, you do not take half damage from attacks that miss you.

Unarmed Combat Theme

Unarmed combat is rare in such an advanced age, but many brazen and bold warriors still risk charging the enemy to take them down with their bare hands. Practicing many forms of ancient martial arts, these warriors turn their bodies into lethal weapons. They prize their ability to kill any armed foe with their bare touch.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's unarmed damage by 2.

Basic Specialization: Unarmed Combat Expert

Ability Score: +1 Strength

Talent: Martial Arts Unarmed Combat Training

Special Ability (Fist of Fury): When the character is making an unarmed attack, they gain deal 2 points of damage for every attack overage they score.

Advanced Specialization: Monk

Special Ability (Flurry of Blows): The character's unarmed attacks gain Hailfire (1) and Cleaving (1) if they are not used while dual-wielding.

Master Specialization: Master of the Fist

Ability Score: +1 Agility

Special Ability (Perfect Form): The character's gains +2 damage, penetration, and rending with unarmed attacks. If they perform an unarmed attack in the same turn they perform a Bob and Weave action, the bonus defense from Bobbing and Weaving doubles. In addition, when an enemy misses you with a melee attack, you can spend a reaction to attack that target with an unarmed attack.

Veteran Theme

Veterans are pure bred warriors who feel most alive on the battlefield. Most veterans come from a military upbringing and embrace their first fights with the practice of a venerable warrior. True veterans enter battle like it is an artform and their weapons are an extension of their being.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's damage threshold by 4.

Basic Specialization: Warrior

Ability Score: +1 Fortitude

Talent: Survival Instincts

Special Ability (Martial Prowess): The character gains +1 maximum skill ranks with every prowess skill: Defensive Training, Durability, Melee, Mental Training, and Ranged.

Advanced Specialization: Master of Arms

Special Ability (Advanced Weapon Training): The character either chooses one precise weapon or one of the following weapon categories: pistol, rifle, heavy, explosive or melee. If they chose a specific weapon, then they gain +2 power ratings and +2 accuracy whenever using that weapon. If they chose a weapon category, they gain +1 power rating and +1 accuracy whenever using a weapon from that category.

Master Specialization: Special Forces

Ability Score: +1 Instinct

Special Ability (Tactical Precision): The character adds $\frac{1}{2}$ their instinct to penetration with all attacks. Furthermore, when they activate a tactics combat augmentation, they gain the benefit of 3 different tactics at once. All three tactics are activated by the same dice roll result and last for the same number of rounds (equal to instinct).

Background Point Options

An important aspect of a DOOM character is your background and starting conditions. As part of your background, you chose starting equipment and perks of your origins that represent your preparedness for the apocalypse. When creating a level 1 character, you have 25 background points. If you are creating a character above level 1, you begin with 3 additional background points per additional level you start with. For example, when starting at level 5, you begin with 37 background points ($25 + (2 \times 4)$).

Background points are split between two different factors: starting gear and background traits. Starting gear is, obviously, the equipment you begin the game with. This allows you to custom your starting loadout with a wide variety of weaponry. More expensive gear costs more background points. They give you a large starting boost but restricts your access to alternate gear and background traits.

Background traits, on the other hand, are features that you have that benefit your survival expertise. They give little or no immediate benefit but will help you gather supplies and work with other survivors. For the long term, they will help you maintain your inventory and stock up supplies.

You must spend all background points at character creation. Any that are not spent are wasted.

Background Options: Equipment

An important part of background options is determining your starting gear. Spending more points on gear will allow you to be better off and more versatile at the beginning of the game but will have fewer background points that are useful in the long run. You can use background points to buy some pretty extreme gear options, such as powered armor or a chaingun, which will give you a strong boost early in the game, but will deprive you of much customization or access to other skills.

Weapons

Every character should have a weapon to defend themselves with. All ranged weapons come with at least some ammunition. You can spend background points to begin with extra ammo with your chosen weapon. You can only pay background points for extra ammo with a weapon you have purchased with background points. For example, you cannot buy an assault rifle and then extra ammo for the chaingun.

Weapon	Background Point Cost	Background Point Cost for Extra Ammo
Assault Rifle with 3 magazines	9	+1 magazine for 1 background point
Ballistic Pistol with 3 magazines	3	+2 magazines for 1 background point
Burst Rifle with 3 magazines	8	+1 magazine for 1 background point
Chaingun with 1 magazine	24	+1 magazine for 3 background points
Combat Knife	1	NA
Flamethrower with 1 magazine	24	+1 magazine for 2 background points
Fragmentation Grenade x2	3	+1 grenade for 1 background point
Gauss Cannon with 1 magazine	36	+1 magazine for 5 background points
Grenade Launcher with 6 grenades	18	+6 grenades for 2 background points
Hatchet	4	NA
Heavy Cannon	12	+1 magazine for 2 background points
Heavy Tool	2	NA
Light Tool	1	NA
Plasma Gun with 1 magazine	12	+1 magazine for 2 background points
Plasma Pistol with 1 magazine	5	+1 magazine for 1 background point
Rocket Launcher with 1 magazine	30	+1 magazine for 3 background points
Shotgun with 2 magazines	6	+1 magazine for 2 background points
Super Shotgun with 10 shells	10	+10 shells for 1 background point
Sword	5	NA
Reinforced Unarmed	1	NA

Armor

Armor is an important part of survival, but not as important as having a weapon. If forced to choose between the two, prioritize a weapon over armor. Better yet, balance your points and get a little of both.

Armor	Background Point Cost
ARC Trooper Armor	26
Armored Vestment	8
Assistive Body Suit	12
Combat Shield*	6
Elite Guard Armor	32
Hazard Suit	5
Padded Jacket	2
Protective Body Suit	12
Reinforced Combat Armor	18
Riot Shield*	10
Tactical Combat Armor	11

*This item is a shield, and can taken in addition to a suit of armor

Consumables

Consumables are temporary resources that come and go. As such, everything in this category is very temporary and will likely be used up and replaced quickly. However, consumables are very important and cheap to purchase, and can easily make a big difference between life and death at the beginning of the game.

Consumable	Background Point Cost
Air Tank	1
Armor Shard x2	2
Explosives x2	3
Medipack x2	1
Packed Rations x2	1
Painkillers x2	1
Repair Kit x2	1
Spare Parts x3	1
Stimulant x2	1
Water Bottle x2	1

Gear

Gear is miscellaneous items that will help you with your adventures. Unlike consumables, they are very cheap and easily replaceable, but unlike them are generally permanent. Compared to other options, gear should be your lowest priority. However, you may want to make sure that you have enough storage to carry all your gear. Remember, all characters start with an equipment belt and backpack for free.

Gear Item	Background Point Cost
Backpack	1
Beacon	4
Binoculars	1
Carrying Case	1
Cell Phone	2
Digital Uplink	2
Equipment Belt	1
Fire Extinguisher	1
Flare Gun	1
Flashlight	1
Geiger Counter	2

Gravity Boots	3
Grappling Hook Launcher	3
Hacking Tool	3
Handcuffs	1
Motion Detector	2
Navigation Unit	2
Personal Data Assistant	2
Plasma Torch	2
Radio	1
Remote Detonator	3
Rope	1 per 10 squares
Survival Gear	3
Trauma Kit	1

Background Options: Traits

Traits are features you have from your origin that will come in useful during the Hell incursion. This includes having an excess of money, survival training, military training, or just knowing the right people. While not as attractive or immediately useful as starting with a big gun, these traits will pay off in time by giving you access to resources and information that could be crucial to survival.

Background traits have various levels based on how invested you are in that trait. The more background points you spend on a trait, the greater the benefit you gain from the trait.

Careers

Careers are civilian professions you had before the invasion. While not every possible profession is covered, this list covers a general variety that might provide benefits that are useful in the DOOM RPG. You can have up to 2 career professions.

Background Option	Background Point Cost	Benefit
Architect	2	You gain +3 to all perception and survival checks related to exploring human-made buildings and underground complexes. Furthermore, any planted explosives you use deal +10 damage to human-made structures.
Artist	1	Over 2 hour period, including during a short rest, you can create a piece of art made to inspire one of your party members. Once you give the art to the targeted party member, they start encounters 1 higher morale for 24 hours.
Auto Mechanic	3	You are very skilled at repairing vehicles. When you make a science check to repair a vehicle's wounds or hit points, the check takes half the time and the vehicle recovers twice as many hit points.
Business Manager	2	You can spend 8 hours of downtime in a survival settlement to increase your current credits. That settlement must allow trading. At the end of the 8 hour period, you increase your credits by 1% of the value you started with.
Journalist	1	You gain +3 to influence tests to persuade. Influence tests to gather information take half as long.
Laborer	1	You count your strength as 2 higher for determining your carrying capacity.
Lawyer	3	When an ally performs a leadership combat augmentation or rally action within 6 squares of you, you can spend a reaction to make a DC 15 influence test. If you succeed, your ally can either reroll their leadership check or add a +4 bonus to it.
Maintenance Technician	2	You gain +5 to perception and science checks to see and recognize broken machinery or equipment. This helps you recognize what might be wrong with a larger malfunctioning system or station. You also gain +3 to science checks to fix those stations. Finally, you can move 1 square faster while prone, as you are used to crawl spaces, vents, and pipes.
Nurse	2	When you assist another character with a medicine check, you provide a +6 bonus instead of a +2. Furthermore, you can assist on medicine checks even if you do not have a medipack or trauma kit.

Office Workers	1	You gain +3 to computers checks to performing fast access actions. You also gain +2 to perception checks for searching offices and laboratories.
Paramedic	2	You heal +10 hit points on a first aid action.
Politician	1	You gain +3 to influence checks to deceive others and +3 to leadership checks to activate leadership combat augmentations. In addition, your famous existence as a politician may stir feelings with different people, who may praise or scorn you based on your history.
Programmer	3	You gain +3 to computers checks to hack computers and can hack computers in half the time. In addition, you can spend time writing programs that have different effects. You may be able to upload these programs onto different computers to have them replay your effects. These programs usually take days, weeks, or months to create depending on how complicated they are. The GM determines whether a program is reasonable or not.
Psychologist	2	Once per encounter, when you are an ally within 6 squares loses a morale from an enemy action or event, you can instantly cause them not to lose a morale.
Salesman	2	When you are selling an item that has a purchase price of 1,000 or more, sell it for 5% more.
Surgeon	3	You gain +5 to medicine checks to perform surgery or cure crippling wounds. In addition, when you successfully perform surgery or cure crippling wounds, the target heals a number of hit points equal to the dice result of the check.
Teacher	2	Once per encounter, when an ally within short range of you fails a check, they can reroll the check.

Contacts

Your character has a network of contacts and people they can communicate with. These contacts can get you information or help get you access to different locations. You can use this as a background feature, or you and your GM can work together to determine who your contacts are and what your relationship with them is. Higher ranks of contacts give you more information as you have more influential contacts.

Effectiveness with the contacts trait relies heavily on the influence skill and using some form of long-range communication, such as a radio, to reach your contacts. This background only gives you access to the option you unlock, not previous options as well.

Background Option	Background Point Cost	Benefit
Basic Contacts	2	You have allies and contacts within various groups, that you can call upon for information. These contacts can get you casual information about different survivor groups, the safety of different locations, identity of threats and hazards, location of individuals, and so on. These contacts may even be able to schedule introductions to different groups of survivors. Your contacts can be reached remotely via radio or cell phone. Once per day, you can make a DC 15 influence check to communicate with a contact about a source of information. On a success+, you can make contact with your ally and they are able to supply basic information about the source of your question.
Influential Contacts	4	As per basic contacts, but you also have some friends in higher positions that can give you more information about the source of your questions. This will include information such as what types of demons are found there, the name of a survivor camp's leader, the exact route to get to a location, and so on. Getting this information requires a DC 20 influence check.
Powerful Contacts	6	With powerful contacts, you know people that have high level access and knowledge, such as a military commander, facility admin, or government official. They can provide detailed information, such as basic layouts of areas, security codes, information about how to proceed with an operation or invasion, and so on. Powerful contacts are very busy and can only be contact once per 3 days. Getting this information requires a DC 25 influence check.

Followers

Your character is a magnet, a beacon of hope, to other survivors, and they flock to you for guidance. This trait allows you to collect a number of followers that you can send on missions to gather supplies, guard locations, or explore. This background trait is much more involved than others and has its own mechanics on how it functions. Your followers risk death when going on missions but can also level up on successful missions and become more effective.

Effectiveness with the followers trait relies heavily on the leadership skill.

Background Option	Background Point Cost	Benefit
Natural Leader	4	Your natural charisma has given you follows that flock to you for support and guidance. These followers do what you ask in order to survive. While they do not support you in combat, they can be sent on tasks to perform for you, in exchange for food and safety. If a follower dies, they can be replaced by spending 4 hours in a survivor camp or by making a DC 20 leadership check while traveling. See the later description for the tasks you can send your followers on.
Magnetic Personality	6	Such is your charisma that you have four followers following, supporting, and doing tasks for you.
Hero to Survivors	10	You are a hero amongst the demonic invasion. You can have up to six followers performing missions for you.

With the leader background options, you can have a selection of followers that will go on tasks for you to help you succeed with your survival. As with everything in DOOM, these tasks are dangerous and risk the follower's life. However, they will help you generate resources on their missions and even grow more powerful as the complete tasks.

At the beginning of every day, you send your followers on missions. You can send each follower on individual missions, multiple followers on a single mission, or split up however you like. If they survive the mission, they will meet back up with you after 8 hours at the before-arranged location.

Every follower you recruit is level 1. They gain a +2 bonus to completing missions for every level that they have. They increase a level after they are successful at two missions. The maximum level a follower can reach is level 5, where they would gain a +10 bonus to completing missions.

You make checks to determine your follower's success. The check bonus is your ranks of leadership (just ranks, not total bonus) plus 2 for every level worth of follower on the mission. Thus, if you have two level 1 followers on missions, they would gain a +4 bonus on mission checks. If you had a level 3 follower on a mission, they would gain +6 bonus.

When you send a follower on a mission, you determine the type of mission and the severity. More risky missions give greater rewards. Some missions have their severity determined by the GM. If you succeed your check against the mission DC, it was a success and your followers return with the spoils. If you rolled a natural 20 on the check or surpass the DC by 10 or more, you recover double spoils. If you fail, the mission was a failure and you gain nothing. In addition, roll 1d20 for each follower that went on the mission. On a 1-5, the follower dies. If you fail a mission by 10 or more, or roll a natural 1, all your followers died with no checks required.

Mission	DC	Benefit
Ammo Run: Safe	12	This mission produces 100 credits worth of ammunition of your choice
Ammo Run: Dangerous	18	This mission produces 500 credits worth of ammunition of your choice
Ammo Run: Lethal	25	This mission produces 1,000 credits worth of ammunition of your choice
Armor Shards: Safe	12	This mission produces 1 armor shard
Armor Shards: Dangerous	18	This mission produces 3 armor shards
Armor Shards: Lethal	25	This mission produces 5 armor shards

Barter	12	You send a follower to a nearby survivor camp to exchange goods. You give the follower everything you need to sell and they return with everything you wanted them to buy. Failure means they could not reach the other survivor camp. Death means they lost everything you sent them with.
Food and Water: Safe	12	This mission produces 2 water bottles and 2 packed rations
Food and Water: Dangerous	18	This mission produces 5 water bottles and 5 packed rations
Food and Water: Lethal	25	This mission produces 10 water bottles and 10 packed rations
Guard Duty	Per GM	This mission assigns your followers to guard a location and prevent the enemy from taking it. This is important if the area has something you need but cannot be present to guard. The DC of this check is determined by the GM. If it is successful, the location is secure. If it is failed, your forces are routed, and those that survive retreated and try to meet back up with you.
Medical Supplies: Safe	12	This mission produces 2 medipacks and 1 painkiller
Medical Supplies: Dangerous	18	This mission produces 4 medipacks and 2 painkillers
Medical Supplies: Lethal	25	This mission produces 5 medipacks, 4 painkillers, a trauma kit, and a stimulant.
Spare Parts: Safe	12	This mission produces 4 scrap parts
Spare Parts: Dangerous	18	This mission produces 8 scrap parts
Spare Parts: Lethal	25	This mission produces 16 scrap parts
Reconnaissance: Safe	12	This mission allows your followers to survey an area, looking for hazards. If is successful, your follow will report the general surroundings of the location, it's condition, and obvious defenses.
Reconnaissance: Dangerous	18	This mission provides the same benefits as a safe reconnaissance, but also includes detailed information such as environmental hazards, interior enemy types, and security.
Reconnaissance: Lethal	25	This mission provides the same benefits as a dangerous reconnaissance, but also has a 25% to provide a keycard that relates to the location, access codes to a computer, or any secret passages or entrances.

Military Background

Your character had origins with a human military outfit. This has given you additional combat skills and training with battlefield tactics. This is a good background trait to represent military training and is a good fit for most tactical combat characters.

Background Option	Background Point Cost	Benefit
Soldier	3	You had military experience before the demons came. You gain a +2 bonus to tactics checks and +1 penetration with weapon attacks. In addition, being a soldier might open doors for you and give you access to places a civilian might not be allowed.
Veteran	6	You were a decorated and experienced soldier before. You gain a +3 bonus to tactics checks and +2 penetration with weapon attacks. In addition, being a veteran might open doors for you and you gain +2 to influence checks with other soldiers.
Commander	9	Once upon a time, you were a military commander. You gain a +4 bonus to tactics and leadership checks and +3 penetration with weapon attacks. In addition, your military rank makes those in authority take you seriously and you gain +4 to influence checks with other soldiers and government officials.

Optimistic Survivor Background

Some individuals are trained in teamwork and working together for better survival. These individuals think for the best for both their group and the survival of society in general. They sacrifice their own health and comfort to look out for others. The more benevolent, the more they help others above themselves. You cannot have both an option from this background and from the solitary survivor background.

Background Option	Background Point Cost	Benefit
Team Builder	4	You have training in survival skills, practical knowledge, and teamwork. You reduce the cost of purchased gear by 5%. You gain +1 to influence and leadership checks. You have learned to ration and share your resources, so every food or drink you consume has enough left over to feed or provide for one other person. However, your priority for caring for other people has weakened yourself. You suffer -2 damage threshold.
Thrifty Wanderer	8	Your life of experience ensure you know how to make the best use out of the resources available to you. You reduce the cost of purchased gear by 15%. You gain +2 to influence and leadership checks. You have learned to ration and share your resources, so every food or drink you consume has enough left over to feed or provide for one other person. You gain a morale at the end of each turn in combat. Your allies (excluding yourself) regain +1 healing threshold after a short rest. However, your priority for caring for other people has weakened yourself. You suffer -1 healing threshold and -2 damage threshold.
Benevolent Survivor	12	You are a wise, benevolent individual who always looks out for the best of their team. You reduce the cost of purchased gear by 20%. You gain +3 to influence and leadership checks. You have learned to ration and share your resources, so every food or drink you consume has enough left over to feed or provide for one other person. You gain a morale at the end of each turn in combat. You and all your allies regain +1 healing threshold on a short rest. When you use an expendable gear item, roll a d20. On a 12+, the resource is not used up. However, your priority for caring for other people has weakened yourself. You suffer -2 healing thresholds and -4 damage threshold.

Religious Background

The demon invasion has been, at very least, a major test of faith for people. Individuals have struggled with their belief, religions have fallen, and new faiths have come into play. A character of strong faith will be tested, but will find their faith will carry, or damn them, in the face of the dark reality. A character can only pick one of the following backgrounds.

Background Option	Background Point Cost	Benefit
Old Religion	5	You keep the faith and continue to loyally follow the old monotheistic religions of ancient earth, despite the apocalypse. You gain +2 morale bonus and +4 resolve. You start every encounter at +1 morale, and you gain +2 to influence checks with other characters with this background. However, you are terrified of demons. Any time you suffer morale loss from demons, you suffer an additional morale loss. Any effect that would remove the extra morale loss from demons instead reduces it to 1 morale loss.
Disciple of Hell	5	You have fallen into worshipping the demons, as they are the one true power of the universe. You gain the Emotionless and Sociopath's Paradise talents. Demonic mutations also give you +1 fortitude and +1 maximum fortitude. However, you suffer -2 willpower and -2 maximum willpower, as proof of your weakness.
New Age Religion	5	Your faith has bended in the face of the horrors of the universe. Old religions have fallen, but you have adapted your faith to new creeds. You may worship the Makyr, newly devised cults or gods, or even adopted the Doom Slayer as your religious icon. Whatever your religion, it is dedicated to fighting for the survival of mankind. Whenever you would lose a morale, roll a d20. On a 12+, you do not lose that morale. You still lose your morale normally when you spend it. However, your belief in direct action gives you disadvantage on influence checks.

Scientist Background

This background represents the education, training, and knowledge of an academic scientist. Your skill in the scientific arts makes you better at gathering key supplies, using science devices, and performing advanced research. This is an excellent background trait for a character that is taking the Battlefield Engineer specialization theme.

Background Option	Background Point Cost	Benefit
Aspiring Scientist	3	You passively produce 1 scrap part every day. You gain +2 accuracy with science devices. Finally, you gain +2 to advanced research checks.
Professional Scientist	6	You passively produce 3 scrap parts every day. You gain +2 accuracy with science devices and count your intelligence as 1 higher for the effects of science devices. Finally, you gain +4 to advanced research checks.
Accomplished Scientist	9	You passively produce 5 scrap parts every day. You gain +2 accuracy with science devices, count your intelligence as 1 higher for the effects of science devices, and your science devices cost 1 fewer scrap parts to create. Finally, you gain +6 to advanced research checks.

Solitary Survivor Background

This background is for people that lived on the outskirts of society and learned to live without the full benefits of society. This includes the poor, the persecuted, criminals, hermits, and those who live far from the cities. Being a survivor has its benefit after the world ends, because you can live a long time on limited resources. However, your isolation has made you bitter and unlikely to work with others. You cannot have both an option from this background and from the optimistic survivor background.

Background Option	Background Point Cost	Benefit
Frugal Origins	4	Your life of living on nothing has paid off. The hourly intervals for avoiding fatigue from famine, thirst, and wear are increased by half. In addition, you recover 1 healing threshold every 4 hours. In addition, every 4 hours you are active, you produce 30 credits worth of food, water, or ammunition. However, you suffer a -2 penalty to influence and leadership checks, and morale bonus.
Societal Outcast	8	You are adjusted to living outside the benefits of society. The hourly intervals for avoiding fatigue from famine, thirst, and wear are doubled. In addition, you recover 2 healing thresholds every 4 hours. In addition, every 4 hours you are active, you produce 100 credits worth of food, water, or ammunition. However, you suffer a -3 penalty to influence and leadership checks, and morale bonus.
Hermit	12	In the past, you've neither needed nor wanted the benefit of civilization. The hourly intervals for avoiding fatigue from famine, thirst, and wear are doubled. In addition, you recover 1 healing threshold every hour, and another at the end of every encounter. You gain the benefits of a long rest when taking a short rest. In addition, every 4 hours you are active, you produce 200 credits worth of food, water, or ammunition. However, you suffer a -5 penalty to influence and leadership checks, and morale bonus.

Treasure Hunter Background

This background means you know where to look for stashes of valuable goods. Either you are a scavenger that takes what he needs, a thief that takes what you want, or a doomsday prepper that created countless stashes to prepare for the end of the world. No matter the means, it means you can access secret stashes of valuables that can be used to help survive the end of the world.

This background relates heavily to the survival skill, which directly relates to how likely you are to find a good stash. You gain access to the level you unlocked as well as all previous levels with this background. However, when you use this trait, you can only check for one of the three levels. Thus, as a hoarder, to get hoarder benefits you must make a DC 28 check, and do not gain the lower level benefits if you fail. You can choose to check for lower level benefits instead of the higher level.

Background Option	Background Point Cost	Benefit
Scavenger	2	You have always been on the lookout for useful stashes of junk to take for your own. You know where to look for useful equipment. Every day you are traveling, you can make a DC 15 survival check. If you succeed, you have found a secret stash of goods nearby that can be uncovered. The GM determines where the stash is located. Once uncovered, you decide what goods are within the stash. It is made up of 500 credits worth of ammunition, expendable consumables, food, and water.
Thief	4	As a professional thief, you know the best places to hit up for valuables. When using this ability, if your survival check is a 22 or higher, the stash was even larger. The stash will instead have 2,000 credits of goods.
Hoarder	6	You weren't the robber; you were a doomsday prepper with stashes everywhere. You prepared for this day. When using this ability, if your survival check is a 28 or higher, your stash is massive. The stash will instead have 10,000 credits worth of goods, and can include weapons.

Wealthy Background

This background means you were once quite wealthy and had access to a huge amount of personal funds. Over time, you might gain more money as you recover some of your assets. While money is of limited usefulness at the end of the world, it can still be a valuable tool for bartering with certain groups that value it, such as Allied Nations personnel.

Background Option	Background Point Cost	Benefit
Wealthy	1	You start with an extra 500 credits and gain 500 credits every time you level up. In addition, you gain 500 credits every 2 days that pass. You cannot use these credits to purchase goods at character creation, but they are useful for bartering.
Rich	4	You start with an extra 2,000 credits and gain 2,000 credits every time you level up. In addition, you gain 2,000 credits every 2 days that pass. You cannot use these credits to purchase goods at character creation, but they are useful for bartering.
Filthy Rich	8	You start with an extra 5,000 credits and gain 5,000 credits every time you level up. In addition, you gain 5,000 credits every 2 days that pass. You cannot use these credits to purchase goods at character creation, but they are useful for bartering.

Leveling Up Characters

When characters meet the prerequisite experience to level up, they gain a level. Upon gaining a new level, follow these simple guidelines to determine what increases on a character.

-The character gains 5 characteristic points. These characteristic points can be spent on increasing skills, ability scores, or talents.

-A character's maximum ability score and skill values might increase based on level. Use the following table for guidelines on what the maximum values are at each level, as well as when they gain new specializations.

Level	Maximum Ability Score Value	Maximum Ranks in Skills	Specializations
1	5	3	1 st Specialization
2	5	3	
3	5	3	
4	5	4	2 nd Specialization
5	6	4	
6	6	4	
7	6	5	
8	6	5	3 rd Specialization
9	6	5	
10	7	6	1 st Advanced Specialization
11	7	6	
12	7	6	4 th Specialization
13	7	7	
14	7	7	2 nd Advanced Specialization
15	8	7	
16	8	8	5 th Specialization
17	8	8	
18	8	8	3 rd Advanced Specialization
19	8	9	
20	9	9	1 st Master Specialization
21	9	9	
22	9	10	4 th Advanced Specialization
23	9	10	
24	9	10	2 nd Master Specialization
25	10	11	
26	10	11	5 th Advanced Specialization
27	10	11	
28	10	12	3 rd Master Specialization
29	10	12	
30	10	12	6 th Advanced Specialization

'Banking' Characteristic Points

Sometimes, upon leveling up, a character may choose not to spend all their characteristic points and save them for future levels. This is allowed, to an extent. This is called 'banking' points. As characters with high Intelligence are much more adept at storing and processing information, a character can only bank a number of characteristic points equal to their Intelligence. Therefore, a character with 3 Intelligence cannot have more than 3 characteristic points banked at anyone one time. Any in excess of their limit must be spent upon level up.

Recap: Building your Character's Statistics

This section is a quick summary on how to determine all of your character's statistics on their record sheet.

Hit Points

$40 + 3 \times \text{Fortitude}$. In addition, character gains $5 + \text{Fortitude}$ for every rank of the Durability skill they have

Healing Threshold

$5 + \frac{1}{2} \text{Fortitude}$

Damage Threshold

$16 + \text{their Durability skill} + \text{Fortitude} + \text{armor's bonus to damage threshold}$

Melee Accuracy

$\text{Melee skill} + \text{their weapon's accuracy bonus}$

Ranged Accuracy

$\text{Ranged skill} + \text{their weapon's accuracy bonus}$

Weapon Damage

Base Weapon Damage + Additional Weapon Power Ratings based on talents and weapon tier (also adds attack overages to damage, limited by Strength for melee and Instinct for ranged, see Encounter Rules)

Defense

$10 + \text{Defensive Training skill} + \text{Agility} + \text{their armor's defense penalty}$

Toughness

$10 + \text{Defensive Training skill} + \text{Strength}$

Resolve

$10 + \text{Mental Training skill} + \text{Willpower}$

Morale Bonus

$\frac{1}{2} \text{their Mental Training} + \frac{1}{2} \text{Willpower}$

Damage Resistance

$\text{One-half Fortitude} + \text{Armor Bonus to damage resistance}$

Move Speed

$4 + \text{one half Agility}$

Shift Speed

$1 + 1 \text{ per } 5 \text{ points of agility}$

Initiative

$\text{Instinct OR ranks in Tactics skill}$

Recap: Advancing Your Character

This section is a quick summary on how to spend characteristic points and what increasing statistics does to your character.

Spending Characteristic Points

Purchase	Characteristic Point Cost
+1 Ability Score (up to normal maximum)	3
1 New Talent	2
2 +1/2 intelligence skill points to distribute amongst skills (3 +1/2 intelligence counting terran racial bonus)	1

Statistical Changes based on Ability Scores

Ability Score	Changes
Strength	+1 toughness per point, +1 maximum melee attack overage per point, +1 melee damage per even (2, 4, 6, etc) point of strength
Instinct	+1 maximum ranged attack overage, +1 initiative (if instinct is higher than Tactics skill ranks)
Agility	+1 defense, +1 move speed per even (2, 4, 6, etc) point of agility, +1 shift speed per 5 points of agility (5, 10, 15, etc), extra strikes with weapons based on attack speed (see Equipment chapter)
Fortitude	+1 damage threshold, +1 damage resistance per even (2, 4, 6, etc) point of fortitude, increase maximum hit points by 3 + ranks of Durability
Intelligence	Every even point of intelligence (2, 4, 6, etc) retroactively gives 1 skill point per skill package that has been purchased
Willpower	+1 resolve, +1 morale bonus for per even (2, 4, 6, etc) point of willpower

Statistical Changes based on Prowess Skills

Ability Score	Changes
Defensive Training	+1 defense and toughness per point
Durability	+1 damage threshold per point, each point increases maximum hit points by 5+ fortitude
Melee	+1 accuracy with melee weapons per point
Mental Training	+1 resolve per point, +1 morale bonus per even point (2, 4, 6, etc)
Ranged	+1 accuracy with ranged weapons per point

Chapter 2: DOOM Talents

Talents

A character can always spend 2 characteristic points to gain a talent. A talent is a special ability that gives the character a new capability or improves one they already have. Most talents have prerequisites that must be met in order to purchase them, usually skill or ability score requirements. If a character met the requirements through that level up, the talent can still be purchased.

The first section of this chapter is a table listing all of the talents, so a player can quickly browse to find talents that they qualify for or might want. After the tables, is the in-depth breakdown of every talent, so players can find out what benefit they provide to the player.



Talent	Requirements	Bonus
Ain't Got Time to Bleed	Fortitude 10, Durability 10, Natural Health	+3 max healing thresholds, suffer half as much bleed
Air of Authority	Leadership 6, Willpower 6, Intimidating Presence	Humanoid enemies must spend a morale point to attack the character
Airborne Acrobat	Agility 6, Acrobatics 6	Reduces fall damage on controlled falls, more easily performs running jumps
Alert Senses	Instinct 8	No attack penalties from concealment, +2 initiative
Anything is Possible	Leadership 6, Influence 4	Generates extra morale with rally checks of 30+
Apocalyptic Champion	Melee 6, Ranged 6, Durability 6	Heal 10 hit points when killing an enemy
Arm Shot I-II	Instinct 4/8	Reduced penalties for performing called shots to the action location
Auto Barrage	Instinct 4, Agility 4	Can spend 10 additional rounds when using a focused burst to gain +1 strike
Awesome Abilities I-III	Score of 8/10/12 in the relevant ability score, requires character level 16/24/30	Increases the maximum ability score cap by 2 for the selected skill, can be taken multiple times, each time increasing the stat cap by 2 for a chosen score
Balanced Shot	Strength 6	No longer penalized by recoil
Ballistic Weapon Expertise	Weapon Comprehension	Bonus penetration with any weapon that uses bullets
Bewildering Rhetoric	Influence 7, Intelligence 6	Spend a standard action to end all enemy combat augmentations within 15 squares
Blood Counter	Instinct 10, Fortitude 10, Combat Reflexes, Devastating Cripple (any)	Can make a counter attack when suffering a crippling wound, gaining extra power per wound you have
Blurred Fists	Strength 6, Agility 8, Mountain Strike II	Unarmed attacks gain bonus max overages and accuracy per strike
Bravery in the Face of Death	Willpower 6, Leadership 8	Allies under your leadership do not suffer morale loss from being adjacent to demons
Brutality I-III	Strength 6/8/10	Melee weapons gain +2 rending per rank
Brawling Gunner	Strength 10, Instinct 10, Melee 10, Ranged 10	Make a melee and ranged charge in same action, gaining bonuses if you hit with both
Bulwark	Strength 6, Endurance 6	Gain +4 toughness and +1 damage resistance
Calm Engineer	Intelligence 6, Willpower 6, Sabotage, Science 7, Computers 7	+10 to all science and computers checks to use sabotage
Chainsaw Execution	Brutality, Devastating Cripple (melee), Weapon Mastery (melee II)	With chainsaw, determine what wound location you want to hit; if you hit it, chainsaw gains extra lethality
Chainsaw Precision I-III	Strength 5/7/9, Agility 5/7/9, Might Blow I/II/III, Melee 5/8/11	+1 accuracy and penetration with chainsaws per rank
Chainsaw Scrapper	Melee 5, Science 4, Weapon Mastery (melee)	Mechanical enemies drop scrap parts upon being killed with chainsaw
Cleave I-II	Strength 4/8, Power Strike	Give melee attack Cleave (1) at the cost of strikes
Close Combat Shot	Instinct 4	Can fire ranged weapons at enemies in melee with allies with no penalty, bonus effectiveness at short range
Combat Reflexes	Agility 4	Gain a number of reactions each turn equal to ½ agility
Counterattack	Agility 6, Instinct 6, Threatening Shot	Counterattack an enemy that misses you with a weapon attack, must be within Threatening Shot range
Combat Roll	Agility 6, Acrobatics 5	No penalties against melee attacks while prone or crouched, can evade while prone
Comforting Presence	Inspiring Presence	Character's inspiring presence aura gives +2 morale bonus
Critical Execution	Intelligence 4, Tactics 4	New tactics combat augmentation that gives bonus rending and damage threshold
Cynic	Jaded	Immune to combat influence and does not possess morale
Dazing Blow	Strength 8, Melee 8	When dealing a wound with melee attack, can deal staggered or stunned instead of crippling wounds
Deadly Strikes	Strength 5, Agility 5, Melee 5	Changes strikes to give +2 accuracy and +1 damage per strike instead of +4 accuracy, also improves damage per overage
Deal with the Devil	Influence 6	Talk demons out of killing you in exchange for future favor

Talent	Requirements	Bonus
Defense of Will	Leadership 4	All allies within 10 gain bonus against combat influence equal to your willpower
Defensive Fighting I-III	Defensive Training 4/8/12	Light armor users gain bonus defense per rank, heavy armor users gain bonus defense and resistance per ranks, super heavy armor users gain bonus resistance per rank
Defensive Motion	Acrobatics 8, Defensive Training 8	Can move at half speed to avoid opportunity attacks
Deflect Blast	Agility 10, Fortitude 10, Acrobatics 10, Grenade Catcher, Dodge	When evading from a burst attack, can shift the burst in addition to yourself
Deft Charge	Acrobatics 3	Charge move is unaffected by difficult terrain and does not provoke opportunity attacks from target of the charge
Demean	Influence 3	Special combat influence that reduces targets morale bonus
Demon Slaying I-V	Must slay an Imp (first rank), a Hell Razer (second rank), a Hell Knight (third rank), a Mancubus (fourth rank), and a Baron of Hell (fifth rank)	Bonus accuracy, damage, and penetration against demons
Devastating Cripple I-II	Ranged 8/12 OR Melee 8/12	Deals additional crippling wound point on successful crippling wounds
Disciplined Unarmed Training I-II	Willpower 4/6	Gain +1 unarmed damage and resolve
Dissuade	Influence 3	Special combat influence to prevent enemies from attacking you
Distraction	Influence 4	Special combat influence, target suffers check penalties based on negative morale
Dodge I-II	Agility 3/5, Acrobatics 4/6	Can evade area of effect attacks without the delay trait
Drilling Volley	Ranged 8, Weapon Mastery (ranged)	Fully automatic focused burst attacks can lose 1 hailfire to gain 10 penetration
Dual Weapon Skill I-II	Agility 4/8	Reduces the penalty for using two weapons
Duck and Cover	Acrobatics 3, Tactics 3	Gains +2 to evade checks and shift 1 square further when evading
Efficient First Aid	Medicine 7	Heal +25 hit points when using medipack for first aid, expend a medipack instead of a trauma kit
Emotionless	Willpower 6, Cynic	Cynic character becomes emotionless and fearless, gaining temporary hit points but cannot act with self-preservation
Empowering Command	Leadership 7	Can activate two leadership combat augmentations at once.
Enhanced Empathy	Instinct 10, Willpower 10, Good Spirits	When nearby ally gains morale, you heal and gain temporary hit points
Engineer Foreman	Leadership 3, Science 8	You lead your team to make faster repairs to vehicles
Escape	Agility 6, Acrobatics 6, Dodge	Acrobatics check to shift out of a creature's reach before it can act
Explosives Expert	Instinct 6, Science 5, Structural Weakness	Gains +10 penetration with explosives, and enhanced functionality with planted explosives
Excellent Spirits	Willpower 10, Good Spirits	Start with 2 additional morale points and +1 morale bonus
Execution	Strength 6, Agility 6, Melee 8, Stealth 8, Sneak Attack, Weapon Mastery (melee)	While hidden, can make an attempt to quickly assassinate a nearby enemy
Far Shot	Instinct 3	All range increments are 1/3 larger
Fast Engineer	Intelligence 6, Agility 6, Science 7, Computers 7, Sabotage	Can make a sabotage check as a standard action instead of a full-round action
Fast on their Feet	Agility 8, Athletics 8, Acrobatics 8	Increase move and shift speed by 1
Fast Reload	Agility 3	Reload weapons 1 speed faster
Field Medic	Intelligence 3, Medicine 4	Gains +2 to checks to mend disfigurements, and heal +10 hit points when using first aid
Fitting In	Influence 4, Dissuade	+5 to influence to befriend targets, and +5 to combat influence to use dissuade
Formulaic Procedures I-V	Intelligence 4/6/8/10, Science 4/6/8/10, Computers 4/6/8/10	Allows you to automatically succeed science or computers checks or a certain DC
Gadget Mastery	Intelligence 6, Science 6, Specialization from the Battlefield Engineer theme	Battlefield gadgets function as if your intelligence was 2 higher, don't use up gadgets on a 15+

Talent	Requirements	Bonus
Giant's Throw	Strength 10, Fortitude 10, Athletics 10, Melee 10, Ranged 10	Can throw large-sized or smaller objects easily, with higher accuracy and damage
Glory Kill I-III	Strength 5/8/10, Melee 5/8/10, Cannot be a creature, zombie or demon	Make a special attack against target's hit points and defense to instantly kill them and heal hit points
Glory Surge	Agility 5, Athletics 5, Mobile Attacker	When killing an enemy on an action move, can move additional squares equal to squares moved
Good Shot I-V	Instinct 4/6/8/10/12	+1 maximum ranged attack overages per rank
Good Spirits	Willpower 8	Begins encounters with 1 extra morale
Grand Leader	Leadership 7	Leadership combat augmentations cap at DC 35, instead of DC 25
Great Speaker	Influence 3	Target an additional enemy with combat influence
Grenade Catcher I-II	Agility 4/6, Ranged 6/8	Catch enemy grenades and throw them back
Guided Step	Agility 6, Acrobatics 6, Athletics 6, Defensive Training 6	Gains +2 defense when action moving
Gut Shot I-II	Instinct 6/10	Reduced penalties for performing called shots to vitals location
Hardened Survivalist	Willpower 4, Survival 3	Adds ½ willpower to hit points for every rank of durability
Hardy	Fortitude 8, Survival 8	+3 maximum healing thresholds
Head Hunter I-II	Instinct 8/10	Reduced penalties for performing called shots to critical location
Heat Resistance I-IV	Endurance 3/5/7/9	Reduces penetration of all energy damage attacks
Heavy Weapon Wielder I-III	Strength 4/6/8, Instinct 4/6/8, Ranged 4/6/8	+2 accuracy with any ranged weapon with an attack speed of slow
Hell Veteran I-III	Fortitude 3/6/8, Prolonged Hell Exposure	Gain +1 damage resistance, damage threshold, healing threshold, and toughness per rank
Heroic Revival	Fortitude 12	First time in an encounter you are reduced to 0 hit points, remain at 1 hit point and gain temporary hit points
Hunter Killer I-III	Instinct 5/8/10, Ranged 3/6/9	+1 rending with ranged attacks per rank
Immune to Pain	Fortitude 10, Willpower 10, Mental Training 10, Survival 10, Hardened Survivalist	Suffer no ongoing penalties from crippling wounds, need 7 wounds on a location to lose it
Inspirational Presence I-II	Willpower 6/8, Leadership 5/8	Give nearby allies a bonus to attacks, skill checks, and morale bonus
Intimidating Presence I-II	Willpower 6/8, Influence 5/8	Give nearby enemies a penalty to attacks, skill checks, and morale bonus
Iron Body	Strength 6, Fortitude 6, Mountain Strike II	Adds fortitude to damage resistance while wearing light or no armor, gains extra DR against melee
Jaded	None	Morale can raise above 1 or below -1, +5 to resolve against combat influence
Juggernaut	Strength 5, Fortitude 5	When brought below half maximum hit points, gain temporary hit points each turn equal to strength
Just as Planned	Intelligence 12	Regain action after rolling natural 20 on check
Keen Senses	Perception 3	Cannot take more than a -10 penalty on perception checks, can perform special perception checks to reveal hidden details
Knife Master I-II	Agility 4/6, Melee 6/8	Allows using agility for overages with knives and swords and deal extra damage with such weapons
Knock Out	Strength 4, Agility 4, Melee 6, Stealth 6, Sneak attack	While hidden, can perform special combat action to instantly drop a foe
Leap	Athletics 4	Can jump squares equal to ½ strength without a check
Leg Shot I-II	Instinct 4/8	Reduced penalties for performing called shots to mobility location
Limber Up	Acrobatics 4, Athletics 4	Spending 5 minutes preparing for physical exertion gives you a bonus to movement speed, damage threshold, and physical skills

Talent	Requirements	Bonus
Makeshift Repairs	Science 3	Can repair vehicles without a repair kit as long as there is loose junk nearby
Martial Arts Unarmed Training I-II	Agility 4/6	Gain +1 unarmed damage and +1 defense
Masterful Parry	Melee 7, Tactics 7	Gives melee weapons without defensive the defensive trait, increases bonus with defensive to +3
Master Tactician	Tactics 8	Tactics combat augmentations cap at DC 35 instead of DC 25
Mighty Blow I-V	Strength 4/6/8/10/12	Gains +1 accuracy with heavy strikes or +2 damage with charges
Military Unarmed Training I-II	Strength 4/6	Deals +1 damage with melee attacks
Mobile Attacker I-III	Instinct 4/6/8, Agility 4/6/8	Gains +1 move speed and defense when action moving
Mountain Strike I-II	Strength 6/8, any Unarmed Training Talent	Gains +1 accuracy and penetration with melee attacks, double accuracy bonus with unarmed
Natural Appeal	Influence 4	Naturally likable by people you meet, +4 to influence checks to befriend
Natural Health I-III	Fortitude 4/6/8, Survival 4/6/8	Gains +1 healing threshold and +2 damage threshold
Never Give Up	Strength 5, Fortitude 5, Endurance 5	When reduced to 0 healing thresholds, gain temporary hit points each round, immunity to bleed, and not require healing thresholds to receive surgery
Now is the Time	Agility 5, Willpower 5, Leadership 7	When killing an enemy, all allies under the character's leadership can make a shift action
Outstanding Presence	Willpower 8, Inspirational Presence, Intimidating Presence	Can have both intimidating and inspirational presence active at the same time
Outwit I-III	Intelligence 6/9/12	Against enemies with less intelligence, gain bonus to combat statistics
One Shot; One Kill	Ranged 7, Precision Shot	When aiming down a scope and firing a single shot with a rifle, gain +2 rending
One with the Darkness	Stealth 8	Count as cloaked when sneaking when both character and enemies are in concealment
Passionate Crusader I-III	Willpower 5/7/10, Mental Training 4/8/12	Gain temporary hit points when gaining morale, gain attack bonus when losing morale
Penetration I-V	None	Gain +1 penetration with weapon attacks
Perfect Shot	Intelligence 4, Instinct 4, Ranged 4	Can aim as a move action for double aim bonus to accuracy
Pistolier	Instinct 4, Weapon Mastery (ranged)	Gain bonus effectiveness with pistols when using one in one hand and nothing in off hand
Pistol Finesse	Agility 4/6, Ranged 6/10	Allows using agility for overages with pistols and swords and deal extra damage with such weapons
Power Strike I-II	Strength 4/6	Reduce accuracy with melee attacks to gain more power ratings of damage
Precision Blasting	Ranged 6, Weapon Mastery (ranged)	All explosives gain +5 penetration
Precision Burst	Instinct 6	Focused burst attacks gain +1 hailfire
Precision Shot	Instinct 4	Gains accuracy bonus while standing still and aiming equal to instinct
Prodigal Pick Pocket	Agility 6, Stealth 6	Gains +10 on checks to perform thievery, and lift items faster
Professional Hacker	Computers 6	Gains +5 on computers checks to hack
Quick Draw	None	Can draw or stow items from equipment belts faster
Quick Escape	Agility 12, Acrobatics 10	Escape grabs automatically regardless of difficulty
Quick Fixer	Agility 10, Intelligence 10, Computers 8, Medicine 8, Science 8	For every 2 degrees of success you gain on intelligence check outside of encounter, reduce duration of check by 1/10
Quick Shot	Agility 5, Fast Reload, Quick Draw	Can spend a morale point to make a second ranged attack that deal half damage
Rain of Firepower	Instinct 4/6, Ranged 4/6	Area bursts can have a larger area

Talent	Requirements	Bonus
Rapid Recovery	Fortitude 4, Durability 4	Recovers from disfigurements and the stunned and staggered conditions in half the time, restore more on short rest
Reassurance I-II	Willpower 6/8, Influence 5, Medicine 5	Allies gain morale when you heal them with first aid
Reassuring Presence	Leadership 5, Inspirational Presence	Allies at negative morale gain an additional morale point when you rally them
Resilience I-II	Durability 8/12	Ignores 1 crippling wound point from all wounds
Resistant I-V	None	Gains +1 damage resistance per rank
Resolute I-II	Mental Training 4/8	Add a large bonus to your resolve based on intelligence
Sabotage I-III	Intelligence 6/6/8, Science 4/5/8, Computers 4/5/8	Spend a full-round action disabling a machine
Scrounger I-III	Intelligence 4/6/8, Science 3/6/9	Produce scrap parts every 4 hours
Shield Focus	Defensive Training 4, Defensive Fighting I	Can use shields with rifles at a reduced defensive bonus
Shotgun Fighter	Strength 7, Weapon Focus (shotgun)	Can use a super shotgun in a single handed without penalties
Sidearm: Counterattack	Agility 6, Combat Reflexes, Sidearm: Desperate Shot, Sidearm: Defensive Reload	When you have a pistol stowed on your belt, you can counterattack against enemies with your pistol when attacked
Sidearm: Defensive Reload	Instinct 6, Agility 4, Quick Draw, Fast Reload	When you have a stowed pistol, you can fire the pistol as a free action while reloading your rifle
Sidearm: Desperate Shot	Instinct 6: Agility 4, Quick Draw	When you have a stowed pistol, you can fire it as a free action on your turn while at negative morale
See the Unseen	Intelligence 6, Perception 8	Can make a detector action without special equipment
Self-Doctoring	Fortitude 10, Intelligence 10, Medicine 10, Field Medic	Gain a +20 bonus when using medicine on yourself, do not use healing thresholds when healing yourself
Shot on the Runner	Instinct 6, Threatening Shot	Can make ranged opportunity attacks against enemies that end their move without cover
Shrug it Off	Fortitude 6	When suffering damage, 5 points of damage are delayed and applied at the end of your turn
Skirmisher Step	Agility 6, Acrobatics 6	When moving, ignore all opportunity attacks that come from a single target
Smart Shot	Intelligence 4	Can use intelligence for ranged attack overages
Sneak Attack I-V	Agility 4/6/8/10/12, Stealth 3/5/7/9/11	Gains +4 damage and +1 rending against flat-footed enemies
Sociopath's Paradise	Willpower 6, Cynic or Emotionless	Gain depravity points from causing wounds and killing others, use the points to boost rolls or gain temporary hit points after they are rolled
Stalker	Stealth 3	Can move at full speed while sneaking and not attacking, gains +5 to stealth checks against a marked target
Strong Backbone	Strength 5	Strength counts as 4 higher for carrying capacity
Steady Under Pressure	Willpower 5, Acrobatics 6	Suffers no penalties for emergency evading
Strafing Attack	Tactics 5	Gain +1 strike with weapon when action moving
Structural Weakness I-V	Intelligence 4/6/8/10/12, Science 3/5/7/9/11	Gains +2 damage and penetration against vehicles
Surgeon	Medicine 6	Cures wounds and disfigurements in half time and gains +5 bonus on those checks
Surgical Precision I-V	Intelligence 4/6/8/10/12, Medicine 3/5/7/9/11	Gain +2 damage and +1 rending against living targets with direct attacks
Survival Instincts	Perception 5	Never surprised in an encounter and gains +2 initiative
Swift Strikes I-III	Agility 5/8/10	Gains an additional strike with melee attack
Tactical Training	Tactics 8	Tactics combat augmentations last until the end of the encounter

Talent	Requirements	Bonus
Take Down	Strength 10, Agility 10, Acrobatics 10, Melee 10	You can throw an enemy to the ground, allowing you to move and attack them
Targeted Suppress	Ranged 3	Suppressing fire gains +4 accuracy and allows additional opportunity attacks
Tight Formation	Fortitude 6, Tactics 6	Nearby allies gain a +2 bonus to toughness
Threatening Shot I-III	Instinct 4/6/8, Combat Reflexes	Enemies provoke opportunity attacks from you at a further range
Throwing Expertise	Agility 6, Ranged 6	Can throw weapons and explosives further and more accurately
Torso Shot I-II	Instinct 4/8	Reduced penalties for performing called shots to the core location
Tracking Hidden Targets	Instinct 12, Perception 12	Automatically spot cloaked or hidden enemies that attack you
Twin Gun Suppression	Agility 10, Instinct 10, Dual-Weapon Skill II, Ranged 10	When attacking a target with two one-handed ranged weapons, gain bonus accuracy and push them back
Two-Handed Expertise	Strength 7, Melee 6	Gain bonus accuracy and attack overages with a two-handed melee weapon equal to $\frac{1}{2}$ strength
Uncomfortable Living Adjustment	Fortitude 6, Willpower 6, Endurance 6, Mental Training 6	Require less sleep and can sleep in armor or uncomfortable conditions without penalty
Uncompromising Leadership	Leadership 8	Leadership combat augmentations last until the end of the encounter
Universal Knowledge	Lore 4	Gives a +4 to a skill check when assisting
Unstoppable Movement	Athletics 8	Ignore difficult terrain, +2 move speed
Vile Mockery I-II	Willpower 5/8, Influence 4/6, Distraction	Can more effectively use the Distraction talent on demons, by counting their morale as lower
War Scars	Defensive Training 7, Durability 7, Mental Training 7	Gains +2 damage threshold, +1 healing threshold, and +1 damage resistance
Weapon Comprehension	Science 4, Ranged 4	Weapons do not jam on natural 1s, +1 penetration with pistols and rifles
Weapon Focus	Instinct 5, Ranged 5	Gain special combat benefits with chosen weapon group
Weapon Mastery I-III	Melee 4/8/12, Ranged 4/8/12	Gains +1 power rating with either melee or ranged weapons
Wide Spray	Instinct 6	Can make automatic area bursts into different sized areas
Will to Survive I-V	Fortitude 4/6/8/10/12, Hardened Survivalist	Gains +10 maximum hit points
Wrestling Combatant	Athletics 3, Melee 3	Gain +5 to checks to perform pushes, knockdowns, disarms and grabs; +4 to slam actions while grabbing
Zen Evasion	Agility 10, Willpower 10, Disciplined Unarmed Combat II	Not flat-footed when attacked by invisible foe
Zombie Hunter I-III	Medicine 3/5/7, Tactics 3/5/7	Gains +1 damage and +2 rending against zombies

Talent Descriptions

Ain't Got Time to Bleed

Requirements: Fortitude 10, Durability 10, Natural Health

Benefit: You gain +3 maximum healing thresholds. In addition, you suffer half as much Bleed from all effects that deal the condition to you. Thus, if you are dealt 5 bleed, you would only receive 2 instead.

