The future: the polar ice caps have melted, covering the Earth with water. Those who survived have adapted to a new world.

A complete campaign sourcebook

For Fallout: PnP RPG

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Introduction

Waterworld is a campaign setting designed to work with the Fallout Pencil and Paper Roleplaying Game system by Jason Mical, adapted from the computer-based SPECIAL system designed by Interplay. Although it uses the same system (with some slight modifications), the setting isn't anywhere near the familiar, Interplay-created "retro-future" of the computer games, or the original core rules - so forget places like Vault City and the Great Wastes. In fact, the Waterworld "world" is a different Earth altogether; if you have to rationalize it and work it in with "canon" Fallout locations, just think that Waterworld is on an Earth in one of an infinite number of parallel dimensions.

Although the theatrical release of the movie is the main resource for ideas presented in this expansion, it should be noted that some elements were taken from the extended, Kevin Reynolds "Director's Cut" shown on ABC television in the US. In addition, certain other elements were taken from the official novelization of the movie, and the official comic-book series that Alliance issued in 1997. Purists will likely say that the comics are "non-canon," but those location and group elements were added to increase diversity.

Waterworld takes place in the distant future: at least the year 3100 AD, if not farther. Global warming, and perhaps other factors like a nuclear war, have melted the Earth's icecaps. The entire planet is one vast ocean, unending and harsh. Humanity managed to survive, but exists in small, isolated communities that dot the surface of the planet. The oceans are populated with strange, new creatures, the product of evolution's encouraging hand - natural or otherwise.

But Waterworld is slowly dying. Without new natural resources such as woods and metals, inhabitants have been forced to scavenge what little remains from the Times of the Ancients. When something is destroyed, it is merely one more thing that can no longer serve the dwindling human population.

But nature, as a famous mathematician once said, finds a way. There are rumors of new kinds of humans - those who have begun to adapt even more to their new world. These rumors are spoken in hushed tones in Hydrobars, or in angry shouts from the pulpits of the self-righteous. Either way, the world has changed, and humanity is rising to meet the new challenge.

I. Rules Modifications

This section covers all of the changes to the base Fallout rules in the Waterworld universe. The game's mechanics are exactly the same: rolls against statistics and skills are made normally, and combat proceeds exactly as outlined in the core rules book. Note, however, that there are only two races allowed in Waterworld, and some of the skills have changed names and formulae. In addition, there are a number of traits and perks that are no longer allowed in the Waterworld environment, and several that have been added. For ease of use, the rules modifications are listed in the order those rules are found in the core rules book, and an all-new character sheet has been provided with the skills modifications summarized.

For those unfamiliar with the Fallout PnP's version of the SPECIAL system, now might be a good time to read through the character creation and adventuring process in the core rules book (Parts II and III, respectively). The following modifications use terms defined in the glossary of the core rules book, so a familiarity with those definitions will be helpful, too.

A. Character Creation

Part One - Character Concept

Aside from the obvious differences between the Fallout and Waterworld universes, character concept is unchanged. Depending on what kinds of characters a GM will allow in a campaign, Waterworld characters can come from almost every society on the planet. Before making a character background, the GM and the players should familiarize themselves with the Waterworld Campaign Setting, in Part (****), below.

On Waterworld, you'll find many of the same types of character you will find

anywhere else. Heavy hitting boxers, sharpshooters, sneaky thieves, mechanics, sailors, harpooners, spies (or scouts, if you prefer), and assassins are all different character concepts that easily fit. Most of these people will come from atolls, but there are exceptions - see Societal Perks, below.

Part Two - Race

As previously mentioned, there are only two available races in Waterworld - Humans and Mutants. Super-Mutants, Half-Mutants, Ghouls, Deathclaws, Robots, and Dogs are not racial options. Note that Mutants should in no way be confused with Super-Mutants; a Mutant in Waterworld is entirely different than its Fallout counterpart.

Humans
Humans in Waterworld are exactly the same as in the core Fallout rules. They are between 1.5 and 2.5 meters tall at adventuring age, live anywhere from 40 to 100 years, and weigh anywhere between 110 to 280 lbs. Humans have a 30% resistance to electricity, and gain a perk every 3 levels.

	STR	PE	EN	IN	AG	LK
Minimum	1	1	1	1	1	1
Maximum	10	10	10	10	10	10

Mutants
Unlike their Fallout counterparts, Waterworld's Mutants in the true sense of the word. Somehow, either through natural selection or radiation damage, a Mutant's parents DNA was changed in such a way that it would be difficult to call the offspring a Human. Mutants - also known as Mute-os or simply "Mutations" - are outcast from almost every society on Waterworld, and have no real society of their own. Therefore, Mutants live entirely as outcasts, and are forced to hide their mutations from "normal" humans. For some, this is relatively easy. For others, it is impossible. Usually, Mutants with such mutations don't survive past childhood.

Mutants are anywhere from 1 to 3 meters tall, and their average lifespan varies greatly. For most, it is the usual 40-100 years; however others, because of their mutations, may fall on either side of that range. Mutants can weigh anywhere from 90 to 340 lbs and, like Humans, have a base 30% resistance to electricity. Mutants gain a perk every 3 levels.

Mutants have one other restriction - they must choose a Trait (see below for an explanation), and that Trait must be from the "Mutants only" list. This trait represents their mutation and, as with any trait, is a double-edged sword. In the case of Mutant Traits, the better the bonuses, the harder the mutation is to conceal. Parties with a lot of Mutants showing off their mutations aren't going to last very long on Waterworld. The player can choose one and only one Mutant Trait. For a list of sample Mutant Traits, see below.

As a side note, the GM and the player can make their own "mutations." The requirements are simple: the mutation must be somewhat within the realm of scientific possibility (a tail, for example, is encoded in mammalian DNA, while feathers are not). In addition, the greater the bonus, the harder the mutation is to conceal. If that tail helps a mutant swim at a 50% faster rate, for instance, chances are it's going to be large - and very difficult to hide. All custom mutations must have GM approval before being implemented.

	STR	PE	EN	IN	AG	LK
Minimum	1	1	1	1	1	1
Maximum	10	10	10	10	10	10

Part Three - Traits and Societal Perks

Traits work exactly the same as in the core rules - a character can choose one, two, or no Traits. The exception to this rule is Mutants, who must choose at least one Trait from the "Mutants Only" list. The Mutant character can only choose one Trait from that list, and that Trait takes up one of the two available Traits. Therefore, Mutants can only choose one other Trait other than their Mutant Trait, if they desire. No one can have more than one Mutant Trait.

The other change to the core rules are

Societal Perks, listed below. Societal Perks represent a certain Waterworld society that a character belongs to. Characters without Societal Perks are considered generic, atoll-dwelling, "normal" inhabitants of Waterworld. A character can only have one Societal Perk. Think of a Societal Perk as a "trait" that can never be changed, but doesn't count as one of your two traits; much like the Slaver or Porn Star perks in Fallout 2.

