

# GURPS®

Fourth Edition

# AFTER THE END™ 1

# WASTELANDERS™



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## About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: [info@sjgames.com](mailto:info@sjgames.com). Resources include:

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*Bibliographies.* Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

# INTRODUCTION

*Did you see the frightened ones?  
Did you hear the falling bombs?  
The flames are all gone, but the pain lingers on.*  
– Pink Floyd, “Goodbye Blue Sky”

Armageddon. The End Times. World War III. The End. It finally happened. Maybe the bombs fell. Maybe someone weaponized a virus or it just mutated out of control. Maybe our own machines rose up against us. Or maybe the dead started to walk the Earth. Either way, it spelled the death of billions and the end of civilization as we know it . . .

But that was *generations* ago! Why focus on old news like that? That’s no fun . . . not when there’s a wasteland to explore!

*They say two thousand zero zero, party over – oops,  
out of time,  
So tonight I’m gonna party like it’s 1999!*  
– Prince, “1999”

**GURPS After the End** is about boldly adventuring through the ruins of what used to be civilization. Heroes will deal with dangerous enemies, environmental hazards, and the poor wretches who always seem to need help. The focus is on exploring this new world rather than rebuilding the old – because hiding in a bunker all day and managing community resources isn’t nearly as much fun as raiding bandit camps and fighting mutants!

**GURPS After the End 1: Wastelanders** has everything you need to build a party of post-apocalyptic adventurers. The templates herein assume a 150-point game, allowing the PCs to be heroic, yet still very human. However, if the GM wants to run a game of super-mutant action heroes built on 200 points or more, there’s support for that as well, with plenty of “power-up” lenses and new rules for mutations and Freakishness! **Wastelanders** isn’t here to judge – be as realistic or as gonzo as you wish.

In addition to the templates (and the optional lenses and mutations to enhance them), **Wastelanders** provides easy rules for dealing with the dangers of this new world. This includes simplified methods for tracking Fatigue Points, dealing with radiation exposure, acquiring and maintaining gear, making every bullet count, and bartering in a world without currency. Everything you need to build your heroes is here in a single book.

It’s a brave, unexplored new world now . . . so get out there and make it your own!

## RECOMMENDED BOOKS

This book is fully self-contained; only the **GURPS Basic Set** is required to play. The GM may want to include additional gear, however, from **GURPS Low-Tech**, **GURPS High-Tech**, **GURPS Bio-Tech**, and **GURPS Ultra-Tech**. Groups wishing to add psi to their games will find **GURPS Psionic Powers**, **GURPS Psis**, and **GURPS Psi-Tech** useful. And zombie-hunters will benefit greatly from **GURPS Zombies** and **GURPS Zombies: Day One**.

### *Beyond the Apocalypse*

**Wastelanders** is useful for more than just post-apocalyptic gaming. Any modern or futuristic game can make use of the included templates and most of the lenses. The mutations (and new Freakishness trait) can easily fit into a cyberpunk or supers game, particularly a moralistic one. The simple rules for ethanol, biodiesel, and gasifier engines let modern **GURPS** vehicles run off of more than just gasoline. And the modifiers and tables for cheap, damaged, and improvised equipment can find a home in *any* game where the PCs are scraping to get by with low-end gear – from spacers trapped on a garbage planet to street kids raiding the local dump. In many ways, post-apocalyptic settings are just a look at the worst of our current times; the wasteland of **After the End** isn’t that different from the slums of the modern world.

## ABOUT THE AUTHOR

The Right Reverend Jason “PK” Levine has seen the End Times coming, my friends! He’s been granted visions of the Earth scorched and the rivers turned to dust. And that is why he has used his position as the Assistant **GURPS** Line Editor to write this tome – to guide you through Armageddon in one piece and help you survive (and adventure!) on the other side. In preparation for these events, he has moved to the easily overlooked outskirts of Chattanooga, with his beautiful wife, adoring animals, and a variable selection of family members.

*I am the scales of justice! The conductor of the choir of death!  
[firing a machine gun] Sing, Brother Heckler! Sing, Brother Koch!  
Sing, brothers! Sing! Sing!*

– The Bullet Farmer, in **Mad Max: Fury Road**

2. *Herbalist*: Naturalist (H) IQ+1 [8]-13; Pharmacy (Herbal) (H) IQ+4 [4]-16†; and Veterinary (H) IQ+2 [1]-14†.
3. *Medic*: Surgery (VH) IQ+4 [8]-16†. • *One of Poisons* (H) IQ-2 [1]-10, or Pharmacy (Synthetic) or Veterinary, both (H) IQ+2 [1]-14†. • Spend 4 points for +1 to Physician.
4. *Shrink*: Detect Lies (H) Per [4]-12; Diplomacy (H) IQ [4]-12; and Psychology (H) IQ+4 [4]-16†. • *One of Body Language* (A) Per-1 [1]-11; Interrogation (A) IQ-1 [1]-11; or Pharmacy (Synthetic) (H) IQ+2 [1]-14†.