Air of Authority

Requirements: Leadership 6, Willpower 6, Intimidating Presence

Benefit: Humanoid enemies with a morale score must spend a morale point to attack this character – foes that may not attack this character do not cause the character to be threatened. This morale point must be spent every round. Characters that have been attacked, or had their allies attacked by, this character in this encounter may ignore this protection. This ability does not function on foes this character has taunted or foes at a negative morale level – they are too desperate to care! This does not effect demons, zombies, or other foes.

Airborne Acrobat

Requirements: Agility 6, Acrobatics 6

Benefit: The character doubles their check results for athletics checks to jump and acrobatics checks to reduce falling damage. Furthermore, the character does not have a limit to the amount they may reduce falling damage by, and only needs to move one square before jumping to avoid penalties.

Alert Senses

Requirements: Instinct 8

Benefit: The character takes no attack penalties from concealment or total concealment, even concealment resulting from being blinded. They gain a passive +2 bonus to their initiative.

Anything is Possible

Requirements: Leadership 6, Influence 4

Benefit: Your rally actions generate a fourth morale point at a check result of 30+.

Apocalyptic Champion

Requirements: Melee 6, Ranged 6, Durability 6

Benefit: Upon killing an enemy or reducing an enemy to 0 hit points, the character instantly recovers 10 hit points. This does not use up a healing threshold but cannot bring the character above their normal maximum hit points.

Arm Shot I-II

Requirements: Instinct 4/8

Benefit: When making a called shot to a target's action location, the character does not suffer the normal called shot penalty to accuracy but does not gain the accuracy

bonus for aiming either. This talent has multiple ranks, the second rank having a higher Instinct requirement. With the second rank of this talent, the character retains their aiming bonus to accuracy and gains +1 rending with attacks aimed at an enemy target's action location.

Auto Barrage

Requirements: Instinct 4, Agility 4

Benefit: When using an automatic focused burst or saturation fire, you can spend 10 additional rounds to gain +1 strike with the focused burst, even though this not normally allowed. Essentially, this allows you to get +4 accuracy for extra rounds with your automatic attack, although it must follow all normal rules for additional strikes. Doing this method, you can gain a number of additional strikes as if it was a fast attack weapon but must spend 10 rounds for each attack.

Awesome Abilities I-III

Requirements: Score of 8/10/12 in the relevant ability score, requires character level 16/24/30

Benefit: The character chooses one ability score that is 8 or higher. The maximum ability score cap for that characteristic increases by +2. This does not actually increase the ability score; it only increases the maximum the ability can reach. This is not a flat benefit, and the ability score cap continues to increase by level. This talent can be taken multiple times, each time affecting a different ability score. In addition, this talent has multiple ranks when taking in an individual ability score. Each additional rank requires a high value in that ability score and increases the maximum in that ability by 2. Note that each rank of this talent requires a higher character level.

Balanced Shot

Requirements: Strength 6

Benefit: The character is no longer affected by the recoil or extreme recoil weapon trait.

Ballistic Weapon Expertise

Requirements: Weapon Comprehension

Benefit: You gain +2 penetration with any weapon that uses Bullet ammunition. If you are using uranium or drilling bullets, this increases to +5 penetration.

Bewildering Rhetoric

Requirements: Influence 7, Intelligence 6

Benefit: The character can make a long passionate speech targeted at his enemies which requires a standard action each round it is performed. While the speech is made, all enemy combat augmentations within 15 squares instantly end.

Blood Counter

Requirements: Instinct 10, Fortitude 10, Combat Reflexes, Devastating Cripple (any)

Benefit: When you suffer a crippling wound from an enemy's attack, you can spend a reaction to make an

opportunity attack back at them. This attack gains an accuracy bonus equal to 10x the number of crippling wounds you suffered, and +10 damage per crippling wound you suffered.

Blurred Fists

Requirements: Strength 6, Agility 8, Mountain Strike II
Benefit: Your unarmed attacks gain +1 maximum overage and +1 accuracy per additional unarmed strike.

Bravery in the Face of Death

Requirements: Willpower 6, Leadership 8
Benefit: You can inspire courage in your allies even in the face of incredible horrors. Allies under the effect of your leadership combat augmentation do not suffer extra morale damage from being adjacent to demons or a second negative morale from suffering crippling wounds from demons.

Brutality I-III

Requirements: Strength 6/8/10
Benefit: The character makes brutal and wounding strikes with their melee weapons. Their melee weapons gain +2 rending. This talent has multiple ranks, each rank having a higher strength requirement and increasing the rending by an additional +2.

Brawling Gunner

Requirements: Strength 10, Instinct 10, Melee 10, Ranged 10
Benefit: You can perform a special charge action against an enemy. When you charge towards them, you can make an attack with a ranged weapon from the square you are leaving, with normal charge benefits. Once you become adjacent to them, you can then make another melee charge attack against them with a pistol whip, rifle butt, or unarmed attack. This attack gains +10 accuracy and damage if you hit with the ranged attack. If you hit with both the melee and ranged attacks, the target must make a DC 30 endurance check or be staggered and slowed for 1 round.

Bulwark

Requirements: Endurance 4, Strength 6
Benefit: The character gains a +4 bonus to toughness and a +1 bonus to damage resistance.

Calm Engineer

Requirements: Intelligence 6, Willpower 6, Sabotage, Science 7, Computers 7
Benefit: Adept at working effectively under pressure, the character gains a +10 bonus on all Computer and Science skill checks when using the Sabotage talent.

Chainsaw Execution

Requirements: Brutality, Devastating Cripple (melee), Weapon Mastery (melee II)

Benefit: When you attack an enemy with a chainsaw, decide what crippling wound location you are targeting before the attack. After rolling the attack roll, the GM rolls to see what wound location you hit before determining damage or crippling wounds. If the hit was landed on the location you chose, the attack gains +4 rending and penetration.

Chainsaw Precision I-III

Requirements: Strength 5/7/9, Agility 5/7/9, Mighty Blow I/II/III, Melee 5/8/11
Benefit: You gain +1 accuracy and penetration on attacks with the chainsaw. This talent has multiple ranks; each rank requires higher strength, agility, melee skill, and ranks in the mighty blow talent. Each rank increases the accuracy and penetration with a chainsaw by 1.

Chainsaw Scrapper

Requirements: Weapon Mastery (melee), Melee 5, Science 4
Benefit: You can generate a pile of scrap parts when you slay an enemy with mechanical parts. This triggers on killing any enemy with the Cybernetic Grafts or Cybernetic Augmentations traits, any robot or makyr enemy, and any enemy with the Demonic Plating natural armor. Upon the enemy's death, they drop a number of scrap parts equal to their level.

Cleave I-II

Requirements: Strength 4/8, Power Strike
Benefit: The character can choose to make a single weapon attack on his turn with the Cleaving (1) weapon trait (see Equipment Chapter); if the attack already has Cleaving, increase its cleave area by 1. This talent has multiple ranks, the second rank having a higher Strength requirement. The second rank of cleave allows the character to make his full number of attacks with cleave.

Close Combat Shot

Requirements: Instinct 4
Benefit: The character gains +1 to attack and damage in short range and can use ranged weapons against enemies in his square, namely tiny enemies. Finally, the character takes no penalty for shooting at enemies that are engaged in melee with an ally.

Combat Reflexes

Requirements: Agility 4
Benefit: The character has a total number of reactions per round equal to half his Agility score. The character may still only evade once per turn.

Counterattack

Requirements: Agility 6, Instinct 6, Threatening Shot
Benefit: When an enemy misses you with a weapon attack, you can make an instant opportunity attack back at them. The target must be within the opportunity attack range of threatening shot. Therefore, if you have threatening shot I,

they must be within short range. This attack deals half damage after damage resistance and hailfire are applied.

Combat Roll

Requirements: Acrobatics 5, Agility 6

Benefit: When the character is prone or crouched they do not suffer a penalty to defense against melee attacks, but they retain their bonus to defense against ranged attacks. Furthermore, when the character is prone, they can make Evade attempts (but not Emergency Evade attempts). However, when evading while prone, their shift distance is decreased by 1 square.

Comforting Presence

Requirements: Inspiring Presence

Benefit: This character's Inspiring presence grants an addition +2 morale bonus while this character is alive and standing.

Critical Execution

Requirements: Intelligence 4, Tactics 4

Benefit: You gain a new tactics combat augmentation power: Critical Execution

Tactic	DC: 15	DC: 20	DC: 25
Critical Execution	+1 Damage Threshold, +1 Rending	+2 Damage Threshold, +2 rending	+3 Damage Threshold, +3 rending

Cynic

Requirements: Jaded

Benefit: The character is immune to Combat Influence uses of the influence skill and can never increase or decrease morale. The character does not have a morale score.

Notes: A character with this talent cannot take the Good Spirits talent.

Dazing Blow

Requirements: Strength 8, Melee 8

Benefit: You can transform your melee crippling wounds into dazing blows. If you deal a crippling wound with a melee attack, you can cancel the wound and cause the target to instead be staggered for 1 round. If you dealt two or more crippling wound points with a melee attack, you can cancel the wounds to instead stun the target.

Deadly Strikes

Requirements: Strength 5, Agility 5, Melee 5

Benefit: The character can sacrifice the accuracy of their strikes for a lethal flurry of blows. When the character makes their first melee attack in a turn, they may choose for their attacks to be deadly strikes until the start of their next turn. If they do so, then each of their melee strikes after the first gives +2 accuracy and +1 damage, rather than any other bonuses. In addition, they deal +1 damage per overage they score on melee attacks. This can be performed in concert with the Power Attack talent and the

effects stack. This cannot be done when you perform a heavy strike combat behavior or charge, or when attacking with a slow weapon.

Deal with the Devil

Requirements: Influence 6

Benefit: In desperation, you've learned to plea with a demon to spare your life. As a minor action, you can make a combat influence action versus the resolve of a demon. If you succeed, the demon and all lower level demons, will exit combat and teleport back to Hell. However, this deal has a steep cost. Upon making a deal with the devil, you are marked by the demons and they know your every location. At some point, an agent of Hell will contact you and implore you to perform a deed for them that furthers the agenda of Hell. Refusal causes a large host of demons to warp into your location and kill you, including at least 1 Baron of Hell. If you survive your betrayal against the demons, they will not make a deal with you in the future. The GM can also say that certain enemies cannot be swayed by a deal. It is very rare for a demon of 1 intelligence to be swayed by a deal.

Defense of Will

Requirements: Leadership 4

Benefit: All allies within 10 squares gain a bonus to resolve against Combat Influence attempts equal to the character's Willpower score.

Defensive Fighting I-III

Requirements: Defensive Training 4/8/12

Benefit: The character has practiced heavily in avoiding enemies in combat. They gain a passive bonus that varies depending on what type of armor they are wearing. Characters in no or light armor gain +2 defense. Characters in heavy armor gain +1 defense and +1 damage resistance. Characters in super heavy armor gain +2 damage resistance. While piloting a vehicle, the vehicle gains the bonus appropriate to its armor type. This talent has multiple ranks that have increasing skill requirements. The second rank doubles the initial bonus, and the third rank triples the initial bonus.

Defensive Motion

Requirements: Acrobatics 8, Defensive Training 8

Benefit: The character can thread a careful path without giving their enemies an opening. When the character starts a movement action, they may choose to move at half speed to avoid opportunity attacks arising from their movement.

Deflect Blast

Requirements: Agility 10, Fortitude 10, Acrobatics 10, Grenade Catcher, Dodge

Benefit: If you are the primary target of a burst and you successfully evade, you can shift the center of the blast in addition to shifting yourself. If you succeed, you move the

center of the burst 2 squares in a direction of your choice. In this case, no one is the primary target of the burst.

Deft Charge

Requirements: Acrobatics 3

Benefit: When performing a charge attack action the charge move is unaffected by difficult terrain and does not provoke opportunity attacks from the target of the charge.

Demean

Requirements: Influence 3

Benefit: When the character uses a demoralize combat influence action, the target suffers a penalty to their morale bonus equal to the amount the influence check surpassed the target's resolve. This lasts for 2 rounds.

Demon Slaying I-V

Requirements: Must slain an Imp (first ranks), a Hell Razer (second rank), a Hell Knight (third rank), a Mancubus (fourth rank), and a Baron of Hell (fifth rank)

Benefit: The character gains +1 accuracy, damage, and penetration when attacking a demon. This talent has multiple ranks; each rank requires the character to have slain a certain demon. You must have encountered and slain a demon of all previous ranks in order to achieve the new ranks of talent.

Devastating Cripple I-II

Requirements: Ranged 8/12 OR Melee 8/12

Benefit: The character selects either ranged or melee weapons. They must have at least 8 ranks in the chosen weapon skill. With the chosen weapon group, the character deals +1 crippling wound point with every crippling wound they deal. This talent has multiple ranks, each rank has a higher skill requirement and increases the crippling wound points dealt with an attack by +1.

Disciplined Unarmed Training I-II

Requirements: Willpower 4/6

Benefit: The character deals +1 damage with unarmed attacks and gains +1 resolve. This stacks with other unarmed training talents. This talent has multiple ranks, that have a higher Willpower requirement. The second rank increases the bonus to unarmed damage and resolve to +2, and the character can make a special unarmed attack with the heavy strike combat behavior. This attack deals no damage, but if it surpasses the target's defense and toughness, the target is stunned for 1 round.

Dissuade

Requirements: Influence 3

Benefit: The character gains the use of dissuade combat influence usable as a minor action.

Action	Description	Difficulty	Morale Cost
Dissuade	The target suffers -10 to attacks vs	Resolve	1

	the character, -2 if the character was at least tied to be the closest to the target at the start of the target's turn		
--	--	--	--

Distraction

Requirements: Influence 4

Benefit: The character can make a distract Combat Influence power as a minor action.

Action	Description	Difficulty	Morale Cost
Distract	Target suffers a penalty to attacks, skill checks, and defense equal to their current negative morale score (min 0)	Resolve	0*

Dodge I-II

Requirements: Agility 3/5, Acrobatics 4/6

Benefit: The character can evade area attacks without the Delay weapon trait. This power has two ranks, the second with a higher agility and acrobatics requirement. The second rank allows a character to evade any ranged projectile attack, even standard ranged attacks such as guns and fireballs. Evading non-area attacks is performed with a -5 penalty.

Drilling Volley

Requirements: Ranged 8, Weapon Mastery (ranged)

Benefit: When making a focused burst attack with a fully-automatic heavy ranged weapon, you may choose to lose one hailfire from the attack to instead gain +10 penetration.

Dual-Weapon Skill I-II

Requirements: Agility 4/8

Benefit: The character only suffers a -5 accuracy penalty when attacking with two separate weapons in a single combat phase. This talent has two ranks, the second with a higher Agility requirement. The second rank of this perk allows the character to attack with both weapons with no penalty.

Duck and Cover

Requirements: Tactics 3, Acrobatics 3

Benefit: The character gains a +2 bonus to acrobatics tests to perform Evade attempts and increases their shift distance by 1 square when successfully evading. This does not function if the character makes an emergency evade.

Efficient First Aid

Requirements: Medicine 7

Benefit: When using a medipack to perform first aid, the character restores an additional 25 hit points. In addition, the character can expend a medipack instead of using a trauma kit whenever a trauma kit would be required.

Emotionless

Requirements: Willpower 6, Cynic

Benefit: The character's cynicism has enhanced to being completely emotionless. In addition, to the effects from Cynic, the character is also fearless, fearing absolutely nothing. The character must make a DC 10 Intelligence check to act with self-preservation, including fleeing from a hopeless battle. While the character can't raise or decrease in morale, still determine what the character's morale score is. At the start of each turn in an encounter, the character gains an amount of temporary hit points equal to what their morale bonus would be. These temporary hit points are not cumulative round by round.

Empowering Command

Requirements: Leadership 7

Benefit: When activating a leadership function, choose two different effects to use and activate both of them with a single dice roll. Any ally benefiting from this leadership function gains full benefit from both effects.

Enhanced Empathy

Requirements: Instinct 10, Willpower 10, Good Spirits

Benefit: When an ally within 6 squares of you gains a morale point, you heal 10 hit points and gain 5 temporary hit points. Healing from this talent cannot stop bleeding, and temporary hit points do not stack with multiple uses of this talent.

Engineer Foreman

Requirements: Science 8, Leadership 3

Benefit: When the character is making repairs to a construct, the base time it takes is reduced by half, further reduced for each additional person. Furthermore, each additional person gives +5 to the Science test to determine how many hit points are restored.

Escape

Requirements: Agility 6, Acrobatics 6, Dodge

Benefit: You are prone to run away when a dangerous enemy approach you. When a large-sized foe ends their movement adjacent to you, you can make a DC 20 acrobatics test. If you succeed, you can shift make an instant shift action out of that creature's reach before it gets to act again. This requires a reaction.

Explosives Expert

Requirements: Instinct 6, Science 5, Structural Weakness

Benefit: The character is an expert at manipulating explosive weapons. This includes the fragmentation

grenade, grenade launcher, and rocket launcher. Those weapons gain +10 penetration. In addition, when using the planted explosive gear item, if you surpass the DC to plant the explosives by 10, they count as twice as many units of explosives as there is. If you surpass the DC by 20, they count as three times as many explosives. Planted explosives also gain +5 penetration.

Excellent Spirits

Requirements: Willpower 10, Good Spirits

Benefit: The character begins every combat or encounter with two extra morale points and gain +1 morale bonus. This replaces the benefits of Good Spirits.

Note: This talent cannot be taken if the character has the Jaded, Cynic, or Emotionless talents.

Execution

Requirements: Strength 6, Agility 6, Sneak Attack, Weapon Mastery (melee), Melee 8, Stealth 8

Benefit: While cloaked or hidden and not partially revealed or detected, the character can choose to rapidly assassinate an unaware target with a melee weapon while sneaking. The character makes a d20+ melee skill test against a target's toughness. If the check succeeds, the target instantly dies without ever knowing what happened. This causes no noise, and the character remains stealthed, but any creatures with unobstructed sight to the target may make a reflexive spotter action to detect the character. If the check is failed, the target is aware of them and no damage is done. This ability cannot be performed on targets that are in fully enclosed armor and therefore have no vital locations exposed.

Far Shot

Requirements: Instinct 3

Benefit: All range increments are 1/3 larger. With this talent, short range becomes 8 squares, medium range becomes 40 squares, long range becomes 80 squares, distant range becomes 160 squares, and remote range becomes 400 squares. Strategic range instead increases to 1,250 squares. This affects all features that rely on range.

Fast Engineer

Requirements: Intelligence 6, Agility 6, Sabotage, Science 7, Computers 7

Benefit: Adept at working quickly under pressure, the character can make a sabotage check as a standard action rather than a full-round action.

Fast on their Feet

Requirements: Agility 8, Athletics 8, Acrobatics 8

Benefit: The character permanently increases both their shift speed and all their movement speeds by 1 square.

Fast Reload

Requirements: Agility 3

Benefit: The character reloads weapons one speed faster (stacks with Easy Reload upgrade). Weapons that reload as

a minor action reload as a free action. Gradual reload weapons reload twice as much ammunition per move action.

Field Medic

Requirements: Intelligence 3, Medicine 4

Benefit: The character gains a +2 bonus to Medicine checks to cure disfigurements, and gains +10 to medicine checks to use first aid.

Fitting In

Requirements: Influence 4, Dissuade

Benefit: The character gains a +5 bonus to influence tests to befriend targets, and gains a +5 bonus to combat influence attempts to use the Dissuade talent.

Formulaic Procedure I-V

Requirements: Intelligence 4/6/8/10, Science 4/6/8/10, Computer 4/6/8/10

Benefit: Your knowledge of formulas allows you to perform many skill checks without needing to make a check. This talent allows you to automatically succeed science or computer checks with a DC of 10 or less and perform them in half the time (if the time was longer than 1 full-round). This talent has multiple ranks, each rank with a higher intelligence, science, and computer ranks. The second ranks extend this benefit to DC 15 checks. The third expands the benefit to DC 20 checks, and the fourth to DC 25 checks.

Gadget Mastery

Requirements: Intelligence 6, Science 6, Specialization from the Battle Engineer Theme

Benefit: You are very efficient at making the best use out of your devices from the Battlefield Engineer specialization. Your intelligence counts as 2 higher for determining the effects of science devices. In addition, whenever you use one of these science gadgets, roll a d20. On a 15+, the battlefield gadget, advanced module, or war engine is not used up.

Giant's Throw

Requirements: Strength 10, Fortitude 10, Athletics 10, Melee 10, Ranged 10

Benefit: You can pick up and throw large-sized or smaller objects incredibly easily. As long as the object is not bolted to the ground or part of a terrain feature, you can lift an object as a move action and then throw them as a standard action. You can throw large objects at short range, or smaller objects at medium range. This follows all the rules of objects dealing damage in the Core Rulebook, except the attack gains +10 accuracy and +20 damage.

Glory Kill I-III

Requirements: Strength 5/8/10, Melee 5/8/10, Cannot be a creature, zombie, or demon

Benefit: The character can perform a gruesome finishing move where they rip an enemy apart in glorious fashion.

They make a special Strength + Melee skill check against an adjacent foe a standard action. They gain +10 to this check if the target is stunned, or +5 to this check if the target is staggered. They gain a bonus +5 if the target is currently prone. If the check surpasses both the target's defense and current hit point total, the creature is instantly killed. The character can then heal hit points equal to the hit points the target had left, without needing to spend a healing threshold. If the check is failed, then the action has no effect. This talent has multiple ranks; each rank has a higher strength and melee requirement. The second rank gives the character a +20 bonus on their glory kill checks when comparing it to hit point, but not defense. The third rank instead gives a +50 bonus on the glory kill checks when comparing it to hit points, instead of +20. The third rank also doubles the bonus to the check from the target being prone, staggered, or stunned.

Glory Surge

Requirements: Agility 5, Athletics 5, Mobile Attacker

Benefit: When you perform an action move, and you make an attack that slays an enemy, you can move additional number of squares on your action move equal to the number of squares you already moved during the action move.

Good Shot I-V

Requirements: Instinct 4/6/8/10/12

Benefit: The character gains +1 maximum ranged attack overages. This talent has multiple ranks; each rank has a higher Instinct requirement. Every rank further increases the maximum ranged attack overages by 1, to a maximum of +5.

Good Spirits

Requirements: Willpower 8

Benefit: The character begins every combat or encounter with an extra morale point.

Note: This talent cannot be taken if the character has the Jaded, Cynic, or Emotionless talents.

Grand Leader

Requirements: Leadership 7

Benefit: Leadership bonuses cap at DC 35 instead of DC 25, the bonuses continuing to increase 1 interval every 5 points of the Leadership skill result.

Great Speaker

Requirements: Influence 3

Benefit: When making a combat influence test, this character can affect one additional target with the same influence test. This is cumulative with other effects that give additional targets for a use of combat influence.

Grenade Catcher I-II

Requirements: Agility 4/6, Ranged 6/8

Benefit: If a grenade is thrown (not launched) into the character's square, or a square adjacent to the character,

he may make an initiative check against the attack roll of the grenade with a +4 bonus. If he succeeds the check, he catches the grenade and can immediately throw it. Using this talent counts as a use of an opportunity attack. This talent requires one free hand. This talent has multiple ranks, each with higher ability and skill requirements. The second rank no longer requires an initiative check, and the character gains a +1 bonus to accuracy with all grenades or a +2 bonus with those he throws back.

Guided Step

Requirements: Agility 6, Defense Training 6, Athletics 6, Acrobatics 6

Benefit: The character gains a +2 bonus to defense if they performed an action move on their turn

Gut Shot I-II

Requirements: Instinct 6/10

Benefit: When making a called shot to a target's vital location, the character does not suffer the normal called shot penalty to accuracy but does not gain the accuracy bonus for aiming either. This talent has multiple ranks, the second rank having a higher Instinct requirement. With the second rank of this talent, the character retains their aiming bonus to accuracy and gains +1 rending with attacks aimed at an enemy target's vital location.

Hardened Survivalist

Requirements: Willpower 4, Survival 3

Benefit: The character adds half their Willpower to the amount of hit points they gain for every rank of Durability. This stacks with their size and Fortitude bonuses.

Hardy

Requirements: Fortitude 8, Survival 8

Benefit: The character gains +3 healing threshold.

Head Hunter I-II

Requirements: Instinct 8/10

Benefit: When making a called shot to a target's critical location, the character does not suffer the normal called shot penalty to accuracy but does not gain the accuracy bonus for aiming either. This talent has multiple ranks, the second rank having a higher Instinct requirement. With the second rank of this talent, the character retains their aiming bonus to accuracy and gains +1 rending with attacks aimed at an enemy target's critical location.

Heat Resistance I-IV

Requirements: Endurance 3/5/7/9

Benefit: The character has grown accustomed to enduring punishing flames and energy attacks. They reduce the penetration of all Energy Damage attacks against them by 2. This talent has multiple ranks, each rank with a higher Endurance requirement. The second rank increases this penetration reduction by 4, the third by 6, and fourth by 8.

Heavy Weapon Wielder I-III

Requirements: Strength 4/6/8, Instinct 4/6/8, Ranged 4/6/8

Benefit: The character gains +2 accuracy with any ranged weapon with an attack speed of slow and not making any additional strikes. If the weapon has any way of gaining additional strikes, this talent does not function in that instance. It still functions with twin-linked or triple-linked weapons or weapons that spend multiple shots on attack. Each rank of this talent gives the user an additional +2 accuracy with slow ranged weapons.

Hell Veteran I-III

Requirements: Fortitude 3/6/8, Prolonged Hell Exposure (see description)

Benefit: You have spent a prolonged period in the home dimension of demons and grown tougher for it. To qualify for this talent, you must have survived a 24 hour or longer trip to Hell. This talent gives you +1 damage resistance, damage threshold, healing threshold, and toughness. This talent has multiple ranks; each rank has a higher fortitude requirement and requires you spent additional time in Hell. For the second rank, you must have survived a 72 hour journey into Hell. The benefits of the second rank are double the first. For the third rank, you must have survived a 10 day journey into Hell. The bonuses are triple normal for the third rank.

Heroic Revival

Requirements: Fortitude 12

Benefit: The first time in an encounter that you are reduced below 0 hit points, you do not suffer a disfigurement and instead remain at 1 hit point. You also gain 5x fortitude temporary hit points until the start of your next turn.

Hunter Killer I-III

Requirements: Instinct 5/8/10, Ranged 3/6/9

Benefit: The character gains +1 rending with all ranged attacks. This talent has multiple ranks, each rank with a higher instinct and ranged skill requirement. Every additional rank further increases the ranged attack rending by 1.

Immune to Pain

Requirements: Fortitude 10, Willpower 10, Mental Training 10, Survival 10, Hardened Survivalist

Benefit: You suffer no ongoing penalties from crippling wounds. You still suffer the immediate penalty for receiving a wound. In addition, you must suffer 7 crippling wounds to a single location to suffer a lost limb, organ, or be instantly killed (depending on the wound location, as normal)

Inspirational Presence I-II

Requirements: Willpower 6/8, Leadership 5/8

Benefit: All allies within a number of squares of the character equal to the character's Willpower score gain a +1 bonus to attacks, skill checks, and morale bonus.

Characters can only use one presence talent at a time (changed as a free action). This talent has a second rank that has a higher Willpower and leadership requirement. The second increases the bonus to this talent to +1 per 3 points of the character's Willpower.

Intimidating Presence I-II

Requirements: Willpower 6/8, Influence 5/8

Benefit: All enemies within a number of squares of the character equal to the character's Willpower score gain a -1 penalty to attacks, skill checks, and morale bonus.

Characters can only use one presence talent at a time (changed as a free action). This talent has a second rank that has a higher Willpower and influence requirement. The second increases the penalties induced by this to -1 per 3 points of the character's Willpower.

Iron Body

Requirements: Fortitude 6, Strength 6, Mountain Strike II

Benefit: As long as the character is only wearing light or no armor, they add their full fortitude bonus to their damage resistance instead of half. Furthermore, so long as the character is unarmed and in light or no armor, they gain half their ranks in melee to their damage resistance against melee attacks.

Jaded

Requirements: None

Benefit: The character's morale cannot increase above one or decrease below negative one. The character gains a +5 bonus to resolve to resist Combat Influence. Also, they do not gain a negative morale level when rolling a natural 1.

Notes: A character with this talent cannot take the Good Spirits talent.

Juggernaut

Requirements: Fortitude 5, Strength 5

Benefit: Once per day, when the character is brought to below half of their maximum hit points, they gain a number of temporary hit points at the start of each of their turns equal to their strength. This lasts for the rest of the encounter.

Just as Planned

Requirements: Intelligence 12

Benefit: If you roll a natural 20 on a check that required a standard or full-round action to perform, the check does not use up an action. You can perform another standard or full-round worth of actions, but at a -10 penalty.

Keen Senses

Requirements: Perception 3

Benefit: When determining the difficulty of a perception check, the character can never take more than a -10

penalty to the test, regardless of the number of different penalties. They still gain access to all possible bonuses. In addition, the character can perform a DC 15 Perception check at any time to gain key insights on their surroundings that might be useful such as recognizing the scent of a specific demon in the area or detecting an air flow that represents a vent in the room that can be navigated.

Knife Master I-II

Requirements: Agility 4/6, Melee 6/8

Benefit: The character can use Agility instead of Strength as the primary stat for combat knives, cultist knives, swords, and sentinel daggers. This allows the character to use Agility to determine their attack overages with those weapons as well as adding as gaining +1 power rating to damage. The character can choose to revert to using Strength should that rise to be the higher of the two. This talent has multiple ranks, the second rank having a higher Agility and melee skill requirement. The second rank gives +2 power rating instead of +1 with those weapons, and +1 penetration for every 2 points of agility.

Knock Out

Requirements: Strength 4, Agility 4, Sneak Attack, Melee 6, Stealth 6

Benefit: While cloaked or sneaking and neither partially revealed or detected, the character can choose to rapidly knock an unaware target unconscious. If they can succeed an opposed strength test with the target, they can perform a silent takedown and render the target unconscious without creating noise, although any enemies within 6 squares can make a perception check (DC 20 +stealth) to break the character's sneak. The attacker gets a bonus to the check for every point of bonus unarmed damage they have from talents. If the check is failed, the target is aware of them and no damage is done. This ability cannot be performed on targets that are in fully enclosed armor and therefore have no vital locations exposed.

Leap

Requirements: Athletics 4

Benefit: The character makes a short leap as a move action, moving a number of squares equal to one-half their Strength score, ignoring all opportunity attacks. During the same turn after the leap, any targets they attack in melee do not gain an Agility bonus to defense against the attack. A character cannot leap again on the turn after they leap.

Leg Shot I-II

Requirements: Instinct 4/8

Benefit: When making a called shot to a target's movement location, the character does not suffer the normal called shot penalty to accuracy but does not gain the accuracy bonus for aiming either. This talent has multiple ranks, the second rank having a higher Instinct requirement. With the second rank of this talent, the character retains their aiming bonus to accuracy and gains

+1 rending with attacks aimed at an enemy target's movement location.

Limber Up

Requirements: Athletics 4, Acrobatics 4

You can spend 5 minutes preparing for physical exertion and strain. If you are able to spend that time unencumbered and uninterrupted, for the next hour you gain +1 movement speed, advantage on athletics and acrobatics checks, and +1 damage threshold.

Makeshift Repairs

Requirements: Science 3

Benefit: As long as they have significant loose supplies, such as being in a scrap yard or crashed ship, the character can make repairs to a vehicle as if they had repair kits handy.

Martial Arts Unarmed Training I-II

Requirements: Agility 4/6

Benefit: The character deals +1 damage with unarmed attacks and gains +1 defense. This stacks with other unarmed training talents. This talent has multiple ranks, the second having a higher Agility requirement. The second rank increases the bonus to unarmed damage and defense to +2 and grants a free action disarm, push, or knockdown with an unarmed attack once per round.

Masterful Parry

Requirements: Tactics 7, Melee 7

Benefit: Any melee weapons the character possesses, with the exception of the pistol whip, rifle butt, or unarmed attacks, gain the Defensive item quality. In addition, any weapons the character possesses that already have the Defensive quality increase their melee defense bonus to +3 instead of +1.

Master Tactician

Requirements: Tactics 8

Benefit: Tactics bonuses cap at DC 35 instead of DC 25, the bonuses continuing to increase 1 interval every 5 points of the Tactics skill result.

Mighty Blow I-V

Requirements: Strength 4/6/8/10/12

Benefit: The character performs mighty blows with their charged melee strikes. When performing a heavy strike attack, they gain +1 accuracy. When performing a melee charge, they gain +2 damage. This talent has multiple ranks, each rank with higher strength requirement. Every additional rank increases the accuracy bonus by +1 and the bonus damage by 2.

Military Unarmed Training I-II

Requirements: Strength 4/6

Benefit: The character deals +1 damage with melee attacks, including unarmed attacks. This stacks with other unarmed training talents. This talent has multiple ranks,

with the second rank having a higher Strength requirement. The second rank increases the damage bonus with melee attacks to 2 and gives all unarmed attacks 2 rending.

Mobile Attacker I-III

Requirements: Instinct 4/6/8, Agility 4/6/8

Benefit: The character gains +1 movement speed and +1 defense in any turn that they perform an action move. This talent has multiple ranks, each rank having a higher Instinct and Agility requirement. Each rank increases the bonus to movement speed by 1 and defense by 1. Finally, the third rank of Mobile Attacker removes the accuracy penalty during action moves.

Mountain Strike I-II

Requirements: Strength 6/8, any Unarmed Training talent

Benefit: The character gains +1 accuracy and penetration with all melee weapons or +2 accuracy and +1 penetration with unarmed attacks and grabs. This talent has multiple ranks, with the higher rank having an increased Strength requirement. The second rank of the talent doubles all of the benefits from the 1st rank.

Natural Appeal

Requirements: Influence 4

Benefit: The character seems personable and trustworthy. Most targets that encounter him for the first time are counted as a friendlier position than normal (indifferent are friendly, unfriendly are indifferent), and the character gains a +4 bonus to all persuasion tests to befriend.

Natural Health I-III

Requirements: Fortitude 4/6/8, Survival 4/6/8

Benefit: The character's rigid exercise and survival skills have increased their natural Fortitude. They gain +1 healing threshold and +2 damage threshold. This talent has multiple ranks, each rank requiring a higher Fortitude and survival skill. Each rank increases the characters healing thresholds by +1 and damage thresholds by +2.

Never Give Up

Requirements: Strength 5, Fortitude 5, Endurance 5

Benefit: When you are reduced to 0 remaining healing thresholds, your adrenaline-fueled desperation makes you survive against all odds. You gain 5 temporary hit points at the start of each turn. These temporary hit points do not stack from turn to turn. You are also immune to the Bleed condition. Finally, you can receive surgery to remove crippling wounds or receive surgery, even though you have no healing thresholds. You still cannot be subjected to first aid. These benefits last until you have at least 1 healing threshold again.

Now is the Time

Requirements: Agility 5, Willpower 5, Leadership 7

Benefit: When this character kills an enemy, they can instantly issue an order to all allies under the effect of their leadership functions. All effected allies can instantly make an immediate shift action, even though it is not their turn.

Outstanding Presence

Requirements: Willpower 8, Inspirational Presence, Intimidating Presence

Benefit: The character can have Inspirational Presence and Intimidating Presence active simultaneously or the improved versions of one or both of the talents.

Outwit I-III

Requirements: Intelligence 6/9/12

Benefit: You are constantly able to get ahead of more dimwitted foes. When you are dealing with a character or creature with a lower intelligence attribute than you, you gain the following benefits: +1 to your attacks against them, +1 to your defense against them, and +1 on any opposed skill checks you make against them. This talent has multiple ranks, each rank with a higher intelligence requirement. The second rank increases these benefits to +2. The third rank increases these benefits to +3.

One Shot; One Kill

Requirements: Ranged 7, Precision Shot

Benefit: When the character is aiming down a scope and firing a single shot with a rifle, their attack gains +2 rending.

One with the Darkness

Requirements: Stealth 8

Benefit: When sneaking in an area of concealment, the character counts as being cloaked rather than sneaking as long as the character and their enemies are both in the concealment.

Passionate Crusader I-III

Requirements: Mental Training 4/8/12, Willpower 5/7/10

Benefit: You leverage your shifting emotions to greater effect in combat. For every morale point you gain, you gain 1 temporary hit point. You can gain a maximum of 10 temporary hit points from this effect. In addition, whenever you lose a morale, you gain a +1 accuracy bonus on your next attack. This can stack to a maximum of +10. You must apply this on your next attack, and the benefit goes away. This talent has multiple ranks; each rank has a higher mental training and willpower requirement. The second rank increases it to 2 temporary hit points or +2 accuracy per morale. The third rank increases it to 3 temporary hit points or +3 accuracy per morale. No matter the rank, the maximum temporary hit point or accuracy bonus remains 10.

Penetration I-V

Requirements: None

Benefit: All of the character's attacks, abilities, and powers gain a bonus point of penetration. This stacks with all other features that give weapon penetration. This talent has multiple ranks, each rank giving all of the character's attacks a bonus point of penetration.

Perfect Shot

Requirements: Intelligence 4, Instinct 4, Ranged 4

Benefit: This character can spend a move action to aim instead of a minor action. If they do, they gain double the normal bonus for aiming to accuracy.

Pistolier

Requirements: Instinct 4, Weapon Mastery (ranged)

Benefit: The character fights best with a pistol in one-hand and nothing in their off-hand. When this condition is met, they gain bonus damage with their pistol equal to instinct. Also, when they are fighting in this fashion, when they perform a bob and weave action, they also gain the benefit of aiming, or vice versa.

Pistol Finesse I-II

Requirements: Agility 4/6, Ranged 6/10

Benefit: The character has become skilled at using pistols with speed and precision. The character can use their Agility score instead of their Instinct to determine attack overages with pistols and gains +1 power rating with pistols. This talent has multiple ranks that have increased Agility and ranged requirements. The second rank gives +2 power rating instead of +1 with those weapons, and +1 penetration for every 2 points of agility.

Power Strike I-II

Requirements: Strength 4/6

Benefit: When making melee attacks, the character can take a penalty to attacks to gain bonus damage. The penalty they can suffer on their attack roll is up to 2, +2 per 4 ranks of melee skill. For every -2 penalty they suffer on an attack, they deal +1 power rating of damage with the attack. Therefore, a character with 4 melee skill suffers a -4 penalty on the attack to gain +2 power ratings of damage. This talent has two ranks, the second rank having a higher strength requirement. The second rank gives you the option of doubling the accuracy penalty when you power attack to gain twice as many bonus power ratings of damage.

Precision Blasting

Requirements: Ranged 6, Weapon Mastery (ranged)

Benefit: All explosive weapons (grenades, rockets, missiles, and planted explosives) burst attacks dealt by this character gain +5 penetration.

Precision Burst

Requirements: Instinct 6

Benefit: When the character uses a focused burst attack with an automatic weapon, the attack gains the Hailfire (1) weapon trait, stacking as normal with other Hailfire traits.

Precision Shot

Requirements: Instinct 4

Benefit: The character deals bonus damage when standing still and aiming equal to their Instinct score.

Prodigal Pick Pocket

Requirements: Stealth 6, Agility 6

Benefit: The character gains a +10 bonus to stealth checks to perform thievery, and the time it takes to lift the item, even if it is inside a container, is only a minor action. In addition, the character can steal small items the target is wearing such as watches and earrings.

Professional Hacker

Requirements: Computers 6

Benefit: The character gains a +5 bonus to all checks to hack computers, hacks computers in half the normal time, and the computer only performs lock down if they fail two computer checks in a row.

Quick Draw

Requirements: None

Benefit: You can the ability to draw up to two items from your equipment belt into free hands as a free action and another free action to holster up to two small carried items into free spaces in your equipment belts. Each free action may be performed once per round, as per normal.

Quick Escape

Requirements: Agility 12, Acrobatics 10

Benefit: You can exit a grab as a free action on your turn without requiring an action, regardless of the DC or circumstances.

Quick Fixer

Requirements: Agility 10, Intelligence 10, Computers 8, Medicine 8, Science 8

Benefit: When outside an encounter and making a computers, medicine, science, or lore check that takes longer than a full-round action, you have a chance to reduce how long the check takes. For every 2 points you surpass the DC of the check, you reduce how long the check takes by 10%, to a minimum of 1 full-round action.

Quick Shot

Requirements: Agility 5, Fast Reload, Quick Draw

Benefit: Once per round, you can spend a morale point to make a second standard action ranged attack with the weapon after firing it once. The second attack must be the same firing method and target of the first attack. You cannot use this once you have made a suppressing fire attack. The second attack gains a -5 penalty and deals half

damage after damage resistance and hailfire. These attacks cannot generate any additional attacks. When dual-wielding two pistols, you can make a follow up attack with both pistols.

Rain of Firepower I-II

Requirements: Instinct 4/6, Ranged 4/6

Benefit: Area burst attacks made with an automatic weapon can be up to a Burst 3 in size but expend 20 bullets. Similarly, area burst attacks made with a fully automatic weapon can be up to a Burst 4 in size but expend 40 bullets. This talent has multiple ranks, the second rank having higher Instinct and ranged skill requirements. The second rank allows area burst attacks made with an automatic weapon to be up to a Burst 4 in size but expend 20 bullets. Similarly, area burst attacks made with a fully automatic weapon can be up to a Burst 6 in size but expend 40 bullets.

Rapid Recovery

Requirement: Fortitude 4, Durability 4

Benefit: The character recovers from disfigurements and the stunned and staggered conditions in half the time (minimum 1 round). The character also regains +1 healing threshold and removes 1 more fatigue on a short rest.

Reassurance I-II

Requirements: Willpower 6/8, Influence 5, Medicine 5

Benefit: When you heal another ally with first aid, they instantly gain +1 morale level. You cannot give yourself a morale with this. This talent has a second rank with a higher willpower requirement. The second ranks increase this to giving +2 morale levels.

Reassuring Presence

Requirements: Leadership 5, Inspirational Presence

Benefit: When this character uses the rally action to give a morale point to an ally who is at a negative morale level, that ally gains 2 morale instead.

Resilience I-II

Requirements: Durability 8/12

Benefit: The character ignores 1 crippling wound point to a wound location when inflicted with a crippling wound. If this results in the character receiving 0 crippling wounds, he is only dealt the immediate effect, no ongoing effects. This talent has multiple ranks, each with a higher durability skill requirement. The second rank allows the character to ignore 2 crippling wound points.

Resistant I-V

Requirements: None

Benefit: The character gains +1 to their damage resistance. This talent has multiple ranks that can be taken. Each rank increases the bonus to damage by 1.

Resolute I-II

Requirements: Mental Training 4/8

Benefit: The character adds 2 + half their Intelligence to their resolve. This talent has multiple ranks, each with higher mental training skill requirements. With the second rank, the character instead adds their full Intelligence +3 to their resolve.

Sabotage I-III

Requirements: Intelligence 6/6/8, Science 4/5/8, Computers 4/5/8

Benefit: As a full-round action, the character can deactivate a computer console, turret, planted explosive, defense system, or another device. This requires some sort of access to the object's exposed hardware or software. If the sabotage is on a computer or the access is through a computer, this requires a computer skill check. If the sabotage is on a planted explosive, robot, or the access is through the machine's hardware, then it requires a Science skill check. If the target being sabotaged is a robot, then the DC is the robot's toughness. A robot must be at or below half their maximum hit points to be targeted with sabotage. If the target is a computer, the DC is the same as a hack attempt of the computer type. All other targets require a DC 20 skill check or higher based on GM's discretion. If the check succeeds, then the object is considered non-functioning and essentially inoperable. Robotic enemies are inactive and considered defeated for the purpose of encounters and awarding experience. This talent has multiple ranks, each rank having higher Intelligence, science, and computers requirements. The second rank allows the character to set the device to explode from one to five rounds later, rather than simply deactivating it. The explosion damage and area are based accordingly to a vehicle of its size. The third rank gives the player control over the construct and allows them to give the now-friendly AI orders to command them.

Scrounger I-III

Requirements: Intelligence 4/6/8, Science 3/6/9

Benefit: You are constantly scrounging together spare parts while you are exploring and surviving. Every 4 hours (1 day cycle) you are actively adventuring, you produce 1 scrap part. This does not trigger if you are resting, staying in one place, or waiting. This talent has multiple ranks, each rank with a higher intelligence and science requirement. The second rank allows you to produce 2 scrap parts per day cycle. The third rank allows you to produce 3 scrap parts per day cycle.

Shield Focus

Requirements: Defensive Training 4, Defensive Fighting 1

Benefit: You can use a shield and rifle held in one hand together with limited penalties. In any turn that you fire or reload your rifle, you reduce your shield's bonus to defense by half (riot shields provide cover instead of improved cover). However, you can reload the weapon as if you had a spare hand and still gain your full attack

overages with attacks. You cannot, however, aim while using a rifle and shield.

Shotgun Fighter

Requirements: Strength 7, Weapon Focus (Shotgun)

Benefit: You can use a super shotgun in a single hand without penalties, as if it was a one-handed weapon. It still counts as a rifle, not a pistol, for effects that rely on weapon type.

Sidearm: Counterattack

Requirements: Agility 6, Combat Reflexes, Sidearm:

Desperate Shot, Sidearm: Defensive Reload

Benefit: When you have a two-handed rifle and you have a loaded pistol on an equipment belt, you can spend a reaction to fire the pistol at whoever attacks you. You attack with the pistol as if you had it drawn. The attack with the pistol is a standard attack instead of an opportunity attack for additional strikes, but the pistol must have enough ammunition for all the strikes. The pistol counterattack gains +5 damage. The pistol ends up back in the equipment belt at the end of the reaction. This counterattack may not generate any other free attacks.

Sidearm: Defensive Reload

Requirements: Instinct 6, Agility 4, Quick Draw, Fast Reload

Benefit: Once per round while you are carrying a rifle in two hands and that rifle is at less than full capacity and have a loaded pistol on an equipment belt and a full magazine for the carried rifle on an equipment belt, you may perform a special reload action as a move action that does not provoke opportunity attacks. This action includes retrieving the magazine, reloading the rifle, and dropping the old magazine. After this reload you may make a free action attack with the pistol with a special +5 to damage. The pistol ends up back on the equipment belt at the end of the free attack. This attack may not generate any other free attacks.

Sidearm: Desperate Shot

Requirements: Instinct 6, Agility 4, Quick Draw

Benefit: Once per round when you fire a rifle two-handed and you have a loaded pistol on an equipment belt and you are at negative morale, you may fire the pistol as a free action. The attack with the pistol may gain extra strikes, as normal, subject to loaded ammunition, and gains damage equal to twice your negative morale level. The pistol ends up back in the equipment belt at the end of the free action. This free attack may not generate any other free attacks.

See the Unseen

Requirements: Intelligence 6, Perception 8

Benefit: The character can make a detector action as a full-round action without requiring any special equipment.

Self-Doctoring

Requirements: Fortitude 10, Intelligence 10, Medicine 10, Field Medic

Benefit: You are very skilled at performing medicine on yourself. Instead of suffering a penalty for using medicine on yourself, you gain a +20 bonus. You do not use a healing threshold when you use first aid on yourself. You remove your own crippling wounds in a quarter the normal time.

Shot on the Runner

Requirements: Instinct 6, Threatening Shot

Benefit: A character can make ranged opportunity attacks at a target that ends its movement without cover to the character with Threatening Shot. As normal for anything relying on threatening shot, the attack deals half damage.

Shrug it Off

Requirements: Fortitude 6

Benefit: Whenever the character loses hit points from an attack, 5 points from each attack are not applied immediately, and instead go into a separate pool. At the end of the character's next turn, they take all of the damage they ignored over the previous turn. This burst of damage is not subject to damage resistance nor can it cause crippling wounds.

Skirmisher Step

Requirements: Agility 6, Acrobatics 6

Benefit: When moving, the character can choose to ignore all opportunity attacks that would arise from a single target. This does not reduce the character's movement speed.

Smart Shot

Requirements: Intelligence 4

Benefit: The character can use Intelligence instead of Instinct for the attack coverage with ranged weapons.

Sneak Attack I-V

Requirements: Agility 4/6/8/10/12, Stealth 3/5/7/9/11

Benefit: The character deals +4 damage and +1 rending against flat-footed enemies. This talent has multiple ranks, each rank requiring higher Agility and stealth scores. Each additional rank increases the damage done against flat-footed targets by +4 and the rending by +1. Therefore, Sneak Attack III would deal +12 damage and +3 rending against flat-footed enemies. If you have sneak attack IV, when attacking a stunned, helpless, or unaware target, you deal +1 crippling wound point. If you have sneak attack V, you will gain +2 crippling wound points instead.

Sociopath's Paradise

Requirements: Willpower 6, Cynic or Emotionless

Benefit: The character is a sociopath and, while they do not suffer from morale like normal, they do gain great pleasure from causing pain to others. Every time the character deals a crippling wound or kills another creature, they gain a depravity point. They can have up to 5

depravity points at once. Depravity points last until the end of the encounter. The character can spend a depravity point to gain a +2 bonus on a check after they rolled it.

They can also spend one depravity point per round to gain 2 temporary hit points. This does not stack with multiple depravity points over multiple rounds.

Note: If you gain a benefit or penalty to your morale bonus from your background, it effects your bonus for your depravity points.

Stalker

Requirements: Stealth 3

Benefit: The character marks a certain individual as the target he is following. He gains a +5 bonus to all stealth checks against that target including thievery checks, and while sneaking, they can take standard actions and move within 6 squares of the target without provoking perception checks. Attacking still reveals the character. In addition, characters with the stalker talent may move at full speed and remain sneaking, but cannot attack in rounds that they do so.

Strong Backbone

Requirements: Strength 5

Benefit: You can carry heavy goods for a long time without penalty. Your strength counts as 4 higher for determine your encumbrance and carrying capacity.

Steady under Pressure

Requirements: Willpower 5, Acrobatics 6

Benefit: The character can make emergency evade attempts without any penalty. Emergency evade functions identically to regular evading for the character.

Strafing Attack

Requirements: Tactics 5

Benefit: When performing an action move, you may make an extra strike with attacks.

Structural Weakness I-V

Requirements: Intelligence 4/6/8/10/12, Science 3/5/7/9/11

Benefit: The character gains a +2 bonus to damage and penetration against vehicles and inanimate objects. This bonus only applies as long as the character can personally see the target. This talent has multiple ranks, each rank having increased Intelligence and science requirements. Every additional rank of this talent increases the situational bonus to damage and penetration by +2. If you have Structural Weakness IV, you also gain Rending 5 against applicable targets. If you have Structural Weakness V, you gain Rending 10 and deal +1 crippling wound point against those targets.

Surgeon

Requirements: Medicine 6

Benefit: The character cures crippling wounds and disfigurements in half the time and gains a +5 bonus to all skill checks to successfully perform those checks.

Surgical Precision

Requirements: Intelligence 4/6/8/10/12, Medicine 3/5/7/9/11

Benefit: The character gains a +2 bonus to damage and +1 rending against all living biological targets. This bonus only comes into effect with single target attacks and does not affect burst weapons. This bonus also only applies as long as the character can personally see the target. This talent has multiple ranks, each rank having increased Intelligence and medicine requirements. Every additional rank of this talent increases the situational bonus to damage by +2 and rending by +1. If you have Surgical Precision IV, if you make a heavy strike melee attack, you can determine which target location you are attacking. If you have Surgical Precision V, if you deal a crippling wound to a biological target, they lose a healing threshold.