All changes to specific Traits are listed below. Note that some Traits are no longer available in a Waterworld campaign.

Fast Metabolism: Unchanged

Bruiser: Unchanged

Small Frame: Unchanged

One Hander: Unchanged

Finesse: Unchanged

Kamikaze: Unchanged

Heavy Handed: Unchanged

Fast Shot: Unchanged

Bloody Mess: Unchanged

Jinxed: Unchanged

Good Natured: Unchanged

Chem Reliant: Only Mutants can choose this Trait, although it does not count as a Mutant Trait.

Chem Resistant: Only Mutants can choose this Trait, although it does not count as a Mutant Trait.

Night Person: Unchanged

Skilled: Unchanged

Gifted: Unchanged

Sex Appeal: Unchanged

Glowing One: Unavailable in a Waterworld campaign.

Tech Wizard: Unchanged

Fear the Reaper: Unavailable in a Waterworld campaign.

Vat Skin: Unavailable in a Waterworld campaign.

Ham Fisted: Unavailable in a Waterworld campaign.

Domesticated: Unavailable in a Waterworld campaign.

Rabid: Unavailable in a Waterworld campaign.

Tight Nuts: Unavailable in a Waterworld campaign.

Targeting Computer: Unavailable in a Waterworld campaign.

EMP Shielding: Unavailable in a Waterworld campaign.

Beta Software: Unavailable in a Waterworld campaign.

New Traits

Harpooner
Call you Ishmael. Your character was specially trained in the use, construction, and repair of spring-loaded and gas-loaded firearms, such as harpoon guns. However, conventional firearms - those that use gunpowder as a propellant - aren't your cup of tea. You get a 30% bonus to your Small Guns, Big Guns, or Unconventional Guns Skills when using guns that do not use gunpowder as a propellant. When using a conventional, gunpowder-propelled firearm, you suffer a 40% penalty to the appropriate skill.

Sea Legs
Since you've lived most of your life in small outposts, on boats, or on the ocean itself, your character does not suffer any penalties to movement that might be incurred from rough seas. In addition, your character can swim at a faster rate than most others; it only takes you 1 less AP to move 1 hex. Being comfortable on the sea is a disadvantage on large atolls (and some enormous vessels), where you cannot feel the rocking motion of the

waves. In these situations, the character is unsteady, and it takes 1 AP extra to move 1 hex in combat.

Landlubber
The vast majority of your life was spent on a large atoll or similar place - perhaps even the mythical Dryland - and you are well adapted to life off of the rolling of the waves. You get an extra 3 AP in combat, but those AP can only be used for movement, and only when combat is taking place on a large atoll, enormous vessel, or Dryland itself. In addition, your character gains a +2 bonus to Sequence when involved in combat where he or she cannot feel the roll of waves. When you are in the water, though, you can barely dogpaddle. It takes an extra 2 AP to move 1 hex while swimming.

Endurance Swimmer
You have an unnaturally high amount of slow-twitch muscle fibers, and can therefore swim greater distances than other people. You only need to make an Endurance check every 10 minutes when you're in the water; the drawback is that you don't swim as fast as other people, and it takes you 1 more AP to move 1 hex while you're swimming.

Speed Swimmer
You have an unnaturally high amount of fast-twitch muscle fibers, and therefore swim much faster than other people. It takes you 1 less AP to move when you're in the water; the drawback is that you tire out sooner, and must make an Endurance check every 30 seconds (every 3 combat rounds).

Societal Perks

As outlined above, these perks reflect membership in one of Waterworld's societies. Most of the time, the drawback to these perks is the same as the bonus: membership in the group.

Slaver
Your character is a member of a family that is involved in the sale of human beings. You start off wealthier than everyone else (the GM should decide just how much wealth is appropriate to the campaign), but unless you continue to participate in the slave trade - and therefore negatively affect your Karma and Reputation - your family will begin to hunt you down. Decisions, decisions... For more information on the Slavers, see the Groups section of the Waterworld Campaign Setting, below.

Mariner
The few, the proud - the Mariners. Your character belongs to the elite sailing class of Waterworld. Mariners live their entire lives sailing between atolls, trading and bartering between themselves, and the inhabitants of the floating towns. Your character gains an immediate 40% bonus to his or her Seafaring skill (after that skill is determined), but loses 1 point of Charisma. This means that, instead of 5 initial starting Charisma points, your character starts with 4 points, and can never take his or her Charisma above 9. You are great at sailing, but people skills aren't exactly your forte.

Smoker
Although Smokers almost never strike out on their own, there are exceptions. Once a member of this ruthless organization, you are now a lone wolf - or, perhaps, a Smoker spy. Regardless, you have access to a higher initial tech level at the beginning of the game - where others might have bows, you'll have a firearm. On the downside, you're hunted like a rat by the Smokers - and you're addicted to nicotine. If your character does not get a nicotine fix once every 8 hours, you'll experience withdrawal as outlined in the core rules.

Recycler
Your job on the atoll was one of the most important - you ran the recycling facilities. This means you have connections and fame on any atoll you should happen to find yourself in, and your Seafaring, Science, and Repair skills get an initial 15% bonus. Unfortunately,

you haven't had much time to refine your fighting skills. Your Small Guns, Big Guns, and Unconventional Weapons skills all start off at a 15% penalty, and your Unarmed and Melee Weapons skills get a 25% penalty.

Foundationist
Foundationists rarely leave their compound, and when they do, it is for research purposes only. Foundationist characters should be extremely rare, as it will be obvious to anyone on Waterworld that they do not belong; their skin will be pale and easily burned by the sun, and their speech patters are odd and out-of-place. Foundationists get a 15% bonus to their Unconventional Weapons, Science, and Repair skills, but suffer a 1-point penalty to Endurance. This means that your character starts with 4 Endurance points, and can never take his or her Endurace above 9. Characters with the Foundationist trait *cannot* choose a Mutant Trait.

Mutant Traits

As outlined above, Mutant Traits represent a mutation in the character - and an extra roleplaying challenge for the player. The more extreme the mutation, the harder it is to conceal. A mutant character who isn't being careful can doom herself and her fellow adventurers with one slip-up, so mutations are not to be taken lightly, either by the player or the GM. Ending up at the bottom of some atoll's recycling tanks isn't the best way to end a campaign.

Icthyosapian
Your character has developed the most obviously beneficial traits on Waterworld - gills and webbed feet. While all human fetuses develop gills at some point during their gestation, somehow, you managed to keep yours - and they work. In addition, you have an unnatural amount of webbing between your toes, allowing you to swim at a faster rate. You don't have to make Endurance checks while swimming, either on top of the water or underwater, and movement in water costs you 1 less AP per hex. Another added bonus is that, because of the way your body can absorb oxygen through water, you do not suffer any ill effects of deep-sea diving related to air (the bends, etc.) For more information, see Diving in the Life on the Water section, below.