**Secondary Skills:** Three of Area Knowledge (any) or Current Affairs (Regional), both (E) IQ+1 [2]-13; Scrounging (E) Per+1 [2]-13; or Survival (any terrain type or Radioactive Wasteland) or Urban Survival, both (A) Per [2]-12. • *Four of Beam Weapons* (any), Brawling, Guns (any), or Knife, all (E) DX+2 [4]-12; Climbing, Cloak, NBC Suit, Shortsword, Staff, Stealth, Throwing, or Wrestling, all DX+1 [4]-11; Acrobatics or Judo, both DX [4]-10; or Intimidation (A) Will+1 [4]-13.

**Background Skills:** Eight of Bicycling (E) DX [1]-10; Driving (any) or Riding (any), both DX-1 [1]-9; Cartography, Electronics Operation (Medical), or Weather Sense, all (A) IQ-1 [1]-11; Anthropology, Brainwashing, Chemistry, Expert Skill (Mutants), or Hypnotism, all (H) IQ-2 [1]-10; Biology (VH) IQ-3 [1]-9; Autohypnosis (H) Will-2 [1]-10; Observation (A) Per-1 [1]-11; or spend 1 point on any unchosen primary or secondary skill.

\* Multiplied for self-control number; see p. B120.

† Includes +4 for Healer.

## Lens

*Experienced* (+50 points): Either +2 IQ [40] or +1 DX [20] and +1 IQ [20]. • Spend an additional 10 points on advantages or to add or improve any primary skills.

## Inappropriate Skills

A few skills depend on certain things existing in the campaign. If the GM has decided not to include them, he must inform the players so they can avoid spending points on these now-useless skills:

*Battlesuit, Beam Weapons, and Gunner (Beams)*: Depend on TL9+ tech (see p. 29).

*Computer Programming and Expert Skill (Robotics)*: Depend on bots, either hostile or friendly. (Computer Programming has some use outside of robots, but not much.)

*Expert Skill (Mutants)*: Depends on mutants or zombies.

*Hazardous Materials (Radioactive) and Survival (Radioactive Wasteland)*: Depend on lots of radiation, which usually means nukes (*How Did It All End?*, p. 5).

*Professional Skill (Forester)*: Depends on gasifiers (p. 34) – and is weak if wood (whether living or dead) is especially rare.

*Research*: Depends on there being some libraries or similar buildings still standing or the occasional working computer loaded with databases.

*Skating and Skiing*: Depend on ice and snow.

If a template or lens treats an inappropriate skill as mandatory, ignore it and spend those points to add or improve any other template or lens skills.

## Customization Notes

Your primary skill set will determine the most about you. Each one suggests certain complementary advantages and skills.

*Chemist*: Charisma and Empathy will help you sell your wares or obtain raw materials – as can a Contact. Resistant to Poison makes thematic sense. Take Hazardous Materials (Chemical) as a primary skill and be sure to grab Chemistry as a background. It may be worth stealing Naturalist and Pharmacy (Herbal) from the Herbalist package, to better round out your knowledge. You're more likely to have Current Affairs and Scrounging than much Survival.

*Herbalist*: Plant Empathy meshes with your outdoorsy approach, and can warn you if the plant you're about to harvest from is dangerously mutated – and Serendipity and Gizmos can otherwise help you locate ingredients. Hazardous Materials (Biological) fits your training, though if radiation is a common outdoor hazard, you may be more familiar with it. Load up on Survival specialties and consider Biology, Cartography, and Weather Sense for your backgrounds.

*Medic*: Higher Purpose and Luck will help you heal others . . . others who may become Allies or Contacts. Resistant (or Immunity) to Disease is very useful when dealing with plague victims, and High Manual Dexterity suits a surgeon. Combat Reflexes and Daredevil fit the medic who has to patch up friends while under fire. Take a mix of Area Knowledge, Scrounging, and Survival, as your skills are needed just about everywhere – and don't hesitate to spend background points on skills from the other primary choices.

*Shrink*: If your group lacks a trader (pp. 14-15), you can be a decent "face man"; take any of Charisma, Empathy, and Reputation to get along well with others. Skills like Anthropology, Autohypnosis, Brainwashing, Hypnotism, and Observation can all represent your knowledge of the human mind.