Survival Instincts

Requirements: Perception 5

Benefit: The character is never considered surprised in an encounter and receives a +2 bonus to initiative.

Swift Strikes I-III

Requirements: Agility 5/8/10

Benefit: The character can make an additional strike per round with any melee weapons they are wielding. This talent has multiple ranks, each rank increasing the Agility requirements. Every additional rank of this talent gives the character another bonus melee strike per round with all weapons and unarmed weapons.

Tactical Training

Requirements: Tactics 8

Benefit: The character's tactics effects have no duration, and last as long as the character is standing, or until the encounter ends.

Take Down

Requirements: Strength 10, Agility 10, Acrobatics 10, Melee 10

Benefit: You try to grab, flip, and throw a nearby target. You can use this as a standard action against an adjacent target, or against an enemy you are grabbing. You make an acrobatics test against the target's toughness. If you fail, the target can make an opportunity attack against you and the action is wasted. If you succeed, you knock the target prone, and instantly move to any square within their reach. If you were in a grab, the grab ends. Afterwards, you make an attack against the target with a one-handed melee weapon, unarmed attack, natural weapon, or one-handed ranged weapon. The target is flat-footed against the attack, and the attack deals +10 damage.

Targeted Suppress

Requirements: Ranged 3

Benefit: When the character uses suppressing fire, the attack and the opportunity attacks gain a +4 accuracy bonus, and each target within the area suffers 3 opportunity attacks from the character on their turn.

Tight Formation

Requirements: Fortitude 6, Tactics 6

Benefit: All allies within 10 squares of this character gain a +2 bonus to toughness while this character active and standing.

Threatening Shot I-III

Requirements: Instinct 4/6/8, Combat Reflexes

Benefit: The character can make ranged opportunity attacks up to short range. Any action that normally provokes an opportunity attack (except for moving out of a threatened square) can be done at short range. This talent can only be used with weapons whose base range is short or longer. All opportunity attacks from threatening shot deal half damage after damage resistance is applied. Any crippling wounds are based on the final damage. This talent has multiple ranks with increased Instinct requirements for each rank. The second rank allows threatening shot to be used at medium range, and the third rank allows threatening shot to be made at long range.

Throwing Expertise

Requirements: Agility 6, Ranged 6

Benefit: You can throw weapons with extreme accuracy and precision. When you throw any normally throwable grenade, melee weapon, or other throwing object, you gain bonus accuracy equal to $\frac{1}{2}$ your agility and add your full agility to range increments. If you are throwing a combat knife, you also add your full agility to damage and penetration.

Torso Shot I-II

Requirements: Instinct 4/8

Benefit: When making a called shot to a target's core, the character does not suffer the normal called shot penalty to accuracy but does not gain the accuracy bonus for aiming either. This talent has multiple ranks, the second rank having a higher Instinct requirement. With the second rank of this talent, the character retains their aiming bonus to accuracy and gains +1 rending with attacks aimed at an enemy target's core.

Tracking Hidden Targets

Requirements: Instinct 12, Perception 12

Benefit: When you are attacked by a cloaked or hidden foe, you instantly spot them as if you had succeeded a detector action against them. You only spot the foe that attacked you. If the foe had an ability that requires you to

make a perception check to successfully detect them, you still must succeed that check.

Twin Gun Suppression

Requirements: Agility 10, Instinct 10, Dual-Weapon Skill II, Ranged 10

Benefit: You can use two one-handed ranged weapons to hold enemies back. While dual-wielding, if you target one enemy as the primary target with both weapons, the attacks gain +5 accuracy and are compared to the target's resolve in addition to defense. For each attack that surpasses the target's resolve, the target is pushed back 1 square and loses a morale.

Two-Handed Expertise

Requirements: Strength 7, Melee 6

Benefit: The character is skilled with two-handed melee weapons. They gain bonus accuracy with those weapons equal to $\frac{1}{2}$ strength. Furthermore, the maximum attack overages for these weapons is also increased by $\frac{1}{2}$ strength.

Uncomfortable Living Adjustment

Requirements: Fortitude 6, Willpower 6, Endurance 6, Mental Training 6

Benefit: You have grown very accustomed to living with short and uncomfortable naps. You now only require 3 hours of sleep for a long rest or 1 hour for short rest. You never need to make endurance checks for sleeping in armor or uncomfortable environments.

Uncompromising Leadership

Requirements: Leadership 8

Benefit: The character's leadership effects have no duration, and last as long as the character is standing, or until the encounter ends.

Universal Knowledge

Requirements: Lore 4

Benefit: When making an assisted skill check with any skill, you give a +4 bonus on successfully assisting, instead of +2.

Unstoppable Movement

Requirements: Athletics 8

Benefit: The character ignores all effects and penalties resulting from difficult terrain. In addition, they gain +2 to their base movement speed.

Vile Mockery II

Requirements: Willpower 5/8, Influence 4/6, Distraction

Benefit: You are proficient with taunts that are very effective on demons. When you use the Distraction combat influence action on a demon, they count as 1 morale lower than they are. This lets them count as lower than negative 1 morale, even though they are jaded. This talent has a second rank with a higher willpower and

influence requirement. This second rank lets all demons count as 2 morale levels lower than they are for the purpose of distraction.

War Scars

Requirements: Defense Training 7, Durability 7, Mental Training 7

Benefit: This character is a veteran of a hundred battles, and can push their way through the greatest pains. The character gains +2 damage threshold, +1 healing threshold, and a +1 bonus to damage resistance.

Weapon Comprehension

Requirements: Science 4, Ranged 4

Benefit: The character's understanding of how a weapon functions allows them to never suffer from weapon jams, and they can fix dud grenades, faulty explosives, or jammed weapons as a minor action without requiring a check. In addition, this talent gives +1 penetration with all pistol and rifle size weapons as well as with the gauss cannon and chaingun.

Weapon Focus

Requirements: Instinct 5, Ranged 5

Benefit: You are focused in a certain group of weapons. While using those weapons, you gain a special benefit based on the chosen weapon group and the table below. This talent can be chosen multiple times. Each additional rank, you pick another weapon group.

Weapon Group	Weapons	Benefit
Ballistic	Assault Rifle, Ballistic Pistol, Burst Rifle, Chaingun, Heavy Cannon	+2 accuracy, +1 power rating of damage
Energy	Ballista, Gauss Cannon, Flamethrower/Sentinel Flamethrower, Lightning Gun, Plasma Gun, Plasma Pistol, Vortex Rifle	+2 penetration, +1 power rating of damage
Explosives	Fragmentation Grenade, Grenade Launcher/Sentinel Grenade Launcher, Rocket Launcher/Paingiver	+2 accuracy, +1 power rating of damage
Shotguns	Shotgun, Super Shotgun	+2 penetration, +1 hailfire
BFG-9000	BFG-9000	+1 burst area and +1 hailfire

Weapon Mastery I-III

Requirements: Melee 4/8/12 OR Ranged 4/8/12

Benefit: The character is intimately familiar with one narrow group of weapons and uses these weapons with extreme skill. The character picks either melee or ranged weapons. They must have at least 4 points of skill in the weapon category they chose. The character deals +1 power rating of damage with weapons in that skill group. They can choose this talent multiple times, each time choosing different weapon groups, as long as they meet the requirements for each weapon group. These talents have multiple ranks, each rank having a higher skill requirement. Each additional rank of this talent increases the damage dealt by the selected weapons by +1 power rating.

Wide Spray

Requirements: Instinct 6

Benefit: The character can turn an auto fire burst 1 into a '1 by 4' or a burst 2 into a '2 by 8'. This is optional, and a character can still use auto fire bursts in the default manner if it is more beneficial.

Will to Survive I-V

Requirements: Fortitude 4/6/8/10/12, Hardened

Survivalist talent

Benefit: The character is very tough and gains +10 maximum hit points. This talent has multiple ranks, each

rank has a higher fortitude requirement. Each rank gives +10 maximum hit points, to a maximum of +50.

Wrestling Combatant

Requirements: Athletics 3, Melee 3

Benefit: The character gains a +5 bonus to all checks when performing a push, knock down, disarm, or grab action. Furthermore, when in a grab, they gain +4 to their slam checks, and they add twice their Strength to the base damage their slam deals in place of any other strength multiplier

Zen Evasion

Requirements: Agility 10, Willpower 10, Disciplined
Unarmed Combat II

Benefit: You are not flat-footed when attacked by a cloaked or hidden target. You also only suffer -2 accuracy when you are affected by the Blinded condition.

Zombie Hunter I-III

Requirements: Medicine 3/5/7, Tactics 3/5/7

Benefit: The character gains +1 damage and +2 rending when fighting zombies and possessed. This talent has multiple ranks, each rank requires higher ranks in Medicine and Tactics.

Chapter 3: DOOM Equipment

Just like in StarCraft, weapons, armor, and gear are essential for survival in the face of such tangible evil. This section details some of the options available in the DOOM RPG.

This first section details the weaponry available to surviving heroes. These weapons are the players only hope at survival against the demonic hordes. Heroes will need to collect new weapons, upgrades, and ammunition to sustain themselves in battle against the forces of Hell.

Unlike StarCraft, weapons do not have tiers; all weapons and items are essentially tier 1. They can support weapon upgrades as well. In fact, most weapons have specialty upgrades, called mods, that are unique to that weapon and are incredibly powerful. More on available weapon upgrades later.

All weapons and upgrades have a price. Exchanging credit is much more rare in the DOOM setting, as social order has collapsed. Most exchanges are based on bartering of supplies and goods. However, credits are usually still taken by robotic vendors and large groups of survivors, such as Allied Nations outposts.

Weapon Details

Assault Rifle

Two-handed Rifle

Base Cost: 1,000 credits

Damage: 16

RoF: Automatic

Shots: 50 bullets

Special Traits: Penetration (2), Fast Reload, Scope

Accuracy: +1

Range: Long

Power Rating: +3

Weight: 10 lbs.

Description: The Heavy Assault Rifle is a powerful automatic, bullet-based weapon that fires .50 caliber rounds rapidly. It is so effective that it has remained viable even with the invention of plasma weaponry. The assault rifle is a preferred weapon for long ranged combat.



Ballistic Pistol

One-handed Pistol

Base Cost: 100 credits

Damage: 16

RoF: Fast

Shots: 20 Bullets

Special Traits: Fast Reload

Accuracy: +1

Range: Medium

Power Rating: +3

Weight: 4 lbs.

Description: The ballistic people is a relic of an old age, a weapon that has survived past its viable life span. While a dated armament, it still uses high caliber rounds at a steady rate of fire. Most importantly, it is cheap and easily repaired and maintained.

BFG-9000

Two-handed Heavy

Base Cost: NA

Damage: 120

RoF: Slow

Shots: 3 Pure Argent Cells

Accuracy: +12

Range: Distant

Power Rating: +20

Weight: 30 lbs.

Special Traits: Piercing, Excessive Blast*, Trail of Devastation*, Overcharged Blast*, Energy Damage, Plasma

Description: The BFG-9000 is the ultimate personnel weapon. It is a plasma cannon that releases an unstoppable, destructive charge that sends out a massive shockwave that disintegrates all foes within an area. The BFG is the ultimate weapon but is so rare that only a few have been created. Its ammunition, plasma cells charged with hell energies, are also incredibly rare. Therefore, this weapon is best used in the most desperate circumstances, not as a standard weapon.

The BFG has 3 unique traits associated with it. The BFG does not support weapon upgrades or weapon mods.

Excessive Blast: This weapon deals full damage to targets within a Burst (4) of the primary target. It deals half damage to targets outside a Burst (4) but within a Burst (6). It deals quarter damage to targets outside a Burst (6) but within a Burst (10).

Trail of Devastation: When this weapon is fired, draw a line between the attacker and the target square. Every enemy target within 4 squares of that line suffers 60 piercing damage, +20 additional piercing damage for each extra cell used in the attack.

Overcharged Blast: The BFG can be used with 1-3 BFG cells per shot. The more BFG cells used, the more hailfire. A single BFG cell gives the weapon Hailfire (1); two cells gives Hailfire (2), and three cells gives Hailfire (4). The BFG gains the full hailfire regardless of hits or misses, and the hailfire also applies to targets that take damage from Excessive Blast or Trail of Devastation.



Burst Rifle

Two-handed Rifle

Base Cost: 1,500 credits

Damage: 18

RoF: Average

Shots: 30 bullets

Accuracy: +1

Range: Long

Power Rating: +3

Weight: 4 lbs.

Special Traits: Penetration (2), Burst Fire, Scope

Description: The burst rifle is an alternative to the standard assault rifle. It exchanges rate of fire and automatic flexible for striking power and a burst fire selector. It is good sniping and combat weapon with an incredible efficient ammunition capacity, using 3 bullets at a time for maximum damage.



Chaingun

Two-handed Heavy

Base Cost: 10,000 credits

Damage: 20

RoF: Fully-Automatic

Shots: 300 bullets

Accuracy: +1

Range: Distant

Power Rating: +3

Weight: 80 lbs.

Special Traits: Penetration (2), Linked Fire, Heavy, Extreme Recoil

Description: The chaingun is a Gatling cannon with a rotating barrel that spins up and fires bullets at incredible speed. It is used to cleave through armies of minions in short time. Its downside is its raw size, which makes it difficult to use without armored assistance.



Chainsaw

Two-Handed Melee

Base Cost: 2,000 credits

Damage: 20

RoF: Slow

Shots: 10 fuel

Accuracy: -2

Range: Melee

Power Rating: +3

Weight: 12 lbs.

Special Traits: Penetration (4), Hailfire (2), Long Reload, Chainsaw

Description: A chainsaw might seem an unusual weapon at such a late age, but these chainsaws possess blades made of hardened metal that can cut through bulkheads as well as flesh. It makes a solid weapon to rip apart demons with, if you don't mind the arterial blood spray that follows its usage.



Combat Knife

One-handed Melee Weapon

Base Cost: 100 credits

Damage: 10

Accuracy: +1

RoF: Fast

Range: Melee or Thrown

Shots: NA

Power Rating: +3

Weight: 4 lbs.

Special Traits: Throwing

Description: A typical last-resort close combat weapon, the combat knife is a small but dangerous blade instrument. While not ideal in heavy warfare, in close quarters having a knife can make the difference between life and death. The weapon is very versatile, able to hack, stab, or be thrown, and in the hands of a knife master, it can indeed be all someone ever needs.

Cultist Knife

One-handed Melee Weapon

Base Cost: 250 credits

Damage: 11

Accuracy: +2

RoF: Average

Range: Melee

Shots: NA

Power Rating: +3

Weight: 1 lb.

Special Traits: Penetration (2), Rending (3)

Description: These knives were created by the UAC to help with their murderous, sacrificial rituals. Since then, they have been distributed to convince others to undertake sacrificial rituals on behalf of the forces of hell.

Flamethrower

Two-handed Heavy

Base Cost: 5,000 credits

Damage: 25

Accuracy: +0

RoF: Fast

Range: Special

Shots: 30 fuel

Power Rating: +4

Weight: 40 lbs.

Special Traits: Penetration (2), Cone (6), Hailfire (1), High Explosive, Energy Damage, Flames, Long Reload, Close Quarters

Description: The flamethrower sprays a torrent of napalm-fueled fire in a large cone, pulverizing a group of enemies while having a good chance of setting them on fire. Despite their infernal native dimensions, demons are not more resistant to fire than other creatures, and the flamethrower is ideal for purging groups of lightly armored fiends and their possessed minions.

Fragmentation Grenade

Thrown Explosive

Base Cost: 250 credits

Damage: 40

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: +5

Weight: 0.5 lbs.

Special Traits: Burst (2), Penetration (5), Grenade, Delay

Description: The infamous frag grenade is the perfect weapon for both breaking defenses and slaughtering groups. Packing a substantial punch, even a single grenade can tear apart clusters of smaller demons. Grenades can easily take out targets hiding behind cover, approaching masses, or deal significant damage to large demonic monstrosities.

Gauss Cannon

Two-handed Heavy

Base Cost: 25,000 credits

Damage: 50

Accuracy: +5

RoF: Slow

Range: Distant

Shots: 200 plasma cells

Power Rating: +5

Weight: 24 lbs.

Special Traits: Penetration (25), Energy Damage, Inefficient Ammo (20), Long Reload

Description: The gauss cannon is a precision cannon that uses plasma power cells to charge a magnetization chamber that it fires metal spikes at tremendous speed. This weapon hits with incredible force, enough to disintegrate limbs. The spikes for the gauss cannon are stored by the hundreds within the gauss cannon and are readably replaceable, so they power cells remain the primary ammunition needing replaced within the weapon.



Grenade Launcher

Two-handed Rifle

Base Cost: 7,500 credits

Damage: 40

Accuracy: +1

RoF: Average

Range: Long

Shots: 6 grenades

Power Rating: +5

Weight: 8 lbs.

Special Traits: Penetration (5), Burst (2), High Explosive, Grenade, Delay, Long Reload

Description: The grenade launcher contains a magazine of grenades that can be fired faster and further than simply throwing them. While not as effective as a rocket launcher, grenades can be fired around corners or over walls for surprise attacks.

Hatchet

One-handed Melee Weapon

Base Cost: 600 credits

Damage: 18

Accuracy: +0

RoF: Average

Range: Melee or Thrown

Shots: NA

Power Rating: +3

Weight: 3 lbs.

Special Traits: Rending (4), Throwing

Description: The hatchet is a short but wide bladed axe that hits with a cleaving blow when swung. More weaponized for combat than a common tool, the hatchet can cut limbs apart easily and is amazingly effective against zombies.

Heavy Cannon

Two-handed Rifle

Base Cost: 2,250 credits

Damage: 19

Accuracy: +2

RoF: Automatic

Range: Long

Shots: 100 bullets

Power Rating: +3

Weight: 21 lbs.

Special Traits: Penetration (3), Recoil, Scope

Description: The heavy cannon is an upgrade variant of the assault rifle. Even more powerful and hard hitting, the heavy cannon excels at eliminating the weak points on enemies. However, the cannon is a dense weapon that takes a strong user or heavy armor to brace with in order to manage.



Heavy Tool

Two-handed Melee Weapon

Base Cost: 250 credits

Damage: 19

RoF: Average

Shots: NA

Accuracy: -1

Range: Melee

Power Rating: +4

Weight: 8 lbs. (average)

Special Traits: Smashing, Wrecker

Description: The heavy tool is actually a wide variety of items such as hammers, axes, crowbars, wrenches and similar large heavy tools. While often considered merely impromptu weapons by the desperate, beating a foe over the head with a large heavy object is a time proven tactic, and even some veteran warriors will carry a customized axe or hammer around with them for use in close quarters.

Lightning Gun

Two-handed Rifle

Base Cost: 3,500 credits

Damage: 15

RoF: Fast

Shots: 150 plasma cells

Accuracy: +1

Range: Short

Power Rating: +3

Weight: 6 lbs.

Special Traits: Penetration (12), Focusing Beam, Energy Damage, Inefficient Ammo (5)

Description: An advanced UAC weapon, the lightning gun fires a concentrated beam of pure electricity that electrocutes and tears the target apart. Depending on how focused a hit it was, the lightning gun can vary from mildly painful to instantly frying a victim.



Light Tool

One-handed Melee Weapon

Base Cost: 75 credits

Damage: 12

RoF: Fast

Shots: NA

Accuracy: -1

Range: Melee

Power Rating: +3

Weight: 3 lbs. (average)

Special Traits: Smashing, Wrecker

Description: The light tool is actually a wide variety of single-handed tools including hammers, axes, wrenches, and in some cases drills and screwdrivers. While generally not considered weapons, the damage these weapons can do far surpasses that of a human fist. While more warriors carry a two-handed tool as a weapon rather than the smaller variations, exceptions are always found.

Pistol Whip

One-handed Melee Weapon

Base Cost: NA

Damage: 13

RoF: Average

Shots: NA

Accuracy: -2

Range: Melee

Power Rating: +3

Weight: NA

Special Traits: None

Description: The pistol whip is simply using any pistol weapon to bash an opponent. While it is generally better to simply shoot someone, this can be used as a last resort attack.

Plasma Gun

Two-handed Rifle

Base Cost: 7,000 credits

Damage: 18

RoF: Automatic

Shots: 200 plasma cells

Special Traits: Penetration (5), Plasma, Energy Damage

Accuracy: +0

Range: Medium

Power Rating: +3

Weight: 7 lbs.

Description: The plasma gun is a common, close quarters weapon used by UAC forces. The weapon fires blasts of concentrated plasma transformed into destructive globules of energy. Powerful and gruesome, the plasma gun has the downside that its projectiles are slower and less accurate than standard bullets.



Plasma Pistol

One-handed Pistol

Base Cost: 500 credits

Damage: 15

RoF: Fast

Shots: 50 plasma cells

Special Traits: Penetration (4), Plasma, Charged Shot

Accuracy: +0

Range: Medium

Power Rating: +3

Weight: 5 lbs.

Description: The plasma pistol is the standard sidearm of UAC personnel. Effective, hard hitting, and quick on the trigger, it is suitable protection against undead and weaker demons. More powerful demons will likely require more substantial firepower.



Rifle Butt

Two-handed Melee Weapon

Base Cost: NA

Damage: 19

RoF: Slow

Shots: NA

Accuracy: -2

Range: Melee

Power Rating: +3

Weight: NA

Special Traits: None

Description: The rifle butt is simply bashing someone with the backend of any rifle-class weapon. While it is generally better to simply shoot someone, this can be used as a last resort attack.

Rocket Launcher

Two-handed Heavy

Base Cost: 12,500 credits

Damage: 40

RoF: Average

Shots: 15 rockets

Accuracy: +0

Range: Long

Power Rating: +5

Weight: 18 lbs.

Special Traits: Penetration (10), Burst (2), Rocket, High Explosive, Long Reload, Delay

Description: The UAC version of the rocket launcher fires small rockets at a reliable speed, allowing the weapon to support a large magazine of rockets at one time. This is a destructive weapon that can be used equally well against vehicles or large demons, and is especially dangerous when combined with weapon mods.



Rocket Launcher 'Paingiver'

Two-handed Heavy

Base Cost: 20,000 credits

Damage: 60

RoF: Slow

Shots: 10 rockets

Accuracy: +0

Range: Long

Power Rating: +5

Weight: 24 lbs.

Special Traits: Penetration (10), Burst (2), Volatile Blast, Rocket, High Explosive, Long Reload, Delay

Description: The paingiver rocket launcher was developed by UAC cultists during the Hell invasion of Earth. Easily recognized by its demonic design, the paingiver is much more powerful but fires more slowly and is unpredictable. It is very easy to damage oneself or their allies with the volatile blasts emitted by the high-powered explosives.



Shotgun

Two-handed Rifle

Base Cost: 750 credits

Damage: 15

RoF: Average

Shots: 20 shotgun shells

Special Traits: Spread, Long Reload, Close Quarters

Accuracy: +1

Range: Short

Power Rating: +3

Weight: 12 lbs.

Description: The shotgun is an endearing design that has survived the centuries. This weapon shot that explode into a cloud of razor shrapnel, shredding enemies to pieces. This weapon's carnage should be underestimated, for it can do considerable damage even to demons, especially at close range.



Super Shotgun

Two-handed Rifle

Base Cost: 1,500 credits

Damage: 24

RoF: Slow

Shots: 2 shotgun shells

Special Traits: Hailfire 1, Inefficient Ammo (2), Spread, Gradual Reload, Close Quarters

Accuracy: +1

Range: Short

Power Rating: +4

Weight: 12 lbs.

Description: When you really need to kill a foe up close, the super shotgun is the perfect weapon. It is essentially an upgraded, double barrel shotgun that fires with incredible power. It has the downside of needing to be reloaded between each shot, but that is a worthy sacrifice for the raw destructive power of the weapon.



Sword

One-handed Melee Weapon

Base Cost: 750 credits

Damage: 19

RoF: Average

Shots: NA

Accuracy: +2

Range: Melee

Power Rating: +3

Weight: 3 lbs.

Special Traits: Defensive, Versatile

Description: The classic long, double bladed weapon, the sword is a reliable weapon that has come back into the favor with the bold who wish the fight demons in a biblical style.

Unarmed

Unarmed Melee Attack

Base Cost: NA

Damage: 7

RoF: Fast

Shots: NA

Accuracy: +0

Range: Melee

Power Rating: +3

Weight: NA

Special Traits: Unarmed

Description: This is a typical unarmed attack by a human. It includes punching, kicking, headbutting, and all other forms of attack.

Unarmed, Reinforced

Unarmed Melee Attack

Base Cost: 100

Damage: 10

RoF: Fast

Shots: NA

Accuracy: +0

Range: Melee

Power Rating: +3

Weight: NA

Special Traits: Unarmed, Concealed Weapon

Description: This is an unarmed attack of a human using some method to enhance their strikes, like using a pair of brass knuckles.

Vortex Rifle

Two-handed Rifle

Base Cost: 10,000 credits

Damage: 30

RoF: Slow

Shots: 20 power cells

Accuracy: +2

Range: Long

Power Rating: +4

Weight: 7 lbs.

Special Traits: Penetration (12), Digital Scope, Energy Damage, Charged Shot

Description: The vortex rifle is a sniper weapon that fires concentrated blasts of Argent energy to vaporize its targets. Patience is key with this weapon, as it carefully planned ambush can allow it to charge up shots for extra potency. This is a military weapon used for key target elimination, followed by a fast retreat.



Ammunition

Ranged weapons in DOOM, like StarCraft, require ammunition to be able to fire. Usually, ammunition is loaded into clips or magazines; although some types of weapons, such as shotguns, need to be hand loaded. If the character has enough ammunition to form the magazine size of a weapon, it is usually assumed they already have the ammunition in a loading device. As ammunition is bought individually, it is also assumed the ammunition is purchased pre-loaded. Purchased weapons do not come with ammunition; bullets must be purchased separately.

There are also alternate ammunitions that grant additional properties to the ammunition. For example, a character can choose to buy Penetrator Bullets instead of standard Bullets, granting the weapon a +3 penetration value.

Ammunition	Ammunition Category	Cost (for 1)	Special
Bullets	Bullet	2	---
Uranium Rounds	Bullet	20	Penetration (+3)
Drilling Rounds	Bullet	20	Rending (+5)
Pure Argent Cell	Pure Argent Cell	100,000	----
Fuel	Fuel	5	----
Plasma Cell	Plasma Cell	4	----
Hyper Efficient Cells	Plasma Cell	20	Penetration (+3)
Argent Cells	Plasma Cell	100	Penetration (+5), +1 power rating of damage
Shotgun Shell	Shotgun Shell	5	----
Ripper Shell	Shotgun Shell	30	Penetration (+3), Rending (+3)
Hellfire Shell	Shotgun Shell	80	Flames
Rocket	Rocket	100	---
High-Explosive Rocket	Rocket	1,000	Burst (+3)
Anti-Armor Rocket	Rocket	1,000	Burst (-1), Penetration (+20)
Grenade	Grenade	50	---
Napalm Grenade	Grenade	250	Burst (+2), -10 base damage, Flames
Ice Grenade	Grenade	1,000	Weapon does 0 damage, +2 accuracy, Burst (3), Sudden Freeze trait

Weapon Upgrades

Weapon upgrades persist in the DOOM RPG. They function identically to the StarCraft RPG, except, since there are no equipment tiers, weapons can have any number of upgrades. However, every upgrade added beyond the 2nd gives the weapon -1 accuracy.

Upgrade Name	Description	Compatibility	Component Cost	DC
Digital Scope	Weapon gains bonus accuracy, range, and ignores concealment when aiming	Rifle	2,500	25
Easy Reload	Reloads one speed faster	Pistol, Rifle, Heavy Weapons	250	20
Empowered Firepower	+2 penetration	Pistol, Rifle, Heavy Weapon	5,000	20
Enlarged Blast	The explosive's burst size is 1 larger	Explosive	100	20
Flashlight	Gains an attached flashlight	Pistol, Rifle	100 + ½ weapon cost	15
Increased Potency	Weapon increases damage by power rating	All Weapons	500	20
Improved Precision	+1 accuracy	All Weapons	250	20
Monomolecular Blade	+3 penetration	Melee Weapon	500	15

Murderous Efficiency	+2 power ratings, -1 accuracy	All Weapons	15,000	20
Penetrating Grenade	Grenade gains +5 penetration	Grenade	100	20
Precision Balance	+2 accuracy	All Weapons	10,000	20
Rifle Bayonet	Weapon can be used to make superior Rifle Butt attacks	Rifle	300	20
Scope	Weapon gains bonus accuracy and range when aiming	Pistol, Rifle	500	15
Shorten	Weapon takes a -2 penalty to accuracy, but now counts as a pistol	Rifle	NA	20
Suppressor	Weapon shots do not reveal shooters location	Pistol, Rifle	250	10

Digital Scope

Rifle, Heavy Weapon

Base Cost: 2,500

Science DC: 25

Benefit: This weapon gains the Digital Scope weapon trait.

Easy Reload

Pistol, Rifle, Heavy Weapons

Base Cost: 250

Science DC: 20

Benefit: The weapon is refitted with an extremely fast and easy lock and loading system, varying depending on the base weapon. The weapon's reload speed increases by one level, and gradual reload weapons reload twice as much ammunition as a minor action.

Empowered Firepower

Pistol, Rifle, or Heavy Weapon

Base Cost: 5,000

Science DC: 20

Benefit: This weapon has extra punch. It gains +2 penetration, cumulative with any other penetration modifiers.

Enlarged Blast

Explosive

Base Cost: 100

Science DC: 20

Benefit: This explosive is packed with extra explosive compounds, making it blow larger. The burst radius is increased by 1.

Flashlight

Pistol, Rifle

Base Cost: 100, plus one-half the cost of the flashlight

Science DC: 15

Benefit: This weapon has an under slung flashlight, allowing light to be produced without requiring a free hand to be available to hold a light.

Improved Potency

Any Weapon

Base Cost: 500

Science DC: 20

Benefit: The weapon with this upgrade quite simply strikes harder. It may have an improved firing mechanism, be sharper, create a more lethal energy charge, or simply be more weighted at the crushing end. Whatever the reason, this weapon is more dangerous and gains +1 power rating in damage.

Improved Precision

Any Weapon

Base Cost: 250

Science DC: 20

Benefit: The weapon with this upgrade is simply more accurate. It may have a longer barrel, better sights, improved targeting system, or simply more balance. Whatever the reason, this weapon is more accurate and gains +1 accuracy bonus.

Monomolecular Blade

Melee Weapon

Base Cost: 500

Science DC: 15

Benefit: The melee weapon gains +3 penetration.

Murderous Efficiency

Any

Base Cost: 15,000

Science DC: 20

Benefit: The weapon's base damage increases by two power rating, but it suffers -1 accuracy.

Penetrating Grenade

Throwing or Launcher Grenade

Base Cost: 100

Science DC: 20

Benefit: A penetrating grenade is filled with micro particles that shred armor when released in a powerful blast. A penetrating grenade has +5 penetration value.

Precision Balance

Any

Base Cost: 10,000

Science DC: 20

Benefit: The weapon increases its accuracy bonus by +2.

Rifle Bayonet

Rifle

Base Cost: 300

Science DC: 10

Benefit: This rifle has a permanently affixed or pop-out blade that allows the weapon to make much more dangerous melee attacks. When the weapon is used to make a Rifle Butt attack, the attack gains +5 damage, +2 accuracy, and +2 penetration.

Scope

Pistol, Rifle

Base Cost: 500

Science DC: 15

Benefit: This gives the weapon the Scope item quality.

Shorten

Any Rifle

Base Cost: NA

Science DC: 20

Benefit: This upgrade cuts down the barrel and the stock of the weapon, allowing it to be used one-handed with greater ease. The weapon takes a -2 penalty to accuracy, but it can be used in one-hand no longer takes a penalty for being used in melee. It still counts as a rifle for effects, abilities, upgrades, and talents. This upgrade does not cost any components, just time in a workshop. Once performed, this upgrade cannot be reverted.

Suppressor

Pistols, Rifle (excluding shotguns)

Base Cost: 250

Science DC: 10

Benefit: This weapon has a special barrel extender which muffles the sound the weapon makes. When firing the weapon while sneaking, it does not break the sneaking condition.

Weapon Mods

Weapon Mods are a new type of upgrade in the DOOM RPG. They are more powerful than weapon upgrades and do not count as taking up an upgrade slot. However, they can be readily removed or reattached at will, by using a standard action to remove or attach. A weapon can only have 1 weapon mod on them at a time.

The modularity of weapon mods, and their power, allows a weapon to be personalized based on the situation that they are used in. Every weapon mod can only be used with a single weapon type, and they are organized by their type.

Assault Rifle or Heavy Cannon Mods

Improved Scope

Base Cost: 2,500

Description: This add-on provides a dramatically improved digital scope. This scope has sensors and nightvision, ignoring concealment from darkness, clouds, fog, smoke, or other sources. It also increases the benefit from aiming with the weapon to +4. It also increases the base range of the weapon to distant. While aiming and firing a single shot, the weapon gains +12 penetration.

Micro-Missiles

Base Cost: 10,000

Micro-Missiles: This add-on can convert 6 bullets into micro-missiles. This feature can only be used when the weapon is fired as a standard action. The user converts the bullets into missiles and releases them in an explosive fury against a target. The attachment option expends 6 shots and changes the weapon profile as follows: gains +8 accuracy, +10 damage, slow rate of fire, gains the Penetration (5), Burst (2), Rocket, and Hailfire (1) weapon traits. This mod may not be used two turns in a row.

Chaingun Mods

Energy Shield

Base Cost: 16,000

Description: The chaingun has an energy shield that can be activated as a minor action while the chaingun is equipped. When activated, the chaingun provides the user with an energy shield with 150 shield pool and 10 shield armor. This shield lasts until depleted or 3 rounds have passed. Either way, once the shield ends, it cannot be activated again for 10 rounds.

Gatling Rotator

Base Cost: 4,000

Description: The Gatling rotator add-on allows the weapon to spin up faster and be easier to use. The weapon gains +5 accuracy and loses the Heavy weapon trait.

Mobile Turret

Base Cost: 20,000

Description: This add-on allows the weapon to be converted into a powerful heavy turret that unleashes terrible devastation. It takes a move action to enter or leave mobile turret stance. While in this stance, the wielder cannot shift or evade, and moves at half speed. However, the weapon gains the Triple-linked weapon trait while in this stance.

Gauss Cannon Mods

Precision Bolt

Base Cost: 15,000

Description: This add-on allows the weapon to zoom in and fire a greatly powered shot. Using this feature requires spending a move action to aim. It increases the benefit from aiming with the weapon to +5 and gives the weapon Hailfire (1).

Siege Mode

Base Cost: 25,000

Description: This add-on turns the weapon into a blast of unstoppable destruction. As a full-round action, this weapon can be fired in siege mode, gaining +20 accuracy, +30 damage and changing to the following traits instead of the base weapon traits: Penetration (50), Unstoppable, Inefficient Ammo (50).

Plasma Gun Mods

Heat Blast

Base Cost: 8,000

Description: This add-on allows the plasma gun to build up heat that it can release in an explosive charge. Keep track of how much ammunition the plasma gun uses as it fires, this is its overhear charge. It can gain a maximum of 50 overhear charge. It can expend its overhear charge as a minor action. The weapon makes a single ranged attack with +4 accuracy at all targets within a Burst (3) centered on the wielder, hitting allies but not the user. The attack deals damage equal to the overhear charge points, and then loses all points. The attack gains Penetration (12) and deals half damage on a miss.

Microwave Beam

Base Cost: 12,000

Description: This add-on allows you to focus a beam on a target that cooks them and causes them to explode. You can use this mode on a target within 6 squares, as a standard action. You cannot move in the same turn you use the microwave beam. The microwave beam has the attack profile listed below.

Microwave Beam

Two-handed Rifle Mod

Damage: 15

RoF: Fast

Shots: NA

Accuracy: +2

Range: Short

Power Rating: +3

Special Traits: Penetration (12), Focusing Beam, Energy Damage, Inefficient Ammo (10), Overcharge*

***Overcharge:** If this weapon hits a target's defense and toughness, they gain the Tormented and Staggered condition on their next turn. If this weapon reduces a target to 0 hit points, they explode. The character with the microwave beam makes a ranged attack with +2 accuracy at all targets, friend or foe, within 2 squares of the exploding enemy. On a hit, the explosion deals 30, +20 damage per size category the target was above medium. The attack deals half damage on a missed attack.

Stun Bomb

Base Cost: 8,000

Description: This add-on allows the weapon to channel its ammunition into a powerful electric charge. Used as a standard action, this attack is a single strike that uses up 10 shots of ammunition. It deals normal damage, has a +5 accuracy bonus, but gains the Burst (1) and Stun weapon traits.

Rocket Launcher or Paingiver Mods

Remote Detonation

Base Cost: 7,500

Description: This add-on allows the user to control when their projectile explodes. When the character aims with this weapon, they gain +6 accuracy instead of the normal benefits. In addition, the rocket always does half damage on a miss while the user is aiming, with no chance of soaring past its target.

Lock-on Burst

Base Cost: 20,000

Description: This addon lets the user lock onto targets and release a cluster of rockets. Locking onto a target is a standard action. If the weapon is fired on the next turn against a target that has a lock on them, 3 rockets are fired that follow the target. The attack uses three rockets, but gains Hailfire (2), +5 accuracy, and ignores concealment.

Shotgun Mods

Charged Burst

Base Cost: 2,500

Description: Instead of firing this weapon normally, you can fire the weapon as if it had the Burst Fire trait. This takes no extra action to use.

Explosive Shot

Base Cost: 7,500

Description: This addon converts shotgun shells into short ranged grenades. The user can fire the shotgun normally or use the explosive shot options. The explosive shot option changes the weapon profile as follows: lowers rate of fire to slow, increases range to medium, removes the Spread weapon trait, gains +5 accuracy, gains the Hailfire (1), Burst (1), Delay, and Grenade weapon traits instead of the base weapon traits.

Full Auto Shotgun

Base Cost: 5,000

Description: When this mod is attached to a weapon, it gains the Automatic attack speed, and can be used with automatic fire methods as long as it has enough ammunition in the weapon.

Sticky Grenade Launcher

Base Cost: 12,500

Description: This addon converts shotgun shells into sticky grenades. This allows you to use the shotgun as the Grenade Launcher weapon at will, by converting 5 shotgun shells into a grenade. These grenades are sticky grenades that are especially effective when pinned on a target. If you score at least 5 attack overages on the primary target with these sticky grenades, the attack gains Hailfire (1) and Rending (5) against that target. Because this mod converts shells into grenades for ammunition, it cannot use ordinary launcher grenades, including alternate ammunition. The sticky grenade launcher benefits from all weapon upgrades on the shotgun, and its grenades benefit from any effects of alternate shotgun shells used. Using this weapon mod does not allow any talent or abilities that affect shotguns.

Item Traits

This section reviews all the weapon traits that are used by human and demon weapons in this resource.

Burst Fire

Description: Every strike made with this weapon expends 3 ammunition. However, the weapon has Hailfire (1).

Burst (X)

Description: When this weapon is used, it makes an attack against all targets within a burst area in size based on the value under the weapon description. Characters can make evade attempts as normal.

Chainsaw

Description: The chainsaw is an automated, spinning power tool that can do considerable damage on its own. The spinning blades do more damage on an accurate hit. The weapon deals +2 damage per attack overage instead of +1. In addition, if you hit with the chainsaw with at least 5 attack overages, roll the attack again at a -5 penalty. The second attack does not deal damage and you cannot spend a morale on it. However, if you hit with 5 attack overages again, you add +1 hailfire to the first attack. Afterwards, you can roll the attack again, increasing the penalty by -5 more. You can do this until you add +3 hailfire to the attack, or fail to get 5 attack overages on a follow up attack. However, the weapon does not rely on user's strength. The chainsaw does not gain bonus damage from the user's strength, using the heavy strike combat behavior, or the Power Strike talent. It also cannot gain more than 1 strike from any source. It uses fuel to charge its attacks and can be reloaded like any ranged weapons. When used without fuel, it counts as a heavy tool with an additional -2 accuracy penalty.

Charged Shot

Description: This weapon can be charged over multiple rounds for additional power. Charging the weapon is a standard action, and the weapon is fired as a standard action on the next round. When fired, it gains +5 penetration and +20 damage. If it is not fired next turn, it overheats, loses all charges, and cannot fire on the next round.

Cumbersome

Description: Cumbersome armor gives the wearing character a -2 penalty to athletics, acrobatics, and stealth checks. If a character has the cumbersome trait from multiple sources such as armor and a shield, the effects stack.

Defensive

Description: When the character has a weapon with this trait out and drawn and they perform a Bob and Weave action, they gain +1 defense against melee attacks

Demon's Taint

Description: This weapon is tainted with evil ichor that is deadly to mortals. Any living creature that takes hit point damage from this weapon must succeed an endurance test (DC 6+ level) or suffer (2x level) poison damage.

Energy Damage

Description: This weapon deals damage in the form of some manner of energy such as a laser, flame, or electricity. Certain traits are more resistant against energy damage attacks.

Elemental Protection

Description: This armor protects against extreme heat and cold. It allows prolonged survival in high and low temperatures, and the character does not need to make endurance checks to survive in such environments. Also, the character is immune to energy damage resulting from exposure to extreme ambient temperatures.

Extremely Long Reload

Description: This weapon takes a dedicated full-round action to reload.

Extremely Cumbersome

Description: **Extremely** Cumbersome armor gives the wearing character a -4 penalty to athletics, acrobatics, and stealth checks.

Extreme Recoil

Description: Due to the weapon's extreme kickback, any attacks with this weapon suffer a -10 penalty unless the character is wielding powered armor.

Fast Reload

Description: This weapon takes a minor action to reload.

Flames

Description: This weapon shoots flames as a projectile. It gives targets the Burning condition if the attack surpasses defense and toughness. Burning characters take 30 damage (penetration 5) at the start of each of their turns, and suffer a -5 penalty on all attacks, skill checks, and defenses. The burning condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check.

Focusing Beam

Description This weapon consists of a single concentrated beam that focuses on a target and deals more hits of damage based on how accurate the attack was. The attacker makes a standard weapon attack versus the target. The weapon damage gains Hailfire (1) for every 2 points of overage, with a maximum of hailfire (5). However, the attack does not gain attack overage bonus to damage.

Gradual Reload

Description: This weapon takes a variable amount of time to reload, depending on how many shots the wielder wants to reload before firing again. Every minor action used to reload replenishes 2 more individual shots. When the weapon is either fully

loaded or the character has loaded all they have time for, the character uses another minor action prepping the weapon; then it is ready to be fired again.

Hailfire (X)

Description: This weapon has the damage multiplier from the hailfire rule, after damage resistance and penetration applied, as detailed in the Chapter 6: Encounter Rules. The value of the hailfire trait is the damage multiplier, with Hailfire (1) being x2 damage and scaling up from there. Multiple sources of hailfire stack with one another.

Hazard Protection (100)

Description: This armor will absorb damage dealt to you from environmental effects. This helps protect you from lethal radiation, electricity, toxic sludge, and temperature damage. When you would be dealt damage by one of those sources, ignore the damage and the hazard protection pool of hit points (the X value) is reduced by the damage negated. Once the hazard protection is reduced to 0, the effect is broken and it will no longer provide protection.

Heavy

Description: This weapon is extremely large and cumbersome. It takes an additional -5 penalty to attack on a turn in which the character moved or evaded, on top of any other penalties. Vehicles ignore the Heavy trait.

Heavy Protection

Description: Heavy armor with this trait grants the user +3 damage threshold when worn. Super heavy armor with this trait gives +6 damage threshold.

High Explosive

Description: When the primary target of a weapon with this trait is a swarm, the attack gains +1 hailfire for every 3 points of attack overage the attack gains on the attack, to a maximum of +3.

Inefficient Ammo (X)

Description: Every strike this weapon makes, it uses up a number of shots equal to (X). Therefore, if the weapon has Inefficient Ammo (15), it uses 15 shots for every strike it makes.

Life Steal

Description: This weapon never gains attack overages to damage. However, the attacker regains hit points equal to the points of damage this weapon deals to all targets. They must spend a healing threshold to gain this healing.

Line (X)

Description: When this weapon is fired, it affects all targets in a line that is 1 square wide and a number of squares long equal to the trait's value. The attack makes a single attack roll against every target in the area. Even if the attack misses, the target(s) still take half damage.

Linked Fire

Description: This weapon has multiple barrels that contribute additional firepower during automatic attacks. When using this weapon to make area burst or suppressing fire attacks, the attack gains Hailfire (+1). When using the weapon to make saturation fire or focused burst attacks, the attack gains +10 accuracy (total of +20 for saturation fire). This weapon uses up twice as much ammunition with any automatic fire method.

Long Reload

Description: This weapon takes a move action and a minor action to reload.

Penetration (X)

Description: A weapon with this trait has a base penetration value equal to the value next to this trait. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

Piercing

Description: This weapon ignores all damage resistance.

Plasma

Description: This weapon ignores the shield armor of energy shields, and gains Hailfire (+1) on all attacks against energy shields.

Powered Armor

Description: This armor is automated and runs off power cells. It requires two power cells to function, and those two cells give it 24 hours of functional time. While the armor is powered, it provides its mounted gear, ability score bonuses, and the character does not have to count its weight compared to their carrying capacity. It also allows you to ignore the Extreme Recoil trait. While the armor is not powered, it does not give its ability score bonuses or mounted gear, and the character does have to count its weight versus the encumbrance.

Radiation Shielding

Description: The wearer of this armor is immune to the penalties dealt by ambient radiation but not the damage.

Rending (X)

Description: A weapon with this trait has a base rending value equal to the value next to this trait. Rending reduces their target's damage threshold against the attack. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

Rocket

Description: When missing a target with this weapon, roll a d20. On a 1-10, it hits the ground in the target's square and explodes there, counting as a miss but still indirectly hitting the target. On a 11-20, or automatically if it is an airborne target, the rocket keeps going, making the same attack at the next target in line at -2 penalty. It continues to make attacks against targets until it strikes a target, the ground, terrain, or flies off harmlessly.

Scope

Description: When aiming, this weapon gains a +3 accuracy bonus instead of +2. Also, while aiming with the scope, the attacker's maximum attack overage is double their Instinct as long as they are only firing a single shot. These bonuses do not function on an action move. Finally, the scope can be used as a standard action to perform spotter action.

Smashing

Description: This weapon gains a point of penetration for every 3 points of the wielder's Strength.

Smashing Penetration

Description: This natural weapon has a penetration value of 2, plus 1 per 3 points of the creature's strength.

Spread

Description: When fired against adjacent targets, this weapon gains the Hailfire (3) weapon trait. When fired at short range, the weapon gains the Hailfire (2) weapon trait. When fired at medium range, the weapon gains the Hailfire (1) weapon trait.

Stun

Description: If an attack with this weapon breaks either the target's defense or toughness, they are staggered for 1 round. Staggered characters can only perform a standard action on their turn. If it beats both their defense and toughness, they are stunned for 1 round. Stunned characters cannot perform any actions on their turn. The weapon must deal at least 1 point of damage.

Sudden Freeze

Description: This weapon deals no damage but can freeze an enemy into ice very quickly. If this weapon bypasses a target's defense, they are slowed for 2 rounds. If the weapon bypasses a target's defense and toughness, they are stunned for 2 rounds instead, as they are frozen in place.

Throwing

Description: This weapon can be thrown as a ranged weapon with the attack made at short range. If thrown, the weapon lands in the square of the target, hit or miss.

Triple-linked

Description: This weapon has two additional barrels, and whenever the trigger is pulled, a projectile is launched from all three barrels. Whenever the user makes an attack, two extra shots are fired at that target. As long as the character does not aim on their turn, a triple-linked weapon gains the Hailfire (2) special rule. The weapon uses three times as much ammunition for each attack.

Twin-linked

Description: This weapon has an additional barrel, and whenever the trigger is pulled, a projectile is launched from both barrels. Whenever the user makes an attack, an additional shot is fired at that target. As long as the character does not aim on their turn, a twin-linked weapon gains the Hailfire (1) special rule. The weapon uses twice as much ammunition for each attack.

Unstoppable

Description: If the weapon or ammunition's penetration fully surpasses the damage resistance of the target, the projectile continues and hits the next target in the line. The weapon's penetration against the next target is how much was not used against the previous target. The projectile continues until it does not fully bypass a target's damage resistance or until it goes 30 squares beyond its first target.

Versatile

Description: This weapon can be used in either one or two hands. If used in two hands, the weapon gains +2 accuracy, +4 penetration, but reduces its speed by one level (average to slow, for example).

Very Cumbersome

Description: Very Cumbersome armor gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

Volatile Explosive

Description: When attacking with this weapon, it has a chance of having a larger or smaller burst area. After making the attack roll and deciding whether you will apply morale, roll a d20 to see how the burst changes. On a natural 1, the weapon only effects the primary target squares. On a 2-6, its burst area is reduced by 1. On a 7-13, its burst area does not change. On a 14-19, its burst area increases by 2. On a 20, the burst area increases by 4.

Wrecker

Description: This weapon gains +10 damage and +5 penetration when attacking objects.

Shields

Directional Energy Shielding technology is a valued tool for soldiers who think they are going to be taking a lot of fire in combat. These shields are energy barriers projected from a single arm that provide cover from attacks. Shields come in two forms: combat shields and riot shields. Both types of shields take up one arm, preventing any weapons from being wielded in that arm. Therefore, these shields are usually used in conjunction with one-handed weapons such as pistols.

Combat Shield

Base Cost: 1,000 credits

Description: The combat shield is a small, flexible energy shield that can be redirected quickly against attacks from different directions. A combat shield provides a +2 bonus to defense against all attacks.

Riot Shield

Base Cost: 2,000 credits

Description: The riot shield is a massive energy barrier that provides overwhelming protection against all attacks from a single direction. At the end of their turn, a character wielding the shield chooses what direction their riot shield is facing. It protects against all attacks within a 180-degree arc. The possessor has improved cover (+10 defense) against attacks in that arc, melee or ranged. This does not stack with other sources of cover. It does not provide any defense bonus from attacks outside that firing arc.

The riot shield can be equipped as a full-round action. While deactivated, it does not interfere with any action, besides wearing any other type of shield on your wrist. It can be activated as a move action at the start of your turn. Likewise, it can be deactivated as a move action at the beginning of your turn. While the shield is active, you cannot use that arm for any

other purpose. The shield can have its power cell replaced with a normal reload action that requires a spare hand besides the shield hand.

Riot shields are powerful protection, but their size means the shield can be targeted and overloaded. When targeting a riot shield, it has a defense of 15. It functions as an energy shield that does not pass damage over to its user. It has 15 shield armor and a shield pool of 100. The shield regains 25 shield points every minute it is out of combat. Once a riot shield is reduced to 0 shield points, it is deactivated until a new power cell is installed within it.



Armor

Against the forces of Hell, you will probably need armor to survive. Armor supplies protection against attacks, mounted gear, and even ability score modifiers from powered assistance built into the armor. You can even install armor segments to gain additional bonuses against attacks (see Armor Shards later).

Unlike StarCraft, powered armor does not require a special talent to use, nor does it give any special benefits beyond its traits and values.

ARC Trooper Armor

Super Heavy Armor

Base Cost: 30,000 credits

Damage Resistance: 13

Defense Penalty: -2

Resistance Rating: +4

Mounted Gear: Radio, Gravity Boots, Equipment Belt, Flashlight, Digital Uplink

Ability Score Bonuses: Strength+1, Instinct +1, Agility +1

Weight: 140 lbs.

Special Traits: Powered Armor, Heavy Protection, Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply

Description: ARC Trooper was designed for the Armored Response Coalition, the force defending Earth from extermination by demons. Designed by Samuel Hayden, the ARC Trooper Armor is designed to be lighter than the elite guard armor used in the past and allow their user to be more maneuverable in combat.

Armored Vestment

Heavy Armor

Base Cost: 1,000

Damage Resistance: 10

Defense Penalty: -3

Resistance Rating: +3

Mounted Gear: Radio, Flashlight

Ability Score Bonuses: NA

Weight: 20 lbs.