Felisapian
Something bubbled up from humanity's massive genetic history and manifested itself in your eyesight: you have an unnaturally high amoung of rods in your eyes. This means that you can only see in black-and-white, but like a cat, you can see perfectly in all but absolute darkness. Your pupils reflect this mutation; like a cat's, they are slitted in high light and get wide and glassy in the darkness. Anyone looking at your eyes will notice they are *not* normal. Light modifiers in combat, and for adventuring purposes, are completely ignored, except when you are in absolute darkness - either at the bottom of the deepest parts of the ocean, or in a completely enclosed area such as a deep cave or solitary prison cell.

Canisapian
Although the expression "nose like a bloodhound's" has lost some of its meaning on Waterworld, as bloodhounds have been extinct for hundreds of years, it might fit your character perfectly. Genetics has endowed your character with a super-keen sense of smell, which includes the ability to sense things that normal humans cannot, such as enemies hiding behind walls and other hidden dangers. Because of this, your nose, although human in appearance, is about three times the size of a normal human nose, and whenever your character smells something out-of-sorts, he or she makes an involuntary "snuffing" sound, like a dog on the scent. Try explaining *that* to the local sheriff.

Orangusapian
It's long been known that humans have vestigial tails, and occasionally children are born with a short, non-functional model, but somehow your character got a larger share of simian DNA that the rest of Waterworld's inhabitants. Your tail is not only functional, it is strong and well-trained. You can control it like a third hand, using it to balance yourself as well as climb or hang from high places. Your character gets a 1-point bonus to Agility, and the maximum for that Statistic becomes 11 (meaning you can raise your Agility beyond the normal racial maximum).

Saurisapian
Reaching far, far back in our evolutionary history, your genes manifested an unusual trait; instead of normal, mammalian skin, you have a more reptilian, scaly hide. While you still have normal hair on your head and body, your skin looks incredibly dark and almost green in color. A close inspection will reveal that, indeed, you have raised reptilian scales instead of skin. The good news is that your skin protects you far better than your human friends, giving you a 10-point bonus to your Armor Class. The bad news is that everyone is going to want to make boots out of you - or, perhaps, just make sure you don't live to pass on your genes.

Sodiosapian
One of the most beneficial and potentially least-revealing mutations, your genes have developed to the point where your body can process the high amounts of sodium in seawater to allow you to drink it without any harmful effects. You don't need normal hydro to survive at all, removing one immediate and pressing need from your to-do list. In fact, although it should never be a problem, you *need* to drink seawater at least once a day, as your body is reliant on the sodium content. Everyone on Waterworld knows that drinking seawater will kill you, so partaking of this beverage when around others will immediately arouse suspicion and mistrust.

Ferrousaian
No one is quite sure where this genetic trait came from, but somehow your DNA includes a few genes that tell your body to produce small claws on the ends of your fingers. These four-inch claws are razor-sharp, and you never need to worry about being without a weapon. Unfortunately, that isn't going to matter if some nosy atoll-dweller gets a good look at your hands.

Ferrous Claws
Min. ST: N/A W: N/A Dmg: MD+5 Rng: 1 AP S: 3 T: 4 B: N/A

Platysapian
The name is probably misleading, but this strange genetic mutation has given you large paddles instead of feet. Each about a foot-and-a-half long, your swimming ability is greatly enhanced, but as you can imagine, walking on land is a bit of a chore - not to mention the problems involved in dancing, or just trying to keep them out of sight. Swimming takes you 2 less AP per hex when you choose this trait. Walking (or waltzing) on land takes you 2 more AP to move 1 hex than normal, and someone's bound to notice your unusual gait.

Heliosapian
Like a dolphin or a whale, you can store large amounts of oxygen in your body for extended dives. Your skin and muscle tissue has several "pockets" where you can store air when you dive underwater; of course, it is obvious to anyone watching, as your chest, arms, and thighs will bloat up like balloons. Your body returns to normal as you slowly exhale the air, and when utilizing this ability, you can go five minutes, or 30 combat rounds, without making an Endurance check while swimming.

Venusapian
Not necessarily a genetic trait but an environmental adaptation, your character needs far less oxygen than normal to continue cellular activity. This means that you can walk in areas where there is little-to-no oxygen - such as a burning room, or a tank full of fumes - and not suffer any ill effects. Chemical weapons and other toxic vapors, such as smoke and gas clouds, only do half their normal damage to you. Of course, explaining *how* you were able to crawl out of the belly of an oil tanker when everyone else died might take some creative engineering on your part.

Part Four - Statistics

Primary Statistics

Primary statistics are determined as normal; note that some Traits change maximum amounts for statistics, and starting values for those stats. Be sure to remember to apply those changes when shaping your character.

Secondary Statistics

Secondary statistics are determined as normal.

Skills, including choosing tag skills, are all determined as normal, with two exceptions. Energy Weapons skill has been renamed "Unconventional Weapons," as there are no energy weapons in Waterworld, and Outdoorsman has been expanded and renamed Seafaring. For a detailed explanation of these revised skills, see below. Note that Pilot skill covers the physical act of sailing a boat or driving a jetski, but not actually navigating it. Also note that the renamed skills use the same formulae outlined in the core rules for the skills they replace.

Unconventional Weapons
This skill covers the basics of firing, maintaining, and reloading weapons not covered in either Melee, Small Guns, or Big Guns skills. These weapons include harpoons and any other gun that doesn't use conventional propellants, as well as certain advanced fishing devices.
Initial level: Starting Unconventional Weapons skill is equal to 0% + (2 X AG). Average characters start with a 10% Unconventional Weapons skill.

Seafaring
Seafaring covers the arts of survival on the surface of Waterworld. Seafaring knowledge covers all the basics: navigation, rigging a boat, harvesting clean hydro, knowledge of different marine animals, fishing, and any other survival skill. It's always good to have at least one party member who knows something about navigation and life on the open waves; without him, you're just a sitting duck, sailing in circles, and likely to die due to lack of water and food.
Initial level: Starting Seafaring skill is equal to 0% + (2 X (IN + EN)). Average starting characters will have a 20% Seafaring skill.

Part Six - Finishing Touches

Finishing touches are pretty self-explanatory and are the same as detailed in the core rules.

Combat

Combat, and vehicle combat, is preformed exactly as outlined in the core rules book, with a few notable exceptions. There have been some additions to ship-to-ship combat, and there are now rules for crashing on the water. Previously, there were no rules for crashing, only capsizing, and those rules have also been expanded, below. Note expanded rules for sailing and swimming in Life on the Water, below, that might have some bearing on vehicle combat. Also note rules for darkness and depth, below, that will also have some bearing on underwater combat.