You may want to figure out what equipment you'll need *before* buying advantages; that way, you can set aside any required points ahead of time. Before choosing disadvantages, decide if you do what you do for the highest bidder, because you care about others, or for pure research purposes.

You aren't a combat monster, so either focus on non-combat physical skills (e.g., Climbing, NBC Suit, and Stealth) or pick a balanced mix of fighting methods – one unarmed, one melee, and one ranged skill will usually do the trick.

## HULK

**150 points**

Big, tough, intimidating . . . you've been called it all. Sometimes the best way to avoid trouble in the wasteland is to look like the strongest thing around, and at 7-8' tall, you sure do! Or you may be normal-sized, but rippling with impressive muscles. This lets you tote larger weapons – from huge pieces of rebar to vehicular mini-guns – and be fairly effective even without them.

**Attributes:** ST 15 [45]†; DX 12 [40]; IQ 10 [0]; HT 12 [20].

**Secondary Characteristics:** Damage 1d+1/2d+1; BL 45 lbs.; HP 15 [0]; Will 11 [5]; Per 10 [0]; FP 12 [0]; RP 13 [0]; Basic Speed 6.00 [0]; Basic Move 7 [0]†; SM +1.

<i>Advantage</i>	<i>Cost</i>	<i>Page</i>
Sensitive	5	B51
Serendipity	15/level	B83
Shtick	1	B101
Signature Gear‡	1/item	B85 and 28
Single-Minded	5	B85
Striking ST 1-3	5/level	B88
Talent (any)	Variable	B89
Temperature Tolerance	1/level	B93
Unfazeable	15	B95
Versatile	5	B96
Very Fit	15	B55
Very Rapid Healing§	15	B79
Voice	10	B97

\* Cost has been inflated via an included Unusual Background.

† Quick Gadgeteer always requires GM permission.

‡ Provides plot protection, but no funds. See p. 28 for details.

§ Doubles your RP (p. 24) recovery rate as well as your natural HP healing.

## New Limitation: Specialized

This is a new -50% special limitation for Gadgeteer or Quick Gadgeteer. Your Gadgeteer applies only to a limited set of technologies. Outside of that narrow range, you are a normal, noncinematic engineer. You must choose what to specialize in – valid options include:

*Armaments:* Anything involving melee weapons, firearms, beam weapons, explosives, etc.

*Biology:* Anything involving diseases, mutations, physiology, medicine, etc.

*Computers:* Anything involving computers, robots, programs, etc.

*Electronics:* Anything involving circuits, relays, batteries, etc. – but not computers.

*Mechanics:* Anything involving gears, springs, wheels, etc. – but nothing powered by electricity.

*Nuclear:* Anything involving nuclear radiation, fusion, fission, etc.

*Vehicles:* All forms of transportation, though not their accessories or weaponry. This overlaps significantly with Electronics and Mechanics, but *only* where vehicles are concerned.

## NEW PERKS

A † after the perk's name means you must specialize.

*Forgettable Face:* Your face is hard to pick out or remember. You get +1 to Shadowing in crowds, and others have -1 to recognize you from pictures, recall meeting you, etc. This is incompatible with Appearance above Attractive or below Unattractive, and with *any* amount of Freakishness (pp. 25-26).

*Hand Cannon:* You can fire huge guns! Your ST is treated as one level higher for the sole purpose of meeting the ST

requirements of firearms. You may buy this perk twice, for double the benefit.

*Improvised Weapons†:* You've practiced using everyday items with a specific weapon skill, and never suffer a skill penalty when doing so. Specialize by any Melee Weapon or ranged combat skill.

*Off-Hand Weapon Training†:* You can ignore the -4 for using your "off" hand with a particular skill; you must specialize. This perk completely replaces the technique on p. B232.

*Quick Reload†:* You can reload in record time! You must specialize by reloading scheme: Belt (for machine guns), Breechloader (for double-barreled shotguns), Detachable Magazine (for most automatics), Internal Magazine (for pump-action shotguns and bolt-action rifles), or Revolver (which *requires* use of a speedloader). A successful Fast-Draw (Ammo) roll allows you to reload as a free action for Detachable Magazine or Revolver, or with a single Ready maneuver for anything else. See below for a variant.

*Quick Reload (Muzzleloader):* This specialty of Quick Reload (above) comes in levels, for 1 point/level. At level 1, a successful Fast-Draw (Ammo) roll reduces your reloading time for any *black-powder weapon* by 25%. Level 2 cuts it by 50%; level 3, 75%; and level 4 (the maximum) reduces your reloading time to just three seconds!