Special Traits: Heavy Protection, Cumbersome

Description: The armored vestment is a full body suit of light composite plating complete with vest, helmet, wrist guards, and greaves. It does not possess the full body protection of tactical armor, but provides protect to all the major locations. Simple and practical, it is cheap and effective for those who think they are going to take a lot of fire.

Assistive Body Suit

Light Armor

Base Cost: 4,000

Damage Resistance: 5

Defense Penalty: -1

Resistance Rating: +2

Mounted Gear: NA

Ability Score Bonuses: Strength +3, Agility +2

Weight: 15 lbs.

Special Traits: Elemental Protection

Description: The assistive body suit is a light body weave that surrounds a person's figure and bolsters their strength and maneuverability. Originally designed to give motion to those with physical ailments, it is also used by skilled operatives to further sharpen their speed and reaction time.

Elite Guard Armor

Super Heavy Armor

Base Cost: 25,000 credits

Damage Resistance: 16

Defense Penalty: -4

Resistance Rating: +4

Mounted Gear: Radio, Gravity Boots, Equipment Belt, Flashlight, Digital Uplink

Ability Score Bonuses: Strength+2, Instinct +1

Weight: 200 lbs.

Special Traits: Powered Armor, Very Cumbersome, Heavy Protection, Elemental Protection, Radiation Shielding, Oxygen Supply

Description: The most advanced armor to date, elite guard armor is a full-body suit of powered combat armor. The armor possesses a HUD, combat guidance system, strength bolstering servos, and full body protection as well as an internal air supply and protection from extreme heat, cold, and radiation. This is the ultimate suit of armor for the toughest soldiers.

Hazard Suit

Heavy Armor

Base Cost: 250

Damage Resistance: 5

Defense Penalty: -2

Resistance Rating: +3

Mounted Gear: Radio

Ability Score Bonuses: NA

Weight: 20 lbs.

Special Traits: Cumbersome, Heavy Protection, Elemental Protection, Radiation Shielding, Oxygen Supply, Hazard Protection (500)

Description: These suits are used to protect the wearer from the effects of radiation and toxic sludge. While worn, it will absorb a great deal of damage dealt by these conditions before withering away.

Padded Jacket

Light Armor

Base Cost: 250

Damage Resistance: 3

Defense Penalty: -0

Resistance Rating: +2

Mounted Gear: NA

Ability Score Bonuses: NA

Weight: 3 lbs.

Special Traits: NA

Description: The padded jacket is simply clothing that has been reinforced with extra layers of protective fiber around the legs and torso. It provides very little protection and will not stop most demonic attacks. However, the armor is not slowing or cumbersome at all, and there is no reason not to wear a little extra protection. Who knows, it may still prevent that zombie from taking a bite out of you.

Protective Body Suit

Light Armor

Base Cost: 2,500

Damage Resistance: 8

Defense Penalty: -1

Resistance Rating: +2

Mounted Gear: NA

Ability Score Bonuses: Strength +1, Agility +1

Weight: 10 lbs.

Special Traits: Cumbersome, Elemental Protection, Radiation Shielding

Description: This tight fitting, full body weave fits snugly around an individual's figure. It provides motion assistance, allowing personnel to work faster with additional protection in their duties. When used with the attached mask, it also provides environmental protection. It is a solid suit of armor with very little drawbacks, which is why most official personnel use these suits.

Reinforced Combat Armor

Heavy Armor

Base Cost: 8,000

Damage Resistance: 15

Defense Penalty: -5

Resistance Rating: +3

Mounted Gear: Radio, Equipment Belt

Ability Score Bonuses: NA

Weight: 60 lbs

Special Traits: Extremely Cumbersome, Heavy Protection, Elemental Protection, Oxygen Supply

Description: Reinforced combat armor is a heavy, cumbersome suit of armor that is designed for the strongest and heaviest individuals wading into battle. This armor has layers upon layers of protective plating, turning the wearer into a walking tank. However, this plating has a drawback as it greatly slows and overburdens the soldier.

Tactical Combat Armor

Heavy Armor

Base Cost: 6,000

Damage Resistance: 12

Defense Penalty: -3

Resistance Rating: +3

Mounted Gear: Radio, Equipment Belt, Flashlight, Digital Uplink

Ability Score Bonuses: NA

Weight: 40 lbs.

Special Traits: Very Cumbersome, Heavy Protection, Oxygen Supply

Description: Tactical Combat armor is the most common form of combat armor, mixing personal protection with practical features. Less heavy than reinforced combat armor, tactical armor possesses a digital uplink and mounted flashlight. The armor is designed to be efficient and non-restrictive, causing it to provide only a moderate level of encumbrance.

Armor Shard Upgrades

Armor shards are a new resource and form of upgrade that can be applied to a suit of armor in the DOOM RPG. Inevitably, over time, heroes will find armor shard pieces in their exploration of the DOOM universe. **An armor shard piece takes up 2 inventory slots, weighs 10 pounds, and has a value of 100 credits.**

These armor shards do nothing on their own. However, they can be used or combined into special, temporary, armor upgrades. These armor upgrades provide a small benefit for as long as they are installed. However, these upgrades are not permanent and can be sacrificed to mitigate critical damage from an attack.

Once you suffer a crippling wound or are reduced to 0 hit points, you automatically sacrifice one armor shard upgrade. That upgrade is permanently destroyed. However, it reduces the punishment you suffer. If you spend an armor shard upgrade when you suffer a crippling wound, that wound is reduced by 1 wound point. If this reduces it to 0 wound points, then there is no crippling wound at all. If you spend an armor shard upgrade when you are rolling for a disfigurement, apply a -5 modifier to the disfigurement roll, likely reducing the extent of the disfigurement. You cannot choose not to spend an armor shard; at least 1 armor shard is always spent when you go to 0 hit points or suffer a crippling wound. You do, however, get to choose which armor shard upgrade is removed and how many you would like to use.

It takes a science check and 5 minutes of work to transform armor shards into an upgrade. It takes another 1 minute to apply those upgrades to a suit of armor. An armor can have up to 3 armor shard upgrades at a time. They can be the same or different upgrades. Generally, the effects stack.

Air Supply

Armor Shards: 2 **Science DC:** 15

Benefit: This upgrade applies space for an oxygen tank and an a breath mask to the armor. The air supply can use two oxygen canisters at once.

Battle Shielding

Armor Shards: 2 **Science DC:** 15

Benefit: This upgrade reduces the defense penalty of the armor by 1, to a minimum of 0.

Bladed Gauntlets

Armor Shards: 2 **Science DC:** 15

Benefit: This upgrade increases the users unarmed damage by 2.

Blast Protection

Armor Shards: 2 **Science DC:** 20

Benefit: This upgrade gives the user +3 damage resistance against area attacks.

Environmental Shielding

Armor Shards: 3 **Science DC:** 25

Benefit: This upgrade gives the user armor the Elemental Protection and Radiation Shielding traits.

Extra Layer

Armor Shards: 1 **Science DC:** 10

Benefit: This upgrade gives no benefit but can be sacrificed as normal to mitigate crippling wounds or disfigurements.

Extra Protection

Armor Shards: 2 **Science DC:** 15

Benefit: This upgrade increases the armor's damage resistance by 1.

Hazard Shielding

Armor Shards: 2 **Science DC:** 15

Benefit: This upgrade gives the user the Hazard Protection (100) trait. The armor shard is destroyed once its hazard protection is used up.

Heat Shielding

Armor Shards: 3 **Science DC:** 20

Benefit: This upgrade gives the user +3 damage resistance against attacks that deal Energy Damage.

Impact Resistance

Armor Shards: 5 **Science DC:** 30

Benefit: This upgrade gives the user 3 temporary hit points at the start of each turn. This is not cumulative round by round.

Mounted Flashlight

Armor Shards: 2 **Science DC:** 15

Benefit: This upgrade gives the armor a mounted flashlight.

Mounted Motion Detector

Armor Shards: 2 **Science DC:** 15

Benefit: This upgrade gives the armor a mounted motion detector.

Mounted Weapon

Armor Shards: 5 **Science DC:** 30

Benefit: This upgrade gives the armor a mounted pistol or rifle that can be fired as a minor action. To apply this armor shard upgrade, you must have the weapon you are attaching. It is part of the cost of the weapon in addition to the armor shards. Once it is attached, the weapon is permanently part of the armor shard. If the armor shard is destroyed, so is the weapon. The weapon cannot be removed from the upgrade. The weapon functions identically to its normal incarnation, except it gains -2 base accuracy. It can be reloaded while mounted on the armor.

Super Battle Shielding

Armor Shards: 3 **Science DC:** 25

Benefit: This upgrade reduces the defense penalty of the armor by 2, to a minimum of 0.

Super Extra Layer

Armor Shards: 3 **Science DC:** 20

Benefit: When this upgrade is sacrificed to reduce the crippling wounds from an attack, it negates up to 2 crippling wound points. If it is sacrificed to reduce the disfigurement from an attack, it reduces the disfigurement by 10 instead of 5.

Super Extra Protection

Armor Shards: 3 **Science DC:** 25

Benefit: This upgrade increases the armor's damage resistance by 2.

Armor Upgrades

Armor upgrades persist in the DOOM RPG. They function identically to the StarCraft RPG, except, since there are no equipment tiers, weapons can have any number of upgrades. However, every upgrade added beyond the 2nd increases the defense penalty by 1.

Upgrade Name	Description	Component Cost	DC
Apollo Motivators	+2 agility	120,000	35
Artemis Aiming System	+2 instinct	80,000	35
Hercules Augmentation	+2 strength	100,000	35
Empowered Servos	+1 strength	20,000	25
Extra Reinforcement	+1 resistance rating to damage resistance	2,000	15
Impact Cushion	5 temporary hit points each round	50,000	30
Mounted Mechanical System	Adds the chosen gear item as a mounted system in the armor	500 + gear item	15
Reflex Enhancement	+1 agility	30,000	25
Superior Reinforcement	+2 resistance ratings to damage resistance, but increases defense penalty by 2	25,000	25
Target Guidance System	+1 instinct	25,000	25

Apollo Motivator

Base Cost: 120,000

Science DC: 35

Benefit: The armor gives a +2 armor bonus to agility, or increases its armor bonus to agility by 2.

Artemis Aiming System

Base Cost: 80,000

Science DC: 35

Benefit: The armor gives a +2 armor bonus to instinct, or increases its armor bonus to instinct by 2.

Hercules Augmentation

Base Cost: 100,000

Science DC: 35

Benefit: The armor gives a +2 armor bonus to strength, or increases its armor bonus to strength by 2.

Empowered Servos

Base Cost: 20,000

Science DC: 25

Benefit: The armor gives a +1 armor bonus to strength, or increases its armor bonus to strength by 1.

Extra Reinforcement

Base Cost: 2,000

Science DC: 15

Benefit: The armor increases its damage resistance by its resistance rating.

Impact Cushion

Base Cost: 50,000

Science DC: 30

Benefit: The armor provides its user 5 temporary hit points at the start of each turn. This hit points are not cumulative but they do refresh every turn.

Mounted Mechanical System

Base Cost: 500 + gear item

Science DC: 15

Benefit: The armor has a single gear item, such as a flashlight, motion detector, digital uplink, or similar item mounted on the armor. Where on the armor the system is added is up to discussion between the player and the GM. For example, a digital uplink can be mounted in the helmet, while a motion detector could be mounted on the wrist, or a grappling hook can be mounted on the shoulder or underneath the arm. The GM determines any penalties or decreased usability for having the item mounted or placed in unusual locations. To add this upgrade, you also have the gear item to add to the armor.

Reflex Enhancement

Base Cost: 30,000

Science DC: 35

Benefit: The armor gives a +1 armor bonus to agility, or increases its armor bonus to agility by 1.

Superior Reinforcement

Base Cost: 25,000

Science DC: 25

Benefit: The armor increases its damage resistance by twice its resistance rating. However, its defense penalty is also increased by 2.

Target Guidance System

Base Cost: 25,000

Science DC: 25

Benefit: The armor gives a +1 armor bonus to instinct, or increases its armor bonus to instinct by 1.



Gear Items

Gear are the miscellaneous items that might help the survivors stay alive or at least 1 step ahead of the enemy. Unlike StarCraft gear, DOOM gear items have no equipment tiers.

Item Name	Type	Description	Weight	Cost
Air Tank	Expendable	Provides 15 minutes of breathable air	1 lb.	100
Backpack	Worn	Container worn on the back with 16 carrying slots	3 lbs.	50
Beacon	Carried	Projects a long-range signal beacon that can be detected by powerful scans	10 lbs.	2,000
Binoculars	Carried/ Worn	Gives bonus to perception checks at a range, used for spotter and detector actions	2 lbs.	200
Carrying Case	Carried	Container with 12 carrying lots	7 lbs.	25
Cell Phone	Carried	Advanced civilian communication device with built-in computer	0.1 lbs	400
Data Disk	Carried	An information storage device compatible with any computer	0.1 lbs.	200
Digital Uplink	Worn	Visor that displays tactical data, team coordination, and aids in tests	1 lb.	300
Equipment Belt	Worn	Worn container capable of carrying 6 items that have 1 or fewer carrying capacity	1 lbs.	25
Explosives	Expendable	A pound of explosives, can be detonated on a timer or with a remote detonator	1 lbs.	500
Fire Extinguisher	Carried	Carried item used to quickly remove fires	5 lbs.	125
Flare Gun	Expendable	Single-shot launcher that fires a signal flare high in air or disperses darkness and hidden enemies	1 lbs.	100
Flashlight	Carried	Provides light in a Cone (6)	1 lb.	50
Geiger Counter	Worn	Tracks radiation within 12 squares	1 lb.	250
Gravity Boots	Worn	Allows walking on the ground in zero gravity environments	7 lbs.	500
Grappling Hook Launcher	Carried	Thrown hook that latches onto a ledge along with rope for climbing	10 lbs.	300
Hacking Tool	Carried	Tool used for effectively hacking into computer networks	1 lb.	1,000
Handcuffs	Carried	Restraints prisoner's hands and prevents them from acting	1 lb.	50
Hologram Drone	Expendable	Creates a moving hologram of the character for 5 minutes	1 lb.	2,000
Jet Pack	Worn	Allows the user to fly, float, and move faster	30 lbs.	10,000
Jump Boots	Worn	+20 to athletics checks to jumps, +20 to acrobatics tests to avoid falling damage	5 lbs	5,000
Medipack	Expendable	Allows characters to make medicine skill tests to perform first aid with a +20 bonus	2 lb.	50
Mind Shield	Worn	Protects against mind effecting demonic attacks while making it harder to gain morale	2 lbs.	8,000
Motion Detector	Carried	Carried device that reveals movement in an area around the user	3 lbs.	500
Navigation Unit	Carried	Handheld computer that reveals terrain, gives direction, identifies hazards, and more.	1 lb.	1,000
Painkillers	Expendable	Target recovers 2 healing thresholds	0.1 lb.	25
Personal Data Assistant	Carried	Secure handheld computer	1 lb.	800
Plasma Torch	Carried	Energy cutter used for cutting through walls and obstacles, or as a makeshift weapon	2 lbs.	250
Power Cell	Carried	Portable power cell that can used to power features for a short while	2 lbs.	250
Radio	Carried	Used for talking over a communication channel	1 lb.	75
Remote Detonator	Carried	Triggers up to 10 planted explosive remotely	0.5 lbs.	2,500
Repair Kit	Expendable	Allows characters to make Science skill tests to repair an object or vehicle	5 lb.	100
Rope	Carried	10 squares of rope	15 lbs.	80

Stimulant	Expendable	Boosts combat performance, at the cost of health and fatigue	0.1 lbs	50
Survival Gear	Carried	Contains supplies needed for prolonged environmental survival	20 lbs.	120
Trauma Kit	Carried	Allows characters to perform field surgery and cure crippling wounds	5 lbs.	300

Air Tank

Expendable Gear

Base Cost: 100 credits

Weight: 1 lb.

Inventory Slots Required: 1

Description: An air tank contains valuable oxygen needed for breathing. As a standard action, the air tank can be used to refill 15 minutes of air to an armor that has a built-in oxygen supply. Alternately, it can provide 15 minutes of oxygen on its own. It either needs to be held in one hand or be worn on the back, replacing a backpack.

Backpack

Carried Gear

Base Cost: 50 credits

Weight: 3 lb.

Inventory Slots Required: 4, or equal to number of slots filled

Description: The backpack allows carrying of plenty of goods without taking any hands. A backpack provides 16 slots for carrying capacity.

Beacon

Carried Gear

Base Cost: 2,000 credits

Weight: 10 lb.

Inventory Slots Required: 2

Description: A signal beacon can be set in place and send out a signal. Setting up a signal beacon is a full-round action. Once in place, it produces a wide-ranging signal that anyone within 100 miles can pick up and home in on. A single battery can power a beacon for 48 hours.

Binoculars

Carried Gear

Base Cost: 200 credits

Weight: 2 lb.

Inventory Slots Required: 1

Description: Binoculars can be used to see from a distance. If a character spends a full-round action to use the binoculars, he gains +20 to perception checks to see targets from more than 15 squares away, but -10 to see targets within 15 squares. They also ignore concealment and darkness penalties to perception checks within range. Alternately, a character can use binoculars as a standard action to perform a spotter action against all enemies within 30 squares. They can instead make a detector action with a full-round action within the same range.

Carrying Case

Carried Gear

Base Cost: 25 credits

Weight: 7 lb.

Inventory Slots Required: 3, or equal to number slots filled

Description: The carrying case is a bag or other container that allows transportation of bulk items. The carrying case has 12 slots of carrying capacity. However, unlike a backpack or equipment belt, it cannot be worn and is instead carried in one hand.

Cellphone

Base Cost: 400 credits

Weight: 0.1 lb.

Inventory Slots Required: 1

Description: A cellphone is a personal communication device that allows long distance communication with others through a communication network. Primarily a civilian or personal tool, it allows communication anywhere there is a communication network. It can also perform video calls, has internet access, and can download various programs. Cellphones are not designed for combat use and break easy. If a cellphone is carried on person while in a battle, roll a d20 after the encounter. On a 1-5, the cellphone was damaged and broke in the battle. It is up the GM's discretion whether the cellphone has call and data access in any location.

Data Disk**Carried Gear****Base Cost:** 200 credits**Weight:** 0.1 lb.**Inventory Slots Required:** 0

Description: A data disk is used to contain digital information. A data disk can be used to upload information off a computer to transfer it to another location or create a secure backup. When backing up information off a hostile computer, computer checks are usually required to secure access.

Digital Uplink**Worn Gear****Base Cost:** 300 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: A digital uplink visor, worn over the eyes, contains information detailing tactical guidance and information as detailed by the user's command net. While using the uplink visor, the wearer gains numerous benefits. Firstly, they gain advantage on all Tactics, Pilot, and Leadership skill tests to activate a combat augmentation or piloting maneuver. Secondly, the leader can issue orders to all allies through the uplink and can give Leadership bonuses to those outside visual and audio range. The visor also receives reconnaissance data surveillance information about the location of Sneaking or Cloaked enemies that have been discovered.

Equipment Belt**Carried Gear****Base Cost:** 25 credits**Weight:** 1 lb.**Inventory Slots Required:** 1, or equal to number of slots filled

Description: An equipment belt is strapped around the character and allows ready access to small items. An equipment has a carrying capacity of 6 but can only hold items that have a carrying capacity of 1 or less. This includes ammunition magazines. A character can wear 3 equipment belts at once.

Explosives**Expendable****Base Cost:** 500 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: This is a single pound of explosives, that can be set up to explode after being planted. Planting explosives involves a DC 5 science or tactics checks over 1 minute. You can set up more than 1 explosive at a time, basically combining explosives for extra effect. Every additional explosive you add increases the DC to set up by 1 and adds 1 round to the set up time. If you fail a set up check, nothing happens. If you fail by 10 or more, than the explosives go off while setting it up. The explosives are set off by a timer, determined when set up, or by using a remote detonator. They can also trigger upon taking damage from an attack. When they explode, explosives do 40 damage (penetration 5) in a Burst (2) area with an attack accuracy of +5. Every additional pound of explosive you add to the pile increases attack accuracy by 1, burst area by 1, and damage by 5. Therefore, if you detonate 8 pounds of explosives, it would deal 75 damage (penetration 5) in a Burst (9) area with +12 accuracy.

Fire Extinguisher**Carried Gear****Base Cost:** 125 credits**Weight:** 5 lb.**Inventory Slots Required:** 2

Description: The fire extinguisher can be sprayed over a Cone (6) area as a standard action. It removes the Burning condition of all creatures within the area and removes any loose flames occupying the squares hit by the extinguisher. This does prevent previously burning targets or areas from catching fire again, however. The fire extinguisher has enough fuel for 10 uses.

Flare Gun**Expendable****Base Cost:** 100 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: The flare gun can fire a single bright flare over a long distance. This can either be to signal allied forces or to illuminate an area. If used for long ranged signaling, a flare can be fired straight upwards into the air. When used this way, the flare is visible for miles, even farther at nighttime. Otherwise the flare can be fired as a weapon with a base range of Medium with -2 accuracy. When fired at location, it provides bright line in a Burst (4) area centered on the flare. If there are any hidden or sneaking enemies in the location, apply the attack roll against their defense. The hidden condition is removed from any Sneaking targets. This has no effect against Cloaked targets.

Flashlight**Carried****Base Cost:** 50 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: The handheld flash light produces bright light in the area in front of the user. Effecting a Cone (6) area in a direction of the user's choosing, it diminishes darkness in the area. The brightness of the light makes stealth checks in the area suffer disadvantage. The battery gives 4 hours of usage.

Geiger Counter**Worn****Base Cost:** 250 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: Generally worn on an equipment belt, the Geiger Counter detects spikes of radiation within 12 squares, including the severity of radiation within the area. This makes it useful for area of nuclear fallout or radiation leaks by allowing the user to avoid areas of radiation spikes.

Gravity Boots**Worn****Base Cost:** 500 credits**Weight:** 7 lb.**Inventory Slots Required:** 2

Description: Gravity boots allow the armor to apply a gravitational pull on whatever surface they are walking on. When activated, it allows the user to walk normally while in an area without gravity. It does not allow users to walk on walls or ceilings where there is a gravitational pull against them.

Grappling Hook Launcher**Carried****Base Cost:** 300 credits**Weight:** 10 lb.**Inventory Slots Required:** 3

Description: The grappling hook launcher fires a spiked hook that connects to an object while trailing a rope behind. The grappling hook launcher has a range of medium. To connect to a surface, and therefore provide a rope to climb, the user must succeed a DC 10 Ranged skill check. They suffer -5 for each range increment the target is beyond medium range. If they hit, the connection is secured, and any attached rope can be climbed. If the attack misses, the grappling hook must be reset as a standard action before it can be fired again. If the grappling hook does secure a connection, it can pull its user to the location where the hook has set in at a rate of 6 squares per round. The grappling hook launcher does not have any rope by default, but any purchased rope can be used with the launcher. The grappling hook can also be used as a weapon with the following profile.

Harpoon Gun**Two-handed Rifle****Damage:** 25**Accuracy:** +0**RoF:** Slow**Range:** Medium**Shots:** 1 Harpoon**Power Rating:** +4**Hacking Tool****Carried****Base Cost:** 1,000 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: The hacking tool is a handheld computer that is used to hack and gain access to computers. It can be plugged into a computer console as part of initiating a hack action. The character gains +2 and advantage on all computer checks with that system, and computer checks take half as long as normal.

Handcuffs**Carried****Base Cost:** 75 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: The handcuffs are used to bind an individual's hands, so they cannot be used. Handcuffs are designed to be opened with a certain key or digital code, depending on the design. They can be manually opened by spending a DC 20 stealth or science check to break open, but this cannot generally be done by the victim of the handcuffs. They can be broken by a

character that has 8 strength or higher, but this requires a DC 20 strength check as a full-round action. If they check is failed, further attempts will also fail.

Hologram Drone

Expendable

Base Cost: 2,000 credits

Weight: 1 lb.

Inventory Slots Required: 1

Description: When this drone is unleashed as a standard action, it creates a holographic replication of the utilizing character. This hologram gets its full number of actions every round but is not real and cannot actually interact with anything or deal any damage. However, it appears real and will draw fire. The hologram drone lasts for 5 minutes, after which it is destroyed. It takes a detector action to reveal that the hologram is false.

Jet Pack

Worn

Base Cost: 10,000 credits

Weight: 30 lb.

Inventory Slots Required: 12

Description: Attached to the character's back, the jet pack can lift or help move the character at greatly accelerated rates. The jet pack has three charges of use; it regains 1 charge at the start of each turn. Using a single charge, the character can instantly launch themselves 6 squares into the air, moving horizontally, vertically, or both. They can spend multiple charges to move an additional 6 squares in a single round. If the character doesn't end on solid ground, they fall. Alternately, the jet pack can be used to boost the user's own movement for a single round by spending one or more charges. For each charge spent, the character gains +3 movement speed. If the user ends their turn in the air, where they are not touching ground, they can spend an additional charge to hover in place and not fall.

Jump Boots

Worn

Base Cost: 5,000 credits

Weight: 5 lb.

Inventory Slots Required: 2

Description: Jump boots are worn on the feet, and greatly improve the user's jumping capabilities. While jump boots are equipped, the character gains +20 to athletics checks to jump and +20 to acrobatics checks to reduce or avoid falling damage.

Medipack

Expendable

Base Cost: 50 credits

Weight: 2 lb.

Inventory Slots Required: 1

Description: The medipack can be used as part of a first aid action to heal an injured ally. Doing so requires a standard action to heal the ally, that spends one of the allies healing thresholds. The healer makes a medicine skill check with a +20 bonus. The target recovers lost hit points equal to the result.

Mind Shield

Worn

Base Cost: 8,000 credits

Weight: 2 lb.

Inventory Slots Required: 1

Description: The mind shield is a psionic screening device used to protect humans from the negative influence of Hell energies. Worn on the head, often beneath a helmet, the mind screen makes the wearer immune to the Creature of Nightmares demon trait, the Psychic Fear of cacodemons, the Unnerving Terror of cherubs, and the latent psychic effects of gore nests, demon totems, pools of blood, or being on Hell. However, the mind shield has the side effect that the user is nulled to all emotions, including positive. Whenever they would gain a positive morale marker from any source, roll a d20. On a 1-8, they do not increase their morale.

Motion Detector

Carried

Base Cost: 75 credits

Weight: 1 lb.

Inventory Slots Required: 1

Description: The motion detector traces moving enemies within 15 squares of the users. The device tracks any movement, including individuals who do not actually change squares but perform minor action such as attacking or interacting with objects. The detector can be used as a standard action to make a detector action within 15 squares. The detector must be carried in hand. The detector does not function against enemies that perform no actions on their turn.

Navigation Unit**Carried****Base Cost:** 1,000 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: The navigation unit provides a digital topographic display of the terrain within 2 miles, including elevation changes, structures, and roads. It also provides the safest and most direct route to get to an input destination. The topographic display also shows presence and density of vegetation. The display also shows presence and depth of water.

Painkillers**Expendable****Base Cost:** 25 credits**Weight:** 0.1 lb.**Inventory Slots Required:** 0

Description: Painkillers are a medicine that dulls the user's sense of pain for a short while. It can be applied as a standard action. It restores 2 spent healing thresholds to the character that it is used on.

Personal Data Assistant**Carried****Base Cost:** 800 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: The PDA is a tablet designed to hold user information, research data, and control functions on a network. It essentially functions as a portable computer. It can be used as a hacking tool by connecting to a computer (though it gains no special benefits for doing so). It can hold plentiful files, software, and even 'dumb' AIs to manage the information, thus it is often a target of hacking. The PDA has higher security and better processing power than a cellphone and is more portable than a computer. It counts as a secure computer for the purpose of hacking.

Plasma Torch**Carried****Base Cost:** 250 credits**Weight:** 2 lb.**Inventory Slots Required:** 1

Description: A plasma torch can be used to cut open sealed metal objects such as security doors and bulkheads. A single character using a plasma torch can open a tiny object in 1 full-round, small in 2, medium in 3, large in 10, or huge in 30. A plasma torch contains enough fuel for 30 rounds of use. The plasma torch can also be used as an impromptu melee weapon, using the below Plasma Torch weapon profile. Each use of it as a weapon uses 1 round's worth of fuel.

Plasma Torch**One-handed Melee Weapon****Damage:** 12**Accuracy:** -2**RoF:** Slow**Range:** Melee**Shots:** 30**Power Rating:** +2**Special Trait:** Piercing**Power Cell****Carried****Base Cost:** 250 credits**Weight:** 2 lb.**Inventory Slots Required:** 2

Description: A power cell is a large battery that can power industrial strength equipment for a short while. A power cell might be needed to supply lightning to an area, unlock door systems, power a computer, activate an elevator, or so on. Hording power cells is important during electrical outages or when primary generator systems fail. These cells don't last forever, but last generally between 5 minutes and an hour (GM's discretion).

Radio**Carried****Base Cost:** 75 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: The radio allows instant communication over a military comms network. Using a radio to communicate requires connection to the correct frequency used for communication. It is GM's discretion what or whether any frequencies are available for use and whether the players know to use those frequencies. In battle, radios are essential for communicating with

command, receiving orders, or spending command points for support. Many forms of armor have built in radios that are hands free and built into the helmet.

Remote Detonator

Carried

Base Cost: 2,500 credits

Weight: 0.5 lb.

Inventory Slots Required: 1

Description: The remote detonator can signal and detonate explosives from afar, even explosives that are not usually triggered manually. When planting an explosive, the character can, as a minor action, key them into the detonator's frequency. The remote detonator can link with up to 10 planted explosives at once. When the detonator is activated, all linked explosives trigger and activate, exploding simultaneously. The remote detonator cannot be used to activate some explosives and not others. The detonator has a range of 1 mile.

Repair Kit

Expendable

Base Cost: 100 credits

Weight: 5 lb.

Inventory Slots Required: 2

Description: The repair kit can be used as part of Science checks to repair an object or vehicle. Using a repair kit for this purpose expends it. Once the action is finished, the character initiating the repair makes a +30 science skill check. The object or vehicle recovers that many hit points.

Rope

Carried

Base Cost: 80 credits

Weight: 15 lb.

Inventory Slots Required: 4

Description: This is 10 squares length of rope, designed to make climbing easier. This can be tied to an object or used in conjunction with a grappling hook. Climbing a rope is a DC 5 athletics check. Multiple strands of rope can be easily joined together for longer distances. They can still be used with a grappling hook when used in this way.

Stimulant

Expendable

Base Cost: 50 credits

Weight: 0.1 lb.

Inventory Slots Required: 0

Description: Stimulants are used to enhance the performance of an individual, making them more powerful in battle. Using a stimulant on yourself, or another individual, requires a DC 10 medicine check. If the check fails, the stimulant is used, and nothing happens. If the stimulant is successfully applied, the user spends a healing threshold. For the next minute (10 rounds), they gain the following benefits: +2 move speed, +2 defense, toughness, attack accuracy, skill checks, and damage threshold. After the stimulant wears off, the user gains 1 fatigue point.

Survival Gear

Carried

Base Cost: 120 credits

Weight: 20 lb.

Inventory Slots Required: 3

Description: Survival gear is an essential tool kit for surviving in the wilderness for long periods. The kit contains an expandable bedroll, a lighter and fire starter, a selection of two collapsible light pylons (each producing dim light over a 3 square area), water filter, cooking utensils, and whatever else the GM decides is suitable.

Trauma Kit

Carried

Base Cost: 300 credits

Weight: 5 lb.

Inventory Slots Required: 2

Description: Trauma kits are essential for performing advanced field medicine that first aid cannot resolve. A trauma kit is necessary to perform surgery, heal crippling wounds, and remove the dying condition from the wounded. Many forms of disfigurements require a trauma kit. See the Medicine skill and the Dying and Disfigurement section for the effects of such injuries and how they are healed.

Key Cards

UAC facilities are usually guarded with heavy security, including powered doors that are sealed tightly. These doors can usually be bypassed by having the proper clearance, represented in key cards. Collecting key cards is important for accessing different parts of a UAC installation. Even outside UAC operations, many different corporations on Earth will also use keycards with similar schemes.

Key cards come in four varieties: yellow, blue, red, and multipurpose. Each of those varieties comes with a level of security clearance, between one and five. Yellow areas are usually limited to engineering, maintenance, and infrastructure. Blue areas are generally science and research personnel. Red areas are secured for military personnel. Multipurpose cards can access red, blue, or yellow areas with a clearance of up to their numerical rating.

For example, a Yellow-2 card can access any area secured for Yellow-1 or Yellow-2 personnel. It cannot access red or blue areas, or yellow access of 3 or above.

The following table gives a guideline on what cards are required to access which areas. It also gives an idea how valuable those cards would be. Key cards are not generally for sale, but they might be valuable bartering tools in rare instances.

Key Card	Value	Access Type
Yellow-1	100	Maintenance and Engineering Tunnels
Yellow-2	250	Mars Surface or Robotic Construction Yards
Yellow-3	2,000	Engineering Facility for Personnel with High Security Clearance
Yellow-4	5,000	Reactor Core Access
Yellow-5	10,000	Top Secret Equipment Storage Area
Blue-1	500	Medical Station Access
Blue-2	1,000	Research Lab Access
Blue-3	4,000	Restricted Research Lab Access
Blue-4	12,000	Top Secret Research Lab Access
Blue-5	30,000	Administrator's Facilities
Red-1	500	Barracks or Guard Post
Red-2	2,500	Armory or Hanger
Red-3	7,500	Command Center
Red-4	15,000	Officer's Quarters
Red-5	40,000	Top Secret Ops Center
Multipurpose-1	1,000	Temporary VIP Key Card Access
Multipurpose-2	10,000	UAC Administrator Access
Multipurpose-3	25,000	VIP Corporate Access
Multipurpose-4	75,000	Lead Administrator's Second
Multipurpose-5	200,000	Facility Lead Administrator

Food

Because the DOOM RPG often focuses on survival as well as action, players might be forced to trade or scavenge for food and water. For this reason, the following list is available for the credit costs of different meals, in case the players are trading with other survivors for food. Note that many fine meals give brief bonuses to various statistics for a short duration. This is usually from an abundance of food making the character healthier, or delicious food helping their spirits.

In general, a character needs 1 unit of food every 8 hours and 1 unit of water every 4 hours or they risk gaining fatigue.

Meal	Benefit	Cost
Packed Rations	Fulfills food requirement	10
Prepared Food (soup, salad, bread, noodles)	Fulfills food requirement, +1 on endurance checks for 4 hours	20
Fattening Meal (burgers, tacos, dessert)	Fulfills food requirement, removes 1 additional famine fatigue, +1 on endurance checks for 1 day, +1 morale bonus for 4 hours	30
Feast (several course meals with masterful preparation)	Fulfills food requirement for 1 day and removes all famine fatigue, +2 on endurance checks for 1 day, +2 morale bonus for 1 day	150
Water Bottle	Fulfills water requirement, removes 2 thirst fatigue	10
Soda	Fulfills water requirements, +1 morale bonus for 4 hours	20
Alcohol	Fulfills water requirements, +2 morale bonus and influence checks for 4 hours, -1 attack rolls, skill checks and defense for 4 hours, penalties cumulative with multiple drinks; bonuses are not	25
Energy Drink	Fulfills water requirements, +2 on endurance checks for 4 hours	20

Scrap

Scrap is a term for a collection of mechanical components that don't take a certain form, such as electronics, mechanical gears, and other mechanisms. Scientifically capable characters can find uses out of scrap, such as crafting items, performing, research, or making science devices.

Scrap is found in the form of an item known as scrap parts. Scrap parts represent collections of mechanical parts. All scrap parts have a certain value, which is how much scrap points they are worth. All scrap parts take up 1 inventory slot and weight a single pound. However, some scrap is simply more valuable than other scrap, and is worth more scrap points. These scraps have a higher value towards whatever they are used for construction. For example, valuable scrap is worth 5 scrap points. Thus, if you were creating an item that requires 15 scrap, you would only need 5 valuable scrap. You can mix different type of scrap to get the correct value of required scrap. For example, if you were trying to create an item that required 15 scrap, you could use 2 valuable scrap for 10 of the requirements, and then 5 basic scraps parts, which have a value of 1, to build the item.

An important detail and downside to more valuable scrap parts is that they cannot be split amongst multiple projects. For example, if you were creating an item that required 3 scrap parts, and you only possess the valuable scrap parts (value 5), you could use the valuable scrap parts to make the item. However, it would use the whole scrap part, and you would have 2 scrap points wasted.

A few more notes to keep in mind about scrap parts:

- Most items only require scrap to make, allowing you to use any type. Some items, particularly advanced research items, require specific levels of scrap. In these cases, you must use the level of scrap that is required, not any higher or lower.
- Often, you can gain scrap by taking apart or disassembling items. Unless it states otherwise, it is basic scrap parts, the single value ones, that you gain when the rules say you would gain scrap parts.

-Scrap is valuable to many people and can often be purchased and sold. They have value based on their scrap part type.

Scrap Part Types

These are the different types of scrap parts that are used in the Doom RPG.

Scrap Type	Scrap Value	Credit Value	Description
Basic Scrap Part	1	50	General, poor-quality pieces and bits
Valuable Scrap Part	5	300	Higher quality parts with many intact pieces
UAC Scrap Part	10	750	Advanced parts using patented UAC technologies that are not publicly available
Hell Scrap Part	15	1,000 (cannot be purchased)	Parts from many of the worlds Hell has conquered, tainted and empowered by infernal energies
Makyr Scrap Part	20	3,000 (cannot be purchased)	Rare bits of the near divine bits of technology used by the makyr, lightweight and incredible dense.

Using Scrap Parts to Craft Items

Science based characters can use scrap parts to build equipment, if they have access to a workbench. Scrap parts can be used to make weapons, weapon upgrades and mods, gear, and armor. Building a device out of scrap parts costs 1 scrap point and 5 minutes of work for every 100 credits of cost that an item has. For example, creating a plasma gun, that normally costs 7,000 credits, instead costs 70 scrap points and 350 minutes of work. The science DC to create an object is $1/1000$ of its cost plus 15. Therefore, a plasma rifle would be DC 22 to craft. Failing a crafting check uses up and wastes 10% of the scrap parts per point of failure.

Advanced workstations can be found in certain environments, such as military bases and research labs. These workstations contain advanced tools, automation, and robotic assistance for crafting items. When working at an advanced workstation, you gain +5 bonus to science checks to craft items and the process takes half as long.

You can also disassemble weapons and armor for basic scrap parts. It requires the same science DC as creating it and takes half the time it takes to create an item. If you succeed the check, you gain scrap parts equal to $1/3$ the number of scrap parts it takes to build the item (minimum 1). If you fail, you only gain $1/10$ the normal scrap parts (minimum 0). Advanced workstations also give +5 to science checks to disassemble, and makes it only take a total of a quarter the time to disassemble.

You cannot use scrap parts to create a BFG-9000, nor can you disassemble the BFG. The BFG can be created through the Advanced Research System. You also cannot use this system to build or disassemble night sentinel wargear.



Science Devices

Science devices are special abilities exclusive to scientific characters who take the Battlefield Engineer specialization theme. Science devices are powers that can be used by expending special components that are created from spare parts. A character can spend a minute transforming spare parts into a science device. They can use that science device as a standard action to replicate any effect available to that tier of science device.

There are three tiers of scientific devices: basic, expert, and masterwork. Each tier is exclusive to one of the tiers of specializations in the Battlefield Engineer theme. For example, the Tinker specialization is needed to use basic science devices, while engineer is needed for expert science devices. Possessing a higher tiered specialization does not give you all the lower tiered devices as well. For example, if you take the Engineer advanced specialization, you would not gain access to the basic science devices. You would still need to take the Tinker basic specialization.

Science devices are important for intellectual characters because they allow them to adapt to different circumstances. They also allow them to have a solution for a wide variety of problems that might otherwise be very difficult to solve. Most science characters should carry a large number of modular gadgets on their person, so they can constantly use them and always have a trick leftover for a difficult situation.

Science devices generally have effects that scale based on the character's Intelligence ability score. Smarter characters generate more powerful effects. In addition, many devices require a science attack roll. The accuracy of a science attack is the character's ranks in science plus their intelligence.

Basic Science Devices

Basic science devices are gained from the Tinker basic specialization. They are some of the most generic and universally effective science devices, making them good for every level of play. Basic science devices require battlefield gadgets. Battlefield gadgets are created from 2 scrap parts, take up 1 inventory slot, and weigh a single pound.

Trick	Effect
Argent Ray	Fires a focused beam of energy at a single target
Concussive Surge	Object releases a localized blast that knocks targets backward in a cone
Black-Out Blast	Surge of energy fries all lights within an area
Explosive Charge	Bomb that explodes once certain conditions are met
Remote Hacker	Device that automatically picks locks, shuts down a computer, or enables distant hacking
Restorative Drone	Thrown object that deals tiny healing at a range
Scanner Sweep	Device can be used to reveal hidden foes in an area around it
Seismic Charges	Bomb that deals excessive damage to terrain and structures, but none to anyone else

Argent Ray

Basic Science Device

The device is modified to emit a short-ranged beam of focused Argent energy. Make a science attack within short range, suffering accuracy penalties for shooting beyond short range, as normal. If the attack hits, the target takes a hit of energy damage equal to 2x your intelligence, with a penetration of 3x intelligence and the Focusing Beam trait.

Concussive Surge

Basic Science Device

You can use your device as a localized explosive that pushes enemies backwards in a cone in front of you. This ability effects a Cone area adjacent to you equal to your intelligence. Make a standard device attack roll against the toughness all targets in the area. If they are hit, that are pushed back 1 square, +1 square for every 2 points the attack roll surpasses their toughness.

Black-Out Blast

Basic Science Device

You transform your gadget into a widespread but very weak EMP device that only has the strength to effect lighting systems. When used, this device knocks out all lights within 10x intelligence squares. This effects lights within any structure or installation, as well as flashlights, armor mounted lights, and headlights. This effect lasts a number of rounds equal to the character's intelligence.

Explosive Charge

Basic Science Device

The device is converted to a planted explosive charge that explodes after preprogrammed parameters are set. It is planted as a standard action. This includes proximity or a certain number of squares or a timer for a certain number of rounds or minutes. Once the explosive charge detonates, it explodes in a Burst (1/2 Intelligence) area. It deals 30 damage, +2 damage for every point of intelligence, with the Penetration (5) trait. It makes a standard science attack roll to hit.

Remote Hacker

Basic Science Device

Benefit: This tool is gizmo that can be launched or attached to an electronic door or computer. It comes in two parts: the connection rod that goes on the device and the computer interface used by the scientist. The rod can be attached onto an adjacent object as a standard, the same standard action used to activate this device. It can also be launched towards an object with that action. For it to connect, make a ranged science attack roll, with an accuracy penalty equal to the number of squares away the target is from the user. If it hits the defense, then it attaches, and the checks can be made.

The remote hacker has a different effect whether it is used on a computer or a door.

Door: The remote hacker instantly makes a check to unlock the door, regardless in it is a manual or electronic lock. It can also unlock doors that are sealed by a computer, unless the GM rules otherwise. The door is automatically opened if its DC is equal or less than 4x the character's intelligence.

Computer: If the target device is a computer, then the character can make hacking attempts on it without being adjacent to a computer console. Therefore, they can apply the remote hacker, and hide in cover while using the hacker's remote interface to hack the door.

No matter how it is used, the remote hacker only lasts rounds equal to the character's intelligence. Once it wears off, it can no longer be used to make remote hacking attempts and there is nothing stopping doors from shutting and sealing.

Restorative Drone

Basic Science Device

Upon converting a device into a restorative drone, the drone can be thrown at an ally to heal them. Target an ally within short range. The drone explodes over them, healing them with restorative medical nanites. They spend a healing threshold to recover 5x your intelligence hit points.

Scanner Sweep

Basic Science Device

Your battlefield gadget is transformed into a short-ranged scanner that highlights and reveals all individuals, including hidden foes. The scanner effects all nearby targets, friend or foe, within an area equal to your intelligence. Within that area, no combatant can benefit from concealment, or the hidden or cloaked conditions. This area follows you and lasts a number of rounds equal to ½ your intelligence.

Seismic Charges

Basic Science Device

The device releases a sonic charge that is devastating to terrain features, such as walls, doors, and bridges. Its shaped design also deals no direct damage to characters or vehicles within the area. The explosive does not activate instantly and instead blows after 5 turns have passed. Once it detonates, it effects a burst area equal to 2x intelligence and deals 10x intelligence damage with the Piercing weapon trait. As mentioned, it only effects terrain features within the area, not combatants. However, the effects of the charge can easily kill or maim others when a bridge collapses or a ceiling caves in.

Expert Science Devices

Expert science devices are gained from the Engineer advanced specialization. Expert science devices are some of the most efficient and useful devices. They lack the raw power of masterwork devices and the universal utility of basic devices. Expert science devices require advanced modules. Advanced modules are created from 10 scrap parts, take up 1 inventory slot, and weigh two pounds.

Trick	Effect
Anti-Gravity Mine	Lays a mine that throws those who step on it upwards
Cluster Demolition Charges	Object explodes once per round for 3 rounds, larger burst area but less damage each round
Decay Enhancement Device	Releases a toxic bomb that poisons humans, decays corpses, and devastates zombies
Force Field Projector	Creates a temporary force field that wards an area
Incendiary Room Clearer	Creates a spreading field of fire that overwhelms an area
Nanite-Delivery Unit	Releases a floating orb that heals 1 target per round for several rounds
Relocation Device	Object is launched then teleports user to the target area after a round
Targeting Luminescent	Object releases directional light, blinding and deafening those within the area

Anti-Gravity Mine

Expert Science Device

You transform your module into an anti-gravity mine that throws enemies upwards. You plant the mine as normal, and it takes a DC 25 perception check to notice. When it detonates, it effects a Burst (2, +1 per 5 intelligence) area. Make a science check against the toughness of all enemies in the area. If the attack hits, the enemies are thrown up into the area, at a height of 1 square per point of intelligence. Even if the attack misses, targets are thrown ½ that distances upwards. Once thrown, enemies suffer falling damage on the way back down. If enemies collide with the ceiling, they suffer 10 damage times the distance they would have been thrown passed the ceiling. For example, if an enemy is thrown 6 squares upwards, but collides with the ceiling after 2 squares, they would suffer 40 damage. Finally, every target hit by the attack is knocked prone. Vehicles lose control instead.

Cluster Demolition Charges

Expert Science Device

The device is converted to an explosive charge that begins exploding after preprogrammed parameters are set. It is planted as a standard action. This includes proximity of a certain number of squares or a timer for a certain number of rounds or minutes. Once the explosive charge detonates, it explodes in a Burst (2) area. It deals 10x intelligence damage. It makes a standard science attack roll to hit. After it detonates, it remains in place, and explodes at the start of the next turn. The next turn it has a Burst (4) and deals 6x intelligence damage. Finally, it explodes again on the third turn, with a Burst (6) area and dealing 4x intelligence damage.

Decay Enhancement Device

Expert Science Device

This device has bio-toxic particles within it that quickly eat away at tissue, especially dead tissue. This device can be thrown to a location within 15 squares, after which it emits a Burst (10) cloud of toxic gas. This gas poisons humans within the area, forcing them to take a DC 13 endurance check each round or suffer 10 poison damage. It also disintegrates all human corpses in the area after 5 rounds. Against zombies, it is even more effective, dealing 20 piercing damage to every zombie in the area (no attack roll required) every round. The cloud lasts for 10 rounds.

Force Field Projector

Expert Science Device

You convert the module into a temporary force field projector. After spending a full-round action to set up the projector, it creates a flat wall that blocks fire from passing through it. This wall is a number of squares wide equal to ½ intelligence. The force field projector counts as an energy shield that blocks attacks passing through it. The force field projector has an energy shield pool of 20x intelligence and 10 shield armor. While it blocks attacks, the force field projector can be moved through as normal. If not destroyed, it lasts for 1 minute per point of intelligence.

Incendiary Room Clearer

Expert Science Device

This device creates a quickly spreading field of fire that burns in contact with any substance. The device is placed on an adjacent square as a standard action and activates after 2 rounds have passed. When activated, it sets a Burst (2) area centered around the device on fire. The fire deals 40 damage (penetration 5) to anyone who passes through or starts their turn in the area. Every round, the device's area doubles, until it expands to a Burst (32). The fire lasts for 1 hour, or until someone puts it out.

Nanite Delivery Unit

Expert Science Device

You convert your module into a floating drone that dispenses medical nanites to nearby allies as needed. You set up the drone in adjacent square of your choosing, and it lasts a number of rounds equal to your intelligence. Every round, at the start of your turn, pick an ally within 3 squares of the drone. They recover 3x intelligence hit points without needing to spend a healing threshold.

Relocation Device

Expert Science Device

The relocation device is a one-time use teleportation platform that teleports the user to the appointed location. When created, it can be thrown to any location within sight that is within 15 squares. Once it lands, it begins the charge up. At the start of the user's next turn, they are instantly teleported to where the device deployed, as long as they are still within 1 kilometer of it.

Targeting Luminescent

Expert Science Device

The module releases a blinding blast of light in a directed area of effect. Make a science attack roll against all targets within a Line equal to 3x intelligence. If the attack rolls succeeds, targets are blinded. To end the blinded effect, the targets can make an Endurance check at the end of each turn (DC 15+ intelligence). On a success, they are no longer blinded.

Masterwork Science Devices

Masterwork science devices are gained from the Mechanist master specialization. Masterwork science devices are definitively the most powerful. However, they are the hardest to use and most situational. Masterwork science devices require war engines. War engines are created from 30 scrap parts, take up 2 inventory slots, and weigh ten pounds. Because of their size, they cannot be carried on an equipment belt.

Trick	Effect
Advanced Auto Turret	Releases a floating turret that makes three laser attacks per turn
Banishment Device	Instantly thrusts 1 or more demons back to hell
Burst Shield Projector	Item explodes to create an energy shield around self or adjacent target, high shield armor
Hell Rift	Opens a hell rift, causing demons to pour into the universe
Neutralizing Charge	Massive EMP explosion that shuts down electronics in a large area for a short time
Nuclear Charge	Massive explosion that deals considerable damage in a large area
Omega Power Cell	Powerful plasma cell that gives overwhelming energy yields for a short while
Regeneration Device	The object, while worn, gives the recipient regeneration for 2 hours
Stealth Field Generator	Item creates a cloaking field that hides all nearby allies for a duration

Advanced Auto Turret

Masterwork Science Device

You transform your war engine into an advanced floating turret that fires plasma blasts at nearby foes. You set up the turret in any unoccupied square adjacent to you. At the start of each of your turns, it fires a ranged attack at 3 foes within long range. Make a single science attack roll against each target. If the attack hits, the target takes 15 +2x intelligence damage with penetration equal to 3x intelligence. This attack has the Energy Damage weapon trait. It lasts for 1 minute before collapsing.

Banishment Device

Masterwork Science Device

You turn your engine into a grenade that creates a reverse hell rift that sends demons back to their native plane. The banishment device has a short range and makes a science attack roll against all targets in the area. It has a Burst 1 area. The attack gains +5 accuracy for every square beyond the first that is overlapping the creature's space. Thus, if the area of the device is touching 3 of a target's squares, it gains +10 accuracy. If the attack bypasses the toughness of a demon, they are instantly defeated as they are sucked back to hell. This device has no effect when used in hell.

Burst Shield Projector

Masterwork Science Device

You create a device that explodes and creates a temporary but very powerful energy shield around yourself or an adjacent ally. This device gives the target a personal energy shield with a shield pool of 15x intelligence and shield armor equal to 2x intelligence. If the target already has an energy shield, then those shields are applied only after this shield is depleted. This shield cannot recover shield pool by any means. It lasts until depleted or 3 rounds per point of intelligence passes.

Hell Rift

Masterwork Science Device

In a moment of madness or desperation, you have turned your device into an explosive that creates a hell rift upon activation. This device is a planted explosive that triggers once the circumstances you set activate. Once the hell rift activates, roll a d20. The rift summons that many demons into the universe, at a rate of 2 per round. Generally, the rift starts with weaker demons and escalates to more powerful demons. The more demons that a rift summons, the more likely it is to summon more powerful demons. It is up to the GM what demons are summoned. This device has no effect when used in hell.