Light Modifiers to Underwater Combat

Water isn't necessarily the best conductor of light particles, and being underwater reduces the effects of the daylight overhead. For every two meters of water between the diver and the surface, to-hit rolls suffer a 1% penalty. At 70 meters, that's a 35% penalty to the to-hit roll. Note that these penalties are added to penalties rendered from weather, sunlight, and moonlight as outlined in the core rules. Of course, a light source such as a flashlight or underwater flare can negate some or all of the penalties for lack of light underwater. For more information about diving, see below.

Battles on the Waves

Notes about Vehicle Speed

On the water, vehicle speed and windspeed isn't measured in kilometers per hour; rather, it is measured in nautical miles per hour, or more simply, knots. A vehicle's top speed is given in knots, and is affected by wind speed and direction, and other factors such as damage. Converting knots to KPH is relatively simple, as is figuring out how many hexes a vehicle moves in a round. Use the following formulae:

Knots to KPH:
Speed in Knots X 1.392 = Speed in KPH
Movement in One Round
Speed in Knots X 2 = Meters (hexes) traveled in one round

Vehicle Systems for Watercraft

Since the overwhelming majority of vehicles on Waterworld are boats and similar watercraft, some modifications are necessary for calculating damage to vehicular systems. Instead of the five basic areas outlined in the core rules, each class of vehicle is broken down into one or more systems, depending on the class. For complete lists of vehicles in each class, see the Vehicles heading under Equipment, below. Rudders are an exception, and rules for destroying this invaluable device are outlined below.

Rudders

Not all boats have rudders, but many larger vessels, especially those powered with propellers, do. If a boat has a rudder, that rudder can be destroyed, rendering the craft uncontrollable until repaired. It can be assumed that a rudder has about 10% of the hull's total hit points; therefore, if the hull of a boat has 100 hit points (which is a fairly weak vessel), then the rudder has 10 hit points itself, *in addition* to the hull's total hit points. In the example above, if the ship had no other systems, the ship's total hit points would be 110. The rudder cannot be hit unless the attacker makes a targeted shot; even then, the attacker must be in sight of the rudder. If the rudder is underwater, the attacker must somehow find a way to get within attacking range and the appropriate depth.

For this reason, rudders are exceptionally difficult to destroy in combat, especially when dealing with large, ship-to-ship weapons that cannot be targeted. Although it is possible to render a ship uncontrollable in such a way, it is far easier to destroy a rudder before combat actually begins, either by using explosives, tools, or some other form of sabotage.

As stated above, a ship whose rudder has been destroyed - *all* of the rudder's hit points removed, and not a hit point less - cannot change course, and must continue in a straight line without turning. Note that the rudder, when destroyed, is obliterated, not disabled, so the boat will just go straight, not in a circle.

Boat Types

Simple Boats

Simple boats have few or no moving parts, and include canoes, rowboats, and diving bells. Simple boats do not have systems; all hit points are concentrated in their hulls.

Sailboats

Sailboats harness the wind using large sheets of cloth as their source of propulsion. Although there are many kinds of sailboats, most are divided into two systems: the hull and the sails and rigging. The sails and rigging is byfar the more delicate of the two systems; if the sails are damaged or the rigging destroyed, a sailboat becomes difficult to control or, worse, dead in the water.

Powered Boats

Power boats come in all shapes and sizes, ranging from a one-man jetski to a 100-crew cabin cruiser. Some sailboats contain power propulsion systems as backups; in that case, the sails and rigging are added as an additional system to those below. Powered boats are divided in much the same way that a land vehicle is divided; they have a hull, some kind of propulsion such as propellers or an inboard engine, the engine itself, and a control system that is linked to the rudder. Note that these are, in fact, all separate from a rudder, if one exists (and, in most cases, it will).

Capital Ships

Capital ships are loosely defined by their size, tonnage, and crew size. Basically, a capital ship is any boat that carries 100 or more people. While there are, no doubt, some capital ships that use sails, it is not the most efficient method to move an enormous boat around, and the overwhelming majority of capital ships use some kind of power system. For this reason, they have the same systems that powered boats do, just on a much larger scale.

Damaging or Destroying Ship Systems

Below is a chart detailing effects of damage and destruction on various ship systems. Note that when the hull and sails are both damaged, the ship's speed

is slowed first by the sails, and then by the hull. Therefore, if the sails were 50% gone, that would be half the normal speed; and then the hull damage would be a percentage of *that* speed. If a ship that was traveling at 50 knots lost half its sails, its speed would drop to 25 knots.

System	Effect
Hull	Ship's speed is slowed by a percentage equal to the percentage of damage the hull has taken; if the hull is 70% destroyed, the ship can only move at 30% its usual speed.
Sails	Ship's speed is slowed by a percentage equal to the percentage of damage the sails and rigging have taken; if the sails are 70% destroyed, the ship's speed is slowed by 30% its usual speed. This has the effect of lowering a ship's maximum speed. - for this reason, sail damage is calculated and deduced before hull damage.
Rudder	When the ship's rudder is completely destroyed, the vessel can no longer change course.
Control	The ship can no longer be controlled, and will be at the mercy of the wind, the waves, and the currents. Note that the ship is stuck in whatever throttle position it was last set to, and can no longer change direction. Unfortunately, if the ship has a rudder, then the ship continues in whatever direction the rudder was last turned; this could mean the ship will travel in circles. The ship begins to slow down and is adrift. It can still steer, use oars, or use sail power, if applicable.
Propulsion	
Engine	The ship stops dead in the water, and must find another form of propulsion. There is also a 30% chance that the engine explodes, doing damage equal to 1d10 X (2 X Tonnage) to all systems and all people unlucky enough to be on board.

New Vehicle Combat Techniques

Fighting on the open sea has led to the development of different hazards and fighting procedures than land-based vehicle combat. Some are just modifications of land-based rules, while others are new to ship-based fighting.

Crashing on the Water

Disregard the statement "sea vehicles do not crash" in the core rules book; when a boat crashes into another boat, a wall, or a rock, passengers will suffer the same effects as when on land. However, instead of rolling 1d10 for every 10 KPH, roll 1d10 for every 15 knots, rounded down. Therefore, if a ship is traveling at 32 knots and crashes, everyone aboard takes 2d10 points of damage. Broken limbs are rolled for using *one half* of the vehicle's speed in knots; head wounds happen only on a critical failure or 2% or less. If the passengers are able to brace for the impact, damage from the crash is halved *after* it is determined.

Ramming

While not the most elegant means of destroying an enemy vessel, ramming is one of the most effective methods to sink the other guy. Ramming, as you might imagine, involves smacking the front end of your vessel, either intentionally or unintentionally, into another ship, an atoll wall, or a creature that is either large enough or dumb enough to sit still while you hit it. Unless your ship has a ram on the front, you also damage your boat in the process, but sometimes this is preferable to losing a combat altogether - or, if your ship is on the verge of sinking anyway, it's a great way to go out with a bang.