## SUITABLE DISADVANTAGES

Not every disadvantage in the *Basic Set* suits post-apocalyptic adventuring. In a post-apocalyptic world, many mental and physical disadvantages can be explained as stress, battle scars, or even mutation – but truly crippling problems (e.g., Blindness) lead to "heroes" who are more suited to hanging back and keeping an eye on the bunker than to boldly venturing forth into the wastes! As well, most exotic and supernatural traits are simply inappropriate . . . though the GM may always allow one or two, particularly for mutants (see pp. 25-27).

An asterisk (\*) next to cost means that a self-control number is required; see pp. B120-121. The listed cost is for a self-control number of 12.

<i>Disadvantage</i>	<i>Cost</i>	<i>Page</i>
Absent-Mindedness	-15	B122
Addiction	Variable	B122
Alcoholism	-15	B122
Appearance	Variable	B21
Bad Grip	-5/level	B123
Bad Sight†	-10 or -25	B123
Bad Smell	-10	B124
Bad Temper	-10*	B124
Berserk	-10*	B124
Bloodlust	-10*	B125
Bully	-10*	B125
Callous	-5	B125
Charitable	-15*	B125
Chronic Pain	Variable	B126
Chummy	-5	B126
Clueless	-10	B126
Code of Honor	-5 to -15	B127
Colorblindness	-10	B127
Combat Paralysis	-15	B127
Compulsive Behavior	-5* to -15*	B128

*Example:* A player wants to start with the Marlin M444 (*High-Tech*, p. 117), which uses .444 rounds. The GM doesn't want to introduce another caliber into the game, but decides to allow the gun. Consulting the statistics, it seems fairly close in power to a 7.62mm round, so for game purposes, the Marlin M444 uses that type of cartridge.

## VEHICLES

All of the TL0-8 vehicles on pp. B464-465 are available, along with any TL9+ vehicles the GM wants to include (*Tech Level*, p. 29). Gasoline, however, is no longer commonly used; see *Ethanol* (below), *Biodiesel* (p. 34), and *Gasifiers* (p. 34) for alternatives. Airplanes and most helicopters still require jet fuel, which is *extremely* rare; no price is given, because obtaining it will have to be an adventure in itself!

Nearly all vehicles found in the wasteland will be damaged goods. Anyone starting play with a vehicle may reduce its listed price by up to 80%. However, for every 10% reduction, roll 2d on this table *in front of the GM*:

**2-3 – Bad Engine:** Engine dies (effectively disabled) for 3d seconds on any failed control roll. Reroll for unpowered vehicles or repeated results.

**4 – Unresponsive:** -1 to Handling.\*

**5-6 – Mistreated:** -1 to HT.\*

**7 – No problem!**

**8-9 – Short “Legs”:** -10% to Range.\*

**10 – Wobbly:** -1 to SR. Reroll after SR reaches 0.\*

**11 – Slow:** -10% to Top Speed.\*

**12 – Unsafe:** No note or “c” (Combustible) on HT becomes “f” (Flammable), “f” becomes “x” (Explosive). Reroll after this reaches “x” (or “f,” for unpowered).\*

\* Multiple occurrences are cumulative!

The GM may also use this table to determine the state of any random vehicle. For a typical vehicle, roll 1d times. For one maintained particularly poorly, roll 2d-1 times.

### Transportation Gear

*Autogyro* (TL7): A one-seat flying machine that resembles a lawn chair on wheels with a helicopter blade above it and a propeller behind. The propeller runs on gasoline, and can thus be converted to ethanol (below) or a gasifier (p. 34). It cannot actually stall. If it drops below stall speed, the operator must descend at one yard per second until landing; this does not impose a penalty to control rolls. Needs about 25 yards of runway to take off and about five yards to land – or vertical takeoff and landing

can be done at -2 to skill. Requires Piloting (Autogyro). \$72,000 (\$9,000 × 8), 250 lbs.

*Bicycle, Basic* (TL5): A one-speed model, capable of being built with simple machining tools. Gives Enhanced Move 0.5 (Ground; Road-Bound). Requires Bicycling. \$130 (\$65 × 2), 65 lbs.