Neutralizing Charge

Masterwork Science Device

The neutralizing charge is an EMP explosive designed to deactivate all electronics within a massive area. Activated as a full-round action, this ability effects all computers, vehicles, AIs, and robots within a Burst (20x intelligence area). Every AI and construct are effectively stunned. Cybernetic parts shut down, crippling those who wear them. Cybernetic augmented demons gain Slowed and Tormented. Moving vehicles lose control. This effect lasts 1 round, plus 1 additional round per 5 points of intelligence you possess.

Nuclear Charge

Masterwork Science Device

You create a miniature, nuclear device. This device is less effective than a full-sized nuke, but still capable of destroying entire buildings or city blocks. Building this item requires spending 5 minutes to combine 3 war engines. Once combined, this device can be planted and activated after 1 minute. It comes with a timer, that will go off at the set time, between 1 minute and 1 hour. When it explodes, it effects a Burst (100), dealing 60 damage with Penetration (20) and Hailfire (4). Most likely, this bomb will destroy whatever structure or ship it is placed within, unless it is excessively large. Even then, it will do considerable structural damage.

Omega Power Cell

Masterwork Science Device

The omega power cell is a super-charged source of energy. It can be used to give an energy weapon a substantial boost for a short while, or act as a portable power source that can power even great machinery. When plugged into a weapon that uses power cells, the omega power counts as a magazine of 250 for whatever weapon is using it. It also gives the weapon +10 damage and +10 penetration while using that magazine. When used to power machinery, the omega power cells has all the kick of a major power reactor, but can only function as one for a few rounds. Smaller, simpler machines can be charged almost indefinitely, while a major piece of machinery that requires a full reactor can be charged for 3 rounds.

Regeneration Device

Masterwork Science Device

You create a device that, while worn, regularly pumps restorative nanites into your bloodstream. You or any of your allies can wear the device after it is created. It takes up 3 slots on an equipment belt. While the device is active, it gives the user regeneration every round equal to your intelligence value. It lasts for 1 hour before expiring.

Stealth Field Generator

Masterwork Science Device

Your engine becomes a portable stealth field generator that hides all nearby allies. This object is a one-handed item that must be carried in hand. All allies within 6 squares of you gain the Cloaked trait while the field is active. This device lasts a number of rounds equal to your intelligence before expiring.

Cybernetics

It is possible that a character will lose a limb or organ as part of a Doom Campaign. Furthermore, the regenerative services used in the StarCraft RPG to regrow lost limbs or repair injuries is generally not available in DOOM. It is less that the biotechnology has not been invented, but more that it is not accessible during the demonic invasion. After all, much of those technologies were controlled by the corrupted UAC.

However, cybernetics technologies are easily accessible in the Doom era, with many scientists and doctors knowing how to develop them. In the survival campaign, characters skilled with science and medicine can build new advanced cybernetic limbs and organs to replace those that are lost. This section will detail the steps to build cybernetic replacement limbs.

Assessment

Once the injured patient is stabilized and comfortable, a character must make a DC 22 medicine check to assess the injury to see how to replace the missing body part. This check takes 1 hour and cannot be repeated by the character if they fail, although another character can try the check instead. If the check is successful, the character has successfully analyzed the wound and can draw up schematics for the exact size and type of cybernetic to place over the injury. This takes another hour.

Construction

Once the schematics are complete, the prosthetic can be built like any other item, requiring a workbench and the required scrap parts. The time to create, the number of scrap parts, and the Science DC depends on what is being created.

Replaced Body Part	Crafting Time	Scrap Parts	Science DC to Craft
Cybernetic Arm	12 hours	60	DC 24
Cybernetic Leg	10 hours	70	DC 20
Cybernetic Internal Organ	6 hours	30	DC 22
Cybernetic Eye	6 hours	25	DC 24

Installation

Once the cybernetic is created, it can be installed on the patient. This requires both a science and medicine check, that can be made by the same character or two different characters. The installation process gives room for up to four characters, so others can make assist checks to successfully install the limbs. The installation process requires a trauma kit for those making medicine checks and a repair kit for those making science checks. The process takes 30 minutes and requires the target to spend 2 healing thresholds.

Successfully installing a cybernetic leg or arm requires a DC 20 science and medicine check. Installing a cybernetic organ or eye requires a DC 25 science and medicine check. Failure of either check means the prosthetic is not installed, but the injured target still loses 2 healing thresholds. However, the installation can be tried again, assuming the area is still safe, and the target has healing thresholds remaining.

Perks of a Cybernetic Limb

The cybernetic limb is a complete replacement for a lost limb, allowing the wounded player to use the limb without penalty. Essentially, they play as they normally would. However, there are a few restrictions based on what limb is now cybernetic.

If you have a cybernetic arm, your action wounds can be cured with science checks and repair kits. Meanwhile, if you suffer EMP damage, you cannot use that arm for 1 round.

If you have a cybernetic leg, your mobility wounds can be cured with science checks and repair kits. Meanwhile, if you suffer EMP damage, you fall prone and cannot walk for 1 round.

If you have a cybernetic internal organ and suffer EMP damage, you are stunned for 1 round. If you have a cybernetic eye and suffer EMP damage, you are blind for 1 round.

Chapter 4: Playing as a Night Sentinel

The story of DOOM did not start with humanity. Another race, known as the Argenta, once had power and settlements throughout the dimensions. They were protected by a knightly warrior caste, known as the Night Sentinels, who safeguarded their world from violent monsters and protected their civilization. The Argenta lived on the world of Argent D’Nur, where they benefited from a powerful energy created for them by elemental wraiths. They were further sphered by divine, angelic beings known as the Makyr, who further uplifted their society.

The Argenta’s dominance did not last. Their world was invaded by demons of Hell. Even more atrocious, the demons became allied with both the Makyr and the ruling priest class of the Argenta, known as the Order of Daeg. Together, they built a citadel in Hell that funneled the souls of Argenta slain by demons into the Makyr’s realm, Urdak. When the warrior caste of Argent D’Nur learned of this betrayal, they launched a rebellion that ultimately failed. Most of the noble Night Sentinels died with that rebellion.

However, some may have survived, fighting in Hell all this time to gain vengeance against their enemies. As an alternative, some previously neutral Night Sentinels may have been inspired by their tale and become disgusted at the corruption of their society. These warriors may start to fight the demon hordes in the legacy of those great warriors. This is the premise of the Night Sentinel playable race.

A player Night Sentinel is a great, knightly warrior of the Argenta who has sworn a crusade against the forces of Hell. This race is ideal for players who want to play a great warrior similar in skill set to the Doom Slayer himself. Night Sentinels work well in elite, small parties of their own kind fighting against the forces of Hell or coming together with humans on Earth as they fight the demons trying to take their world.

Night Sentinel Race Rules

Night Sentinels are a much more powerful race that focuses on combat and crafting their own, unique, equipment. Make sure you have your Game Master’s approval before creating a Night Sentinel character.

Note that Night Sentinels do not use background points and only gain 2 +1/2 intelligence skill points when spending characteristic points to increase skills.

Night Sentinel

Characteristic Points: 22

Ability Score: 3 Strength, 3 Instinct, 3 Agility, 4 Fortitude, 3 Intelligence, 4 Willpower

Sentinel’s Ferocity: Night Sentinels have a unique mechanic known as Ferocity. Sentinels gain ferocity by eliminating enemies and channeling their warrior training. Sentinels begin combat with no ferocity. They gain a ferocity the first time they reduce an enemy to 0 hit points in a turn or if they spend a full-round action channeling their ferocity. If they successfully use the glory kill talent, they gain 2 ferocity. They can have a maximum of 3 ferocity points at a time.

Ferocity can be used on the Sentinel’s turn to enact one of the following effects:

- Onslaught:** Instantly make a standard action attack.
- Warrior Focus:** Gain a +5 bonus on all skill checks until the start of your next turn. This does not apply to attack rolls.
- Retaliate:** When an enemy’s turn, when you suffer damage from an attack, you can make a standard action attack back at them even though it is their turn.
- Exhilaration:** Spend a healing threshold upon killing an enemy to recover 10x Fortitude hit points
- Revitalize:** Regain a spent healing threshold as a free action (requires spending 3 ferocity)

Using Sentinel’s Ferocity requires no actions but can only be used on your turn (with the exception of Retaliate). Sentinels only gain ferocity while within an encounter and lose all ferocity once outside an encounter. They begin every encounter with 0 ferocity, unless they have an ability that allows otherwise. A sentinel cannot gain a ferocity point from an action that they spend a ferocity on.

Wargear: Night Sentinels are always working on their weapons and armor, hoping to perfect their equipment to be the ultimate warrior. At level 1, the only equipment you begin with is your Sentinel Training Armor and two level 1 unlock (not upgrade) wargear choices from the following list: spear, axe, dagger, blade, cuirass, greaves, gauntlet, or helmet. Every level after 1st, you gain a wargear upgrade. This upgrade is used to buy new weapons or armor or to upgrade your weapons or armor with new features. If you lose one of your default or unlocked weapons or armor, you can spend 24 hours in a forge to make a replacement.

See Sentinel Wargear later in this chapter for the rules on wargear.

Specialization: Night Sentinels chose and gain specializations just like human characters. They use the same list of specializations that are described in the beginning of this resource.

Demon Slayers: Night sentinels do not lose morale for ending their turn adjacent to a demon. In addition, they always start with the Glory Kill I talent.

Sustainable Energies: Night sentinels can survive on consuming supernatural essence to avoid worrying about food, water, or exhaustion. They gain three points of Sustainable Energies. Whenever they would gain a point of fatigue, they can instead remove a point of sustainable energy. When they are out of sustainable energy, they must suffer fatigue. However, whenever they Glory Kill a demon, zombie, or makyr, they can regain one point of Sustainable Energy. Alternately, they can spend 3 ferocity in an encounter to regain a Sustainable Energy. Finally, consuming an argent potion or elixir automatically recovers one Sustainable Energy. You can only have a maximum of three Sustainable Energy points at once.

Heroic Race: Night Sentinels cannot be played as non-heroic characters. Night Sentinels are always High threat characters, and count as 2 individuals for rewarding or dividing experience.

Description: Night Sentinels were the warrior caste of the Argenta, an ancient culture hailing from the world of Argent D'nur. They engaged in a prolonged battle with the demons of Hell, until they realized they were betrayed by their own priests. In secret, their priests, in service to their god, Khan Makyr, devised a plan to syphon the souls of dead Argenta into hell. They used the war to butcher their own people and twist their souls into an energy form that would power Khan Makyr's dimension, Urdak. A civil war broke out between the Night Sentinels, some fighting for justice and the preservation of their people, while others serving the twisted and selfish machinations of their god. The followers of the Makyr won the war, and what little society they had left was crippled and corrupted.

The race is for a remaining member of the Argenta night sentinels who carries on the battle against Hell. With their armies gone, these isolated warriors have fought alone or in small groups to defeat the forces of Hell. Their crusades may bring them across dimensions or into the beating heart of Hell itself. With the demonic invasion of Earth, they may even come to the humans to fight their enemies as they invade our world.

Night Sentinels are elite warriors who have great ferocity and training, as well as a collection of their own wargear. Cut off from supply chains and society, Night Sentinels have learned to craft, replace, and upgrade their own gear, as well as making personal modifications over time to their equipment. In addition, they might readily use the equipment of humans as well.



Night Sentinel Wargear

Night Sentinels must know how to craft, upgrade, and replace their own weapons and armor. At character creation, a sentinel only knows their most basic armaments; the Sentinel Armor and two level 1 unlock wargear (unlock, not upgrade) choices from the following list: spear, axe, dagger, blade, cuirass, greaves, gauntlet, or helmet. Every time they gain a level, starting at level 2, they gain a new wargear upgrade. They pick a weapon or armor that they have not unlocked and add it to their repertoire. Alternatively, they can select a weapon or armor they have unlocked and upgrade it. Many upgrades have a choice of what benefit you can gain at each upgrade level. Once chosen, they are permanent and cannot be undone.

There is more possible wargear upgrades than there are levels in the game. Make sure you prioritize the essential upgrades for how you want your sentinel to fight, while finding a balance between weapons and armor.

Sentinel Armor

All sentinels begin with a basic suit of Sentinel Training Armor. This armor functions as described below.

Sentinel Training Armor

Sentinel Heavy Armor

Base Cost: NA

Damage Resistance: 6

Defense Penalty: -3

Resistance Rating: +3

Mounted Gear: NA

Ability Score Bonuses: NA

Weight: 40 lbs.

Special Traits: Cumbersome, Heavy Protection, Situational Environmental Protection*

***Situational Environmental Protection:** If the sentinel using their training armor has unlocked their basic cuirass, gauntlet, greaves, and helmet, then this armor gains Elemental Protection.

Every armor upgrade further enhances your armor, until it becomes a magnificent, impenetrable bulwark at higher levels. These armor upgrades are broken into different physical locations, namely cuirass, helmet, gauntlets, and greaves. No matter which physical slot they occupy; all armor upgrades enhance your suit of armor and add their benefit to wearing the armor as a whole. All your sentinel upgrades come from your personnel customization of your armor. Thus, **sentinel armor cannot gain armor upgrades from the normal rules in the equipment chapter, as this system replaces that.** They can receive armor shards, however.

Each upgrade, after their initial purchase, can be upgraded up to 3 times. Each upgrade gives you a choice of what benefit your armor gains. Remember, once these benefits are chosen, they cannot be undone.

Cuirass Upgrades

The cuirass upgrades empower and protect your torso and shoulders.

Cuirass Unlock

Minimum Level: 1

Benefit: Your armor gains +4 base damage resistance.

Cuirass Upgrade 1

Minimum Level: 1

Benefit: Your armor gains +2 base damage resistance and one of the following two upgrades.

Ablative Plating: You gain 3 temporary hit points each turn for every armor shard upgrade on your armor.

Sturdy Reinforcement: You gain +4 damage threshold while wearing your armor.

Cuirass Upgrade 2

Minimum Level: 5

Benefit: Your armor gains +2 base damage resistance and one of the following two upgrades.

Force Field: Your armor provides you with an energy shield. This energy shield has a shield pool of 40 and 5 shield armor. You can recharge 20 points to your energy shield by spending a warrior's ferocity as a minor action.

Physical Enhancement: While worn, your armor gives you +1 strength and agility. This stacks with other enhancements that give your armor bonus ability scores.

Cuirass Upgrade 3

Minimum Level: 10

Benefit: Your armor gains +2 base damage resistance and one of the following two upgrades.

Relic: While wearing your armor, all attacks against you cannot have greater than 20 penetration. Piercing damage attacks also deal half their normal amount of damage, while still ignoring damage resistance.

Ancestral: While wearing your armor, you start all encounters with 1 ferocity point, and your maximum ferocity increases by 1. This is cumulative with other armor upgrades that have this enhancement.

Gauntlets Upgrades

The gauntlet upgrades protect your hands and arms.

Gauntlet Unlock

Minimum Level: 1

Benefit: Your armor gains +1 base damage resistance and gives +1 strength. This stacks with other enhancements that give your armor bonus ability scores.

Gauntlet Upgrade 1

Minimum Level: 1

Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Brawling Knuckles: Your unarmed attacks gain +2 damage, +2 penetration, and +1 accuracy while using your armor.

Empowered Servos: All your melee attacks gain +2 penetration.

Gauntlet Upgrade 2

Minimum Level: 5

Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Mighty Strength: While worn, your armor gives you +1 strength. This stacks with other enhancements that give your armor bonus ability scores.

Cleaving Blade: One of your suit's arms has an underslung, retractable blade. You can use this blade as a melee weapon. It is drawn or put away as a free action. It uses the following attack profile. In addition, you gain +5 to glory kill checks when you have this blade.

Cleaving Blade

One-handed Melee Weapon

Damage: 16

Accuracy: +2

RoF: Average

Range: Melee

Shots: NA

Power Rating: +3

Weight: NA

Special Traits: Penetration (4), Rending (4)

Gauntlet Upgrade 3

Minimum Level: 10

Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Blood Punch: You can perform a blood punch, an incredibly powerful melee strike. Doing this requires spending 2 ferocity and a standard action. You make a single melee strike against an enemy with bonus accuracy equal to twice your strength score. The attack deals damage equal to 10x your strength score and causes Bleed equal to your strength score. You also determine which wound location the attack hits, instead of being determined randomly. If the attack hits, all enemies adjacent to your target suffer 5x strength score damage and Bleed equal to ½ strength if the attack hits them as well.

Ancestral: While wearing your armor, you start all encounters with 1 ferocity point, and your maximum ferocity increases by 1. This is cumulative with other armor upgrades that have this enhancement.

Greaves Upgrades

The greaves upgrades protect your feet and legs.

Greaves Unlock

Minimum Level: 1

Benefit: Your armor gains +1 base damage resistance and gives +1 agility. This stacks with other enhancements that give your armor bonus ability scores.

Greaves Upgrade 1

Minimum Level: 1

Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Dash: As a minor action, you can perform a quick dash. This dash allows you to make a shift action, except that you move 5 squares and must move in a straight, horizontal line. This can even be used while jumping to get extra horizontal distance in your leap. You can perform up to 2 dashes in a single turn.

Boost: You gain +2 base movement speed and +1 shift speed while wearing your armor.

Greaves Upgrade 2

Minimum Level: 5

Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Accelerated: While worn, your armor gives you +1 agility. This stacks with other enhancements that give your armor bonus ability scores.

Coordinated Movements: While wearing your armor, you gain a +10 bonus to athletics and acrobatics tests. This does not apply to acrobatics tests used to evade.

Greaves Upgrade 3

Minimum Level: 10

Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Trample: You can move through enemies' squares while wearing your armor. This only effects enemies that are large-sized or smaller, and you can only move through one of a single enemy's square each round. Every enemy whose square you move through suffers 35+ your strength score damage, no attack roll required. This only takes effect when you perform a normal move, action move, or charge action.

Ancestral: While wearing your armor, you start all encounters with 1 ferocity point, and your maximum ferocity increases by 1. This is cumulative with other armor upgrades that have this enhancement.

Helmet Upgrades

The helmet upgrades protect your head.

Helmet Unlock

Minimum Level: 1

Benefit: Your armor gains +1 base damage resistance and gives you +2 damage threshold while worn. In addition, your helmet includes a digital uplink.

Helmet Upgrade 1

Minimum Level: 1

Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Infravision: Your helmet allows you to see in the darkness perfectly within 15 squares. You can also ignore concealment and improved concealment. Finally, you can make spotter actions as a move action on your turn, at a range of 15 squares.

Warrior's Eyes: You can make detector actions as a minor action on your turn at a range of 30 squares.

Helmet Upgrade 2

Minimum Level: 5

Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Enhanced Guidance: While worn, your armor gives you +2 instinct. This stacks with other enhancements that give your armor bonus ability scores.

Vital Sight: Your HUD shows your enemies weak spots. While worn, you gain +2 rending with all weapon attacks.

Helmet Upgrade 3

Minimum Level: 10

Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Spectral Sight: Your helmet can see through dimensions by tapping into your life force. While activated as a minor action, you can spend a sustainable energy to see through walls within 30 squares, realizing what hides behind them. In addition, by spending 2 ferocity in an encounter, you can attack through a wall or any sort of cover with an attack. This allows the attack to bypass total cover and ordinary line of sight.

Ancestral: While wearing your armor, you start all encounters with 1 ferocity point, and your maximum ferocity increases by 1. This is cumulative with other armor upgrades that have this enhancement.



Weapons

By unlocking a weapon, you can craft and maintain that weapons. That weapon is part of your arsenal, and you likely carry it with you wherever you go. In general, unlock a weapon means that you have the parts and materials to have one of that weapon. All your sentinel upgrades come from your personnel customization of your weapons. Thus, **all sentinel weapons cannot gain weapon upgrades from the normal rules in the equipment chapter, as this system replaces that.**

Each upgrade, after their initial purchase, can be upgraded up to 4 times. Many upgrades give you a choice of what benefit your armor gains. Remember, once these benefits are chosen, they cannot be undone.

Sentinel Axe Unlock

Minimum Level: 1

This upgrade gives you a sentinel axe, a vicious and mighty kill instrument.

Sentinel Axe

One-handed Melee Weapon

Base Cost: NA

Damage: 28

Accuracy: +0

RoF: Slow

Range: Melee

Shots: NA

Power Rating: +4

Weight: 15 lbs

Special Traits: Penetration (6), Rending (2)

Axe Upgrade 1

Minimum Level: 1

Benefit: The physical blade of the axe has been replaced with a weaponized blade of sentinel energy. The axe gains +3 penetration.

Axe Upgrade 2

Minimum Level: 5

Benefit: Your weapon gains +1 accuracy and gains one of the following two upgrades.

Extended Blade: Your weapon gains the Cleaving (1) trait.

Unstable Energies: Your weapon deals +2 power ratings of damage.

Axe Upgrade 3

Minimum Level: 10

Benefit: Your weapon gains +3 penetration and gains one of the following two upgrades.

Blocking: Your weapon can briefly turn into a shield. When you perform a bobbing and weaving action with the axe drawn, you gain an additional +2 defense above normal.

Animated: The weapon moves almost with a life of its own. It increases to Average attack speed.

Axe Upgrade 4

Minimum Level: 15

Benefit: Your weapon deals +1 power rating of damage and gains one of the following three upgrades.

Argent Energy: Your weapon utilizes pure Argent energy, siphoned from Hell, to empower the weapon. The weapon gains +2 power ratings of damage, +2 penetration, and +1 rending.

Makyr: Enhanced with the alien, advanced technology of the Makyr, this weapon quickly disintegrates foes with huge amounts of energy. The weapon deals Piercing damage and the Plasma weapon trait.

Elemental: The weapon is enhanced with the power of the Elemental Wraiths that sustained Argenta civilization. Once per round, when you hit an enemy with an elemental weapon, you deal a bonus hit of piercing damage equal to twice your level.

Sentinel Blade Unlock

Minimum Level: 1

This upgrade gives you a sentinel blade, modeled after the crucible, that is a balanced and swift weapon.

Sentinel Blade

One-handed Melee Weapon

Base Cost: NA

Damage: 21

Accuracy: +3

RoF: Average

Range: Melee

Shots: NA

Power Rating: +4

Weight: 9 lbs

Special Traits: Penetration (2), Rending (2)

Blade Upgrade 1

Minimum Level: 1

Benefit: The physical blade of the sword has been replaced with a weaponized blade of sentinel energy. The axe gains +3 penetration.

Blade Upgrade 2

Minimum Level: 5

Benefit: Your weapon gains +1 accuracy and gains one of the following two upgrades.

Great Sword: Your weapon is now a two-handed great sword. It requires two hands to use, but gains +2 penetration, +2 rending, and +1 power ratings of damage.

Finesse: Your weapon has a narrower blade and is more balanced. It gains Fast attack speed and the Defensive trait.

Blade Upgrade 3

Minimum Level: 10

Benefit: Your weapon gains +3 penetration and gains one of the following two upgrades.

Executing: While you have a blade equipped, you gain +5 to Glory Kill checks.

Slaying: The weapon deals +5 damage for every size category the target is above medium.

Blade Upgrade 4

Minimum Level: 15

Benefit: Your weapon deals +1 power rating of damage and gains one of the following three upgrades.

Argent Energy: Your weapon utilizes pure Argent energy, siphoned from Hell, to empower the weapon. The weapon gains +2 power ratings of damage, +2 penetration, and +1 rending.

Makyr: Enhanced with the alien, advanced technology of the Makyr, this weapon quickly disintegrates foes with huge amounts of energy. The weapon deals Piercing damage and the Plasma weapon trait.

Elemental: The weapon is enhanced with the power of the Elemental Wraiths that sustained Argenta civilization. Your weapon deals +1 crippling wound point upon dealing a wound. Once per round, when you hit an enemy with an elemental weapon, you deal a bonus hit of piercing damage equal to twice your level.

Sentinel Dagger Unlock

Minimum Level: 1

This upgrade gives you a pair of sentinel daggers, light and flexible killing instruments. All your upgrades apply to both of your sentinel daggers.

Sentinel Dagger

One-handed Melee Weapon

Base Cost: NA

Damage: 12

Accuracy: +1

RoF: Fast

Range: Melee

Shots: NA

Power Rating: +3

Weight: 4 lbs

Special Traits: Penetration (2), Rending (2), Light Weapon*

Light Weapon*: Your accuracy penalties while dual-wielding this weapon are reduced by 3. The weapon functions with the Knife Master talents.

Dagger Upgrade 1

Minimum Level: 1

Benefit: The physical blade of your dagger has been replaced with a weaponized blade of sentinel energy. The dagger gains +3 penetration.

Dagger Upgrade 2

Minimum Level: 5

Benefit: Your weapon gains +1 accuracy and gains one of the following two upgrades.

Throwing: You can throw one or both of your daggers at medium range as an attack. They gain +4 accuracy when used in this way. Hit or miss, they return to you at the end of your turn. This does not synergize with the Throwing Expertise talent.

Soul Seeker: Your weapon aims for the vital points containing the life force of an enemy. They gain +2 rending and +2 accuracy.

Dagger Upgrade 3

Minimum Level: 10

Benefit: Your weapon gains +3 penetration and gains one of the following two upgrades.

Executing: While you have a dagger equipped, you gain +5 to Glory Kill checks. If you have both daggers equipped, you gain +10 instead.

Perfect Balance: When making multiple strikes with your weapon, you gain +5 accuracy for every additional weapon strike, instead of +4.

Dagger Upgrade 4

Minimum Level: 15

Benefit: Your weapon gains +1 power rating of damage and gains one of the following three upgrades.

Argent Energy: Your weapon utilizes pure Argent energy, siphoned from Hell, to empower the weapon. The weapon gains +2 power ratings of damage, +2 penetration, and +1 rending.

Makyr: Enhanced with the alien, advanced technology of the Makyr, this weapon quickly disintegrates foes with huge amounts of energy. The weapon deals Piercing damage and the Plasma weapon trait.

Elemental: The weapon is enhanced with the power of the Elemental Wraiths that sustained Argenta civilization. Once per round, when you hit an enemy with an elemental weapon, you deal a bonus hit of piercing damage equal to twice your level.

Sentinel Spear Unlock

Minimum Level: 1

This upgrade gives you a sentinel spear, a powerful and versatile polearm.

Sentinel Spear

One-handed Melee Weapon

Base Cost: NA

Damage: 24

RoF: Average

Shots: NA

Special Traits: Penetration (2), Versatile Reach*

Accuracy: +2

Range: Melee

Power Rating: +4

Weight: 15 lbs

Versatile Reach*: When this weapon is wielded in 2 hands, it gains +4 penetration, +2 accuracy, +1 reach, but reduces its attack speed to slow.

Spear Upgrade 1

Minimum Level: 1

Benefit: The physical blade at the tip of your spear has been replaced with a weaponized blade of sentinel energy. The spear gains +3 penetration.

Spear Upgrade 2

Minimum Level: 5

Benefit: Your weapon gains +1 accuracy and gains one of the following two upgrades.

Blasting: You can shoot your energy spear tip as a full-round action. Treat your spear as a ranged attack with medium range instead of a melee attack for that turn.

Searing Blade: Your weapon melts through hard surfaces, gaining +3 penetration.

Spear Upgrade 3

Minimum Level: 10

Benefit: Your weapon gains +3 penetration and gains one of the following two upgrades.

Fleshbane: Your weapon deals 3 bleeding damage upon hitting an enemy.

Thunderous Impact: When your weapon bypasses a target's defense and toughness, they are pushed back 1 square and knocked prone.

Spear Upgrade 4

Minimum Level: 15

Benefit: Your weapon deals +1 power rating of damage and gains one of the following three upgrades.

Argent Energy: Your weapon utilizes pure Argent energy, siphoned from Hell, to empower the weapon. The weapon gains +2 power ratings of damage, +2 penetration, and +1 rending.

Makyr: Enhanced with the alien, advanced technology of the Makyr, this weapon quickly disintegrates foes with huge amounts of energy. The weapon deals Piercing damage and the Plasma weapon trait.

Elemental: The weapon is enhanced with the power of the Elemental Wraiths that sustained Argenta civilization. Once per round, when you hit an enemy with an elemental weapon, you deal a bonus hit of piercing damage equal to twice your level.



Ballista Unlock

Minimum Level: 10

This upgrade gives you a ballista, a powerful, focused ranged energy weapon. This weapon requires plasma cells to operation, meaning you will need to scavenge them from humans or other races.

Ballista

Two-handed Ranged Weapon

Base Cost: NA

Damage: 40

Accuracy: +5

RoF: Slow

Range: Distant

Shots: 250 plasma cells

Power Rating: +5

Weight: 35 lbs.

Special Traits: Penetration (25), Hailfire (1), Energy Damage, Inefficient Ammo (25), Long Reload

Ballista Upgrade 1

Minimum Level: 15

Benefit: With this upgrade, you can craft one out of the two weapon mods for the ballista. This functions identically to the weapon mods on human firearms. When you chose this upgrade, chose on of the mods. You have that mod to affix to your gun. Unlike other upgrades, this upgrade can be done more than once. If taken a second time, you gain the second weapon mod to swap out on your weapon.

These are the possible weapon mods for the ballista.

Arbalest

Description: The arbalest allows the ballista projectile to transform into a projectile that sticks to a target and then explode. This attack is made as a standard action but cannot be used in a turn that you move. The attack gains the Burst (2) and Delay trait. However, unlike most bursts, the attack must have a primary target. If you miss the primary target with the arbalest attack, then none of the targets in the area take any damage. However, if you gain at least 5 attack overages against the primary target, the attack gains +1 hailfire against the primary target.

Destroyer Blade

Description: This addon allows the ballista to fire a wide blade of sweeping death. The weapon can be fired as a full-round action, using up twice as much ammunition. However, the weapon fills up a wide line from the attacker, that is 3 squares wide and 30 squares long. All within the area suffer the attack or suffer half damage on a miss. This attack ignores concealment, the hidden and cloaked conditions, and energy shields.

Ballista Upgrade 2

Minimum Level: 20

Benefit: Your weapon deals +1 power rating of damage and gains one of the following two upgrades.

Quick Shot: The weapon gains +5 accuracy.

Unstoppable: The weapon gains +5 penetration and gains the Unstoppable trait when not using a mod.

Ballista Upgrade 3

Minimum Level: 25

Benefit: Your weapon deals +1 power rating of damage and gains one of the following two upgrades

Decimation: Your weapon gains +2 power ratings of damage and +10 penetration.

Overload Beam: Your weapon instantly destroys energy shields, regardless of shield value, on a hit. In addition, any target that loses their energy shields to this weapon suffer an automatic hit of 100 damage, no penetration or attack overages.

Sentinel Rifle

Minimum Level: 1

This upgrade lets you choose a rifle as your automatic combat sidearm. When you chose this upgrade, you choose between the plasma gun or the shotgun. These weapons are identical to the common weapons in the equipment chapter. Whichever weapon you chose is yours permanently, replaced like all sentinel weapons upon a long rest. You can choose this upgrade twice, if you want to have both a shotgun and a plasma gun, but must also chose all the upgrades for the second weapon again. Like all sentinel weapons, these weapons cannot support weapon upgrades, but can support mods compatible with the weapon. The character must also produce their own ammunition for these weapons.

Rifle Upgrade 1

Minimum Level: 5

Benefit: Your sentinel rifle gains +1 accuracy and power rating. This only counts when using your crafted sentinel rifle.

Rifle Upgrade 2

Minimum Level: 10

Benefit: Your sentinel weapon gains +50% magazine capacity and automatically comes with 1 weapon mod, chosen from the list of weapon mods available for that weapon. Finally, they gain +3 accuracy when making attacks, including special mod attacks.

Rifle Upgrade 3

Minimum Level: 15

Benefit: Your weapon deals +2 power ratings of damage and gains one of two upgrades, the options depending on whether it is a plasma gun or shotgun.

Shotgun

Unrestrained Firepower: Your weapon gains +6 penetration.

Tearing Rounds: This weapon causes bleed equal to 2x the amount of hailfire the attack gains. In addition, this weapon has a chance to produce armor shards when used against the following enemies: robots, vehicles, enemies with the Cybernetic Graft or Cybernetic Augmentation traits, or enemies with the Demonic Plating natural. If such enemies are killed by this weapon's attack, they drop 1 armor shard after their death

Plasma Gun

Plasma Detonation: Your weapon creates micro-plasma explosions when used, causing it to deal +1 hailfire against swarms.

Overheated Core: When you fire the weapon, you can choose to overheat the attack. If you do, the weapon gains +5 penetration, but uses three times as much ammunition.



Equipment Launcher Unlock

Minimum Level: 10

This upgrade mounts a special munitions launcher on your sentinel armor. This munitions launcher can be either a grenade launcher or flamethrower (or, eventually, both). It is used as a minor action once per 5 rounds. When you first select this weapon, you chose whether you want the grenade launcher or flamethrower.

You can take the equipment launcher upgrade a second time to gain the other weapon on your sentinel launcher. You choose which one you want to use when you fire it. The equipment launcher scales in effectiveness with both its upgrades and your level, as it gains +1 power rating of damage every 5 levels you possess. Thus, a level 15 night sentinel will deal +3 power ratings of damage with the equipment launcher.

Sentinel Grenade Launcher

Equipment Launcher

Base Cost: NA

Damage: 40

Accuracy: +1

RoF: Slow

Range: Long

Shots: Self-Sustaining

Power Rating: +5

Special Traits: Penetration (5), Burst (2), Grenade, High Explosive, Delay, Equipment Launcher*

Sentinel Flamethrower

Equipment Launcher

Base Cost: NA

Damage: 25

Accuracy: +0

RoF: Fast

Range: Special

Shots: Self-Sustaining

Power Rating: +4

Special Traits: Penetration (2), Cone (6), Hailfire (1), Flames, High Explosive, Equipment Launcher*, Scrap Armor*

***Equipment Launcher:** The equipment launcher manages its own internal ammunition supply and reloads itself. However, after being fired, it cannot be fired again for 5 rounds. You can also spend 2 sentinel ferocity as a free action to reset the cooldown and make it immediately available. It can be fired as a minor action.

***Scrap Armor:** This weapon has a chance to produce armor shards when used against the following enemies: robots, vehicles, enemies with the Cybernetic Graft or Cybernetic Augmentation traits, or enemies with the Demonic Plating natural. If such enemies are killed by this weapon's attack, they drop 1 armor shard after their death. Alternately, if they gain the Flames condition from this weapon, they will drop an armor shard for every crippling wound they are dealt or 1 armor shard if they are killed while this condition is still active.

Equipment Launcher Upgrade 1

Minimum Level: 15

Benefit: Your weapon gains +1 accuracy, +1 power rating of damage, and +3 penetration.

Equipment Launcher Upgrade 2

Minimum Level: 20

Benefit: Your weapon gains +1 accuracy, and +1 power rating of damage. The grenade launcher becomes a Burst (4) and the flamethrower becomes a Cone (12).

Sentinel Shield Unlock

Minimum Level: 1

This upgrade gives you a sentinel shield. Not exactly a weapon, it is carried on one arm and used for sentinels that prize defense above offense.

Sentinel Shield

Base Cost: NA

Description: The sentinel shield is a small, flexible energy shield that can be redirected quickly against attacks from different directions. A sentinel shield provides a +2 bonus to defense against all attacks. The arm that carries the shield cannot be used for anything else.

Shield Upgrade 1

Minimum Level: 5

Benefit: The sentinel shield, in addition to directional warding, provides an energy shield that absorbs attackers directed towards you. This shield gives the wielder an energy shield with 40 shield pool and 5 shield armor. The shields recover after the character has gone 1 minute without being in an encounter.

Shield Upgrade 2

Minimum Level: 10

Benefit: Your shield provides a bonus +40 shield pool and gains one of the following two upgrades.

Fortress Shield: The shield's energy shield projects in a small area around the shield. All adjacent allies gain the benefit of your energy shield. The shield also provides +1 additional defense.

Immovable: Your energy shield gains +3 shield armor.

Shield Upgrade 3

Minimum Level: 15

Benefit: Your shield provides a bonus +40 shield pool and gains one of the following two upgrades.

Repulsion: When your shield suffers damage, all adjacent enemies suffer a hit of 30 damage.

Propulsion: When you perform a melee charge against the enemy, if your attack bypasses defense and toughness, the target suffers a bonus hit of 30 damage and is pushed back 1 square and is knocked prone.



Using Salvaged Argenta Wargear

It is possible for night sentinels to use other salvaged wargear that they find, including off dead night sentinels. It is even possible for humans to some night sentinel gear. There are limitations, however.

- A night sentinel suffers -2 accuracy when using a weapon that is not their own
- A human suffers -4 accuracy when using a night sentinel weapon
- A night sentinel can use a salvaged suit of armor, but they must use the whole armor, not just pieces of it. This means they gain all the benefits and upgrades of the found armor but lose all the benefits and upgrades of their own armor until they switch back.
- Humans wearing night sentinel armor gain none of the ability scores increases or upgrade abilities, just the base damage resistance and defense penalties

Chapter 5: Advanced Research Rules

Advanced research is an optional rules system that allows science-focused characters to perform scientific experiments to craft and customize gear. Performed over hours, days, or weeks, advanced research allows you to use scientific items at a research station to gain research points, that you can use to make new inventions. This system allows scientist characters to fulfill the fantasy of performing cutting edge research to advance their group, much like the UAC intended to do for mankind!

Basics of Advanced Research

Advanced research will usually become available to player characters around the middle of the game, as it requires a lot of resources as well as a high science skill bonus. When the party can take a break from fighting for their lives, scientists can go to a laboratory and spend time performing cutting edge resource. Obviously, this requires that the players have access to a laboratory that is relatively free of conflict while they work. Laboratories are generally large rooms or even entire buildings that have a wide variety of different scientific equipment so the scientist can work. Often, a laboratory also functions as a workstation for item crafting, but not always. Advanced research is even more effective if you have access to a workstation and a laboratory.

Unsurprisingly, research takes time. This can be complicated based on the nature of your campaign. If you are running a constant, minute by minute, survival horror game, there might not be the time to perform research. Advanced research may not play into those sorts of games. However, because research can be done in different time amounts, even those types of games may allow scientists to perform quick research over a period of 4 hours. Because quick research is difficult, it will require an even greater science bonus and more research items, making it require a higher-than-normal level character to perform research. The general rule is that the more downtime and resources a party has, the earlier and greater use they will make out of advanced research.

After securing a time and a place to work, any working scientists will have to declare how long they plan on working, and what type of research they will be working on.

Research Types and Research Items

There are five different types of research you can work on: weapon, engineering, energy, medical, and hell. As you perform successful research actions, you will gain research points that you can use to make breakthroughs. Every breakthrough has a requirement of how many different types of research points that are required to purchase the breakthrough. Once you purchase a breakthrough, reduce your research points by the amount you spent to make the breakthrough.

To further effect your research, you can use research items as part of your actions. Research items are usually found while scavenging or exploring, just like any other items. All research items are attached to a type of research and have a bonus associated with them. When you perform a research, you can attach a single research item to part of the research. This item is used up over the course of the research. Once you make your science check at the end of the research, you gain a bonus based on the item you used. Remember, you can only use a single item per research action.

The various research types typically apply to different sorts of items along a theme and have their own selection of research items. For simplicities purposes, research items always take 1 inventory slot and weigh 1 pound. Research items have a credit value but are usually purchasable by specific groups of survivors. Research items can be readily sold, however, for half normal value as normal.

Weapon Research

Weapons research is used for upgrading weapons and mods. While weapons research has its own selection of research, weapons can also be sacrificed for weapons research. If you use a weapon as a research item, it gives a bonus equal to 1/2,000 the cost of the weapon, minimum 0 and maximum +20. Mods and weapons do not increase the weapon's research bonus. Thus, if decided to destroy a rocket launcher paingiver as part of your research, it would give +10 to your weapon research points. However, it would be totally expended, and would not even be worth scrap parts.

Weapon research items are frequently found in armories, laboratories, and military bases.

Research Item	Research Bonus	Credit Value	Description
Beam Emitter	+12	1,000	This small device concentrates particles into a highly dense coherent beam.
Novel Combat Data	+8	500	This impacted material represents previously unseen combat interactions.
Lab Quality Optics	+16	5,000	Scientific needs create extremely precise optical elements like this.
Prototype Capacitor	+20	10,000	Exotic physics allows this device to store energy in a far more compact size.
Weapon Schematics	+4	100	Plans for custom modifications and weapons shares the ingenuity of other minds.

Engineering Research

Engineering research is used for all manner of devices, equipment, and upgrades. While frequently used for weapon research, it is most often used for armor, new equipment, and building stationary equipment such as ammunition vendors. In addition to engineering research items being used for furthering research, a scientist can use up different types of scrap parts to further their research. Valuable scrap parts give a +2 bonus to engineering research, UAC scrap parts give +4, Hell scrap parts give +8, and makyr scrap parts give +15.

Engineering research items are usually found in factories, laboratories, and robotics bays.

Research Item	Research Bonus	Credit Value	Description
Experimental Alloy	+16	5,000	Exotic hybrid materials like this can redefine high performance in their field.
Frictionless Joints	+20	10,000	Using alloys not found in nature, these connectors allow for engineering projects previous impossible.
Precision Servos	+12	1,000	These top shelf parts are instrumental in laboratory automation and military hardware.
Programmable Microcircuits	+4	100	These ubiquitous circuits have numerous applications in robotics and engineering applications.
Superconductive Materials	+8	500	Room temperature superconductors form the backbone of cutting edge energy transport and computers.

Energy Research

Energy research relates to any item that relies on power sources or surges of energy. Weapons that deal energy or plasma damage are the most common, but energy research is also required for batteries or power systems for unusual devices and workstations. Energy research items tend to be more rare and valuable than other types of research items.

Energy research items are usually found in power plants and laboratories.

Research Item	Research Bonus	Credit Value	Description
Kinetic Field Generator	+8	1,000	This small kinetic force field generator is a high quality laboratory grade part.
Metastable Metallic Hydrogen	+4	500	Dense energy source, mostly obsolete by argent energy, but still useful.
Particle Entangler	+12	5,000	Recent advances make entangled particles useful for barrier applications instead of just communications.
Prototype Argent Battery	+16	10,000	Advanced crystal storage has allowed this battery to store denser argent energy than previously possible.
Tachyon Transceiver	+20	25,000	The discovery of faster than light particles opens up possibilities in everything from communication to energy.

Medical Research

Rather than the development of new devices, medical research creates new drugs, chemicals, and healing kits for field use. These medical breakthroughs can be used for advanced healing or bolstering a character's statistics. Like most drugs, most items made with medical research will be consumables, good for only a single use. As always, however, making a single breakthrough will allow any number of those items to be made.

Medical research items are usually found in hospitals and laboratories.

Research Item	Research Bonus	Credit Value	Description
Demon Autopsy Log	+12	500	Numerous particle suppressors are required to maintain demonic coherence long enough to get this data.
Medical Journal	+8	100	This journal contains the research notes of scientists going beyond what is normally ethical.
Medical Sample Kit	+4	50	These kits are instrumental in gaining tissue and fluid samples necessary for medical research.
Prosthetic Connectors	+16	1,000	Examining how demonic tissue adapts to engineered prosthesis unlocks new breakthroughs.
Rare Tissue Samples	+20	5,000	Argent exposed human mutations and human-demon hybrid tissues allow us to rethink what's possible for humans.



Hell Research

The discovery of the Hell dimension and argent energy has opened the realms of science to endless possibilities. Many researches are only possible by researching the unique energy and matter of Hell. Hell researches offer new way to process energy, manipulate matter, and understand argent energy.

Hell research items cannot be bought or sold, and are generally only found in Hell or areas of extensive Hell growth. Many research items require special technologies to capture and contain. This is important as many Hell research items are also components for crafting items.

Research Item	Research Bonus	Source	Description
Bone Totem	+4	Found throughout Hell	Feral demons seem to construct these totems from the bones of Hell's victims and imbue them with their supernatural energies.
Decaying Soul	+12	Found throughout Hell, requires a Containment Sphere to collect	Lost souls sent to wander Hell begin to spiritually decompose over time, leaving spiritual matter behind.
Demon Fossils	+4	Found throughout Hell	Bonus of ancient Hell inhabitants gives hints to their molecular composition.
Hellfire	+16	Found throughout Hell, requires a Containment Sphere to collect	This immortal flame continues to burn without a visual fuel source.
Immoran Mechanism	+20	Found throughout Hell, but very rare and only found in Hell's deepest and oldest regions	This mechanical device is far more advanced than anything seen in Hell and represents a society more powerful and advanced than anything mankind has witnessed.
Psychic Tissue Sample	+16	Requires using Neurosampler on the corpse of a psychic demon	This tissue radiates with neurological energies that have the capacity to interact with the brains of mortal creatures.
Pure Argent Energy	+20	Found throughout Hell, requires a Containment Sphere to collect	This pure sample of argent energy is undiluted, and much more potent than type previously shown by the UAC.
Slime Spewing Muscle	+8	Found in major demonic growths, requires an Extractor Kit to collect	Somehow, this organ produces a vast amount of toxic, adhesive slime, even after separated from a larger whole.
Unwilling Brain	+8	Requires using Neurosampler on the corpse of an Unwilling zombie	Taken from the intact brain of an ancient Hell zombie, the brains of the unwilling continue to pulsate when separate from their host.
Writhing Heart	+12	Found in major demonic growths, requires an Extractor Kit to collect	The still pulsing heart of a demonic organism gives insight on how demonic organisms function.

The Research Check

The research check is where you determine how many research point you generate. The base research check is science skill check of DC 25. You gain 2 research point on a success, +1 research point per 5 points of success. Before you can determine this result, you must follow these steps.

- 1) Make sure you have a workable laboratory where you can perform research.
- 2) As long as the Game Master states that there is enough room, you can have other assist you with your science check. You must determine who is making the check and who is assisting. The character leading the research gains the research points. A single lab can only be dedicated to a single type of research at a time, so the varied characters cannot all be working on their own research.
- 3) You determine what type of research you are doing, between weapon, engineering, energy, medicine, or hell.
- 4) You must decide what research item you are using to further the research (see previous section above).
- 5) You must decide how much time you are dedicating to your research. Longer research give a bonus to science checks, but it is a rare luxury to take an extended period of time to perform research during a demon invasion. Refer to the following chart to see how different time periods effect research.

Time Taken	Science Check Modifier	Notes
4 hours	-10	Two 4 hour researches can be done in one day
1 day	-5	Requires an 8 hour rest as part of this time
2 days	+0	Requires an 8 hour rest between each day
5 days	+5	Requires an 8 hour rest between each day; research can be split over breaks, but suffers -1 penalty for every non-consecutive day spent researching.
10 days	+10	Requires an 8 hour rest between each day; research can be split over breaks, but suffers -1 penalty for every non-consecutive day spent researching.

- 6) After determine completing all previous steps, the scientist can begin research. When or if the scientist finishes the project after the previously allotted time span, anyone assisting the scientist can make their assist checks. Afterwards, the scientist makes their science check. By this point, the research item has already been used up.
- 7) If the science check was a 25 or higher, they generate 2 research point in the previously chosen type of research, +1 point per 5 points the result surpassed 30. The lead scientist marks down the research points on their record sheet. If they do not surpass a DC 30 on their skill check, the research had no conclusive results, and no research points are gained. Research items are still used up regardless.
- 8) After completing research, the scientist can choose to spend research points to make a breakthrough. This involves spending research points to make an invention. This takes an extra hour. They must have enough available research points of the right categories to purchase the breakthrough. Upon purchasing a breakthrough, they remove the number of research points based on the cost of the breakthrough and add the breakthrough invention to their record sheet.

Breakthrough!

When you spend research points to purchase an invention, this is known as a breakthrough. A breakthrough is a new permanent invention the character has unlocked. Whether this is a new upgrade, item, drug, science device, or station, this is a powerful new feature that can be utilized by the character.

Once you learn a breakthrough, you can craft as many of that breakthrough as you like. Your created items do not spawn out of thin air, however. You still need materials to create them. Most often, these will be scrap parts. Certain items might even require certain levels of scrap parts. For example, a high-quality weapon upgrade might require you to use UAC scrap parts to build it. In addition, many breakthroughs are upgrades for existing items. Obviously, you must possess the base item in order to upgrade it.

An important detail to remember about upgrading items with breakthroughs, is that you can only apply a single breakthrough upgrade to a single item. Thus, if you research the battery enhanced upgrade for your assault rifle, you cannot also apply the rapid fire breakthrough upgrade to your weapon. However, because breakthrough upgrades are non-standard upgrades, they can be applied in addition to all normal upgrades weapon possess. Thus, breakthrough upgrades do not give accuracy penalties for going beyond a weapon's two upgrade limit.

Note that many upgraded items are items that cannot normally be upgraded, such as weapon mods. Weapon mods can gain upgrades to increase their functionality. Like weapon and armor upgrades, only a single upgrade can apply to a mod. Breakthrough upgrades on mods do not count towards the attached weapon's upgrade or breakthrough limit. Thus, you can have a weapon with a breakthrough upgrade using a mod with a breakthrough upgrade, for double the extra power!

Proprietary Science

It is important to remember that research points and breakthroughs are not tied to the group nor are they items to trade around; they are exclusively in the mind and notes of the scientist who performed the research. Thus, if that scientist dies or leaves the party, all of their research and breakthroughs are lost to the party. While all already crafted items are still intact, creating more will involve another character doing the research and learning the breakthroughs on their own.

You might argue that a scientist has scribbled down their research in a journal or notebook. However, due to the rushed nature of the experiments and research periods, which usually take years instead of days, these notes will always be incomplete, vague, and messy. Maybe, with significant time and manpower, these research notes might be able to reawaken the fallen scientist's research, but that is something for when mankind is not in active danger.

Weapon Breakthroughs

These breakthroughs involve empowering weapons. Many weapon breakthroughs apply to multiple different weapons. Once you make a breakthrough, you can apply it to any of the weapons included in that breakthrough. Keep in mind a weapon can only have a single breakthrough upgrade applied to it, but breakthrough upgrades do not count for a weapon's total number of upgrades. Breakthrough upgrades take 1 hour to apply and cannot be removed.

Arming Mechanism

Applicable Weapons: Rocket Launcher, Rocket Launcher Paingiver

Research Cost: 6 Weapon Research

Upgrade Cost: 15 scrap parts

Description: The rocket launcher fires its projectiles in multiple stage explosions with extra payloads inserted onto every rocket. The rocket launcher gains +2 hailfire against swarms.

Battery Enhanced

Applicable Weapons: Assault Rifle, Ballistic Pistol, Burst Rifle, Heavy Cannon

Research Cost: 3 Weapon Research, 1 Energy Research

Upgrade Cost: 1 power cell, 10 scrap parts

Description: The battery enhanced upgrade gives a ballistic weapon a plasma cell charged battery that makes the weapon shoot faster and hit harder. The weapon gains an extra magazine that is equal to the magazine of the base weapon. This magazine uses plasma cell ammunition. Whenever you attack with a battery enhanced weapon, you must use both bullets and plasma cells in equal number, or the weapon does not function. Both magazines must be reloaded separately. The weapon does not gain any benefit for different or superior types of plasma cells. However, the improved power of this weapon gives it +3 accuracy, +2 power ratings of damage, and +3 penetration.

Blue Flame Incinerator

Applicable Weapons: Flamethrower

Research Cost: 2 Energy Research, 2 Weapon Research, 1 Engineering Research

Upgrade Cost: 10 scrap parts

Description: The flamethrower has been enhanced to ignite a hotter, blue flame that better melts armor. The flamethrower gains +8 penetration and +2 accuracy.

Chain Lightning Gun

Applicable Weapons: Lightning Gun

Research Cost: 3 Weapon Research, 3 Energy Research

Upgrade Cost: 10 scrap parts

Description: The lightning gun has been modified to release a blast of energy that reflects off the primary target and deal damage to all nearby enemies. When you hit an enemy with the lightning gun, all targets within 3 squares of the primary target suffer automatic base weapon damage. If your primary target of the attack is a swarm, this does not occur, and instead the lightning gun gains +2 hailfire against the swarm.

Concentrated Fire

Applicable Weapons: Burst Rifle, Shotgun

Research Cost: 5 Weapon Research

Upgrade Cost: 10 scrap parts

Description: This weapon shoots all its projectiles in quick, rapid fire bursts. For every strike the weapon makes beyond the first, it gains a bonus +1 power rating and +2 accuracy. Thus, if the weapon makes 3 strikes, it gains +2 power ratings and gains +4 bonus accuracy.