In order to ram an object, you have to be pointed at it, and navigate your way into it. Of course, this means that the object has a chance to respond, and in most cases, will try to get out of the way. If your ship manages to connect with your target, the target takes damage equal to Xd20, where X is equal to your ship's Tonnage plus one-tenth of it's current speed, rounded normally. Therefore, if you were sailing a 20-ton boat at 44 knots, you could ram something for 24d20 points of damage. Your boat

takes one-quarter (25%) of the actual damage incurred to the other vessel, but that damage is concentrated just in the hull. In addition, passengers on both ships must make rolls for crashing on the water. If the ramming vessel is equipped with a ram - a large device specifically designed to punch holes in walls and other ships - then the ramming vessel takes no damage, although its passengers still roll for crashing damage.

Grappling Another Ship

Although harpoons are primarily used for hunting large animals such as Whalephins, a specialized harpoon, called a grapple, is used to latch onto other ships. There are two kinds of these grapples; the personal kind, which a character holds in her hand, and the ship to ship (or StS) kind, which is attached to another boat. The personal grapple is small and can easily be held in the hand or attached to something like a bandolier or belt; the StS model is huge and can tear a large hole in another ship's hull. Grappling has two effects: first, depending on the size of the vessels, it allows one ship to begin pulling the other; second, and it adds extra weight to the target ship, slowing it down or pulling it along (see Boarding, below). When two ships are grappled together, whichever ship has the greater tonnage will begin to pull the smaller ship; the ship that wins this contest is then slowed by *one-half* of whatever percentage the smaller vessel is of the larger's total tonnage. That means that if a 50-ton catamaran were to grapple onto a 200-ton ironclad, the ironclad's top speed would then be reduced by one-half of 25%, as the catamaran is 25% of the ironclad's total weight. In other words, of the ironclad's top speed was 40 knots, it would be reduced to 35 knots as it was dragging the other ship behind it.

Note that grappling works both ways; smaller ships can begin to weigh larger ships down, slowing their escape, and larger ships can drag smaller ships around, pulling them off-course. Once the grapple is attached to both ships, it doesn't matter which ship fired the hook, everything is determined by weight.

Of course, it is possible for the crew of the target ship to remove a grapple; such an action requires two combat rounds worth of time and two sequential, successful Strength checks, one each round. If a Strength check fails, the crewman can attempt to remove the grapple in the following round. If two crewmen each make successful Strength checks in one round, the grapple is removed. Note that the grapple falls out at the beginning of the next round of combat.

Boarding Another Ship

When you don't want to destroy your opponent's vessel, but still want to kill him or take his stuff, you are going to have to board his ship to do it. Boarding can be difficult, especially if your enemy doesn't *want* you on his ship. In order to board a moving vessel, you must fire, at a minimum, three StS Grapples into his hull (see Unconventional Weapons in the Equipment section for more details on specific grapples). Then, you must reel in the grapples until your ship is alongside of his, which can take quite a while. Then, when close enough, you must have a gangplank of appropriate length to bridge the gap between the ships (or a loose piece of rigging, or a mast, or something similar). Then, you must cross the gangplank and board the enemy ship.

Of course, as outlined above, your opponent can remove your grapples. He can also destroy or remove your gangplank as you come over. As a last resort, he can gang up on you once your boarding party crosses the gangplank, easily cutting you down, as only one or two people at a time can usually cross a gangplank. In other words, boarding is something that is best done once you have eliminated a large part of your enemy's crew, and/or you have a large enough crew of your own to survive the process.

Turning in Combat

Ships turn like normal vehicles, but some ships cannot handle the stress of a fast turn. A turn at more than half of the ship's top speed requires a roll against Capsizing, outlined below, but *only* if the ship does not have a keel or other support system.

Capsizing

Although capsizing is always a concern on the ocean, certain craft are more prone to tipping over than others. Crafts without keels or other means of steadying themselves are at a far greater risk of tipping over than their advanced counterparts; if a craft has no keel or support system, it is noted in the vehicle's description. Adventures will stipulate at which points rolls against capsizing should be made; these rolls are modified rolls against the current driver's Pilot skill. If the craft has no driver when such a roll needs to be made, it automatically capsizes.

Every craft has a CAP rating: this is the bonus (or penalty) to the Pilot skill required when making a roll against capsizing.

Rolls against capsizing should be made during inclement weather, rough seas, hard rains, vicious combat, and hard turns.

C. Life on the Water

This section details important information about life on Waterworld, including rules for sailing, diving, and other important watersports. It also contains overviews of different societies on Waterworld as well as other good things to know about life at sea. Basic skills like setting traps and sneaking around are all covered in the core rulebook; what you will find below are additions and changes to those rules. Modifications, when necessary, were made to reflect the differences between the Fallout universe and the Waterworld universe.

Energy, Gas (Petrol), and Power

Unlike the Fallout universe, vehicles and items do not use energy cells in Waterworld; it is assumed that the cataclysm happened before these things could be invented. One of the reasons sail power is so popular is that gasoline (petrol to our European readers) has become an excruciatingly rare commodity, worth almost as much as premium dirt. To make matters worse, most of the oil and gas (or go-juice) reserves lie in the hands of Smokers and Slavers. For this reason, it is rare to find a gas-powered motor anywhere but in the hands of these groups.

The atolls and mariners, however, have turned to alternative energy methods. One thing that is never in deficit in Waterworld is wind, and most, if not all, atolls have some kind of wind-harnessing power station to drive motors, lights, recycling facilities and, in rare cases, refrigeration. Mariners use wind power generators to maintain powered parts of their boats, like small, battery-operated motors, distilleries, and even greenhouses.

A much more common system, especially for moving large objects like town gates or rigging on a boat, are elaborate pulley-and-weight motors. While these are much easier to repair and maintain than wind-powered engines, their complicated nature means they are harder to construct, and require much more space.

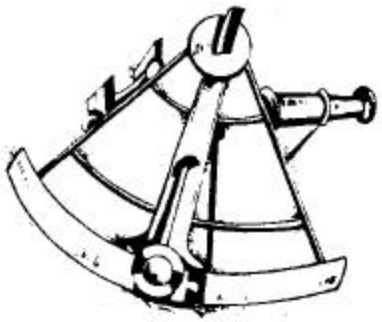
Maps and Navigation

Maps of Waterworld are fairly useless after periods of more than six months, as currents and winds tend to blow atolls around and keep them in only the most general of areas. While there are distinct climate zones, with seas turning icy-cold near the poles, for the most part, Waterworld is unbroken ocean and can be difficult to navigate due to lack of permanent landmarks. How the GM decides to handle navigation is completely up to him or her; the characters, on the other hand, always assume they are navigating correctly when attempting to find their way. Outlined below are two possible methods for navigating around Waterworld; one is simple, and helps to ease gameplay, while the other is more complicated but far more immersive in the nautical environment.