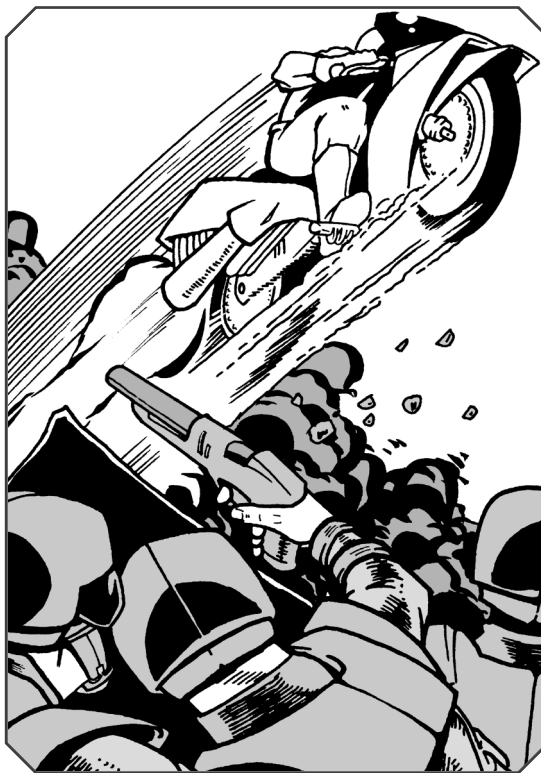
*Bicycle, Racing* (TL7): A faster, lighter, modern version, created before the end times. Gives Enhanced Move 1 (Ground; Road-Bound). Requires Bicycling. \$800 (\$100 × 8), 20 lbs.

*Hang-Glider* (TL7): A one-man, unpowered conveyance that folds for storage. Requires Piloting (Glider). \$16,000 (\$2,000 × 8), 80 lbs.

*Ice Skates* (TL3): Grant Enhanced Move 1 (Ground; Only on ice). For hiking (p. B351), ice becomes Good terrain. Requires Skating. \$60 (\$60 × 1), 3 lbs.

*Skis* (TL0): Allow normal Move across snow, half Move uphill, and up to 4×Move downhill. For hiking, snow becomes Average terrain. Requires Skiing. \$175 (\$175 × 1), 10 lbs.

*Snowshoes* (TL0): Give -1 to Move over snow (instead of halving or quartering it). For hiking, all snow is considered ankle-deep. No skill required. \$100 (\$100 × 1), 5 lbs.



### Ethanol

Vehicles that formerly ran on gasoline or diesel can be converted to run on ethanol instead. Multiply Range by 2/3; this does not affect the cost of the vehicle. To find the approximate tank size (in gallons) for a given vehicle, multiply its LWt. by 10.

Ethanol must be scavenged or traded for; it isn't *difficult* to make, but doing so economically requires a stationary setup of crops and equipment. Its value ranges from \$15/gallon in communities with a dedicated production still to \$40/gallon where vehicles are rare and alcohol is reserved for medicine and drinking. (If the GM can't decide, roll 1d+2 and multiply by \$5.) Each gallon of ethanol weighs 6.8 lbs.

Ethanol corrodes fuel lines, potentially causing long-term problems. At the end of every month in which an ethanol-powered vehicle is used, someone must spend a day working on it (with mechanic's tools) and roll against Mechanic (vehicle type or Ethanol Engine) skill. Failure or critical failure means the vehicle suffers -1 to HT. Success or critical success means it does not degrade *and* it recovers 1 point of HT lost to this corrosion (in previous months) for every 3 *full* points of success.

### New Air Vehicles Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ.	DR	Range	Cost	Locations	Stall
7	Autogyro	25	+1/1	9f	2/40	0.23	0.1	+1	1	2	80	\$72,000	EH3W	10
7	Hang-Glider	17†	+2/2	9c	0/15	0.14	0.1	+1	1	1	–	\$16,000	EWi	5

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*In twenty years the world will belong to man again;  
even if it's only to a couple of savages on the tiniest island . . .*

*– Dr. Gall, in R.U.R.*

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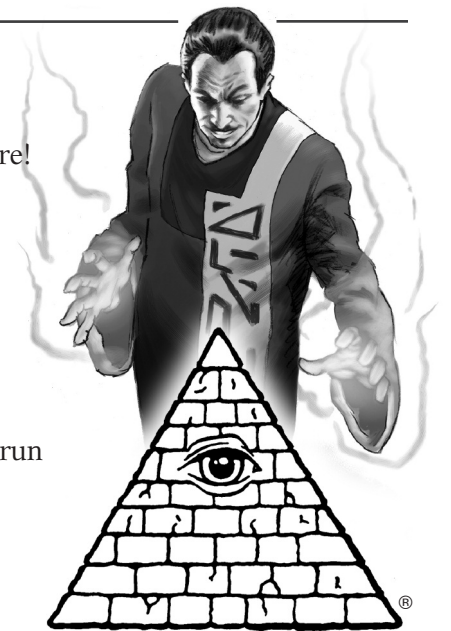
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