Cursed Weapon

Applicable Weapons: Combat Knife, Cultist Knife, Hatchet, Sword

Research Cost: 3 Hell Research, 1 Weapon Research

Upgrade Cost: 1 Bone Totem, 1 Slime Spewing Muscle

Description: This weapon has been imbued with unnatural hell toxins that make the weapon shimmer a metallic green hue. When you deal damage to a living target with this weapon, they must make a DC 28 endurance check or take 40 poison damage.

Dark Matter

Applicable Weapons: Gauss Cannon, Plasma Pistol, Vortex Rifle

Research Cost: 5 Energy Research, 5 Hell Research

Upgrade Cost: 1 hell scrap, 1 hellfire, 1 pure argent energy

Description: The weapon has been enhanced to fire destructive dark matter, which is incredibly lethal to living creatures. The weapon gains +20 penetration and +5 rending. If the weapon reduces a target to 0 hit points, they are instantly disintegrated and explode. When they explode, they make a +30 attack against the defense of all creatures within their former reach. On a hit, the explosion deals 50 piercing damage, or half that much on a missed attack.

Drilling Strike

Applicable Weapons: Heavy Tool, Light Tool, Reinforced Unarmed

Research Cost: 2 Weapon Research, 3 Engineering Research

Upgrade Cost: 10 scrap parts

Description: The weapon has robotic drills that can impale and tear at a target's organs. When you perform a heavy strike attack with the weapon, the weapon gains hailfire (1) against the primary target if you get maximum attack overages against them.

Electrical Field

Applicable Weapons: Combat Knife, Cultist Knife, Hatchet, Heavy Tool, Light Tool, Reinforced Unarmed, Sword

Research Cost: 3 Energy Research, 2 Weapon Research

Upgrade Cost: 10 scrap parts, 1 Power Cell

Description: The weapon has been upgraded with a power generator that gives the weapon an electrical field that can blast enemies. The weapon has a magazine capacity of 50 and uses plasma cells for ammunition. Every strike with the weapon uses 2 plasma cells. If the weapon has enough ammunition to power the weapon, the charged weapon deals a bonus hit of 30 energy damage, hailfire 1, on hit. In addition, the weapon gains bonuses from higher quality plasma cells. Every point of bonus penetration the power cell would give increases the weapon's bonus energy damage by 4. If the weapon does not have enough plasma cells for an attack, it does not gain the bonus hit of energy damage.

Excessive Bullet Spray

Applicable Weapons: Chaingun

Research Cost: 5 Weapon Research

Upgrade Cost: 10 scrap parts

Description: This weapon is designed to release a massive number of bullets in a wide spray. The weapon can perform a special automatic fire method that costs 50 bullets. The weapon attacks in a Cone (12) area, suffer -4 penalty to the accuracy but gain Hailfire (2). In addition, the area counts as a zone of suppression, following all normal rules of suppression. This attack can be optionally enhanced by the weapon's linked fire trait. If it is, it gains +10 accuracy and uses 100 bullets instead.

Excessive Force

Applicable Weapons: Ballistic Pistol, Shotgun, Super Shotgun

Research Cost: 5 Weapon Research

Upgrade Cost: 10 scrap parts

Description: This weapon fires its projectiles with an incredible firepower, giving the weapon significant kickback. The weapon gains -1 accuracy but gains +4 penetration. If the weapon hits a target's defense and toughness, the target is also staggered for 1 round.

Hell Thunder

Applicable Weapons: Lightning Gun

Research Cost: 2 Weapon Research, 2 Energy Research, 2 Hell Research

Upgrade Cost: 10 scrap parts, 1 Pure Argent Sample

Description: The lightning gun has been augmented with pure hell energies, causing it to strike with enhanced power and cause indescribable agony to the target. The weapon gains the Inefficient Ammo (10) trait, but also gains +2 power ratings of damage, +2 accuracy, and +5 rending. Finally, if the weapon hits a target's defense and toughness, it causes the Tormented condition for 1 round.

Improved Targeting

Applicable Weapons: Rocket Launcher, Rocket Launcher Paingiver

Research Cost: 6 Weapon Research

Upgrade Cost: 15 scrap parts

Description: The weapon has a soft target lock system that directs its projectiles towards the target with every attack. This upgrade gives the rocket launcher advantage +4 accuracy and advantage with all attack rolls.

Power Field

Applicable Weapons: Combat Knife, Cultist Knife, Hatchet, Sword

Research Cost: 3 Weapon Research, 2 Energy Research

Upgrade Cost: 10 scrap parts, 1 Power Cell

Description: The weapon has been upgraded with a power generator that gives the weapon a destructive energy field that can cut through solid matter. The weapon has a magazine capacity of 50 and uses plasma cells for ammunition. Every strike with the weapon uses 2 plasma cells. If the weapon has enough ammunition to power the weapon, the charged weapon gains +10 penetration and +1 power rating of damage. In addition, the weapon gains bonuses from higher quality plasma cells. For example, using hyper efficient cells in the weapon would give it +3 bonus penetration. If the weapon does not have enough plasma cells for an attack, it strikes at its normal profile.

Power Management

Applicable Weapons: Gauss Cannon

Research Cost: 5 Energy Research

Upgrade Cost: 10 scrap parts

Description: The weapon has an upgraded battery that allows faster and more efficient energy usage. The gauss cannon's Inefficient Ammo trait reduces to (10), and the weapons gains an Average attack speed instead of slow. Finally, the weapon loses the Long Reload trait.

Rapid Fire

Applicable Weapons: Assault Rifle, Chaingun

Research Cost: 5 Weapon Research

Upgrade Cost: 10 scrap parts

Description: The rapid-fire upgrade allows the weapon to be fired twice in a single standard action, suffering a -5 accuracy penalty on both attacks. The weapon must use the same attack methods, strikes, and number of shots with each attack, and both attacks must be at the same target. The attacks are rolled simultaneously and must be declared that two attacks are being rolled before the attacks are rolled. You must have enough ammunition for both attacks.

Razor Bullets

Applicable Weapons: Heavy Cannon

Research Cost: 5 Weapon Research

Upgrade Cost: 10 scrap parts

Description: The heavy cannon has been upgraded to automatically upgrade every bullet fired with coiled razor blades. This weapon deals 4 bleed damage on hit, multiplied with the weapon's hailfire on the attack. Thus, a hailfire (2) attack would deal 12 bleed damage.

Secondary Saw Blades

Applicable Weapons: Chainsaw

Research Cost: 2 Weapon Research, 2 Engineering Research

Upgrade Cost: 12 scrap parts

Description: The chainsaw is upgraded to have extra blades that emerge from the sides and deal extra damage when the weapon is inserted in a target at the right angle. When a user secures maximum attack overages on an attack with the chainsaw, they can spend 1 additional fuel to give the attack +1 hailfire.

Seeker Grenade

Applicable Weapons: Fragmentation Grenade

Research Cost: 2 Weapon Research, 1 Engineering Research

Upgrade Cost: 5 scrap parts

Description: You upgrade a grenade to have self-propelling engines and a target identification system. Once thrown, it will lock on and seek a target like a missile. This gives the grenade a base range of medium and gives +5 accuracy.

Seeker Grenade Launcher

Applicable Weapons: Grenade Launcher

Research Cost: 1 Weapon Research, 1 Engineering Research, must have completed Seeker Grenade Research

Upgrade Cost: 10 scrap parts

Description: You upgrade a grenade launcher to apply the Seeker Grenade research upgrade to all fired grenades. The grenade launcher has a base range of distant and gains +5 attack accuracy.

Siphon Blast

Applicable Weapons: Plasma Gun

Research Cost: 2 Weapon Research, 2 Energy Research, 2 Hell Research

Upgrade Cost: 1 hell scrap, 2 Psychic Tissue Samples

Description: The weapon is bonded with the psionic abilities of powerful demons and creates a link with its targets. This link drains the targets of their life force and recycles it into the weapon's wielder. When this weapon kills a target within short range, the user can spend a healing threshold to heal 10x their willpower hit points.

Sonic Impact

Applicable Weapons: Heavy Tool, Light Tool, Reinforced Unarmed

Research Cost: 5 Weapon Research

Upgrade Cost: 10 scrap part

Description: This weapon has a sonic wave emitter that can crack and destroy even dense objects. If this weapon is used against vehicles, robots, or terrain, it deals +10 power ratings of damage. In addition, if this weapon is used on an enemy of Extreme threat or lower that has a destructible weak point, such as the rocket launchers of a revenant or the torso armor of a cyber-mancubus, roll to see hit location even if the weapon does not deal a crippling wound. If they hit the location with the destructible feature, all the destructible features on that limb are removed as if the requisite number of wounds was suffered.

Splitter Grenade

Applicable Weapons: Fragmentation Grenade

Research Cost: 2 Weapon Research, 2 Engineering Research

Upgrade Cost: 5 scrap parts

Description: You upgrade a grenade to split into multiple ordinance on detonation, saturating an entire area with explosives. The grenade gains +1 hailfire and +2 burst area.

Splitter Grenade Launcher

Applicable Weapons: Grenade Launcher

Research Cost: 1 Weapon Research, 1 Engineering Research, must have completed Splitter Grenade Research

Upgrade Cost: 10 scrap parts

Description: You upgrade a grenade launcher to apply the Splitter Grenade research upgrade to all fired grenades. All grenades fired by the grenade launcher gain +2 burst area and +1 hailfire.

Spray Shot

Applicable Weapons: Super Shotgun

Research Cost: 4 Weapon Research

Upgrade Cost: 10 scrap parts

Description: The super shotgun releases its fire in an even larger spray of projectiles, making it near impossible to avoid. This upgrade gives the weapon +3 accuracy, and causes it to deal half damage and half hailfire on a missed attack. Thus, if the shotgun would hit at 30 damage, hailfire 4, it still deals 15 damage with hailfire 2 on a miss.

Superheated Projectiles

Applicable Weapons: Plasma Gun, Plasma Pistol

Research Cost: 2 Weapon Research, 2 Energy Research

Upgrade Cost: 10 scrap parts, 1 Power Cell

Description: The weapon's plasma charger runs especially hot, and its plasma bolts are night unstoppable. The weapon gains the Inefficient Ammo (4) trait. However, it gains +1 accuracy, +2 power ratings of damage, and +5 penetration.

Tearing Instruments

Applicable Weapons: Chainsaw

Research Cost: 5 Weapon Research

Upgrade Cost: 10 scrap parts

Description: This weapon is designed for maximum carnage. When this weapon deals damage to a living enemy, it also deals the Bleed (10) condition.

Twin Ports

Applicable Weapons: Flamethrower

Research Cost: 5 Weapon Research

Upgrade Cost: 10 scrap parts

Description: The flamethrower has dual spraying nozzles that allow it to emit even more flames at once. The weapon gains Hailfire (+1), normally bringing it up to Hailfire (2). However, the weapon also gains the Inefficient Ammo (2) trait.

Wormhole

Applicable Weapons: Vortex Rifle

Research Cost: 3 Weapon Research, 2 Energy Research, 1 Hell Research

Upgrade Cost: 15 scrap parts

Description: This weapon creates an expansive wormhole on a target on a charged hit. When this weapon is fired after being powered with Charged Shot, the weapon gains +5 accuracy and a Burst (3) area. If the attack hits the toughness of any target in the area, they are pulled as close as possible to the center of the burst and are Slowed for 1 turn.



Armor Breakthroughs

These breakthroughs involve upgrading suits of armor. All armor breakthroughs apply to multiple different armors. Once you make a breakthrough, you can apply it to any of the armors included in that breakthrough. Keep in mind an armor can only have a single breakthrough upgrade applied to it, but breakthrough upgrades do not count for an armor's total number of upgrades. It takes different amounts of time to apply breakthroughs to armor based on their weight class. Light armors take 1 hour to apply. Heavy armors take 4 hours to apply, powered armor take 8 hours.

Adamantine Plating

Applicable Armors: ARC Trooper Armor, Elite Guard Armor

Research Cost: 6 Engineering Research

Upgrade Cost: Experimental Alloy x3, 40 scrap parts

Description: The powered armor has an extra layer of even harder metal derived from mysterious sources. The armor increases its damage resistance by 2 resistance ratings but increases its defense penalty by 3.

Energy Absorption

Applicable Armors: Assistive Body Suit, Protective Body Suit

Research Cost: 4 Energy Research, 4 Engineering Research

Upgrade Cost: Experimental Alloy, Superconductive Materials, 20 scrap parts

Description: When subjected to intense energies, the armor can absorb some of the energy dealt and use it as a buffer against attacks. When the user is hit by an attack that deals energy damage, after they take damage, they gain temporary hit points equal to 1/3 the hit point damage they took from the attack. Suffering damage to your temporary hit points does not give temporary hit points, only actual hit point damage does.

Energy Charged Subsystems

Applicable Armors: ARC Trooper Armor, Elite Guard Armor

Research Cost: 3 Engineering Research, 3 Energy Research

Upgrade Cost: Programmable Microcircuits, Kinetic Field Generator, Power Cell, 30 scrap parts

Description: This armor has a battery that can be taxed to enhance the armor's usability. Functionally, the armor can be loaded with plasma cell ammunition that can be spent as a free action to provide a variety of effects. The armor can hold up to 200 plasma cells and it takes 1 minute to reload the armor. Each effect costs 20 plasma cells and can be activated as a free action or reaction. The plasma cells can be used for the following effects:

-**Boost:** Gain +10 on athletics skill checks for 1 round, costs 10 plasma cells

-**Surge:** Gain +10 damage on your next melee attack, +20 if you charged

-**Impact Absorption:** Reduce damage from an attack by 10.

-**Stride:** Gain +3 move speed until the start of your next turn

-**Suppression:** Remove the Burning or Melting condition

Energy Shield

Applicable Armors: Assistive Body Suit, Protective Body Suit

Research Cost: 4 Energy Research, 4 Engineering Research

Upgrade Cost: Kinetic Field Generator x2, Power Cell, 20 scrap parts

Description: The armor has an energy shield built into it. The armor has a base energy shield with a shield pool of 50 and a shield armor of 10. The energy shield recharges after spending 1 minute outside an encounter.

Kinetic Absorption

Applicable Armors: Armored Vestment, Hazard Suit, Padded Jacket, Reinforced Combat Armor, Tactical Combat Armor

Research Cost: 4 Engineering Research, 1 Energy Research

Upgrade Cost: Superconductive Material, Kinetic Field Barrier, 30 scrap parts

Description: The armor absorbs force directed at the armor and changes it into a kinetic energy barrier that shields the user.

When the user is hit by an attack that deals physical damage (not poison, energy, acid, or piercing damage), after they take damage, they gain temporary hit points equal to 1/4 the hit point damage they took from the attack. Suffering damage to your temporary hit points does not give temporary hit points, only actual hit point damage does.

Kinetic Blowback

Applicable Armors: ARC Trooper Armor, Elite Guard Armor

Research Cost: 7 Engineering Research, 3 Energy Research

Upgrade Cost: Experimental Alloy, Kinetic Field Barrier, 40 scrap parts

Description: The armor absorbs force directed at the armor and reflects it back at nearby enemies. When the user is hit by an attack that deals physical damage (not poison, energy, acid, or piercing damage), after they take damage, they deal automatic damage to all adjacent enemies equal to the damage taken.

Military Outfitting

Applicable Armors: Assistive Body Suit, Protective Body Suit

Research Cost: 5 Engineering Research

Upgrade Cost: Precision Servos x2, 40 scrap parts

Description: The augmented light support suit has been upgrade for enhanced combat retrofit. The armor becomes heavy armor, changing its resistance value to +3. It gains +3 damage resistance and the heavy protection trait. It also increases its strength bonus by +1. However, the armor's defense penalty is increased by 2 and previous ability score bonuses to agility applied by the armor decrease by 1.

Power Servos

Applicable Armors: Armored Vestment, Hazard Suit, Padded Jacket, Reinforced Combat Armor, Tactical Combat Armor

Research Cost: 6 Engineering Research

Upgrade Cost: Precision Servos x2, 30 scrap parts

Description: The armor supplements its user's movements with powered, robotics servos. The armor gives a +1 bonus to strength and agility while worn.

Self-Healing Materials

Applicable Armors: ARC Trooper Armor, Elite Guard Armor

Research Cost: 5 Engineering Research, 1 Energy Research

Upgrade Cost: Superconductive Material, Experimental Alloy, 30 scrap parts

Description: This armor automatically repairs itself of damage it is dealt and adjusts for incoming damage. The armor gives the user 10 temporary hit points at the start of each turn. These hit points replace but do not stack from turn to turn.

Titanium Enhancements

Applicable Armors: Armored Vestment, Hazard Suit, Padded Jacket, Reinforced Combat Armor, Tactical Combat Armor

Research Cost: 4 Engineering Research

Upgrade Cost: 3 valuable scrap parts

Description: The armor has been given extra reinforcement with plates of dense metal. The armor increases its damage resistance by 2 resistance ratings, but increases its defense penalty by 1.



Chemical Breakthroughs

Chemicals are new drugs and consumable medical supplies that provide substantial temporary bonuses. Creating a chemical requires a lab and takes 15 minutes. Most chemicals require advanced research components in order to make, limiting how much you can create at once. However, chemicals are usually not created on their own; by paying their resource cost and making them, you make a number of chemicals equal to the Number Created value on their entry.

Argent Medipac

Research Cost: 5 Medical Research, 2 Hell Research

Creation Cost: Medipack, Medical Sample Kit, Pure Argent Energy

Number Created: 2

Description: These medipacs are near magical, charging the target with argent energy. They may restore the target or might simply overwhelm and kill them. When you apply an argent medipac to a target, first roll a d20. On an 8+, the target spends 2 healing thresholds to recover 200 hit points and 2 crippling wound to all locations. On a 2-7, the target spends 2 healing thresholds, loses 50 hit points, and gains a crippling wound to all locations. On a 1, the target is instantly reduced to 0 hit points and gains a Stunned Vitals disfigurement.

Bloodlust Serum

Research Cost: 3 Hell Research, 2 Medical Research

Creation Cost: Writhing Heart, Medical Sample Kit

Number Created: 2

Description: The bloodlust serum gives the user incredible, murderous rage. Once consumed, the character discards any weapons and chose only to use their own fists, making unarmed attacks. However, these attacks are vastly empowered as they gain the strength to rip apart anything they see. Their unarmed attacks gain +20 damage, +10 penetration, and +5 accuracy. They also gain +4 move speed while on this serum. However, they must move and attack the closest target, friend or foe, every turn. The bloodlust serum lasts 5 rounds or until the user is reduced to 0 hit points. Afterwards, the user suffers 2 fatigue.

Demon Vaccine

Research Cost: 1 Hell Research, 2 Medical Research

Creation Cost: Rare Tissue Sample, Psychic Tissue Sample, Medical Sample Kit x2

Number Created: 10

Description: This vaccine protects the user from demonic toxins and from having a demonic spirit enter their body. This vaccine, lasting for 1 hour, makes the user automatically succeed checks against demon poisons or possession. Furthermore, while the demon vaccine is in effect, the user cannot be possessed, turned into a zombie, or be effected by demonic soul drain.

Hellwalker Elixir

Research Cost: 3 Hell Research, 2 Medical Research

Creation Cost: Hellfire, Medical Sample Kit

Number Created: 2

Description: This magic elixir makes the user temporarily immune to fire, heat, and energy. Once drank, the user is immune to all energy damage until the end of their next turn.

Hellspeed Serum

Research Cost: 3 Hell Research, 2 Medical Research

Creation Cost: Writhing Heart, Medical Sample Kit

Number Created: 2

Description: The bloodlust serum gives the user unnatural speed for a very short time. Once consumed, the character gains Swiftness Boost (10) for 4 rounds. Afterwards, the user suffers 2 fatigue.

Mutation Serum

Research Cost: 3 Hell Research, 4 Medical Research

Creation Cost: Rare Tissue Sample, Unwilling Brain, Medical Sample Kit

Number Created: 2

Description: The mutation serum causes the target to grow demonic growths and hide for a brief time. This transformation process is incredibly painful and traumatic, but also gives great benefits. After using this serum, the user is helpless for 1 minute while they grow demonic mutations. The subject gains Health Boost (10), Mighty Boost (10), and Swiftiness Boost (4), while likewise suffering from the Skilled Drain (5) condition. They also gain +10 to athletics and acrobatics checks while the serum is active and possess the ability to climb walls without slowing down or requiring skill checks. This effect lasts for 2 hours. After the hour, the user gains the Tormented and Skilled Drain (5) conditions for 8 hours. At the end of that time, the user must make a DC 15 willpower check (with disadvantage) or have the penalties last another 8 hours. The penalties continue until the user succeeds their willpower check after an 8 hour period.

Nanobot Medipac

Research Cost: 3 Medical Research, 2 Engineering Research

Creation Cost: Medipack, Medical Sample Kit, UAC Scrap Parts

Number Created: 2

Description: These are improved medipacks that involve restorative nanobots that can vastly improve health regeneration. This functions as a normal medipack, except it gives +50 to the medicine skill check instead of +20.

Potent Painkiller

Research Cost: 5 Medical Research

Creation Cost: Medical Sample Kit, Painkiller x4, Stimulant x2

Number Created: 5

Description: These painkillers are even more effective at relieving pain and helping get someone back in the fight. The potent painkiller function as painkillers, but restores 4 healing thresholds upon use, and also remove 2 fatigue. However, they can be quite dehydrating, and the user will need to consume water within 10 minutes or begin to suffer from thirst.

Regenerative Serum

Research Cost: 5 Medical Research

Creation Cost: Medical Sample Kit x2, Painkiller, Rare Tissue Sample

Number Created: 3

Description: The regenerative serum is a powerful painkiller that causes vastly enhanced cellular regrowth in damaged tissue. Once this chemical is used, the user heals 1 crippling wound to each body location. This does not use a healing threshold.

Shadow Sight Elixir

Research Cost: 3 Hell Research, 2 Medical Research

Creation Cost: Unwilling Brain, Medical Sample Kit

Number Created: 2

Description: This magic elixir grants the user unnatural sight. Once drank, the elixir gives the ability to see in the darkness up to 30 squares, and automatically see and detect hidden and cloaked enemies within line of sight. This effect lasts 10 rounds.

Soul Catalyst

Research Cost: 2 Hell Research, 2 Medical Research

Creation Cost: Decaying Soul, Medical Sample Kit

Number Created: 5

Description: The soul catalyst is a special elixir created from distilled souls. Once consumed, it recharges the user's drained or fractured soul. The user recovers from all soul drain and fatigue they were suffering from.

Weapon Mod Breakthroughs

Weapon mods breakthroughs are unique in that they are upgrades for the mods that can be applied to weapons. These breakthroughs greatly empower the variety of specialty mods, such as the micro missiles of the assault rifle or the heat blast of the plasma gun. These weapon mods are applied to the mod itself and apply to whatever weapon the mod is applied to. A mod can only have one breakthrough upgrade applied to it. Applying a breakthrough mod requires 1 hour of work.

Weapon mod breakthroughs are organized based on the weapons they apply to.

Assault Rifle or Heavy Cannon Weapon Mods

These mods include Micro Missile and Improved Scope.

Bottomless Missiles

Applicable Mod: Micro Missile

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: With bottomless missiles, the micro missile mod does not need a rest or recharge time and can be used continuously. This micro missiles can be used every round and gains an automatic attack speed. This you can make multiple strikes with micro missiles, or even area or focused burst attacks with micro missiles. Each 'shot' you would make with micro missiles would still take 6 shots as usual, so this will use up ammunition very quickly!

Devastator Rounds

Applicable Mod: Improved Scope

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: The scope mod is accompanied by modified ammunition and improved striking power. While aiming with the improved scope, the weapon deals +2 power ratings of damage.

Primary Charger

Applicable Mod: Micro Missile

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: The micro missiles gain significantly enhanced damage against the primary target of their barrages. The micro missile attack gains +20 damage against the primary target.

Skull Cracker

Applicable Mod: Improved Scope

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: The skull cracker upgrade calibrates the weapon to pierce and detonate target's skulls. If you deal a crippling wound to the critical location with this weapon, it deals +1 crippling wound point and a bonus 30 damage. This bonus damage cannot cause mor wounds.

Chaingun Mods

These mods include Gatling Rotator, Energy Shield, and Mobile Turret.

Fast Recovery

Applicable Mod: Energy Shield

Research Cost: 3 Weapon Research, 2 Energy Research

Upgrade Cost: 1 UAC scrap

Description: The energy shield barrier of the chaingun mod recharges much more quickly. After the shield goes down, it can be reactivated after 4 turns instead of 10.

Incendiary Rounds

Applicable Mod: Gatling Rotator

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: This mod automatically augments its ammunition with combustible tips that light targets on fire. The weapon gains the Flames trait while this mod is equipped. In addition, if this weapon kills a target that is set on fire, the target explodes in a burst of flame. Make a +15 attack against the defense and toughness of every target within the slain target's reach. If it hits defense, the targets takes 40 energy damage. If it hits defense and toughness, the target is set on fire via the Flames trait.

Rapid Deployment

Applicable Mod: Mobile Turret

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: This mod upgrade allows the mobile turret to deployed faster and not slow the user down. The weapon can activate mobile turret as a minor action, and the user can still shift, evade, and move at full speed while the mobile turret is active.

Shield Launch

Applicable Mod: Energy Shield

Research Cost: 3 Weapon Research, 2 Energy Research

Upgrade Cost: 1 UAC scrap

Description: When using the energy shield of the chaingun mod, when the shield ends, either by duration or depletion, it projects itself in a line forward. The shield fires off like an attack with a Line (10) area and a +15 attack bonus. If it hits defense, it deals 100 damage with no penetration. If it hits defense and toughness, the target is staggered. This occurs every time the shield is depleted, and the user must determine which direction they will fire off their shield.

Ultimate Cooling

Applicable Mod: Mobile Turret

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: This mod has an enhanced cooling system that allows the mobile turret to fire even faster without overheating and breaking down. While in mobile turret mode, the weapon an additional +1 hailfire, but spends +20 bullets on every attack.

Uranium Coating

Applicable Mod: Gatling Rotator

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: This mod automatically augments its ammunition with enhanced, uranium coated rounds. While the mod is equipped, the weapon gains +6 penetration.

Gauss Cannon Mods

These mods include Precision Bolt and Siege Mode.

Energy Efficient

Applicable Mod: Precision Bolt

Research Cost: 3 Weapon Research, 2 Energy Research

Upgrade Cost: 1 UAC scrap

Description: This mod makes the precision bolt even more efficient. It only takes a minor action to aim the weapon instead of a move, and the weapon gains +5 bonus accuracy when using precision burst.

Mobile Siege

Applicable Mod: Siege Mode

Research Cost: 3 Weapon Research, 2 Energy Research

Upgrade Cost: 1 UAC scrap

Description: This mod makes the siege mode mod easier and more effective to use. The siege mode can be fired by combining a standard and minor action, still letting the user have a move action on their turn.

Outer Beam

Applicable Mod: Siege Mode

Research Cost: 3 Weapon Research, 2 Energy Research

Upgrade Cost: 1 UAC scrap

Description: This mod causes the siege mode to release a shockwave when it hits a target, dealing damage to potential nearby targets by the weapon. Whenever this weapon hits a target, it deals 50 energy damage to everyone within 3 squares of the target, at the penetration that was applied against the primary target. Thus, if a target was hit by a secondary attack originating from the Unstoppable trait, the leftover penetration from that attack would be applied to the burst around that target.

Volatile Discharge

Applicable Mod: Precision Bolt

Research Cost: 3 Weapon Research, 2 Energy Research

Upgrade Cost: 1 UAC scrap

Description: This mod allows you to overcharge targets you kill with the precision bolt mod, causing them to explode. When you reduce an enemy to 0 hit points with this mod, they detonate. Make a +15 attack at every target within 2 squares of the detonating target. On a hit, they suffer 50 damage, penetration 20, or half damage on a miss. This upgrade also gives the precision bolt +1 hailfire against swarms.

Plasma Gun Mods

These mods include Heat Blast, Microwave Beam, and Stun Bomb.

Chain Stun

Applicable Mod: Stun Bomb

Research Cost: 3 Weapon Research, 2 Energy Research

Upgrade Cost: 1 UAC scrap

Description: This mod causes the stun bomb mod to spread the effects to nearby enemies on a kill. When a target is killed by a stun bomb, make a stun bomb attack at every enemy within 6 squares of the slain target, even if those targets were already hit by the initial stun bomb. These extra attacks gain no attack overages, but can create additional chain stun explosions if they kill additional targets.

Concussive Blast

Applicable Mod: Microwave Beam

Research Cost: 3 Weapon Research, 2 Energy Research

Upgrade Cost: 1 UAC scrap

Description: This mod causes the weapon to make targets explode when slain by the microwave beam mod. When an enemy is killed by the beam, all enemies of the attacker within 3 squares of the slain target suffer an automatic 40 damage, penetration 10, and must make a DC 30 endurance check or be staggered for 1 round.

Faster Beam Charge

Applicable Mod: Microwave Beam

Research Cost: 3 Weapon Research, 2 Energy Research

Upgrade Cost: 1 UAC scrap

Description: This mod makes the microwave beam much more efficient and reliable. The Inefficient Ammunition trait on the microwave beam mod is reduced to 4. The weapon also makes +2 strikes, gains +2 max attack overages, and has a maximum capacity of hailfire 6 with 12 attack overages.

Larger Stun

Applicable Mod: Stun Bomb

Research Cost: 3 Weapon Research, 2 Energy Research

Upgrade Cost: 1 UAC scrap

Description: This mod empowers the Stun Bomb mod for the plasma gun. When using the stun bomb mod, the area increases to a Burst (3) and the attack gains +5 accuracy. In addition, stun bomb gains +3 power ratings of damage when used.

Power Surge

Applicable Mod: Heat Blast

Research Cost: 3 Weapon Research, 2 Energy Research

Upgrade Cost: 1 UAC scrap

Description: This mod upgrade make the heat blast overcharge the plasma gun, causing it to do additional damage for a short duration. After releasing a heat blast, the weapon gains +3 power ratings of damage for a number of rounds equal to 1/10 the charge used with the heat blast. These empowered attacks do not generate charge for the heat blast.

Super-Heated Rounds

Applicable Mod: Heat Blast

Research Cost: 3 Weapon Research, 2 Energy Research

Upgrade Cost: 1 UAC scrap

Description: This mod upgrade makes the heat blast mod much more efficient. Now, the weapon gains 2 heat blast charge per shot fired and deals 2 damage per charge instead of 1. Thus, 10 shots would give 20 charge, while 20 charge would deal 40 damage. In addition, the weapon gains +4 accuracy with the heat blast attack.

Rocket Launcher Mods

These mods include Lock-on Burst and Remote Detonation.

Concussive Blast

Applicable Mod: Remote Detonation

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: This mod adds extra concussive force with precisely targeted rockets. When you aim with the rocket launcher with this mod, the weapon gains the Stun trait.

Dual Lock

Applicable Mod: Lock-on Burst

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: This mod allows the weapon to apply target locks to two targets at once. Doing so requires a standard action as normal but allows you to mark two targets. When you fire after making a target, you make a separate target lock attack against both targets, using 3 rockets at each target. Thus, 6 rockets need to be loaded to make this attack function.

Fast Reset

Applicable Mod: Lock-on Burst

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: This mod allows the weapon to reset and apply target locks faster than before. Locking onto a target with the Lock-on Burst mod only requires a move action, instead of a standard action.

Proximity Flare

Applicable Mod: Remote Detonation

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: This mod gives a visual notification to the user, so they know exactly when to detonate the explosive. The user does not need to perform an aim action to gain aim benefits with the rocket launcher. However, when they do aim, they gain a bonus +4 accuracy with the attack.

Shotgun Mods

These mods include Charged Burst, Explosive Shot, Full Auto Shotgun, and Sticky Grenade Launcher.

Bigger Boom

Applicable Mod: Explosive Shot OR Sticky Grenade Launcher

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: This upgrade effects either the Explosive Shot mod or the Sticky Grenade Launcher mods for the shotgun. No matter which one the upgrade is applied to, the effects is mostly the same. With using the explosive shot or sticky grenade attack methods, the attacks gain +2 burst area, +2 power ratings of damage, and the Volatile Explosion and High Explosive trait.

Cluster Strike

Applicable Mod: Explosive Shot

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: This upgrade empowers the shrapnel scatter of the explosive shot mod. When the explosive shot is used, it has Hailfire (2) instead of Hailfire (1).

Five Spot

Applicable Mod: Sticky Grenade Launcher

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: This upgrade makes the Sticky Grenade Launcher mod much more effective. It only takes 1 shotgun shell to convert into a grenade, instead of 5. In addition, the grenade launcher gains a fast attack speed, and deals +1 power rating of damage per grenade fired as part of the attack.

Power Shot

Applicable Mod: Charged Burst

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: This burst fire mod allows the weapon to release all its ammunition in multiple, quick, rapid fire bursts. While using the charged burst mod to make Burst Fire attacks, the weapon has a fast attack speed. In addition, when using Burst Fire attacks, the weapon gains +1 power rating of damage for each strike after the first.

Quick Reload

Applicable Mod: Charged Burst OR Full Auto Shotgun

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: This mod upgrade allows the weapon to be reloaded much quicker. It can be applied to either the Charged Burst or Full Auto Shotgun mods. While the mod is equipped, the shotgun has the Fast Reload trait instead of Long Reload.

Salvo Extender

Applicable Mod: Full Auto Shotgun

Research Cost: 5 Weapon Research

Upgrade Cost: 1 UAC scrap

Description: This upgrade makes the ammunition expenditure more effective with an automatic shotgun, relying on greater spread rather than more shells. When performing an automatic fire method with the full auto shotgun, you use half as much ammunition. For example, you would use 5 shells on a focused burst instead of 10. This does not effect non-automatic fire methods.

Stations and Structures Breakthroughs

Stations and structures are not typical items; they are permanent pieces of machinery that are set up in a location and remain in place. They are not movable or generally carryable, being full sized pieces of industrial equipment. You will typically build stations and structures in locations where you want to set up a, at least temporary base. Many of these structures are quite important, and should often be a priority research for scientists who want to set up a base.

Ammunition Crafting Station

Research Cost: 12 Engineering Research

Construction Cost: 750 scrap parts

Construction Time: 12 hours

Description: The ammunition crafting station is very important structure that you can use to convert scrap parts, research items, and other supplies into ammunition. Using the following table, you can convert a number of parts into the machine to create a number of ammunition of different type. Each operation takes 1 minute for the machine to convert items into ammunition. This station is fixed when created and takes up a 2 by 2 area. Once built, it is intuitive and can be used by anyone.

Ammunition	Ammunition Category	Resource Cost	Ammunition Received
Bullets	Bullet	1 scrap part	30
Uranium Rounds	Bullet	1 valuable scrap part	30
Drilling Rounds	Bullet	1 UAC scrap part	30
Hellforged Rounds*	Bullet	1 Hell scrap part	15
Fuel	Fuel	1 Slime Spewing Muscle OR 1 Hellfire	5
Argent Fuel*	Fuel	1 pure argent energy	
Plasma Cell	Plasma Cell	5 scrap parts OR 1 power cell	30
Hyper Efficient Cells	Plasma Cell	5 valuable scrap parts OR 1 kinetic field generator	30
Argent Cells	Plasma Cell	5 UAC scrap parts OR 1 pure argent energy	30
Psionic Energy Cells*	Plasma Cell	5 Psionic Tissue Samples	15
Shotgun Shell	Shotgun Shell	1 scrap part	20
Ripper Shell	Shotgun Shell	1 valuable scrap part	20
Hellfire Shell	Shotgun Shell	1 valuable scrap part	20
Hellforged Shell*	Shotgun Shell	1 Hell scrap part	10
Rocket	Rocket	1 scrap part	3
High-Explosive Rocket	Rocket	1 valuable scrap part	3
Anti-Armor Rocket	Rocket	1 valuable scrap part	3
Cataclysm Rocket*	Rocket	1 Hell scrap part, 1 hellfire	2
Grenade	Grenade	1 scrap part	3
Napalm Grenade	Grenade	1 scrap part	3
Ice Grenade	Grenade	1 valuable scrap part	3
Screamer Grenade*	Grenade	1 Hell scrap part, 1 decaying soul	2
Pure Argent Cell**	BFG Ammo	1 UAC Scrap Part and 5 pure argent energy	1

*Requires Hell Ammunition Research

**Requires BFG Research

Automated Plasma Turret

Research Cost: 7 Engineering Research, 3 Energy Research, 5 Weapon Research

Construction Cost: 300 scrap parts, 2 Beam Emitters, Prototype Capacitor

Construction Time: 2 hours

Description: The automated plasma turret is robotic NPC that defend its location from attackers. It will fire at any targets that fit under its rather vague parameters. It functions as the Automated Plasma Turret NPC in the Doom bestiary. In general, it can be programmed to not fire at the player characters and any other known targets and can then be chosen to fire 'only at demons' or 'only non-humans', or similar options. Setting up these turrets is very useful if you want to secure a location for the long term. Remember that the plasma turret does require ammunition to fire.

Demon Flesh Purifier

Research Cost: 6 Engineering Research, 4 Hell Research, 2 Medical Research

Construction Cost: 750 scrap parts

Construction Time: 24 hours

Description: This food purifier allows you to transform the flesh and tissue of demons into an edible food source. This can be very important with prolonged trips to Hell. Every 10 pounds of flesh taken off a corporeal demon can be transformed in edible food after 10 minutes of processing. The meat counts as Prepared Food for the purpose of trading and eating. This device takes up a single square, and can only be moved with heavy equipment after being constructed.

Moisture Accumulator

Research Cost: 5 Engineering Research

Construction Cost: 250 scrap parts

Construction Time: 24 hours

Description: The moisture accumulator is a device that extracts moisture from the air and refines it into drinkable water. It is a very important device for those who spend a prolonged period away from water sources, or in hell. In general, the moisture accumulator creates 1 Water Bottle every 4 hours. As this is rather slow, colonies often need to build multiple moisture accumulators to sustain a small group of people over time. This device takes up a single square and can only be moved with heavy equipment after being constructed.

Remote Lab

Research Cost: 4 Engineering Research, 2 Energy Research

Construction Cost: 600 scrap parts

Construction Time: 10 hours

Description: The remote lab is a station that can be used to perform advanced research. This is important for migratory campaigns, where you may need to relocate to another location that will not have a lab for you to continue your research. The remote lab does not require a work bench to build, just the research. This remote lab takes up a 2 by 2 area and weights 300lbs, however, so it is not easily moved once created, hence the need to build new ones at future base locations.

Teleporter Platform

Research Cost: 2 Engineering Research, 3 Energy Research, 3 Hell Research

Construction Cost: 200 parts, +10 UAC Scrap parts

Construction Time: 5 hours

Description: The teleporter platform is a small metal platform attached to computer terminal that can teleport you to any other teleporter platform on the platform's network. These teleporter platforms can transport you up to 1,000 miles, with the process taking about thirty seconds. The teleporter platform can only send you to another teleporter on the same network. This means another teleporter that you created using this research, or any other versatile teleporter that you might have found and calibrated to be on your network. These teleports require charge, and a single power cell allows up to 3 jumps from a portal. Setting the teleporter platform up with a sustained generator will allow more active use. Activating the teleporter requires a full-round action from the terminal attached to the platform. Teleporter platforms cannot usually be used to transport between dimensions; that requires more advanced and specialized teleportation equipment.

Work Bench

Research Cost: 4 Engineering Research, 1 Energy Research

Construction Cost: 500 scrap parts

Construction Time: 6 hours

Description: The work bench is a station that can be used to craft items. This includes building complete items out of spare parts, using the rules proposed in the equipment chapter, and disassembling items. The work bench does not require a work bench to build, just the research. This allows a scientist to, once researched, assemble a work bench wherever they need one, so they can work on improving their technology in a different location. This work bench takes up a 2 by 2 area and weights 300lbs, however, so it is not easily moved once created.

Miscellaneous Breakthroughs and Tools

These breakthroughs do not fit under any single category. They include useful tools that are necessary for further research. For example, containment spheres do nothing on their own, but can be used to collect hell energies that are necessary for a great deal of research and crafting. Some miscallenous upgrades don't create anything at all, but unlock processes to convert or create new resources. These researches also include the coveted ability to create a BFG-9000, a legendary weapon.

BFG-9000

Research Cost: 20 Engineering Research, 20 Hell Research, 30 Energy Research, 30 Weapon Research

Creation Cost: 50 UAC Scrap Parts, 3 Prototype Capacitor, 3 Prototype Argent Batteries

Number Created: 1

Description: You have done the research to create your own BFG-9000 gun. Doing so requires a series of five DC 32 skill checks, each made after 10 hours of work. This skill checks require you to have all the crafting components for the entire period of the check, and to be working with access to both an advanced research lab and work bench. After you have made five successful science checks, you have crafted the BFG-9000 and can use it. Creating the BFG-9000 does not provide any ammunition. However, by performing this research, you can program an Ammunition Crafting Station to produce Pure Argent Cells. See the Ammunition Crafting Station for what it takes to create a Pure Argent Cell.



Containment Sphere

Research Cost: 1 Hell Research, 1 Engineering Research

Creation Cost: 1 UAC Scrap Part

Number Created: 3

Description: The containment sphere can absorb and contain certain forces of essence or energy found in Hell. It is a vital item to collecting different Hell research items. By spending 1 minute at a source of energy, you can collect it into the containment sphere. The containment sphere can be used to collect decaying souls, hellfire, and pure argent energy. Once collected, they remain safely within the sphere until they are consumed with research of item creation. Afterwards, the containment sphere can be reused. You can also release the energy contained within the sphere so it can contain something else, but that will permanently expend the energy.

Hell Ammunition

Research Cost: 2 Hell Research, 4 Weapon Research, must have already researched the Ammunition Crafting Station

Creation Cost: See Ammunition Crafting Station

Number Created: See Ammunition Crafting Station

Description: You have learned how to make advanced, powerful ammunition out of the resources found in Hell. This ammunition can be programmed in an ammunition crafting station, so that anyone can use it to make hell ammunition. Refer to the ammunition crafting station entry under stations to see the requirement for making different ammunition, and below to see their effects.

Ammunition	Ammunition Category	Cost (for 1)*	Special
Hellforged Rounds	Bullet	40	Penetration (+3), Rending (+3)
Argent Fuel	Fuel	50	Penetration (+3)
Psionic Energy Cells	Plasma Cell	200	Penetration (+10)
Hellforged Shells	Shotgun Shell	60	Penetration (+5), Rending (+5)
Cataclysm Rockets	Rocket	2,000	Burst (+1), Penetration (+10), Flames
Screamer Grenades	Grenade	2,000	Burst (+2), +2 power ratings, if hitting resolve, target loses 2 morale levels

**Not available for purchase, but can be sold or traded in some places*

Neurosampler

Research Cost: 1 Hell Research, 1 Engineering Research

Creation Cost: 1 UAC Scrap Part

Number Created: 5

Description: The neurosampler is a important tool used to extract biological material from a Hell organism and store it for later use. It is a vital item to collecting different Hell research items. By spending 3 rounds at the demonic organism in question, you can extract and store it within a neurosampler. The neurosampler can collect and store slime spewing muscles and writhing hearts from demonic growths. It can also collect psychic tissue samples from the following creatures: cacodemons, arch-viles, barons of hell, and vargargy. Finally, you can collect the brain of an unwilling zombie. Once collected, they remain safely within the neurosampler until they are consumed with research of item creation. Afterwards, the neurosampler can be reused. If you have a lab-quality refrigeration, you can also store the samples there so the neurosampler can be readily used again.

Makyr Science Device

Research Cost: 5 Hell Research, 5 Engineering Research, 5 Energy Research, 5 makyr scrap

Creation Cost: 1 science device + 1 makyr scrap

Number Created: 1

Description: This research allows you to empower your science devices (if you have them), with bits of makyr technology. This research requires you to spend 5 makyr scrap parts as part of the breakthrough research. Once the research is performed, any time that you make a science device, you can use 1 makyr scrap to empower the device with makyr technology. It maintains its same tier of science device but gains the Makyr label attached to it. Whenever that science device is used, it functions as normal for the utilized effect, but gains the extra makyr effect listed below.

Science Device	Category	Empowered Effect
Argent Ray	Basic Science Device	Argent Beam damage increases to 3x intelligence, penetration to 6x intelligence
Concussive Surge	Basic Science Device	Cone equal to intelligence +3, +10 attack roll, +1 enemy squares pushed on hit
Black-Out Blast	Basic Science Device	Effect covers 20x intelligence squares, lasts rounds equal to twice intelligence
Explosive Charge	Basic Science Device	Effect deals 50 damage +5 per point of intelligence
Remote Hacker	Basic Science Device	Intelligence counts as 4 higher for purposes of the device
Restorative Drone	Basic Science Device	Device heals 10x intelligence hit points
Scanner Sweep	Basic Science Device	Intelligence counts as 4 higher for purposes of the device
Seismic Charges	Basic Science Device	Charge vaporizes all terrain destroyed by the effect, causing them to dissipate into golden light
Anti-Gravity Mine	Advanced Science Device	Intelligence counts as 4 higher for purposes of the device, attack gains +10 accuracy
Cluster Demolition Charges	Advanced Science Device	Charge effects double area and gains Penetration (30)
Decay Enhancement Device	Advanced Science Device	Deals 50 piercing damage every round to zombies
Force Field Projector	Advanced Science Device	Wall has shield pool equal to 50x intelligence and 40 shield armor, immune to plasma trait
Incendiary Room Clearer	Advanced Science Device	Fire deals +20 damage and +15 penetration
Nanite-Delivery Unit	Advanced Science Device	Heals +20 hit points
Relocation Device	Advanced Science Device	Device teleports instead of being thrown, arriving at a target location within 100 squares
Targeting Luminescent	Advanced Science Device	Device gains +10 accuracy, Endurance DC is increased by 10
Advanced Auto Turret	Masterwork Science Device	Turret gains +5 accuracy, +10 damage, and +15 penetration
Banishment Device	Masterwork Science Device	Device gains +10 accuracy
Burst Shield Projector	Masterwork Science Device	Gives +50 shield pool and +20 shield armor
Hell Rift	Masterwork Science Device	Summons 3d20 demons instead of d20
Neutralizing Charge	Masterwork Science Device	Effects 50x intelligence area and lasts twice as long
Nuclear Charge	Masterwork Science Device	Deals +40 damage and gains +20 penetration
Omega Power Cell	Masterwork Science Device	Gives +5 penetration to charged weapons, provides a magazine of 500 instead of 250, charges major machinery for ten times as long
Regeneration Device	Masterwork Science Device	Gives regeneration equal to 2x intelligence
Stealth Field Generator	Masterwork Science Device	Gives cloaked to allies within 12 squares instead of 6, lasts twice as long

Upgrade Scrap Parts

Research Cost: Engineering Research 2

Creation Cost: See Below

Number Created: See Below

Description: You can combine scrap parts to create higher tiered scrap parts. This process involves taking the best quality pieces of multiple different piles of scrap and combining it to create a higher tiered part. This process generally gives less volume of usage, but allows you to create the higher tiered parts that are generally needed in the creation of certain items. For example, if you need to build an item that requires solely UAC scrap parts, like many mod upgrades, you can combine low level scrap to create the need UAC scrap if it is not available. Use the following table to determine how scrap parts can be upgraded into higher tiered parts. Each upgrade takes 5 minutes. You cannot use this system to make Makyr scrap.

Base Scrap Part	Creating 1 Valuable Scrap	Creating 1 UAC Scrap	Creating 1 Hell Scrap
Basic Scrap Part	10	20	30
Valuable Scrap Part	NA	4	12
UAC Scrap Part	NA	NA	3

Chapter 6: DOOM Campaign Rules

Going through a Hell invasion involves more than just fighting monsters with guns. There are a variety of special rules that must be thought of, both for the survival and environmental aspects of the game. This chapter will go over many special rules involving playing in the DOOM universe.

Necessities of Survival

Demon invasions cause the general breakdown of social order and supply chains. Therefore, survivors in a Doom campaign need to worry about food and water in order to survive. Not attending to your food and water will cause you to gain stacks of fatigue points. Every point of fatigue gives you -1 to attack accuracy, defense, toughness, resolve, and strength and agility related skill checks.

Different meals give different benefits when consumed. See the equipment chapter above for different types of foods and drinks that you can acquire.

Food and Famine

Living beings must regularly consume food to keep up their strength. Those who do not quickly weaken.

If a character goes eight hours without consuming at least 1 unit of food, they gain 1 fatigue point. Afterwards, they gain an additional 1 fatigue every additional day cycle they go without eating.

Eating a meal removes 1 point of fatigue from famine. Each additional full-sized meal removes another point of fatigue.

Water and Thirst

Even more important than food is water. Without water, a living creature will not last long.

A character must consume at least 1 unit of water every 4 hours or suffer 1 fatigue point. Characters in areas of extreme heat must consume 1 unit of water or suffer 2 fatigue points. This includes Hell, deserts, wastelands, and areas that are being terraformed into Hell.

Drinking fluids reduces thirst fatigue. Pure water removes 2 fatigue points from thirst. A substitute, such as a soda or beer, removes only 1 fatigue. This fatigue only goes away with application of fluids and is known as thirst fatigue.

Wear and Exhaustion

Even if a character gets sufficient food and water, a person will eventually tire from too much exertion or exposure. This fatigue is known as wear fatigue

Wear fatigue comes from several different sources. All these cause fatigue.

Prolonged Activity

Prolonged activity means the character has been too active for too long. In game turns, this is from the character going more than 12 hours without resting. By doing so, the character gains 2 fatigue for every 4 hours they go without resting after the first three cycles. Resting for at least 4 hours resets the timer for prolonged activity.

Extreme Temperatures

Wandering around for a long period of time in extreme heat or cold will quickly exhaust or even kill a group of unprepared characters. Extreme heat is anything above 100 degrees Fahrenheit, while extreme cold is anything below 30 degrees Fahrenheit. For every 1 hour spend in these environments, the character must make a DC 15 endurance check or suffer

1 fatigue. Therefore, a character that spends four 4 hours in those environments must make 4 checks. Characters with the environmental shielding armor trait do not have to make these checks.

Sprinting

A character can only sprint one round for each 2 points of fortitude every minute. Each additional round of sprinting fatigues the character gives the character +1 fatigue score (see Fatigue Score below). These fatigue points last until the character takes 2 minutes of complete rest.

Tread Water

Each hour spent swimming or treading in water, a character must make a DC 15 Endurance check or gain 1 wear fatigue score. Therefore, if a character spends 4 hours treading or swimming, they must make 4 endurance checks.

The Short Rest

The predations of demons rarely allow for a full, long rest cycle. Therefore, players must rest whenever they gain the opportunity. This is called the short rest, an extended nap where the players rest and recharge without getting a healthy amount of sleep. A short rest requires sleeping for 2 hours. After taking a short rest, the characters recover 2 lost healing thresholds, remove 2 wear fatigue, and regain hit points equal to five times their fortitude.

If the characters have time to spare, they can take a long rest for 8 hours, regaining all lost healing thresholds and hit points and removing all wear fatigue.

Game Environment Section

Demon invasions cause hazardous conditions. A hell incursion can warp reality as they slowly pull the mortal world into Hell. Many of these hazards can hinder your survivability in an invasion. However, there is opportunity as well. Human society had a large amount of technology that greatly improved quality of life for its citizens. Much of these technologies are still around and can be activated to help you survive.

This section details some DOOM specific environmental traits that can help or hinder your chances for survival.

Blood Pools

Blood pools are common in Hell and regions of the mortal universe where there have been mass slaughters. Wading knee deep in the visceral remains of the dead can be disheartening. If you start your turn in a pool of blood, you lose 1 morale level unless you have the Jaded talent. If you start your turn in a pool of blood and are at or are reduced to negative morale, you must make a DC 15 endurance check or gain the Tormented condition for 1 round as you are overcome with nausea.



Demon Totem

Demon totems are grotesque artifacts that channel Hell energy in an area around them. They are created from the twisted remains of butchered by demons. A demon totem creates a 30 square aura around it the empowers demons within the area with the Hell Power Surge condition. All demons benefiting from hell power surge gains an additional standard action each turn. In addition, once every 3 rounds, the demon totem summons 10-25 levels worth of demons. All these demons must be medium threat or lower.