The easiest method of navigation is to roll against the navigating character's

Seafaring skill. A successful roll means they are on the right course; a failure means they have strayed off course. How often you require these rolls is up to you; once per day, or once per journey are both acceptable. The more often the rolls are required, the more realistic things are. If a character makes one or more unsuccessful rolls and then makes a successful one, he or she will notice immediately that the craft is off course. Another successful, secret Seafaring roll must be made immediately to determine if the navigators can get back on course. If *that* roll is unsuccessful, then the characters might be in for a real treat as they try to bumble around a featureless landscape.

Of course, if the party doesn't trust their navigator (IE, if he or she keeps getting lost), then more than one character is allowed to make the navigation roll. If both rolls fail, the characters can agree on the wrong route; if both succeed, they agree on the right route. If one fails and once succeeds, the GM should not tell the characters which one is right, only inform them of their difference of opinion and watch the bickering commence.



Astrolabe

Another method of navigation requires a little more work from the players, but can be a fun diversion from combat - plus, it is far more realistic. Sailors use a device called an astrolabe to take sightings of the sun and moon, called "shooting the sun" and "shooting the moon" respectively. Sun sight and moon sights are taken either at noon or midnight, depending. The astrolabe is positioned so that the celestial body is directly in the device's viewfinder, and the measuring bar sits directly on the bottom of the object. Sailors would often take multiple sights in a day, guaranteeing accuracy when there was no clock to keep track of exact noon and midnight. From these sightings, and a notion of the time of year, the sailors can determine the latitude at which they are currently sailing. With a semi-precise latitude, it will not be difficult for the sailor to determine longitude, based on the speed at which the craft has been traveling and the time since the ship left port.

In gaming terms, it might be best to have a map or chart of the surrounding area; crude maps will do fine, although there should be some scale on them to help the players determine distance. Two flat rulers to lay across the map will also be helpful, and will add an element of realism. When the players decide to shoot the sun or moon, the GM secretly rolls the Seafaring skill. Success indicates the character calculated latitude correctly; the GM can then place one of the rulers down over the map across the proper latitude line (for those that flunked basic geography, latitude lines run up and down on a map - the International Dateline and the Greenwich (Prime) Meridian are both latitude lines). It is then up to the players to determine, either through skills or actual calculations, how far they've come from port, and then use that distance as a hypotenuse of a right triangle. The other side of the triangle is the second ruler, which determines the craft's longitude - and coordinates on the map.

Should the character fail the roll to determine latitude, the GM places across the map at an incorrect latitude; how far from the actual latitude is up to the GM. If the roll failed by a large amount, then the GM might want to consider placing the ruler further than a smaller failure. This can completely throw a ship off course, especially if the error is not caught in a day or two.

Of course, shooting the sun and moon depends largely on a lack of cloud cover. If the characters cannot make an exact measurement due to clouds, the GM should add penalties to the Seafaring roll. Note that shooting the sun and moon must be done exactly at noon and midnight respectively (although various sightings throughout the day will help assure the navigator a closer-to-noon sighting), and can obviously only be preformed and rolled for once a day (or night).

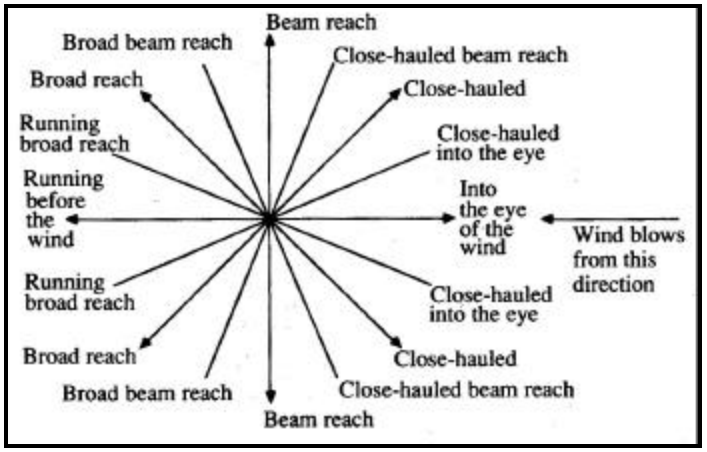
Sailing, Rigging, and Winds

Not all boats rely on sails as a form of propulsion. Those that do are largely at the mercy of the winds, which are erratic and can change at any moment. Wind speed on Waterworld is measured in knots; a sailboat's maximum speed is based on a percentage of the current windspeed, and, of course, the direction the ship is traveling. Each ship's speed is given in the vehicle's description in the Equipment section, below.

There are two kinds of ships: those that are square-rigged, and those that are triangularly-rigged. The advantage of square-rigged ships is that they can catch the wind better and are therefore usually a little faster - or bigger - than their triangularly-rigged counterparts. The drawback to these boats is that their direction and speed is largely limited by which way the wind is blowing. Because their sails are stationary on their masts, their best point of sailing is broad reach, or slightly turned from the wind. A triangularly-rigged ship, on the other hand, has the option of rotating its sail around the main mast, allowing it to catch the wind from almost any direction; therefore, these ships can perform a maneuver called "tacking," and sail almost directly into the wind. A square-rigged ship attempting the same thing would likely be blown backwards. Therefore, while square rigging is the easier type of rigging to construct, and is better for hauling large amounts of cargo, a triangularly-rigged ship can travel faster in less wind, and has a far greater maneuverability.

Some sailboats have two sets of sails, specifically designed for different conditions. Smaller sails allow triangularly-rigged ships to tack at higher speeds, and so forth. It requires a crew or machinery to change sails, especially if it needs to be done in a hurry. Different sail configurations, and their modifiers, are found in the Enhancements section of the Equipment lists, below.

The chart below shows the different terms used to describe directions a ship can travel, according to which direction the wind blows from. Each ship has a "best point of sailing," which describes which direction the sailboat must travel to achieve its maximum speed. Penalties to speed are different for each type of ship, and are described on the charts below:



Square-Rigged Ships

Reach	Penalty
Running	-10%
Broad	0%
Beam	-40%
Close-hauled	-80%
Into the Eye	-110%