The demon totem can be destroyed like an object, removing its ability to summon demons and provide the Hell power surge condition. It counts as a medium-sized light object, with 75 hit points, 15 damage threshold, and 6 damage resistance. If it receives the damaged condition, it can no longer summon demons.



Food Processing Machines and Vending Machines

Food processing machines are valuable tools that can automatically produce food as needed. They use refrigerator raw materials to cook and prepare meals to serve. A single machine can create up to thirty prepared meals per day. However, every 5 meals it creates, roll a d20. On a natural 1, it means the machine has broken down and needs repairs. Repairing a broken food processor requires a DC 25 science check that requires 8 hours of work and a repair kit.

Food processor machines can also make fattening meals if you so choose, but it can only make fewer of them and has a greater chance of breaking down. Every fattening meal costs 3 daily uses of prepared meals. In addition, you need to make a breakdown check every 2 fattening meals it creates, instead of 5.

Food processing machines are valuable, and often heavily guarded for their ability to maintain a large population of survivors. They are often within or near survivor encampments.

Another solid source for food is a vending machine. These machines will exchange credits for food and drinks. The cost at a vending machine is generally less than the barter cost, but these machines only take credits, not an exchange of goods. A vending machine might be restricted in its contents or give all possible contents. For example, there might be machines that only gives snacks, only gives drinks, or even more restricted and only gives alcohol.

Vending Product	Cost
Snacks (every 2 counts as 1 ration)	2 per item
Prepared Food	20 per item
Water Bottle	5 per item
Soda	10 per item
Alcohol	20 per item
Energy Drink	10 per item

Vending machines have a limited amount of product. In general, a vending machine only has 1d20-2 of every item that it sells. Machines that only sell a single item type instead have 3d20 of that item type. Once all of the items of that type have been purchased, the machine cannot provide any more.

In the wake of social collapse, you may wish to simply wreck a machine and take its contents. You must be careful though, as damaging a machine can reduce its contents. A vending machine counts as a Medium-sized, Dense object (12 damage resistance, 20 damage threshold, 100 hit points). If it gains the damaged condition, you can loot all of it's contents that were not destroyed. In this case, you are able to salvage 80% of each time of foodstuff contained within. Therefore, if the machine held 12 bottles of water, 9 bottles have not been compromised by the machine's destruction. However, if you completely destroy the machine, instead of damaging it, you gain less. Completely destroying the machine reduces you only 20% of the contents. Thus, it is better to break the machine and access it, rather than completely destroying it.

Gore Nests

Gore nests are very important to Hell. Created through hell growths and the accumulation of mangled corpses, they are an anchor that connects the invasion location to Hell. The existence of a gore nest weakens the divide between dimensions, allowing demons to come freely into the world. Destroying gore nests is important for survivors, as it prevents more demons from filling the surrounding area.

A gore nest is a Large-sized, Light Object (6 damage resistance, 20 damage threshold, 100 hit points). It is usually guarded by zombies and lesser demons. If a gore nest is threatened, many demons will teleport to its location to assist in its defense. This force usually consists of 5-20 medium threat demons and 1-6 high threat demons. They will usually split into 2-3 groups, with another group teleporting in 4 rounds after the previous group was summoned.

Once a gore nest is destroyed, Hell's grip on the world will weaken after a few minutes. This will cause demons to stop teleporting in and hell growths to dissipate. This is often a very important plot point in a DOOM campaign; destroying gore nests in order to secure an area from Hell.



Grinders and Smashing Walls

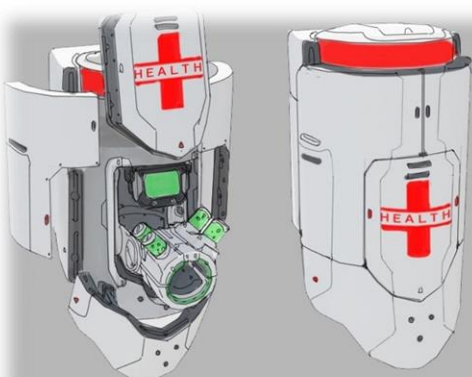
Grinders and smashing walls are defensive measures or torture implements used in hell and cultist bases. Smashing walls spiked walls that smash down or to the side, pulverizing everything they touch by squishing them into paste. Grinders are rolling rows of spike that rip anything inside the pieces. These devices can be automated, activated by a pressure plate, or manually activated from a control room. When activated, the smashing walls or ceilings collide together and pulverize anything inside the area. Grinders rip apart anything that is adjacent to them.

When a smashing wall is triggered, it makes a +12 attack roll against everyone within the affected area. This can be evaded by characters with the Dodge talent. If the attack hits, it deals 80 damage, or half that much damage on a missed attack. Characters within the area also gained the Immobilized and Crushed conditions while they are in the wall. They can make a DC 30 acrobatics test to move their shift speed to wiggle out of the smashing wall's grasp. One round after activation, the smashing wall retracts, removing the conditions and freeing up movement. It will can be activated after another round passes.

Grinders, when activated, make a +15 attack roll against every that is touching or adjacent to them. On a successful hit, the grinder deals 40 damage with the Penetration (5), Rending (5), and Hailfire (2) weapon traits. On a missed attack, it deals half damage and hailfire.

Health Station

These useful stations were developed by the UAC to help their workers survive workplace hazards. By using a health station, taking 2 full-rounds, you regain all lost hit points and healing thresholds as your body is recharged by an injection of nourishing, restorative nanobots. After being used, a health station cannot be used again, by anyone, for another 4 hours.



Hell

Hell is the home plane to the demons and where they drag the souls of their victims after they die. A successful hell invasion also pulls entire worlds into their fiendish dimension, ready to be added to the infinite hellscape. Hell is known for its skulls, tortured souls, lakes of blood and lava, ancient ruined structures, and floating islands. There are so many hazards in Hell that it is beyond description. The one core rule in Hell is that all mortal characters start encounters with 2 less morale, normally resulting with them starting with 1 negative morale level. Jaded characters only start with 1 less morale, normally starting with no morale levels at all.

Taking rest actions in Hell is dangerous, potentially suicidal even. Unless you have constructed substantial defenses, you have a large chance of being interrupted while you sleep. If you take a long rest in Hell, roll a d20. On a 4+, your camp will be attacked by demons. If you take a short rest in hell, this instead occurs on a 12+. As usual, the GM can alter these odds as they choose based on the environment.



Surviving in Hell

Long term survival in Hell is difficult. There is little food or water. Use the following guidelines for players trapped in Hell.

-Demon flesh is not appetizing or meant to be digested by non-demons. Eating demon flesh counts as food for sustenance, but gives 2 wear exhaustion, causes you to lose 2 healing thresholds, suffer 40 poison damage, and makes you unable to regain healing thresholds for 24 hours. However, you can cleanse and sanitize demon meat through advanced research stations.

-Water is occasionally found in Hell, but it must be sanitized before consumption. Sanitizing 1 bottle worth of water requires spending a scrap part, some form of heat or fire, and a DC 15 science check. On success, it counts as a water bottle. If you fail to sanitize it, or drink without sanitizing, it counts as water, but causes you to lose 1 healing threshold and suffer 40 poison damage.

-It is possible to eat zombies you find in Hell. If you do not cook them first, you will suffer 20 poison damage and lose 1 healing threshold and gain 8 corruption (see later in this chapter). Even if you do cook the zombie before eating them, you still gain 4 corruption.

-A night sentinel's sustained energies ability is extremely effective at helping them survive in Hell, although it does require them to constantly be in combat to sustain said energies.

-Several advanced research devices are crucial to surviving in Hell. A moisture accumulator allows you to generate clean water every day. A demon flesh purifier allows you to turn dead demons into healthy meals. Indeed, for human characters, this sort of research is essential for their long term survival if trapped in Hell.

Jump Pads

Jump pads are platforms that, when stepped upon, will launch you off the ground and soaring into the air. They are often built by the UAC to move personnel and cargo over distances when physical transfers are too costly. When you step onto a jump pad, it automatically sends you to the target location, freely moving you both vertically and horizontally to the destination determined by the jump pad. For example, a jump pad may launch you to a location that is 6 squares vertical and 5 squares horizontal of the location of the jump pad. The pad's design determines where you move to. If the jump pad does not launch you onto solid ground, you fall at the end of your movement. Jump pads always launch you at least 1 square vertically.



Key Doors

Many areas are locked behind heavily sealed doors requiring color coded key cards. These doors are usually protected from tampering based on how highly secured of an area they are. Key cards were mentioned in the last chapter. They have a value of 1 through 5 and are yellow, red, or blue in color. You need to have a key card of the right color and at least high enough security access to open the door.

Doors with a security level of 3 are resistant to tampering. Using a plasma torch to cut into the room requires five times as much fuel and time. Doors with a security level of 4 or 5 cannot generally be pierced without heavy, specialty equipment.

Laser Defenses

Laser defenses are cutting beams of energy that block an area from being accessed. Trying to pass through a laser defense is a painful process that requires an acrobatics test to pass through. Otherwise, moving through them will deal an incredible amount of damage. Laser defenses are broken into tiers, which determines how many laser beams you are trying to bypass.

Laser Tier	Damage	Weapon Traits	Acrobatics DC	Attack Roll (if moving)
Tier 1 Laser	10	Penetration (10), Rending (5), Hailfire (2)	DC 20	+15
Tier 2 Laser	12	Penetration (20), Rending 5, Hailfire (4)	DC 30	+30
Tier 3 Laser	16	Penetration (40), Rending (5), Hailfire (6)	DC 40	+50

If you try to move through the beams, you take an automatic hit with the damage listed, using the weapon traits also listed. You can spend a full-round action to try to move through the beams, but this requires an acrobatics test. If you are pushed into the beams, you take normal damage. Normally, the beams can be deactivated by using a computer console or destroying their power source.

Sometimes, the beams will sweep back and forth across a hallway to try to purify the area of everything within. If this is the case, the laser wall moves at a speed of 4-10 squares per round, depending on the setup. If it moves through a character's square, it then makes an attack roll against them to see if it deals damage. If the attack misses, the character has dodged the laser defenses.

Power Emitters

Power emitters are broken energy conduits that will occasionally spray energy in an area around them. At the start of each round, roll a d20. On a 11+, power emitter shoots out a blast of energy that shocks everyone around it. Everyone within a Burst (2) centered on the conduit suffers a +15 attack against them. On a hit, it deals 30 damage with the Penetration (10) and Stun weapon traits. If it misses, it deals half damage. The area persists afterwards, and deals the attack to anyone that ends their turn in the area.

Power emitter can be targeted and destroyed, counting as Tiny-sized, Hard objects (20 damage resistance, 7 damage threshold, 35 hit points). If they are damaged, then automatically release their energy pulse every round, no check required. If they are destroyed, they explode, with a +10 attack against everyone within a Burst (4) area, dealing 40 damage on a hit. However, they no longer emit electrical pulses.



Purple Goo

What is commonly known as 'purple goo' is a toxic bio-fluid emitted from hell growths. It gradual grows into pools where it slowly is shed from biological hell structures in some sort of natural process. Once within the goo, it can be very difficult to get out, as the substance is sticky and extremely thick. If you are standing in purple goo, you take a -20 penalty to athletics and acrobatics tests and gain the Slowed condition. If you fall prone in the toxic soup, it takes a DC 20 strength test as a full-round action to stand up. Drinking, on purpose or accidentally, the purple goo is not advised. You must make a DC 20 endurance check to vomit up the goo upon ingestion. If you fail, you suffer 40 poison damage and gain the Tormented condition for 1 hour.



Tentacle

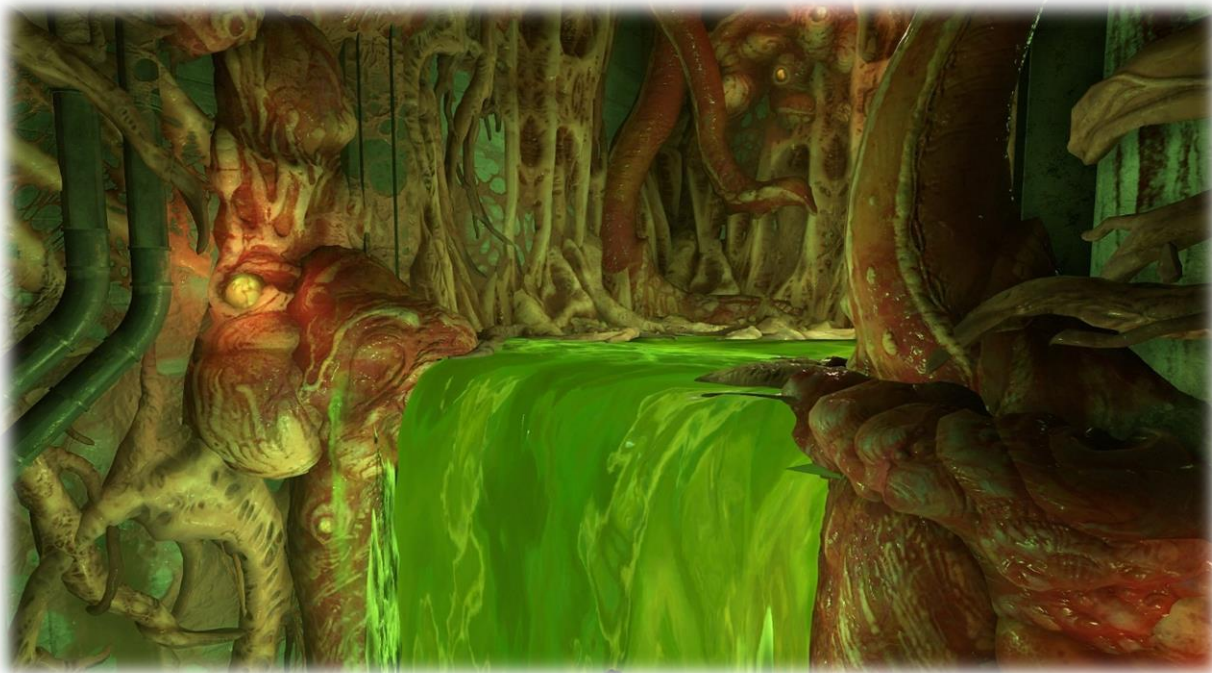
Hell invasions are accompanied by an extensive biological growth on the target world. This often manifests in a network of tentacles that burrow across the realm. These tentacles have burrows where they emerge to feed upon the unwary. These burrows are difficult to notice holes in the ground. Seeing them requires a DC 25 perception check. Not all burrows will have a tentacle within them. Seeing if there is a tentacle within requires spending a detector action while within 3 squares of a hole.



When a non-demon steps adjacent to a hole, even as part of their movement, the tentacle will instantly emerge from the hole and attack the player. They make a +10 attack against them, doing 25 damage with Penetration (5) and 5 max attack overages. Afterwards, the tentacle will remain above ground until the start of that character's next turn, after which it will retract back under ground. While underground, it cannot be harmed except by planting explosives in the hole. While it is emerged from its hole, it can be attack as an object. It counts as a moving, Medium-sized, Light object (14 defense, 6 damage resistance, 15 damage threshold, 75 hit points). If it gains the damaged condition, it gains a -5 penalty to its accuracy.

Toxic Waste

Toxic waste is a foul liquid made of radioactive, industrial runoff. As containment systems on Earth fell, toxic waste filled many underground passages. Exposure to toxic waste deals a hit of 40 acid damage (Penetration 5) every round. If you more than half of your body is in the waste, the damage increases to 80. The damage from toxic waste is absorbed by armor with the Hazard Protection trait. Toxic waste is easily recognized as it is a bright, glowing green liquid.



Arcane Objects

Due to the power of Hell, the Makyr's, and argent energy, there are many arcane objects of alien design and function found in the Doom Universe. These objects range from uncommon to incredibly rare, but give exceptional power to those that use them, sometimes at great cost. These items are not available for purchase and cannot be gained from human vendors. In general, they are only found in alternate dimensions, such as Hell or Argent D'Nur, or in areas that are overwhelmed with the forces of Hell and Argent Energy.

Argent Elixir

These rare, potent elixirs are occasionally still found on realms once populated by the Argenta. These magical liquids completely restore and purify a body upon being consumed. When an argent elixir is drunk as a standard action, the user heals all lost hit points, all crippling wounds, regains all of their healing thresholds, removes all fatigue, becomes immune to poison for 24 hours, and gains 10 regeneration for 1 hour.

Argent Potion

Argent potions are a much more common version of the argent elixir, made of much less concentrated energies. However, they are much more common. Drinking an argent potion as a move action restores 80 hit points to the user, removes 1 crippling wound point to every wound location, regains 2 healing thresholds, and loses 2 fatigue.

Crucible

There are two known crucibles: the demonic crucible and the Slayer's crucible. Both are powerful instruments that can either devastate their enemies or be used as a power source. Crucibles are also important because they can permanently slay titans. Players gaining their hands on a crucible should be the pinnacle of an epic quest line for high level characters.

Crucible

Two-handed Melee Weapon

Base Cost: NA

Damage: 40+

RoF: Average

Shots: Special

Accuracy: +8

Range: Melee

Power Rating: +10

Weight: 12 lbs

Special Traits: Piercing, Rending (X), Power of Will, Warrior's Blade

Power of Will: The crucible deals +10 damage for every point of willpower the character has, as it draws upon the wielder's discipline and focus. It also has a number of shots equal to $\frac{1}{2}$ the character's willpower. The crucible regains 1 ammunition every hour and after every combat encounter in which at least 10 individuals died.

Warrior's Blade: The crucible deals +10 damage for every point of melee skill that the wielder has. It has a rending value equal to twice the wielder's ranks of melee, to a maximum of 20.



Cursed Demon Heart

This is the cursed, still beating heart of a dead demon lord. Incredibly rare, it can be used to channel human souls into it to grant incredible power. As a standard action, this heart can be used to drain the soul of a human corpse within 6 squares. Consuming a soul gives the user 2 corruption. It can store up to 5 souls at once. It can be used as a free action to give the user the effect one of the demonic essences listed below. Each demonic essence costs a certain amount of stored souls. They gain all the normal side-effects of demonic essences, including corruption penalties. The cursed demon heart must be held in one hand to drain a soul or activate.

Benefit	Souls Required
Essence of Rage	5
Essence of Destruction	3
Essence of Invincibility	3
Essence of Invisibility	2
Essence of Speed	2



Demonic Essence Orbs

These orbs channel uncontrollable Hell energies. When they are created, they float in place until there is no longer enough hell energies to sustain them. They cannot be moved, but they can be absorbed. Absorbing an essence orb gives the user a great amount of temporary power, but at great cost. Heroes should be very careful when deciding whether to use an essence orb. Despite being demonic in origin, essence orbs cannot be used by demons or zombies.

Essence of Rage: This orb infuses the user with unstoppable rage. They are filled with bloodthirst and attack everything that they see, including their own allies. They discard any weapons and chose only to use their own fists, making unarmed attacks. However, these attacks are vastly empowered as they gain the strength to rip apart anything they see. Their unarmed attacks gain +40 damage, +20 penetration, +20 rending, and +10 accuracy. They also gain +4 speed while on this essence. However, they must move and attack the closest target, friend or foe, every turn. The essence does not end until they go 5 rounds without being able to attack an enemy or are reduced to 0 hit points. After the effect ends, the user gains 20 corruption.

Essence of Destruction: This orb gives the user an aura of palpable destruction, empowering them and all of their weapon attacks. This orb lasts for 5 rounds and gives the user Hailfire (+3) with all attacks until the effect ends. Afterwards, the user gains 3 wear fatigue and 10 corruption.

Essence of Invincibility: This orb gives the user unnatural durability, and the ability to endure all pain. This orb lasts for 3 rounds and makes the user immune to all hit point damage and crippling wounds. Once the effect ends, the user loses 2 healing thresholds and gains 5 corruption.

Essence of Invisibility: This orb makes the user invisible. This orb lasts for 10 rounds and gives the user the Cloaked condition for that duration. Once the effect ends, the user gains 5 corruption.

Essence of Speed: This orb empowers the user with the energies of Hell. This orb lasts for 5 rounds and gives the user the Swiftess Boost (20) condition. Once the effect ends, the user gains 5 corruption and 10 wear fatigue.

Hellbreaker

The hellbreaker, also known as a sentinel hammer, is a powerful argenta weapon only surpassed in rarity by the crucible. These powerful hammers have the ability to smash foes senseless, leaving them reeling and unable to defend themselves against the attacker's onslaught.

Hellbreaker

Two-handed Melee Weapon

Base Cost: NA

Damage: 10+

RoF: Slow

Shots: Special

Special Traits: Cleaving (2), Power of Will, Cosmic Strength

Accuracy: +20

Range: Melee

Power Rating: +5

Weight: 40 lbs

Power of Will: The hellbreaker deals +5 damage for every point of willpower the character has, as it draws upon the wielder's discipline and focus. It also has a number of shots equal to $\frac{1}{2}$ the character's willpower. The hellbreaker regains 1 ammunition every hour and after every combat encounter in which at least 10 individuals died.

Cosmic Strength: The hellbreaker deals +5 damage for every point of strength that the wielder has. It has a penetration value equal to the wielder's strength. If the attack roll surpasses a target's defense and toughness, they are stunned for 2 rounds. If this weapon hits the defense of a target that is stunned or staggered, the target's stun or stagger duration is increased by 2. Finally, this weapon gains a bonus +2 hailfire versus swarms.



Siphon Grenade

Siphon grenades are arcane grenades created by the UAC in order to weaponize Hell energy. They are dangerous weapons that steal enemies life force and give it to the user. While rare, they are one of the more common arcane objects.

Siphon Grenade

Thrown Explosive

Base Cost: NA

Damage: 10

RoF: Thrown

Shots: 1 (Consumable)

Special Traits: Burst (3), Piercing, Life Steal*, Grenade, Delay

Accuracy: -2

Range: Short

Power Rating: +2

Weight: 0.5 lbs.

Life Steal*: This weapon never gains attack overages to damage. However, the attacker regains hit points equal to the points of damage this weapon deals to all targets. They must spend a healing threshold to gain this healing.



~Siphon Grenade (left)



~Soul Cube in attack mode (right)

Soul Cube

The soul cube is an arcane implement created by an ancient race wiped out by demons. It is designed to consume the souls of demons in order to charge itself for a powerful attack. While in your possession, the soul cube is charged as demons are killed with medium range of you. After it has consumed the souls of 10 demons, it can be used. You target a demon as a standard action and unleash the soul cube on them. The demon must be within long range. After being unleashed, the soul cube deals 300 piercing damage to the target, but not dealing crippling wounds. After it has done its damage, it returns to you with the life force of the target, restoring you a number of hit points equal to the damage dealt, up to your normal maximum. Afterwards, it can begin gaining soul charges again so it can be used again.



Soul Talisman

These enchanted talismans were created by Night Sentinels to protect their souls from the predations of demons. Very few of them survived after the fall. They are now a prized tool for those that fight against demons. While worn, the soul talisman prevents you from becoming possessed by a demon and transformed into a zombie. It also prevents you from being having your soul fragments drained by a harvester demon. Finally, when you die, your soul enters the necklace and prevents you from being trapped in Hell.

Staff of Psychomancy

These magic staves are creations of the Order of Daeg, the priesthood that follow Khan Makyr and ensures the demonic consumption of worlds. They allow the user to manifest and channel Hell energy in a variety of different effects. Using one of these staff's risks corruption and damnation for your soul.

When used in combat, the staff is identical to a heavy tool with +2 accuracy. However, they can be used as a full-round action to provide a variety of effects. Every effect uses up the staff's energy. The staff has 100 energy and gains back 20 every minute that passes. Every day you carry the staff, you gain 1 corruption. All checks made with this staff require a special check roll, that involves adding willpower ability score to your mental training skill. This is known as a casting check.

Demon Summoning: You can spend the staff's energy to summon demons to serve you. You must spend between 10-100 energy to use this power, but always in intervals of 10. So, you can spend 10 or 20 or 40 energy, but not 25. As part of using this power, you make a summoning. You make a casting check, with a bonus equal to half the energy you spent. The result of the check is how many levels of demons you summon. You cannot summon demons higher level than yourself. High threat demons count as 1.5 times higher level than they are, and extreme threat demons count as 3 times their level for how much they cost to summon. Summoning demons causes 5 corruption.

Flame Wave: You can spend 5 of your staff's energy to shoot out a wave of flame. This effects a cone area equal to 3x your willpower. You make a casting check against all enemies in the area. If you hit, you deal 8x willpower damage with the Penetration (10), Flames, Cone (X), Energy Damage, and Hailfire (1) traits. As normal, it deals half damage on a missed attack.

Soul Bind: You can spend 50 of your staff's energy to bind your soul to an allied demon within long range. By doing so, any damage you are inflicted is instead deal to your bound demon instead. This lasts as long as your demon remains within long range of you. This feature causes 10 corruption.

Soul Blast: You can spend 5 of your staff's energy to shoot a bolt of psionic energy towards a target, draining them of life as you damage their soul. This requires a casting check against the defense of a target within long range. If the attack hits, it deals 12x willpower damage with the Piercing weapon trait. If the target would receive a crippling wound, they do not suffer a wound and are instead Tormented for a number of rounds equal to how many wounds they would have suffered.

Weaken the Veil: You can perform a ritual that takes 1 minute and 100 of your staff's energy. After doing so, you open a rift to Hell that allows transportation back and forth between the Hell dimension, including free access of demons into the world. This rift only lasts for 1 hour. However, if the demons successfully craft a gore nest at the location of the rift, it becomes permanent. This ability gives you 40 corruption.

Unmakyr

The unmakyr is a powerful weapon using makyr technology and the finest argenta weapon forging. Only a few of these weapons are known to exist, and they require pure argent energy just to fire.

Unmakyr

Two-handed Rifle

Damage: 50

Accuracy: +10

RoF: Automatic

Range: Medium

Shots: 60 per Pure Argent Cell

Power Rating: +10

Weight: 20 lbs

Special Traits: Penetration (40), Energy Damage, Scatter, Powered by Argent Energy, Triple-linked

Scatter: When making an attack with this weapon, select a primary target, then two secondary targets. Each secondary target must be within the attacker's line of sight and 3 squares of the primary target. Make the attack against all three targets, but only gain attack overages against the primary target.

Powered by Argent Energy: This weapon only fires by using pure argent cells, the same ammunition type used by the BFG-9000. As a full-round action, a single pure argent cell can be loaded in the Unmakyr. Once loaded, it cannot be removed. The unmakyr can have up to three pure argent cells loaded at once. Every pure argent cell gives the weapon 60 shots of ammunition.



Demonic Special Conditions

Doom has some special conditions that can be placed on players and demons throughout gameplay. You will often see references to these traits in the Doom Bestiary or the arcane objects section above. Many of these conditions relate to Hell's direct influence on beings.

Corruption

Corruption is damage to the body and soul from too much exposure to Hell energies. Many of the arcane objects listed in this chapter cause corruption. Corruption scales between 0 and a 100. As you become corrupted, your physical body withers and becomes frail, and your mind and spirit weaken. Every 10 points of corruption gives you -1 resolve and damage threshold. Every 20 points of corruption reduces your max healing thresholds by 1. If you reach 100 corruption, you are consumed by the subversive powers of Hell. You either become possessed and turned into a zombie, die, or become a willing agent of Hell's agenda (up to the GM).

Corruption goes away in time. After a long rest, you can make a DC 15 willpower check. If you succeed, you lose 2 points of corruption, +1 per 2 points you surpassed the DC.

Soul Drain

Many demons can drain or damage fragments of a mortal's soul. These attacks give you a debilitating condition known as soul drain fragments. Losing fragments of your soul causes you physical weariness and exhaustion as well as suffering from a lack on conviction or empathy. For every soul drain fragment a character possesses, they suffer a -1 penalty to all skill checks, as well as their toughness, resolve, and morale bonus. If a character ever has a number of drain soul fragments equal to or exceeding your level, the character dies instantly and transforms into an undead zombie. Thankfully, losing soul fragments is not permanent, and every hour, a character recovers 1 lost soul fragment.

Hell Power Surge

Hell Power Surge is a surge of Hell energies that empowers demons or zombies. It comes from certain effects, such as a demon totem or an arch-vile. This effect is noticeable because the effect creatures are glistening with red or violet energies and move significantly faster. While effected by hell power surge, the creatures gain an extra standard action each turn, making them substantially more dangerous. The effect ends after either a duration or the creature or object projecting the power is destroyed.

Random Loot Tables

You may have a need to determine the equipment found while your players are adventuring quite quickly, or might at least want a guideline for what loot to give your players. These random loot tables can be used to quickly determine what your players will scavenge when searching an area for supplies. These loot tables are all themed around a certain type of environment. For example, use the lab table when rolling for loot in a science facility or hospital. Each table will give a short description of what type of environment the table is best used for.

Most of these tables work off of a 2d20 roll. You combine the results of the two dice to determine what result you get off the table. In addition, there is also the quality levels to keep in mind for the table. If you determine that the loot for an area should be higher quality, or properly reward higher level characters, you give a bonus on the 2d20 roll based on how valuable you want the loot cache to be:

- Normal, low end loot should be +0. This includes basic loot areas with nothing special marking their stock
- More valuable loot should be +5. This represents places that mixes basic equipment with some advanced equipment.
- High end loot should be +10. This is locations who only want to finest, non-exotic gear.
- Elite, specialty goods should be +15. This represents spots with high quality, restricted, and prototype equipment.
- Top of the line goods should be +20. Only locations with the best financing and premium standards store their gear here.

Because of these loot roll bonuses, most of the loot tables go above 40 in the table results.

In addition to the quality bonuses to the loot tables, there is also a question of how many times you should roll on the table. Rarely, should you find just a single item on a loot cache. Instead, you make a number of rerolls based on how big of a supply stash you find:

- Small Stashes should have 3 loot rolls. This is generally when just a few items are piled together in a loose manner
- Normal Stashes should have 5 loot rolls. This includes most designated storage rooms and supply caches.
- Large Stashes should have 8 loot rolls. This is large supply areas where a great many goods are stored.
- Huge Stashes should have between 10-12 loot rolls. These are massive bounties of goods and are an excellent way to reward players after the completion of an area or long mission. You might even give an extra +5 to the loot quality rolls to determine the quality of the goods if the party just completed a major objective.



Armory Random Loot Table

The armory random loot table is ideal for weapons depots, ammo storage, military bases, and weapons labs.

Dice Roll	Item	Item Type
2	Handcuffs	Gear
3	Bullet x20	Ammo
4	Ballistic Pistol with 1 magazine of bullets	Weapon
5	Equipment Belt x2	Gear
6	Plasma Cell x20	Ammo
7	Plasma Pistol with 1 magazine of plasma cells	Weapon
8	Packed Rations x3	Food
9	Radio	Gear
10	Plasma Torch	Gear
11	Fragmentation Grenade	Weapon
12	Shotgun with 1 magazine of shotgun shells	Weapon
13	Assault Rifle with 1 magazine of bullets	Weapon
14	Burst Rifle with 1 magazine of bullets	Weapon
15	Explosives x2	Gear
16	Armor Shard x1	Armor Shard
17	Armored Vestment	Armor
18	Fragmentation Grenade x3	Weapon
19	Bullet x30, Shotgun Shell x30, Plasma Cell x30, Launcher Grenade x2	Ammo
20	Plasma Gun with 1 magazine of plasma cells	Weapon
21	Painkillers x2, Stimulants x2	Gear
22	Armor Shard x3	Armor Shard
23	Digital Uplink	Gear
24	Medipack x3, Painkiller x1	Gear
25	Explosives x5, Remote Detonator, Radio	Gear
26	Heavy Cannon with 1 magazine of bullets	Weapon
27	Grenade Launcher with 1 magazine of grenades	Weapon
28	Uranium Bullets x20	Ammo
29	Ripper Shotgun Shells x20	Ammo
30	Hyper Efficient Plasma Cells x20	Ammo
31	Basic Scrap Part x5	Scrap
32	Water Bottle x5	Drink
33	Weapon Schematics	Research Item
34	Reinforced Combat Armor	Armor
35	Rocket Launcher with 1 magazine of rockets	Weapon
36	Chaingun with 1 magazine of bullets	Weapon
37	Flamethrower with 1 magazine of fuel	Weapon
38	Tactical Combat Armor	Armor
39	Armor Shard x5	Armor Shard
40	Uranium Bullet x30, Ripper Shotgun Shell x30, Hyper Efficient Plasma Cell x30, Rocket x5	Ammo
41	Weapon Schematics x2, Armor Shard x3, Basic Scrap Parts x10	Research Item/ Armor Shard/ Scrap
42	Shotgun Weapon Mod (1-10: Charged Burst, 11-20: Explosive Shot)	Weapon Mod
43	Uranium Bullet x60, Ripper Shotgun Shell x60, Hyper Efficient Plasma Cell x60, Rocket x10	Ammo
44	Plasma Gun Weapon Mod (1-10: Heat Blast, 11-20: Stun Bomb)	Weapon Mod
45	Novel Combat Data, Packed Rations x10, Water Bottles x5, Explosives x3, Remote Detonator, Backpack	Research Item/ Food/ Drink/ Gear
46	Assault Rifle/ Heavy Cannon Weapon Mod (1-10: Improved Scope, 11-20: Micro Missile)	Weapon Mod
47	Armor Shard x10, High Explosive Rocket x5, Anti-Armor Rocket x5	Armor Shard/ Ammo
48	Elite Guard Armor	Armor
49	Rocket Launcher Weapon Mod (1-10: Lock-on Burst, 11-20: Remote Detonation)	Weapon Mod
50	Packed Rations x10, Water Bottles x10, Explosives x5, Carrying Case, Weapon Schematics x2	Food/ Drink/ Gear/ Research Item
51+	Uranium Bullet x120, Ripper Shotgun Shell x120, Hyper Efficient Plasma Cell x120, Rocket x20, Armor Shard x3	Ammo/ Armor Shard

Hell Random Loot Table

Hell is largely a barren wasteland of ruins, death, and demons, but some supplies can be found there. Unlike other loot tables, the hell loot table is rolled with only a single d20 and generally does not support quality bonuses to the check.

Dice Roll	Item	Item Type
1	Hell Scrap	Scrap
2	Argent Potion	Arcane Object
3	Bone Totem	Research Item
4	Demon Fossil	Research Item
5	Hell Scrap x2	Scrap
6	Sentinel Spear (Upgrade 2 [<i>Blasting</i>])	Sentinel Weapon
7	Argent Plasma Cell x20	Ammo
8	Shotgun with Improved Potency and Improved Precision with 1 magazine of Ripper Shells	Weapon
9	Armor Shard x5	Armor Shard
10	Hell Scrap x3	Scrap
11	Argent Potion x2	Arcane Object
12	Bone Totem x2	Research Item
13	Demon Fossil x2	Research Item
14	Sentinel Dagger (Upgrade 2 [<i>Soul Seeker</i>])	Sentinel Weapon
15	Hell Scrap x5	Scrap
16	Plasma Gun with Improved Potency and Improved Precision with 1 magazine of Hyper Efficient Plasma Cells	Weapon
17	Armor Shard x10	Armor Shard
18	Medipack x2	Gear
19	Hell Scrap x2, Armor Shard x2, Medipack x2	Scrap/ Armor Shard/ Gear
20	Immoran Mechanism	Research Item



Residential Random Loot Table

The residential loot table, loaded heavily with food and drinks, is good for homes, apartments, restaurants, shopping malls, and hotels.

Dice Roll	Item	Item Type
2	Packed Rations x3	Food
3	Equipment Belt x2	Gear
4	Water Bottle x4	Drink
5	Backpack	Gear
6	Ballistic Pistol with 1 magazine of bullets	Weapon
7	Combat Knife	Weapon
8	Carrying Case	Gear
9	Prepared Meal x3	Food
10	Exotic Drink x4 (1-8: Alcohol, 9-15: Soda, 16-20 Energy Drink)	Drink
11	Basic Scrap Part x5	Scrap
12	Medipack x3	Gear
13	Flashlight x2	Gear
14	Plasma Pistol with 1 magazine of plasma cells	Weapon
15	Tool (1-10: Light Tool, 11-20: Heavy Tool)	Weapon
16	Bullets x50	Ammo
17	Armor Shard x1	Armor Shard
18	Padded Jacket	Armor
19	Packed Rations x5, Water Bottles x5	Food/ Drink
20	Power Cell x2, Navigation Unit	Gear
21	Shotgun with 1 magazine of shotgun shells	Weapon
22	Prepared Meal x6, Exotic Drink x6 (1-8: Alcohol, 9-15: Soda, 16-20 Energy Drink)	Food/ Drink
23	Tool (1-10: Light Tool, 11-20: Heavy Tool), Fire Extinguisher	Weapon/ Gear
24	Cell Phone	Gear
25	Armor Shard x3	Armor Shard
26	Prepared Meal x8, Water Bottle x8	Food/ Drink
27	Bullets x50, Shotgun Shells x50	Ammo
28	Medipack x5, Trauma Kit, Painkillers x2	Gear
29	Padded Jacket with Extra Reinforcement	Armor
30	Flare Gun x2, Repair Kit	Gear
31	Basic Scrap Part x10	Scrap Part
32	Valuable Scrap Part x5	Scrap Part
33	Fattening Meal x10, Exotic Drink x10 (1-8: Alcohol, 9-15: Soda, 16-20 Energy Drink)	Food/ Drink
34	Exotic Drink x20 (1-8: Alcohol, 9-15: Soda, 16-20 Energy Drink)	Drink
35	Prepared Meal x20	Food
36	Medipack x8, Painkiller x2, Water Bottle x4	Gear/ Drink
37	Super Shotgun with 20 shotgun shells	Weapon
38	Assault Rifle with 1 magazine of uranium bullets	Weapon
39	Armored Vestment	Armor
40	Uranium Bullets x20, Ripper Shells x20, Plasma Cells x50	Ammo
41	Feast	Food
42	Medipack x10, Trauma Kit x2	Gear
43	Fattening Meal x15, Exotic Drink x10 (1-8: Alcohol, 9-15: Soda, 16-20 Energy Drink), Medipack x3	Food/ Drink/ Gear
44	Hazard Suit	Armor
45	Assistive Body Suit	Armor
46	Feast x3	Food
47	Plasma Gun with 1 magazine of hyper efficient plasma cells	Weapon
48	UAC Scrap Part x5	Scrap
49	Feast x10	Food
50	Chainsaw with 1 magazine of fuel	Weapon
51+	Packed Rations x20, Prepared Meal x10, Water Bottle x20, Alcohol x10, Medipack x5, Valuable Scrap Parts x5	Food/ Drink/ Gear/ Scrap

General Purpose Random Loot Table

The general-purpose loot table works well for storage rooms, businesses, offices, supply caches, or about any other situation that does not fit under any other category.

Dice Roll	Item	Item Type
2	Packed Rations x3	Food
3	Basic Scrap Part x3	Scrap
4	Medipack	Gear
5	Ballistic Pistol with 1 magazine of bullets	Weapon
6	Equipment Belt x2	Gear
7	Carrying Case	Gear
8	Power Cell x2	Gear
9	Medipack x3	Gear
10	Basic Scrap Part x5	Scrap
11	Armor Shard	Armor Shard
12	Painkillers x2	Gear
13	Prepared Meal x3	Food
14	Exotic Drink x4 (1-8: Alcohol, 9-15: Soda, 16-20 Energy Drink)	Drink
15	Flashlight x2	Gear
16	Plasma Pistol with 1 magazine of plasma cells	Weapon
17	Tool (1-10: Light Tool, 11-20: Heavy Tool)	Weapon
18	Basic Scrap Part x10	Scrap
19	Shotgun with 1 magazine of shotgun shells	Weapon
20	Armor Shard x3	Armor Shard
21	Bullet x30, Shotgun Shell x30, Plasma Cell x30, Launcher Grenade x2	Ammo
22	Prepared Meal x6, Exotic Drink x6 (1-8: Alcohol, 9-15: Soda, 16-20 Energy Drink)	Food/ Drink
23	Basic Scrap Part x15	Scrap
24	Plasma Gun with 1 magazine of plasma cells	Weapon
25	Assault Rifle with 1 magazine of bullets	Weapon
26	Prepared Meal x8, Water Bottle x8	Food/ Drink
27	Bullets x50, Shotgun Shells x50	Ammo
28	Medipack x5, Trauma Kit, Painkillers x2	Gear
29	Uranium Bullets x20	Ammo
30	Ripper Shotgun Shells x20	Ammo
31	Hyper Efficient Plasma Cells x20	Ammo
32	Valuable Scrap Part x5	Scrap
33	Protective Body Suit	Armor
34	Medipack x8	Gear
35	Armor Shard x5	Armor Shard
36	Valuable Scrap Part x10	Scrap
37	Heavy Cannon with 1 magazine of bullets	Weapon
38	Super Shotgun with 20 shotgun shells	Weapon
39	Tactical Combat Armor	Armor
40	Valuable Scrap Part x15	Scrap
41	Armor Shard x10	Armor Shard
42	Basic Scrap Part x100	Scrap Part
43	Shotgun Weapon Mod (1-10: Charged Burst, 11-20: Explosive Shot)	Weapon Mod
44	UAC Scrap Parts x3	Scrap
45	Chaingun with 1 magazine of bullets	Weapon
46	Exotic Drink x20 (1-8: Alcohol, 9-15: Soda, 16-20 Energy Drink)	Drink
47	Prepared Meal x20	Food
48	UAC Scrap Parts x5	Scrap
49	Uranium Bullet x60, Ripper Shotgun Shell x60, Hyper Efficient Plasma Cell x60	Ammo
50	Medipack x20	Gear
51+	Valuable Scrap Part x10, Medipack x3, Uranium Bullet x60, Ripper Shotgun Shell x60, Hyper Efficient Plasma Cell x60, Armor Shard x3	Scrap/ Gear/ Ammo/ Armor Shard

Laboratory Random Loot Table

The laboratory random loot table works well for science labs, UAC bases, and hospitals.

Dice Roll	Item	Item Type
2	Basic Scrap Part x3	Scrap
3	Medipack	Gear
4	Equipment Belt x2	Gear
5	Power Cell x2	Gear
6	Medical Sample Kit x3	Research Item
7	Plasma Cells x20	Ammo
8	Armor Shard	Armor Shard
9	Data Disk x2	Gear
10	Plasma Pistol with 1 magazine	Weapon
11	Trauma Kit	Gear
12	Medipack x3	Gear
13	Painkillers x2	Gear
14	Plasma Gun with 1 magazine of plasma cells	Weapon
15	Basic Scrap Part x10	Scrap
16	Programmable Microcircuits x2	Research Item
17	Digital Uplink	Gear
18	Plasma Cells x50	Ammo
19	Napalm Grenade, Ice Grenade	Ammo
20	Armor Shard x3	Armor Shard
21	Hacking Tool	Gear
22	Medipack x5, Medical Sample Kit x5	Gear/ Research Item
23	Painkillers x2, Stimulants x2	Gear
24	Lightning Gun with 1 magazine of plasma cells	Weapon
25	Hyper Efficient Plasma Cells x20	Ammo
26	Hazard Suit	Armor
27	Super Conductive Materials x2, Kinetic Field Generator	Research Item
28	Kinetic Field Generator x2, Beam Emitter	Research Item
29	Beam Emitter x2, Super Conductive Materials	Research Item
30	Medipack x10	Gear
31	Grenade Launcher with 3 napalm grenades and 3 ice grenades	Weapon
32	'Paingiver' Rocket Launcher with 1 magazine of rockets	Weapon
33	Vortex Rifle with 1 magazine of plasma cells	Weapon
34	Protective Body Suit	Armor
35	Armor Shard x5, Valuable Scrap Parts x5	Armor Shard/ Scrap
36	Power Cell x5, Lab Quality Optics, Kinetic Field Generator x4	Gear/ Research Item
37	Medipack x10, Trauma Kit, Painkillers x2, Medical Sample Kit x5, Medical Journal x2	Gear/ Research Item
38	Hyper Efficient Plasma Cells x100	Ammo
39	High Explosive Rocket x5, Anti-Armor Rocket x5	Ammo
40	Riot Shield, Protective Body Suit	Armor
41	Armor Shard x10, Precision Servos	Armor Shard/ Research Item
42	Plasma Gun Weapon Mod (1-10: Heat Blast, 11-20: Stun Bomb)	Weapon Mod
43	Argent Plasma Cell x20, Beam Emitter x2	Ammo/ Research Item
44	UAC Scrap Part x5, Experimental Alloy	Scrap/ Research Item
45	Particle Entangler, Hyper Efficient Plasma Cell x200	Research Item/ Ammo
46	Rocket Launcher Weapon Mod (1-10: Lock-on Burst, 11-20: Remote Detonation)	Weapon Mod
47	Medipack x10, Painkillers x5, Stimulants x5, Medical Sample Kit x3, Prosthetic Connector	Gear/ Research Item
48	Elite Guard Armor	Armor
49	Medipack x20	Gear
50	UAC Scrap Part x10, Prototype Capacitor	Scrap/ Research Item
51+	Medipack x5, Argent Plasma Cell x20, Prototype Argent Battery, Medical Sample Kit x3, Kinetic Field Generator, Beam Emitter, Experimental Alloy	Gear/ Ammo/ Research Item

Sentinel Ruins Random Loot Table

The sentinel ruins random loot table works for when scavenging on Argent D'nur or any other ruined argenta settlement. This loot table has a large variety of sentinel weapons that can be salvaged.

Dice Roll	Item	Item Type
2	Combat Knife	Weapon
3	Armor Shard	Armor Shard
4	Equipment Belt x2	Gear
5	Tool with Monomolecular Blade (1-10: Light Tool, 11-20: Heavy Tool)	Weapon
6	Backpack	Gear
7	Medipack	Gear
8	Sentinel Spear	Sentinel Weapon
9	Valuable Scrap	Scrap
10	Armor Shard x3	Armor Shard
11	Cultist Knife	Weapon
12	Hatchet	Weapon
13	Rope	Gear
14	Hyper Efficient Plasma Cell x20	Ammo
15	Ripper Shotgun Shell x10	Ammo
16	Sentinel Dagger (Upgrade 1)	Sentinel Weapon
17	Sentinel Axe (Upgrade 1)	Sentinel Weapon
18	Sentinel Spear (Upgrade 1)	Sentinel Weapon
19	Sentinel Blade (Upgrade 1)	Sentinel Weapon
20	Bone Totem	Research Item
21	Armor Shard x5	Armor Shard
22	Valuable Scrap x3	Scrap
23	Medipack x3	Gear
24	Argent Potion	Arcane Object
25	Plasma Gun with 1 magazine of Hyper Efficient Plasma Cells	Weapon
26	Shotgun with 1 magazine of Ripper Shells	Weapon
27	Grappling Hook Launcher, Rope	Gear
28	Bone Totem x2	Research Item
29	Valuable Scrap x5	Scrap
30	Siphon Grenade, Hell Scrap	Arcane Object/ Scrap
31	Armor Shard x8	Armor Shard
32	Medipack x5	Gear
33	Sentinel Dagger (Upgrade 2 [<i>Soul Seeker</i>])	Sentinel Weapon
34	Argent Potion x2	Arcane Object
35	Valuable Scrap x10	Scrap
36	Armor Shard x10	Armor Shard
37	Sentinel Spear (Upgrade 2 [<i>Blasting</i>])	Sentinel Weapon
38	Demon Fossils, Hell Scrap x3	Research Item/ Scrap
39	Hyper Efficient Plasma Cell x50, Ripper Shotgun Shell x30	Ammo
40	Valuable Scrap x20	Scrap
41	Armor Shard x20	Armor Shard
42	Ballista with 1 magazine of Hyper Efficient Plasma Cells	Sentinel Weapon
43	Sentinel Blade (Upgrade 2 [<i>Great Sword</i>])	Sentinel Weapon
44	Argent Potion x3	Arcane Object
45	Sentinel Axe (Upgrade 2 [<i>Extended Blade</i>])	Sentinel Weapon
46	Valuable Scrap x20	Scrap
47	Hell Scrap x5	Scrap
48	Armor Shard x20	Armor Shard
49	Valuable Scrap x30	Scrap
50	Argent Plasma Cell x50, Ripper Shotgun Shell x50, Valuable Scrap x3, Armor Shard x5	Ammo/ Scrap/ Armor Shard
51+	Argent Elixir	Arcane Object

Workshop Random Loot Table

The workshop random loot table works well for factories, junkyards, machine shops, and construction sites.

Dice Roll	Item	Item Type
2	Repair Kit	Gear
3	Power Cell x2	Gear
4	Rope	Gear
5	Armor Shard	Armor Shard
6	Basic Scrap Part x5	Scrap
7	Medipack, Air Tank	Gear
8	Tool with Improved Potency x2 (1-10: Light Tool, 11-20: Heavy Tool)	Weapon
9	Hatchet	Weapon
10	Padded Jacket	Armor
11	Bullet x20	Ammo
12	Shotgun Shell x20	Ammo
13	Fragmentation Grenade	Weapon
14	Basic Scrap Part x10	Scrap
15	Repair Kit x3, Rifle Bayonet Weapon Upgrade	Gear/ Weapon Upgrade
16	Power Cell x4	Gear
17	Combat Shield	Armor
18	Medipack x3	Gear
19	Geiger Counter, Hazard Suit	Gear/ Armor
20	Armor Shard x3, Plasma Torch	Armor Shard/ Gear
21	Basic Scrap Part x20	Scrap
22	Programmable Microcircuits x2	Research Item
23	Suppressor Weapon Upgrade	Weapon Upgrade
24	Armored Vestment	Armor
25	Valuable Scrap Part x3	Scrap
26	Riot Shield	Armor
27	Repair Kit x5, Plasma Torch, Rope	Gear
28	Motion Detector, Basic Scrap Part x10	Gear/ Scrap
29	Improved Potency Weapon Upgrade, Superconductive Materials	Weapon Upgrade/ Research Item
30	Bullet x30, Shotgun Shell x30, Fuel x10	Ammo
31	Super Shotgun with 20 shotgun shells	Weapon
32	Chainsaw with 5 fuel	Weapon
33	Valuable Scrap x5, Armor Shard x5	Scrap/ Armor Shard
34	Medipack x5	Gear
35	Rocket Launcher with 1 magazine of anti-armor rockets	Weapon
36	Drilling Bullets x30, Hellfire Shotgun Shell x30, Anti-Armor Rocket x3	Ammo
37	Basic Scrap Part x50	Scrap
38	Precision Servos, Repair Kit x10	Research Item/ Gear
39	Empowered Firepower Weapon Upgrade, Basic Scrap Part x20	Weapon Upgrade/ Scrap
40	Reinforced Combat Armor	Armor
41	Jet Pack	Gear
42	Valuable Scrap Part x10	Scrap
43	Medipack x5, Trauma Kit	Gear
44	Experimental Alloy, Extra Reinforcement Armor Upgrade	Research Item/ Armor Upgrade
45	Valuable Scrap Part x20	Scrap
46	Drilling Bullets x60, Hellfire Shotgun Shell x60, Anti-Armor Rocket x10	Ammo
47	Armor Shard x10	Armor Shard
48	Frictionless Joints	Research Item
49	Chainsaw with Murderous Efficiency and 10 fuel	Weapon
50	Flamethrower with Improved Potency and 1 magazine of fuel	Weapon
51+	Valuable Scrap Part x5, Armor Shard x5, Drilling Bullet x30, Hellfire Shotgun Shell x30, Anti-Armor Rocket x3, Fuel x10	Scrap/ Armor Shard/ Ammo

Vehicle Rules

Vehicles are not a large part of the Doom RPG, but they do exist. This section covers how it works when characters pilot vehicles and what rules they follow. Afterwards, is a list of different vehicles players might encounter in the game.

Most vehicles move differently than characters. They tend to be significantly faster and less limited by terrain but have less control over how fast they move and are considerably less maneuverable. This is known in game mechanics as vehicle locomotion.

Many difficult movement maneuvers require Pilot skill checks. Several possible uses for pilot checks are listed in this section, although certain situations may call for a pilot check (GMs discretion).