Triangularly-Rigged Ships

Reach	Penalty
Running	0%
Broad	0%
Beam	-10%
Close-hauled	-25%
Into the Eye	-80%

Tacking is the method by which a triangularly-rigged ship can sail more or less into the wind. The helmsman (or helmswoman) turns between the two close-hauled points of sailing, attempting to minimize the time the ship spends sailing "into the eye" and keeping the ship on a roughly zig-zag course, into the wind. The example below shows how a ship would travel if tacking.

```
*   *   *   *   *   *   *   < —— Wind
  *   *   *   *   *   *
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Changing Sails

Occasionally, your ship can be outfitted with different kinds of sails for different situations. When raising or lowering sails, or changing sails, it

takes one character 4 complete rounds (40 seconds) to perform the task. At the *end* of the fourth round, that character must make a successful roll against Seafaring to determine if the sails were raised successfully, or if something got fouled up. Note that adverse weather conditions might call for a penalty to this roll.

Should the sails get fouled, it will take an additional complete round of combat to fix them, and another successful roll against Seafaring.

Trading, Barter, and Currency

Waterworld's economy is primarily based on a system of barter and exchange. Goods are bartered in the normal method described in the core rules, with one exception: there is no real form of currency accepted on more than one atoll, except pure dirt or pure water.

Atolls will issue their own currency, sometimes called dollars, chits, or clams, which represent deposits made into a "bank." The bank isn't actually a bank per se, but handles the influx of dirt into the atoll's farming and recycling centers. When a trader brings a certain amount of dirt to the atoll, the bank will issue the trader an amount of chits equal to the value of the dirt. Of course, this transaction is open to the same kinds of bartering that occurs in normal trades. For more information, see the core rules.

Other trades, such as goods-for-goods or hydro-for-goods, are handled in the normal manner described in the core rules. Hydro is worth about 1 unit per fluid ounce. For comparison's sake, a can of soda usually has 12 fluid ounces in it.

Pure dirt is also worth about 1 unit per ounce. An ounce of dirt is about equal to a tablespoon. Dirt can vary in quality; pure dirt has no sand or rocks in it. Most dirt used for trading purposes is pure dirt, while most dirt characters will encounter is likely to have some rough material in it.

Water, Hydro, and Dehydration

Strange as it may seem, water is an enormous concern on Waterworld. Even though Waterworld's inhabitants live their entire lives on boats and floating cities, as the old saying goes, "water everywhere, and not a drop to drink."

Drinkable water, what inhabitants call "hydro", is a precious commodity. Water is either distilled through a waste recycler, or collected during rainstorms. In some areas, rain is unpredictable and sporadic, and atolls in those waters can go months without rainfall. Therefore, pure water can be as valuable as pure dirt.

In game terms, it is important that characters drink at least half a liter of hydro per day; when characters cannot consume this minimum, they begin to suffer from dehydration. For each day past the first when the character does not get enough hydro, that character begins to lose 1 point to his Strength and Endurance Statistics, per day. When those statistics *both* drop to 1, the character goes unconscious and becomes delusional. The character will then die in the number of days equal to their original Endurance total before dehydration began. When dehydrated characters get sufficient amounts of hydro, they begin to recover their Strength and Endurance at a rate of 1 point per day.

Playing Underwater

Waterworld isn't entirely above the surface of the ocean. For the few that know about it, there is an entirely different world below the surface of the waves; a world not only of fish and other marine creatures, but the shattered planet and the remains of the civilization that caused the cataclysm. For this reason, and many others, people often find it necessary to spend large amounts of time underwater. Whether it is diving for dirt or swimming under a ship to drill a hole in its hull, diving and swimming underwater works much the same as swimming on the surface. Base movement rate is at 3 AP per hex, with modifiers, if necessary, and rolls against Endurance are made normally as described in the core rules. The swimmer can only stay underwater for a short time without some necessary equipment. Also, visibility underwater is limited unless the diver

uses some kind of eye cover and, if needed, a light source.

A character can hold his or her breath for 1 combat round (ten seconds) times their Endurance. Therefore, a character with an Endurance of 4 could hold their breath for 40 seconds. After that time, the character begins to take damage, and must make an Endurance check each round to avoid blacking out; if the character fails one of those checks, he or she is out cold, has inhaled water, and begins to sink, but still takes damage as described below. For every round the character goes without oxygen, he or she takes damage at a rate of 2 HP for the first round, 4 HP for the second, 8 HP for the third, 16 HP for the fourth, and so on. If the character's hit points drop below zero, that character will die unless someone fishes him out *within three rounds* and resuscitates him with a successful roll against First Aid or Doctor.

Something to remember when swimming and acting underwater - especially in combat - is that it is a three-dimensional world, unlike the normal, mostly two-dimensional realm of regular combat. This can make tracking the combat on a hex-sheet extremely difficult, but clever GMs will likely find a solution to this potential problem.

Depth and Pressure

Depth and pressure is another concern underwater. The further someone dives, the more water is on top of that person, and the more pressure is built. A little bit of water pressure won't hurt, aside from making an unpleasant "pop" in the diver's ear. A lot of water pressure, or a sudden change in pressure, can be lethal. Divers refer to this condition as "the bends," where nitrogen in the person's veins begins to expand and collect at joints, causing terrible pain and twisting the body, when the person hasn't spent enough time equalizing pressures on ascending - incidentally, a phenomenon that helped prove Boyle's law.

Although conditions largely determine how deep a person can dive, equipment is a much larger factor. A pressurized suit or submersible can easily dive for 300, 500, or even 1000 meters, depending on the suit or sub and the amount of oxygen it carries. People, on the other hand, usually can't make it past 30 feet using flippers and snorkeling gear. To go any deeper requires either a rebreather or a form of SCUBA gear.

Neither the rebreather or SCUBA gear will take care of the problems associated with pressure, however. A person using SCUBA gear can conceivably dive up to about 70 meters, depending on the size of the oxygen tank. On the way up, however, the diver must ascend no faster than 10 meters a minute, or a little less than 2 meters per round. In addition, the diver must make stops at 13, 10, and 7 meters to equalize pressure. Those stops must be no less than 4, 9, and 14 minutes respectively. Therefore, diving is as much about budgeting oxygen as it is finding dirt, especially in Waterworld. A diver who went no deeper than 10 meters does not need to depressurize.

If a character ascends faster than a rate of 2 meters per round, or takes less than the minimum time to depressurize, that person has a chance equal to twice the depth to which he or she dived that the person will suffer from The Bends.