Vehicle Actions

When a character is inside a vehicle during a combat situation, he follows most of the basic rules performed in combat. He makes an initiative check as normal, and still has a standard, move, and minor action every round. There are some minor differences for what those actions can be used for.

Vehicle Order of Operations

When piloting a vehicle, there are many different details to keep in mind. Before going into them, it is important to understand the order of operations for piloting a vehicle. We will cover all of these action types in this chapter, but for now remember this order.

- 1): Attempt a special pilot maneuver (this is optional)
- 2): Change your speed (this is optional)
- 3): Move your vehicle at your current speed. If performing an action move, then perform your attack as normal during this move. You cannot action move if you did a pilot maneuver.
- 4): You can perform all remaining actions at this point.

This order of operations must be followed to control any vehicle with an acceleration rating and max speed.

Standard Actions

Standard actions can be used to attack as normal. However, the pilot can only attack with vehicle mounted weapons unless they performed a requisite pilot maneuver. If a character tries to attack with multiple vehicle weapons; they receive a penalty to the attack as normal for dual-wielding. In addition, if a vehicle has multiple passengers the pilot can make attacks with one weapon while the companions attacks with others on their turn.

In addition, vehicles can take an action move; making their attack at a different point along their movement, although vehicles take a penalty to attacks based on how fast they are moving and normal penalties for action moving. Action moves are a full-round action, but this full-round action includes the move action required to pilot the vehicle. **You cannot perform a pilot maneuver in a turn that you action move.** In addition, you do not gain +2 speed when you action move in a vehicle.

Move Actions

Move actions are not required to move the vehicle. Rather, **a move action is required every round to pilot the vehicle while it is moving.** The vehicle moves based on its current speed. The speed a vehicle moves is determined by the pilot or at the beginning of the round. **The pilot can increase or decrease the vehicle's speed is based on their vessel's Acceleration Rating every round.** The pilot needs to keep track of the vehicle's current speed. In addition to the Acceleration Rating, a vehicle also has a maximum speed it can move. The second step of order of operations is deciding what speed you are moving at, which is followed by moving the vehicle based on the selected speed.

For example, if a character decides they are going to start up and drive a car with an Acceleration Rating of 20 and a Max Speed of 160, each round they can increase or decrease their speed by up to 20, up to a maximum of the vehicle's movement's speed. The vehicle can choose to maintain its present speed. The character's move action is spent controlling the vehicle, regardless of whether they increase or decrease their speed.

Most ground-based vehicles are capable of going in reverse. To go into reverse, their current speed has to be brought to below 0. The maximum speed of moving in reverse is half that of the maximum speed forward and moving in reverse costs 2 squares of movement for each square backwards.

For example, a car currently moving at a slow pace of 8 squares per round decides to go into full reverse. Reducing the vehicles speed by 12, the vehicle drops to 0 (-8 from the vehicles movement speed) and moves 2 squares backwards (-2 for each square backwards, 4 squares of movement spent). The next round the vehicle decides to move 12 squares backwards again, moving in reverse a total of 8 squares. As the vehicles maximum forward speed is 160, its maximum reverse speed is 80.

Vehicles that are brought down to 0 speed are stationary, unmoving objects. They do not add the driver's agility or defense training to their defense. They do not require a move action to operate. Walkers and robots with active locomotion are not considered stationary objects.

Vehicles cannot shift, evade, or sprint. Again, walkers are an exception to this, as noted below.

The time it takes to enter into a vehicle depends on the vehicle and circumstance and is ultimately GM's discretion. For example, getting into a tank or a starship could 2 full-round actions, as they require climbing up the side and crawling down a closed hatch, while hopping on to a motorcycle requires a move action. It requires a move action to activate or deactivate a vehicle. A vehicle must be moving at a speed of 0 to be deactivated, or it loses control.

If the vehicle's pilot is incapacitated, stops driving, or exits the vehicles, the vehicle counts as Losing Control (see below). No one can make pilot checks to regain control of the vehicle, as there is no one piloting the vehicle, unless there is a co-pilot.

Minor Actions

Most minor actions, such as falling prone, evading, or using the influence skill, cannot be done while in vehicles. However, the aiming combat behavior can still be performed with either a handheld weapon or vehicle weapon. Walkers can use heavy strikes or bob and weave. Minor actions can also be used to activate some of the vehicles special functions or use skill combat augmentations such as tactics.

Attacking Vehicles and Drivers

Vehicles can be attacked as normal. The pilot can only be targeted if the vehicle has an open-topped cockpit. Characters seated in open-topped vehicles use their standard defense. Being seated inside a vehicle might provide cover or improved cover, depending on the amount of framing around the seats.

For determining the defense of a piloted vehicle, use the vehicle's base defense and add the character's agility and defensive training as normal. A vehicle's toughness, damage threshold, and hit points is determined by the vehicle itself.

Attacks against a non-moving vehicle are quite easy as they cannot dodge or deflect attacks; they are simply stationary objects. The defense of a non-moving vehicle is the vehicle's base defense with range increments modifying as normal. Most vehicle statistical entries will list the base defense of vehicles. Attacking non-moving vehicle in melee is an automatic hit.

When moving, however, a vehicle is significantly harder to hit. In addition to the defense of the vehicle being modified by the character piloting it, the vehicle gains a bonus to defense and a penalty to attacks based on how much fast it is moving. This represents on how much harder a fast-moving object is to hit, and how difficult it is for a pilot moving at extreme speeds to hit targets. **A vehicle gains a bonus to defense, and a penalty to attack, based on the speed they are moving that round divided by 25.** Therefore, a vehicle moving 150 squares gains a +6 bonus to defense and a -6 penalty to attacks against them. A vehicle moving 500 squares gains +20 defense and a -20 penalty to attack the target. Round down to the nearest number.

Maneuverability: Combat and Cruising Speeds

A moving vehicle may be thought of as having two speed levels: Combat Speed and Cruising Speed. A vehicle moving up to three times its acceleration rating is moving at Combat Speed. Vehicles moving at combat speed can make up to four 90 degree turns during their movement. They must move 25% of their current speed before turning and between each turn. Thus, if they are moving at a speed of 200, they must move 50 squares before they can turn, and at least another 50 squares between each other turn.

Once a vehicle exceeds triple its acceleration rating in speed, then it is moving at cruising speed. At cruising speed, the vehicle does not gain any turns: it can only turn via pilot maneuvers.

Facing direction also affects the firing range of mounted weapons, or character shooting handheld weapons from the vehicle.

Ramming and Collision

Ramming occurs when a vehicle runs at high speed into another target. As usual when a heavy object impacts another at high speeds, this is a very destructive process. However, it can be a very useful way for tough vehicles to charge through smaller enemies or at least do substantial damage.

When a vehicle would be entering another target's square, first determine the higher of the speeds in squares per round of the ramming vehicle and its target, then divide that by 10 (rounding down as always). The ramming vehicle deals damage to the target equal to its strength score times the divided speed determined above. The target deals damage to the ramming vehicle equal to its strength times the divided speed determined above. If the target does not have a strength score, such as when colliding into a piece of terrain, then just use the twice the strength score of the ramming vehicle for the damage it takes (see below). This is reduced by damage resistance, as normal.

There are three other rules to remember when ramming.

After the damage to the vehicle is applied, all passengers suffer $\frac{1}{2}$ the damage their vehicle was dealt, applied after the vehicle's damage resistance. The passengers gain their normal damage resistance onto of that.

If a vehicle crashes into immovable terrain, such as the ground or a cliff, just use the strength value of the ramming object. However, double the damage dealt based on vehicle strength and speed.

Finally, if a vehicle rams a target that is two size categories smaller than them, then it keeps going. The smaller vehicle is pushed out of the vehicles' way if it is not simply destroyed. The rammed vehicle chooses which way it is moved. If a creature is rammed by a vehicle, it can try to evade by making an acrobatics test (DC equal to the ramming vehicle's strength +5). On a success, the target gets to make shift action. If, after shifting, they still are within the facing of the vehicle, they take half damage. If they clear the vehicle's space, they take no damage. If you are being rammed by a hover vehicle and you successfully evade, you can choose to take no damage and simply go prone within your square, essentially diving under the vessel.

Flying Vehicles

Flying vehicles function slightly differently than land-based vehicles. Since they function in three dimensions, when a flying vehicle rotates they can turn upwards or downwards, in addition or instead of to the left or right. Moreover, while at combat speed, a flyer can sacrifice horizontal movement for vertical movement as a limited movement method. For example, if a flyer is moving at 80 squares in a round, they can choose to move 60 squares forward and fly 10 squares higher up as part of that movement.

Pilot Checks

Pilot checks can be made to perform a wide variety of stunts and effects. These include actions like using a motorcycle to jump a gap caused by a broken-down bridge, prevent a wheeled car from losing traction on ice, or fly a starship at high speeds through a maze of skyscrapers. The difficulty of these checks should be determined by the GM. They should also include stipulations on excessive failure, including chances of collisions, crashing, or falling over a cliff.

Pilot checks are more difficult at high speeds. All pilot checks a character makes have a higher DC based on their current speed. Use this chart as a guideline.

Speed Difference	Pilot Check Modifier
21-40 squares	+1
41-60 squares	+2
61-100 squares	+4
101- 150 squares	+6
151-250 squares	+8
251-500 squares	+10
501-750 squares	+12
751-1,000 or more squares	+15

Losing Control

If the character ever loses control of their vehicle, such as from suffering a staggering blow to the vessel or critically failing a Pilot check, they lose control of the vehicle. When the vehicle begins to lose control, it continues to move forward on its own. For one round it moves at the speed it was set at before the character loses control, and then it drops a number of squares each round equal to the Acceleration Rating. Flying vehicles also drop elevation a number of squares equal to one-half their acceleration. The vehicle continues until it runs out of speed and stops moving, or crashes into something (see Collisions above). Flying vehicles that run out of movement simply fall from the sky and crash into the ground.

The GM may decide that when a vehicle loses control, they spin to face a different direction on that turn or continue to face different directions every turn. If a vehicle loses control, the pilot can attempt a DC 20 pilot check as a full-round action every round to regain control of the vehicle. The pilot check modifier based on speed applies to the check.

Piloting Maneuvers

More skilled pilots have greater control of their vehicles and can perform elaborate maneuvers at the helm of their vehicle. These piloting maneuvers can always be performed as part of the move action the pilot spends controlling their vehicle every turn. To use a piloting maneuver, the pilot must have a certain number of skill ranks (not total bonus, just ranks) in the pilot skill. Furthermore, if they have the ranks and wish to use a maneuver, they must succeed a piloting check to pull off the maneuver. This maneuver is more difficult when moving at higher speeds. If they succeed, they get the benefit. If they fail, they suffer the failure result, listed next to each piloting skill.

This table lists the most common piloting maneuvers that can be made at the helm of a vehicle.

Pilot Maneuver	Pilot Skill Required	DC	Success	Failure
Extreme Turn	1	10	Maneuver allows the vehicle to turn up to 180 degrees before moving. The vehicle loses its agility bonus until the start of the pilot's next turn.	No movement; pilot loses control if they fail by 10 or more. The vehicle loses its agility bonus to defense until the start of the pilot's next turn.
Max Acceleration	3	12	Instead of adjusting the speed as normal, the vehicle increases speed by twice its normal acceleration rating.	The vehicle increases speed by its acceleration rating and can only move directly forwards, even at combat speed.
Max Brakes	3	12	Instead of adjusting the speed as normal, the vehicle decreases speed by twice its normal acceleration rating.	The pilot loses control of the vehicle.
Powered Reverse	4	15	Reduce speed by twice the acceleration rating, travel directly forward at speed, and end movement facing the opposite direction.	Reduce speed by the acceleration rating, move directly forwards, end still facing forwards.

Pilot Maneuver	Pilot Skill Required	DC	Success	Failure
Sidearm Firing	4	15	If your vehicle does not have an encased cockpit, you can spend a standard action to fire a pistol or throw a grenade at a target while driving the vehicle.	The pilot loses control of the vehicle
Controlled Acceleration	4	15	Travel without changing your speed but moving extra or fewer squares up to your acceleration rating. Your tracked speed does not change, and this does not take you into or out of combat speed relative to your tracked speed.	Travel as normal without changing your speed and suffering a -2 penalty to defense.
Power Turn	5	18	Reduce speed by the vehicle's acceleration rating and make a free turn of up to 90 degrees at the start of movement (this can be in addition)	Reduce speed by the vehicle's acceleration rating and travel as normal.
Rifle Firing	7	25	If your vehicle does not have an encased cockpit, you can spend a standard action to fire a rifle or make a melee attack at a target while driving the vehicle.	The pilot loses control of the vehicle.
Exotic Maneuver	8	27	You may change speed by up to twice your acceleration rating, and you gain a +2 bonus on attacks and defense for 1 round. You may forgo any speed changes to make a single turn of up to 90 degrees at any point along your movement.	You move as normal but suffer a -2 penalty on attacks and defense for 1 round.

Walker Vehicles

Walkers are vehicles that move like characters do, with mobile legs and reactive body frames. Walkers' movement and rules are much more similar to a character than a tank or bus, involving some different rules.

Walker vehicles follow the same rules of movement as characters, all detailed in the Encounter Rules chapter. The following are the differences between normal character movement and walkers

-When inside a walker type vehicle, the vehicle uses the character's move and shift speed, multiplied by the size modifier of the vehicle. For example, an arc mech uses the player's speed x3. This multiplies the player's move and shift speed by 3 while used. Similarly, base defense and toughness are changed to match the size of the vehicle, with defense still scaling based on the user's defense training and agility.

-Going prone, raising from prone, crouching, or standing takes the next action type longer in a walker. For example, standing up from prone in a walker requires a full-round action.

-Walkers can sprint, but rather than gaining penalties for sprinting past the limit, it takes an amount of damage equal to 5x the number of rounds sprinted past maximum, ignoring damage resistance. Crippling injuries are always dealt to their mobility.

-Like characters, walkers can move evasively, dodging, and fighting back. As always, such entities receive their Agility bonus to defense, even when having not moved in a turn or not facing an attacker.

-Walkers can bob and weave but cannot evade.

-Unlike characters, **walkers must pay attention to their facing and have firing arcs.** Walkers can move their full speed forward or diagonal forward but moving to the side or backwards is difficult terrain. However, walkers can turn 90 degrees every time they move a number of squares equal to their speed multiplier, thus allowing them to turn and rotate in circles over time. Most walker weapons are mounted to the front, so a walker needs to be facing an enemy to fire at them.

Hover

Hover vehicles float over the ground rather than roll along it. They add a great number of advantages. As they float, they are utterly unaffected by difficult terrain, or terrain factors of any kind. In addition, they ignore hazards that pass along the ground, such as the shockwave attacks of carcasses, whiplash, and tyrants. A hover craft can go over land or water with ease. In addition, they take half as much falling damage when falling.

However, ramming a target with a hovercraft is quite difficult. Tiny and small creatures are cannot be rammed by hovercrafts, and medium sized characters can attempt an evade attempt to avoid being rammed by a hovercraft, even if they do not possess the Dodge talent. The DC of the evade acrobatics test is 20. Characters can emergency evade as normal.

Vehicles and Crippling Injuries

Vehicles have damage thresholds and take crippling injuries just like biological characters. Vehicles usually have very high damage thresholds, and have the Reinforcement (X) trait, which reduces the number of wounds they suffer by the X value. If a vehicle's reinforcement trait brings wounds down to 0, they do not suffer wounds. Rending effects vehicles as normal.

Wound	Die Result	Immediate Effect	Ongoing Penalty
Mobility	1-4	Lose control of vehicle, or walkers are knocked prone	-10% acceleration and max speed or walkers suffer -1 speed
Action	5-8	Cannot attack on next turn	-1 to attacks
Core	9-12	+10 damage	-2 damage resistance
Vital	13-16	Disadvantage on all checks next round	-2 to pilot checks
Critical	17-20	+30 damage	-1 to defense, attacks, and pilot checks

Destroying Vehicles

Vehicles are destroyed very similarly to characters; through dealing crippling wounds or reducing their hit points to 0. Unlike characters, there is no dying and disfigurement issue when a vehicle reaches 0 hit points; the vehicle is simply destroyed. The only issue to determine whether the vehicle is wrecked or explodes.

If the vehicle is wrecked, it becomes a torn apart wreckage. It is no longer a functioning construct; the only function it has on a battlefield is as terrain or a source of cover.

If the vehicle explodes, it creates a large blast that damages everything in the area. An explosion strikes at 1d20+15 to hit nearby targets, and can be evaded. Double the blast damage is dealt to the occupants, who cannot evade and are struck automatically with no attack against defense required. It also creates an area of difficult terrain. The size of the explosion, the damage it deals, and the area of difficult terrain is determined by the vehicle's size.

Size	Damage	Blast Area	Difficult Terrain Area
Tiny	10	Occupied square	None
Small	20	Burst 1	Occupied Square
Medium	40	Burst 1	Burst 1
Large	60	Burst 2	Burst 2
Huge	80	Burst 4	Burst 3
Gargantuan	120	Burst 6	Burst 4
Colossal	200	Burst 10-30	Burst 8

To determine whether the vehicle is wrecked or explodes, roll a d20. On an 11 or higher, it explodes. On a 10 or less, it is a wreck. If it is a military vehicle, rather than a civilian craft, it gains +3 on this roll.

Effective Level

Every vehicle has an effective level and threat level. This is used for determining experience rewards. When a pilot is in control of a vehicle, they gain the threat level of the vehicle. In addition, their effective character level is the average between their character level and the level of the vehicle. Any additional passengers or gunners on the vehicle are counted as individual combatants.

For example, a level 10 character is piloting a tank, a level 15 formidable threat vehicle. For distributing experience, either as an enemy or an ally, that character would count as a level 12 formidable threat character. If there are side gunners on the tank, they count as separate combatants with their own normal threat levels.

Pilot Requirements

Different vehicles take varying amount of skill to be able to use. This is represented in the Training Requirements value in the vehicle's description. If the character has fewer relevant pilot skill points than the Pilot Requirements of the vehicle, then the character does not get to apply their prowess skills to the vehicle's statistics and cannot use pilot maneuvers while piloting the vehicle.

Vehicles

These are the most common sort of vehicles to be involved in a Doom RPG campaign.

ARC Mech

Huge-sized Human Walker, Extreme Threat, Effective Level 15

Hit Point: 450	Damage Threshold: 60 (Reinforcement 2)
Base Defense: 6+	Toughness: 40
Space: 3 by 3 squares	Strength: 16
Walker Speed Multiplier: x3	
Damage Resistance: 40	
Pilot Requirements: 5	
Crew: Pilot	

Default Systems: The mech cockpit possess a navigation unit, a radio, motion detector, and a digital uplink.

ARC Heavy Autocannon Arms: The mech has two ARC Heavy Autocannon weapons, one on each arm. As a standard action, the mech can fire both Autocannons independently of one another, at the same or different targets, as if dual-wielding. However, the mech's pilot does not suffer the penalties for dual-wielding when using these arms together. The weapons must be used within the mechs 180 degree front arc.

ARC Heavy Autocannon

Vehicle Heavy Weapon

Damage: 35	Accuracy: +8
RoF: Full Auto	Range: Distant
Shots: 2,000 Bullets	Power Rating: +5
Special Traits: Penetration (8), Linked Fire	

Targeted Suppression: The ARC mech has a secondary weapon system that can be deployed as a move action. Once used, this gun fires at all targets within a Cone (15) aimed direction in front of the mech. All targets within the area suffer a +15 attack against them. If they are hit, they suffer 30 damage, penetration (5) and halflife (1). If they suffered damage from the attack, they are slowed for 1 round.

Kick: As a standard action, the mech can kick an enemy within 3 squares of it. The attack bonus for the kick is melee skill +10. The kick deals 80 damage on a hit, with maximum attack overages of 16. The attack has penetration (5), and if it hits the target's defense and toughness, they are pushed back 1 square and knocked prone.

The ARC mech is a small but powerful walker designed for a single person pilot. Created when the Armored Response Coalition fought back against the hell invasion under Samuel Hayden's command, these mechs became force multipliers for the human resistance to fight off the superior numbers of demons.



ARC Mech Titan

Massive-sized Human Walker, Legendary Threat, Effective Level 20

Hit Point: 2,000

Damage Threshold: 240 (Reinforcement 4)

Base Defense: 0+

Toughness: 120

Space: 30 by 30 squares

Strength: 50

Walker Speed Multiplier: x10

Damage Resistance: 70

Pilot Requirements: 5

Crew: Pilot, 100 crew

Default Systems: The mech titan bridge possess a navigation unit, a radio, and a digital uplink.

ARC Heavy Autocannon Arms: The mech titan has two weapons, the heavy rail cannon and the titanic fist. As a standard action, the pilot can attack with one weapon, but not both. It cannot dual-wield the two weapons.

Heavy Rail Cannon

Vehicle Heavy Weapon

Damage: 400

Accuracy: +40 (see Titanic Weapon)

RoF: Slow

Range: Orbital

Shots: 50 titanic slugs

Power Rating: +40

Special Traits: Piercing, Rending (20), High Explosive, Massive Damage*, Titanic Weapon*

***Massive Damage:** If this weapon hits its target, all other possible targets within 30 squares of that target suffer an automatic 120 piercing damage, with +2 hailfire against swarms.

***Titanic Weapon:** This weapon is designed to be used against other massive targets. The weapon suffers a stacking -10 accuracy penalty for every size category the target is below massive.

Titanic Fist

Vehicle Melee

Damage: 200

Accuracy: +60 (see Titanic Weapon)

RoF: Slow

Range: 30 squares

Shots: NA

Power Rating: +30

Special Traits: Penetration (20), Cleaving (5)

***Titanic Weapon:** This weapon is designed to be used against other massive targets. The weapon suffers a stacking -10 accuracy penalty for every size category the target is below massive.

Crew Actions: The ARC mech titan has a large crew that provide an array of support functions for the mech titan. The arc mech titan has 3 crew actions every turn, performed at the end of the mech titan's turn. The crew actions can be used to perform different actions, the same action multiple times, or any combination of the two.

-Emergency Repairs: Each time this crew action is used, the mech titan recovers 50 lost hit points.

-Thrusters: The leg thrusters activate, causing the mech titan to instantly move 20-50 squares directly forward. The titan gains +5 to its defense for the next turn for each time the thrusters were used.

-Targeting Focus: Each time the targeting focus is used, on mech titan's next turn, its Heavy Rail Cannon attack gains +10 accuracy.

-Point Defense Guns: The secondary weapon systems on the mech titan are activated, and begin to attack all nearby targets. All targets, friend or foe, within 60 squares of the mech titan suffer an automatic hit of 50 damage, penetration (12), and hailfire (2). If a target has cover from the mech titan, they suffer no damage. If this crew action is used multiple times, give the attack hailfire (+2) for each time the attack is used in a turn, instead of making multiple attacks. If you activate point defense guns and then perform a different crew action, you cannot use point defense guns again.

The ARC mech titan is the ultimate war machine of the Armored Response Coalition. A towering construct covered with guns and armor plating, these magnificent devices were used to level the demonic hordes and combat the powerful demon titans. However, even these mighty behemoths were frequently overwhelmed by the vast legions of demons that were sent to stop them.



ARC Giant Mech—Emerson Tung

Battle Tank

Gargantuan-sized Human/ Sentinel/ Immoran Hover Vehicle, Formidable Threat, Effective Level 20

Hit Point: 800

Damage Threshold: 75 (Reinforcement 2)

Base Defense: 2+

Toughness: 75

Space: 5 by 5 squares

Strength: 32

Acceleration Rating: 20

Max Speed: 80

Damage Resistance: 50

Pilot Requirements: 4

Crew: Pilot, 1 gunner, 4 passengers

Default Systems: The tank possesses built-in headlights, which, when active, provide light in a Cone (12) in front of the vehicle. Its dash console possess a radio, navigation unit, motion detector, and digital uplink.

Plasma Weaponry: The tank has two weapons: a heavy plasma lance and a plasma cannon. The heavy plasma lance is fired by the gunner and possess a 360 degree firing arc. The plasma cannon is fired by the pilot, and possesses a 180 degree firing arc.

Heavy Plasma Lance

Vehicle Heavy Weapon

Damage: 80

Accuracy: +5

RoF: Fast

Range: Distant

Shots: 10,000 Plasma Cells

Power Rating: +10

Special Traits: Penetration (60), Unstoppable, Plasma, Energy Damage, Inefficient Ammunition (50)

Plasma Cannon

Vehicle Heavy Weapon

Damage: 30

Accuracy: +5

RoF: Full Auto

Range: Long

Shots: 10,000 Plasma Cells

Power Rating: +5

Special Traits: Penetration (20), Plasma, Energy Damage, Inefficient Ammunition (5), Linked Fire

Hover: This vehicle is a hover craft and follows all the normal rules of hovercraft.

Absorb Fire: Once per round, the battle tank can choose to reduce damage it suffers from a single attack by half.

The battle tank is a common pattern of tank that uses plasma-based weaponry to bombard foes. Rugged and versatile, these are the primary battle tanks for many armies, past and present. While they possess many different aesthetic and technical designs, battle tanks have been used by the forces of Earth, the Armored Response Coalition, the night sentinels of Argenta, and the humanoid residents of the hellish city of Immoran. Despite their different designs, they all statistically function the same.

Civilian Automobile

Huge-sized Human Vehicle, High Threat, Effective Level 5

Hit Point: 250 **Damage Threshold:** 40 (Reinforcement 1)
Base Defense: 5+ **Toughness:** 40
Space: 3 by 3 squares **Strength:** 12
Acceleration Rating: 20 **Max Speed:** 120
Damage Resistance: 24
Pilot Requirements: 1
Crew: Pilot, 4 passengers, 60 inventory slots of cargo space

Default Systems: The automobile possesses built-in headlights, which, when active, provide light in a Cone (12) in front of the vehicle. Its dash console possess a radio and navigation unit.

Floor It: The automobile can double its acceleration rating in a turn but cannot make turns that round and all pilot checks are at a disadvantage.

Pilot Mastery: The automobile is very effective in the hands of a master pilot. For every 3 points the pilot surpasses the training requirements, the vehicle and all its passengers gain +1 defense. In addition, the same bonus applies to pilot skill checks to perform maneuvers, sharp turns, and jump ledges.

The civilian automobile represents any common car, sports car, or small civilian vehicle. They are common in the ruined cities and can be used to transport small groups of players from place to place.

Civilian Bus

Gargantuan-sized Human Vehicle, High Threat, Effective Level 8

Hit Point: 600 **Damage Threshold:** 60 (Reinforcement 1)
Base Defense: 2+ **Toughness:** 70
Space: 8 by 8 squares **Strength:** 25
Acceleration Rating: 10 **Max Speed:** 60
Damage Resistance: 30
Pilot Requirements: 3
Crew: Pilot, up to 40 passengers or comparable amount of cargo.

Default Systems: The bus possesses built-in headlights, which, when active, provide light in a Cone (18) in front of the vehicle. Its dash console possess a radio and navigation unit.

Run them Down: The bus can ram and run through enemies and objects that are medium-sized or smaller, or swarms of medium-sized or smaller enemies, without losing speed or suffering damage. The damage suffered by the rammed target gains Hailfire (3), or Hailfire (5) if the target was a swam.

Slow Turn: The bus is long and heavy and does not turn well. It can only perform three turns per round while at combat speed: once at 25% of its speed, once at 50%, and once at 75%.

Passengers: The buss' passengers can lower windows to fire out of the buss with weapons. Upon to twenty passengers can fire out of a buss during a turn but can only fire at targets that are within a 180 degree arc of the buss' left and right sides. The passengers cannot fire out of the front or back arc. A group of individuals can fire out of the vehicle, counting as 10 passengers, and a horde of individuals can fire out, counting as all twenty passengers.

The bus is the ideal way to move many people across a great distance. Many survivor convoys across the ruined worlds survive in busses moving from place to place. They are useful for evacuating people of a danger zone to a protected safehouse.

Civilian Motorcycle

Large-sized Human Vehicle, Medium Threat, Effective Level 5

Hit Point: 150	Damage Threshold: 30 (Reinforcement 1)
Base Defense: 8+	Toughness: 30
Space: 2 by 2 squares	Strength: 8
Acceleration Rating: 40	Max Speed: 180
Damage Resistance: 24	
Pilot Requirements: 3	
Crew: Pilot, 1 passenger	

Default Systems: The motorcycle possesses built-in headlights, which, when active, provide light in a Cone (12) in front of the vehicle. It's dash console possess a radio, navigation unit and a communicator.

Swerve: For every 4 ranks of the pilot skill the pilot of the motorcycle has, they can perform one 'swerve' action during their movement. By performing a swerve action, they make a DC 10 pilot check. The check gains +5 for each other successful swerve action made that turn. On a success they instantly move their motorcycle a number of squares in any horizontal direction equal to ½ their pilot skill ranks. At the end of the swerve, their motorcycle is facing whatever action they prefer, and can continue their normal move. They must move at least 5 squares in a turn before performing a swerve and must move 5 squares between each swerve when performing multiple of these actions in a turn. If they fail their pilot check to perform a swerve, they lose control of the vehicle.

Pilot Mastery: The motorcycle is very effective in the hands of a master pilot. For every point the pilot surpasses the training requirements, the vehicle and all its passengers gain +1 defense. In addition, the same bonus applies to pilot skill checks to perform maneuvers, sharp turns, and jump ledges.

The two wheeled motorcycles are ideal for individual travelers roaming the free of the demon hordes, or a scout out a region. A skilled driver of a motorcycle can quickly out maneuver foes in battle, and either escape or flank them with incredible speed.

Civilian Truck

Huge-sized Human Vehicle, High Threat, Effective Level 8

Hit Point: 320	Damage Threshold: 45 (Reinforcement 1)
Base Defense: 4+	Toughness: 45
Space: 4 by 4 squares	Strength: 16
Acceleration Rating: 20	Max Speed: 100
Damage Resistance: 30	
Pilot Requirements: 1	
Crew: Pilot, 2 passengers, 6 squares worth of passengers or cargo space	

Default Systems: The truck possesses built-in headlights, which, when active, provide light in a Cone (12) in front of the vehicle. It's dash console possess a radio and navigation unit.

Winch: The truck can pull a trailer or another vehicles of huge-sized or smaller behind it. This gives it extra transport capacity, but makes the vehicle more difficult to steer. While towing trailer or vehicle, the truck's acceleration reduces to 10, it gains -5 on pilot checks, and the pilot requirements to control the vehicle increase to 3.

Rugged Construction: The truck has a tough, rugged construction. Whenever it would suffer crippling wound points, roll a d20 for each wound. On a 12+, the wound is negated. In addition, the truck deals +20 damage to any target that it remains, and takes half normal damage when ramming a target.

The civilian truck is a tough, four wheeled vehicle with a large bed in the back for storing plenty of supplies. Trucks serve well for mobile survivors who need a vehicle that can hold a lot of supplies from base to base while also towing another vehicle or trailer.

Defensive Turret

Huge-sized Human/ Sentinel/ Immoran Stationary Vehicle, High Threat, Effective Level 10

Hit Point: 400

Damage Threshold: 40 (Reinforcement 2)

Base Defense: 6

Toughness: 40

Space: 3 by 3 squares

Strength: 12

Acceleration Rating: NA

Max Speed: NA

Damage Resistance: 32

Pilot Requirements: 1

Crew: Gunner

Turret: The defensive turret is a manned defensive emplacement crewed by a single gunner. It does not move from its location, and thus cannot dodge or evade attacks or relocate. It has no acceleration rating or max speed, and its defense is always 6, with no bonuses from the pilot. The cockpit of the turret has a navigation unit which shows the region surrounding the turret at a random of 1 mile, with marks of enemy signals within that range. The gunner of the turret can fire the twin-linked plasma lance at any target within line of sight.

Twin Plasma Lance

Vehicle Heavy Weapon

Damage: 60

Accuracy: +5

RoF: Fast

Range: Distant

Shots: 10,000 Plasma Cells

Power Rating: +10

Special Traits: Penetration (40), Plasma, Energy Damage, Twin-linked, Inefficient Ammunition (25)

The defensive turret is a common plasma based defensive installment. Crewed by a single gunner, networks of these turrets can help defend a space station or military base from incredible incoming offense. These turrets have a wide variety of different designs, and different models of defensive turrets are used by the ARC, the UAC, the night sentinels, and the hell-born immorans.



~Human Defensive Turret (top)

~Immoran Defensive Turret (bottom)



Earth Gauss Artillery Tank

Huge-sized Human Hover Vehicle, Extreme Threat, Effective Level 15

Hit Point: 600	Damage Threshold: 60 (Reinforcement 2)
Base Defense: 4+	Toughness: 60
Space: 4 by 4 squares	Strength: 24
Acceleration Rating: 20	Max Speed: 120
Damage Resistance: 40	
Pilot Requirements: 4	
Crew: Pilot, 1 gunner	

Default Systems: The tank possesses built-in headlights, which, when active, provide light in a Cone (12) in front of the vehicle. It's dash console possess a radio, navigation unit, and digital uplink.

Gauss Annihilator: The tank has a weapon known as a gauss annihilator, which is fired by the gunner. To fire this weapon, the gunner must first make a tactics skill check as a move action versus the target's defense. How much they succeed or fail the check by gives them a bonus or penalty on the attack equal to twice the result. Thus, if they fail the tactics check by 4, they suffer a -8 to the attack accuracy. They suffer a -5 penalty on the tactics skill check if the vehicle is move. After making the tactics check, they can fire as a standard action that turn. After the weapon fires, it must recharge for 2 turns before it can fire again.

Gauss Annihilator

Vehicle Heavy Weapon

Damage: 200	Accuracy: +8
RoF: Slow	Range: Remote
Shots: 10,000 Plasma Cells	Power Rating: +20
Special Traits: Penetration (60), Energy Damage, High Explosive, Inefficient Ammunition (200), Extreme Collateral*, Critical Miss*	

***Extreme Collateral:** If this weapon hits its target, all other possible targets within 6 squares of that target suffer an automatic 120 energy damage, penetration (40).

***Critical Miss:** If this weapon misses an attack, it deals no damage as it shoots far off the designated target.

Hover: This vehicle is a hover craft, and follows all the normal rules of hovercraft.

The earth military tank is a mobile artillery piece that bombards targets with its Gauss Annihilator weapon. While calibrating the annihilator to hit a target is very difficult, if it strikes it deals a tremendous amount of damage capable of shredding armored targets and even starships with a power strike.

Earth Gunship

Colossal-sized Human Flying Vehicle, Formidable Threat, Effective Level 20

Hit Point: 1,200	Damage Threshold: 100 (Reinforcement 2)
Base Defense: 2+	Toughness: 80
Space: 20 by 20 squares	Strength: 28
Acceleration Rating: 120	Max Speed: 800
Damage Resistance: 36	
Pilot Requirements: 6	
Crew: Pilot, 1 co-pilot, 2 gunners, 4 other passengers or comparable cargo	

Default Systems: The gunship pilot console possesses a radio, navigation unit, and digital uplink.

Gunship Frontal Cannons: The pilot of the gunship can fire the frontal cannons as a standard action on their turn. The gunship cannons are fixed forward, and cannot aim down, thus the weapon cannot be use except against foes within a 90 degree front arc before the gunship. The gunship must be aimed down to use it against ground targets.

Frontal Cannons

Vehicle Heavy Weapon

Damage: 30 **Accuracy:** +8
RoF: Full Auto **Range:** Remote
Shots: 100,000 High Caliber Rounds **Power Rating:** +5
Special Traits: Penetration (12), Hailfire (5), Inefficient Ammunition (6), High Explosive

Co-Pilot: The co-pilot can make a standard action to assist the pilot in all their actions. They make a DC 20 pilot check. If they succeed, they give the pilot a +4 bonus on all pilot checks and +2 bonus on their attack accuracy and vehicle defense. Alternatively, they also use their standard action to fire the twin missile pod weapon, make a target lock for the tactical missiles, or fire the tactical missiles.

Twin Missile Pod

Two-handed Heavy Weapon

Damage: 50 **Accuracy:** +5
RoF: Fast **Range:** Distant
Shots: 40 Light Missiles **Power Rating:** +5
Special Traits: Penetration (20), Burst (4), Missile, High Explosive, Twin-linked

Target Lock: The co-pilot can spend a standard action applying a target lock to a target within sight. The target lock can be expended on a future turn with any missile attack. If a target lock is used with a missile attack, you can fire between 1 and 4 missiles with a single standard action, each missile being a separate attack, and the attacks gains +10 accuracy and ignores concealment.

Tactical Missiles

Two-handed Heavy Weapon

Damage: 80 **Accuracy:** +5 (+15 with target lock)
RoF: Slow **Range:** Strategic
Shots: 4 Tactical Missiles **Power Rating:** +10
Special Traits: Penetration (40), Burst (5), High Explosive, Missile, Target Lock (see above)

Twin Autocannons: The gunship has two twin autocannons, each one controlled by a different gunner. These autocannons can fire in a 360-degree firing arc, but only at targets that are the same elevation or below the gunship.

Twin-Autocannon

Vehicle Heavy Weapon

Damage: 30 **Accuracy:** +4
RoF: Full Auto **Range:** Distant
Shots: 20,000 Bullets **Power Rating:** +5
Special Traits: Penetration (8), Twin-linked

Flying Vehicle: The gunship is a flying vehicle that follows all the rules for an aircraft. It can hover and rotate in place but cannot travel across the ground.

The gunship is earth's primary aerial craft, bristling with firepower, with speed and powerful engines. These airships are powerful vessels in conventional war. However, against the Hell invasion, the pilots of these aircraft found themselves facing hundreds or thousands of cacodemons and gargoyles bearing down at them while they navigated the war torn city districts.

Immoran Starship

Colossal-sized Immoran Flying Vehicle, Formidable Threat, Effective Level 20

Hit Point: 800	Damage Threshold: 90 (Reinforcement 3)
Base Defense: 2+	Toughness: 70
Space: 15 by 15 squares	Strength: 32
Acceleration Rating: 100	Max Speed: 1,000
Damage Resistance: 40	
Pilot Requirements: 6	
Crew: Pilot, 10 other passengers or comparable cargo	

Default Systems: The immoran starship pilot console possesses a radio, navigation unit, and digital uplink. It also has advanced view modes that gives a trained pilot advantage on pilot checks while flying and allows them to ignore concealment penalties to attack and perception, and ignore the hidden and cloaked conditions.

Starship: The pilot of the starship can fire the twin heavy hell destroyer cannon as a standard action. Alternatively, the starship can fire the demons core blast as a standard action.

Twin Heavy Hell Destroyer Cannon

Heavy Ranged Weapon

Damage: 80	Accuracy: +20
RoF: Automatic	Range: Remote
Power Rating: +10	
Special Traits: Penetration (40), Twin-linked, Energy Damage	

Demon Core Blast

Vehicle Heavy Weapon

Damage: 200	Accuracy: +30 (see Titanic Weapon)
RoF: Slow	Range: Orbital
Power Rating: +25	
Special Traits: Penetration (40), Extreme Collateral*, Titanic Weapon*	

***Extreme Collateral:** If this weapon hits its target, all other possible targets within 6 squares of that target suffer an automatic 120 energy damage, penetration (40).

***Titanic Weapon:** This weapon is designed to be used against other massive targets. The weapon suffers a stacking -10 accuracy penalty for every size category the target is below massive.

Energy Shields: This vehicle has its own energy shields, with a shield pool of 600 with 20 shield armor. The pilot can spend a standard action to recover 100 shields.

Flying Vehicle: The starship is a flying vehicle that follows all the rules for an aircraft. It can hover and rotate in place but cannot travel across the ground.

The immoran starship, shaped like an inverted cross, is rarely seen by the outside universe. It is a warship used for defending immora, the capital city of Hell, from intruders. Piloted by demonic troopers, it is a formidable gunship that can be deployed in squadrons as a show of force.



Sentinel Atlan

Massive-sized Sentinel Walker, Legendary Threat, Effective Level 25

Hit Point: 3,000	Damage Threshold: 250 (Reinforcement 4)
Base Defense: 0+	Toughness: 120
Space: 30 by 30 squares	Strength: 75
Walker Speed Multiplier: x20	
Damage Resistance: 70	
Pilot Requirements: 10 (night sentinel only)	
Crew: Pilot	

Cockpit: The giant atlan is controlled entirely by a single night sentinel, who controls all the giant mechs movements. The cockpit of the atlan has access to a navigation unit, digital uplink, long ranged communication, and sensors allowing it to pick up all friends and foes within 120 squares. The sentinel is equipped with its atlan fists weapon.

Atlan Fist

Vehicle Melee

Damage: 150	Accuracy: +60 (see Titanic Weapon)
RoF: Average	Range: 50 squares
Shots: NA	Power Rating: +20
Special Traits: Penetration (20), Cleaving (5), Unarmed	

***Titanic Weapon:** This weapon is designed to be used against other massive targets. The weapon suffers a stacking -10 accuracy penalty for every size category the target is below massive.

Atlan Shoulder Cannon: The atlan has a paired set of atlan shoulder cannon weapons. Both weapons can be fired at a target as a standard action. They cannot be dual-wielded with a melee weapon. Alternatively, a single cannon can be fired as a minor action once per round. When this is done, the shoulder cannon suffers -20 accuracy and loses the Twin-linked trait. However, it allows the cannons to be fired while the atlan is fighting. The shoulder cannons can fire in a 360 firing arc, but cannot target an enemy within 20 squares of the atlan unless they are at least colossal-sized.

Atlan Shoulder Cannon

Vehicle Heavy Weapon

Damage: 120	Accuracy: +20
RoF: Slow	Range: Remote
Power Rating: +20	
Special Traits: Penetration (60), Energy Damage, High Explosive, Plasma, Twin-linked, Extreme Collateral*	

***Extreme Collateral:** If this weapon hits its target, all other possible targets within 6 squares of that target suffer an automatic 120 energy damage, penetration (40).

Atlan Great Spear: Sometimes, atlan mechs are equipped with a giant sentinel spear the size of a skyscraper. While they are equipped with a great spear, they cannot perform atlan fist attacks. However, the great spears are incredibly potent. Unlike most vehicle weapon, they can be dropped or picked back up. As these spears are the size of towers, they cannot be picked up used by characters.

Atlan Great Spear

Vehicle Melee

Damage: 240	Accuracy: +80 (see Titanic Weapon)
RoF: Slow	Range: 80 squares
Shots: NA	Power Rating: +30
Special Traits: Penetration (100), Cleaving (12), Purifying Energy*, Titanic Weapon*	

***Purifying Energy:** This weapon has the potential to kill a demon titan, a being that cannot normally be slain. When this weapon would reduce a demon titan to 0 hit points, roll a d20. On a 1-8, the demon titan revives as normal. On a 9-16, the demon titan is slain, but the atlan great spear is also destroyed in the process. On a 17-20, the demon titan is destroyed and the atlan great spear is intact.

***Titanic Weapon:** This weapon is designed to be used against other massive targets. The weapon suffers a stacking -10 accuracy penalty for every size category the target is below massive.

Atlan Movements: The pilot of the atlan can perform bob and weave, heavy strike, and aim actions as normal, but the combat behaviors have vastly improved effects.

-Bob and Weave: Bob and weave gives a +20 bonus to the atlan's defense

-Heavy Strike: Heavy strike gives the atlan's melee attack +10 accuracy and +100 damage

-Aim: Aim gives the atlan's shoulder cannons +20 accuracy that round.

The mighty atlans were the legendary titan mechs of the night sentinels. When a great sentinel warrior was deployed in an atlan, they became a legion on themselves, capable of fighting hundreds or thousands of demons at once. Atlans were particularly prized as they were capable of fighting and killing a demon titan, which were normally unkillable by common weaponry. Many old atlans are still lying in damage and disrepair on Argent D'nur and hell. If these ancient colossi could be repaired, they would be a great boon to a night sentinel hero.



~Atlans facing off against Demon Titans in the middle of a massive battle



Sentinel Catapult

Huge-sized Sentinel Hover Vehicle, Extreme Threat, Effective Level 15

Hit Point: 700

Damage Threshold: 60 (Reinforcement 2)

Base Defense: 6+

Toughness: 60

Space: 5 by 5 squares

Strength: 20

Acceleration Rating: 20

Max Speed: 80

Damage Resistance: 32

Pilot Requirements: 5

Crew: Pilot, 1 gunner, 0-4 guards

Open Topped Siege Weapon: The catapult's dash console possesses a radio and navigation unit. The catapult is an open-topped vehicle, meaning the pilot, the gunner, and the guards can all be attacked, although they do have improved cover. This also means the crew, when not performing any other actions, can attack any targets within sight from the catapult without penalty.

Ion Catapult: The tank has a weapon known as an ion catapult, which is fired by the gunner. This weapon can be aimed at targets or terrain and possesses a firing arc so it can target enemies that are not within line of sight as per the grenade rule. To fire this weapon, the gunner must first make a tactics skill check as a move action versus the target's defense. How much they succeed or fail the check by gives them a bonus or penalty on the attack equal to twice the result. Thus, if they fail the tactics check by 4, they suffer a -8 to the attack accuracy. They suffer a -5 penalty on the tactics skill check if the vehicle is move. After making the tactics check, they can fire as a standard action that turn. After the weapon fires, it must reload for 2 turns before it can fire again.

Ion Catapult

Vehicle Heavy Weapon

Damage: 200

Accuracy: +0

RoF: Slow

Range: Remote

Shots: 20 ion spheres

Power Rating: +20

Special Traits: Penetration (30), Burst (12), High Explosive, Wrecker, Critical Miss*

***Critical Miss:** If this weapon misses an attack, it deals no damage as it shoots far off the designated target.

Hover: This vehicle is a hover craft, and follows all the normal rules of hovercraft.

The sentinel catapult is an argenta siege weapon. It has a similar purpose to the earth artillery tank, used as a long-ranged siege instrument to bombard advancing troops and fortifications. The sentinel catapult has an outer deck that allows a group of night sentinel soldiers to stand watch and protect the vehicle.



Sentinel Starship

Massive-sized Sentinel Flying Vehicle, Epic Threat, Effective Level 20

Hit Point: 1,600

Damage Threshold: 100 (Reinforcement 3)

Base Defense: 0+

Toughness: 100

Space: 30 by 30 squares

Strength: 50

Acceleration Rating: 100

Max Speed: 1,200

Damage Resistance: 70

Pilot Requirements: 6

Crew: Commander, 20 crew

Default Systems: The sentinel starship is crewed by a large number of personnel, with one character acting as the ship's commander. For gameplay purposes, the ship uses the commander as the pilot of the ship for all purposes, even though they are not piloting the ship or firing its weapons. The starships bridge has a wide variety of motion tracking systems, planetary navigational displays, and battlefield analytics.

Starship Heavy Plasma Lances: The starship possesses two front mounted heavy plasma lances. These weapons have 180-degree front firing arc and both weapons can be fired as a standard action.

Heavy Plasma Lance

Vehicle Heavy Weapon

Damage: 80

Accuracy: +5

RoF: Fast

Range: Distant

Shots: Infinite

Power Rating: +10

Special Traits: Penetration (60), Unstoppable, Plasma, Energy Damage, Inefficient Ammunition (50)

Crew Actions: The sentinel starship has a large crew that provide an array of support functions for the ship. The starship has 3 crew actions every turn, performed at the end of the starship's turn. The crew actions can be used to perform different actions, the same action multiple times, or any combination of the two.

-Emergency Repairs: Each time this crew action is used, the starship recovers 50 lost hit points.

-Extra Fire: Each time this crew action is used, both heavy plasma lances can be fired again.

-Kinetic Barriers: The sentinel starship gains 40 temporary hits until the start of its next turn per crew action spent.

-Point Defense Guns: The secondary weapon systems on the starship and begin to attack all nearby targets. All hostile targets within 100 squares of the starship suffer an automatic hit of 40 energy damage damage, penetration (20), plasma, and hailfire (2). If a target has cover from the starship, they suffer no damage. If this crew action is used multiple times, give the attack hailfire (+2) for each time the attack is used in a turn, instead of making multiple attacks. If you activate point defense guns and then perform a different crew action, you cannot use point defense guns again.

Flying Vehicle: The starship is a flying vehicle that follows all the rules for an aircraft. It can hover and rotate in place but cannot travel across the ground.

The sentinel starship is a sizable warship used by the argenta for space travel and combat.



Paragon Characters

By the time your character reaches around level 25, you will feel quite powerful. You fought and slain thousands of demons, and the forces of Hell have to send their greatest monsters or small legions to stop you. Inevitably, you will reach level 30 and your progression ends.... Or does it?

Level 30 is the maximum extend that a player character or creature can reach in the DOOM RPG. Skill and ability score maximums reach their peak at that level, can go no further. However, that does not mean that heroic characters cannot continue adventuring and learning new skills. Rather than getting directly more powerful upon reaching level 30, they instead fill out their assortment of skills and learn more talents and abilities without becoming directly more powerful.

This system is called paragon levels. Upon reaching level 30, a character can continue gaining experience. Whenever they gain 500 experience, they gain a paragon level. Upon gaining a paragon level, they gain 5 more characteristic points as normal. Paragon levels are not true levels, however. The character's skill and ability score maximums remain at the level 30 values. In addition, the character always counts as level 30 for encounter design, threat level, and encounter points. Therefore, a level 30, paragon level 8, high threat character still counts as being level 30 high threat for the purpose of experience.

Characters continue to gain new specializations as they accumulate paragon levels. Every 2 paragon levels, they gain a specialization or advanced specialization. At paragon levels 10 and 20, they gain a new master specialization instead. Characters can gain a maximum of 20 paragon levels.



Apex Creatures

The StarCraft RPG uses a system known as Apex Creatures, which are creatures that were higher level than 30, and had increased ability score and skill caps. The Doom RPG does not use this system. Even the most powerful beings in the universe are level 30. However, some especially powerful divine beings might have skill caps or ability score maximums higher than normal levels, but this is on a per-individual basis and not described in rules.

Alternate Experience Tables

Compared to other tabletop roleplaying games, leveling up in Doom is quite fast if you are doing an action style campaign. This is countered by the huge number of achievable levels in the game. If you would like the game to progress at a different or slower pace, you can use one of these alternate experience tables to level up.

Three alternate tables are presented. The first is the slow level up table, which requires an extra 500 experience for each achieved level. The next is the extra slow table, which requires an extra 1,000 experience for each achieved level. Finally, is the gradual level up table. This one adjusts leveling up based on what level you are going to. Low level characters will actually level up faster, but high level characters will level up much slower. It is up to the GM to decide what level up table they wish to use for their campaigns, but they should listen to player feedback on these matters.

Level	Normal Progression	Slow Progression	Extra Slow Progression	Gradual Progression
1	0	0	0	0
2	500	1,000	1,500	100
3	500	1,000	1,500	100
4	500	1,000	1,500	250
5	500	1,000	1,500	250
6	500	1,000	1,500	500
7	500	1,000	1,500	500
8	500	1,000	1,500	500
9	500	1,000	1,500	500
10	500	1,000	1,500	500
11	500	1,000	1,500	750
12	500	1,000	1,500	750
13	500	1,000	1,500	750
14	500	1,000	1,500	750
15	500	1,000	1,500	750
16	500	1,000	1,500	1,000
17	500	1,000	1,500	1,000
18	500	1,000	1,500	1,000
19	500	1,000	1,500	1,000
20	500	1,000	1,500	1,000
21	500	1,000	1,500	1,250
22	500	1,000	1,500	1,250
23	500	1,000	1,500	1,250
24	500	1,000	1,500	1,250
25	500	1,000	1,500	1,250
26	500	1,000	1,500	1,500
27	500	1,000	1,500	1,500
28	500	1,000	1,500	1,500
29	500	1,000	1,500	1,500
30	500	1,000	1,500	1,500
Each Paragon Level	+500	+1,000	+1,500	+1,000

Recommended Experience Scaling: Gradual Progression

It is recommended you consider the Gradual Progression experience table. Gradual progression fits both the game's power curve and character progression concept very well. At low levels, you have so much to learn, that everything is a new experience. You are forced to adapt quickly or die. It also lets you quickly move away from the 'helpless civilian' part of the game. Meanwhile, the slower progression at higher levels makes it more work to level up, which also compensates that higher level encounters tend to be larger, as characters can handle far more hard or extreme encounters per day. It also represents that character's established knowledge, that they have to work harder and experience more difficulties for every lesson.