The only way to ease the effects of The Bends is to get the person into a pressurized chamber. Unfortunately, pressurized chambers usually aren't a priority in resource-hungry Waterworld. If no chamber is available, the character suffers 1d10 points of damage per round and in completely incapacitated. Her Armor Class drops to just what she is wearing (no Agility bonus), and she rolls about in a 1-hex radius from where she lays. An Endurance check is made each round; success indicates the player takes half of the damage shown on the dice. After six successes, and six rounds of half damage, the condition goes away, although the player will still be incapacitated and in great pain for another 1d10 rounds. Note that the six successes do *not* all have to be in a row.

Another nasty side-effect of diving is something called narcosis. Also referred to as the "rapture of the deep," narcosis is a strange, surrealistic high that divers get from the nitrogen mix in their breathing tanks. The deeper a diver

goes, the worse the condition can get. Every 10 minutes, the player should roll an Endurance check, with a -1 penalty for every 40 meters between himself and the surface. A character at 80 meters would therefore make an Endurance check with a -2 penalty. If the check fails, the character begins to suffer from narcosis. This is an excellent chance for the player to roleplay actions that his character would not normally perform. The effects can range from a harmless high to dangerous and deadly hallucinations; in one case, a diver died because he tried to give his oxygen mask to a passing fish. Narcosis disappears as a diver begins to surface.

Vision and Light in the Deep

Water not only conducts light poorly, but human eyes aren't attuned to seeing underwater very well. When trying to see underwater, a character suffers a -3 penalty to their Perception (note that any Primary Statistic cannot go lower than 1), unless that character is wearing goggles or some kind of mask. This penalty affects many things, from to-hit rolls to noticing enemies to detecting potential traps.

Light is another matter. As stated previously, penalties begin to add up when diving deeper; after 300 meters underwater, no discernable sunlight penetrates the ocean, even in broad daylight overhead. This means that characters will need to bring some kind of artificial light source. Many pressure suits and submersibles some with some kind of built-in light; whether or not it works is another story entirely.

Falling Damage and Falling Into Water

One oversight in the core rulebook is the lack of information regarding what happens when a character falls off of a high surface. Falling is usually a very bad thing, unless the player plans on falling onto something soft and cushy. Falling onto a hard surface, however, will cause damage and probably a few broken limbs.

For every 10 meters that a character falls, the character sustains 2d10 points of damage. If a character fell 30 meters, she takes 6d10 points of pain-inducing damage. In addition, the character has a chance equal to twice the height, in meters, of breaking a limb (or cracking their skull). The poor soul who fell 30 meters has a 60% chance of breaking something. What exactly the character breaks is up to the GM; it might be based on how badly the character failed the roll. If the character failed by only a few points, then she might have only broken an arm. If she failed by quite a few points, she might have broken two arms. If the character makes a critical failure (a roll of 3% or less), the unlucky sot landed on her head, and takes an additional 8d10 damage and (if still alive) is knocked unconscious for the number of rounds equal to the damage incurred from the head wound.

Falling onto water is a little different story. Water tends to give a little more than solid earth, especially when the falling person's velocity is low. A character can fall up to 50 meters onto water and needs only to make an Agility check; failure indicates the character landed incorrectly and had the wind knocked out of him. He must struggle for one round to regain his breath before he can take action. Struggling takes place the next complete round after the fall; treat this as a loss of remaining APs for the current round and a total loss of APs for the next round. Characters falling from greater heights begin to take damage normally, but height for damage purposes should be calculated from 50 meters up instead of the water's surface.

Experience and Advancement

Leveling Up

Leveling up in a Waterworld campaign is the same as it is in a regular Fallout game. There are some perks that are no longer available, others that have changed, and a few brand-new perks.

Perks in Waterworld

The following is a list of perks from the Fallout core rules. Some of them have changed, and some are no longer available.

Action Boy: Unchanged

Adrenaline Rush: Unchanged

Animal Friend: Unavailable

Awareness: Unchanged

Bend the Rules: Unavailable

Better Criticals: Unchanged

Bluff Master: Unchanged

Bone Head: Unchanged

Bonsai: Unavailable

Bonus HtH Attacks: Unchanged

Bonus HtT Damage: Unchanged

Bonus Move: The bonus AP cannot be used for movement out of water.

Bonus Ranged Damage: Unchanged

Bonus Rate of Fire: Unchanged

Bracing: Unchanged

Break the Rules: Unavailable

Brown Noser: Unchanged

Brutish Hulk: Unavailable

Cancerous Growth: Unavailable

Cautious Nature: This perk does not apply to random encounters where the critter or critters are underwater, and the character is on the surface or otherwise above the water.

Comprehension: Unchanged

Crazy Bomber: Unchanged

Cult of Personality: Unchanged

Death Sense: Unavailable

Demolition Expert: Unchanged

Die Hard: Unchanged

Divine Power: Unchanged

Dodger: Unchanged

Driving City Style: Unavailable

Drunken Master: Unchanged

Earlier Sequence: Unchanged

Educated: Unchanged

Empathy: Unchanged

Explorer: Unchanged

Faster Healing: Unchanged

Flexible: Unchanged

Flower Child: Unchanged

Fortune Finder: Random encounters *with other humans only* will yield small amounts of pure dirt instead of money. Obviously, sea creatures do not carry around caches of dirt.

Gain *x*: Unchanged

Gambler: Unchanged

Ghost: The bonus does not apply underwater.

Gunner: Unchanged

Harmless: Unchanged

Healer: Unchanged

Heave Ho!: Unchanged

Here and Now: Unchanged

Hide of Scars: Available only to mutants with the Saurusapian trait.

Hit the Deck!: Unchanged

HtH Evade: Unchanged

Kama Sutra Master: Unchanged

Karma Beacon: Unchanged

Leadfoot: Unavailable

Leader: Unchanged

Lifegiver: Unchanged

Light Step: Unchanged

Living Anatomy: Unchanged

Loner: Unchanged

Master Thief: Unchanged

Master Trader: Unchanged

Medic: Unchanged

Mental Block: Unchanged

More Criticals: Unchanged

Mr. Fixit: Unchanged

Mutate!: This perk cannot be used to change, or choose, a mutant or Societal Perk trait.

Mysterious Stranger: Unchanged

Negotiator: Unchanged

Night Vision: Unchanged

Pack Rat: Unchanged

Pathfinder: As this perk does not apply on the open water, it becomes useless.

Pickpocket: Unchanged

Presence: Unchanged

Psychotic: Unavailable

Pyromaniac: Unchanged

Quick Pockets: Unavailable

Quick Recovery: Unchanged

Rad Child: Unavailable

Rad Resistance: Unchanged

Ranger: Unavailable

Road Warrior: Unavailable

Salesman: Unchanged

Scout: Does not apply underwater.

Scrounger: This perk does not apply to ammunition for Unconventional Weapons, such as harpoons.

Sharpshooter: Unchanged

Silent Death: Unchanged

Silent Running: Unchanged

Slayer: Unchanged

Smooth Talker: Unchanged

Snakeater: Unchanged

Sniper: Unchanged

Speaker: Unchanged

Stat!: Unchanged

Steady Arm: Unavailable

Stonewall: Unchanged

Strong Back: Unchanged

Stunt Devil: Unchanged

Survivalist: This perk (obviously) modifies the Seafaring skill.

Swift Learner: Unchanged

Tag!: Unchanged

Talon of Fear: Unavailable

Team Player: Unchanged

Thief: Unchanged

Tough Hide: Unavailable

Toughness: Unchanged

Tunnel Rat: Unchanged

Way of the Fruit: Unavailable

Weapon Handling: Unchanged

The following is a list of new perks for use exclusively in a Waterworld campaign.

Argonaut
Your travels have given you an uncanny ability to master the winds and currents. When helming a vessel that uses sails as a means of propulsion, the boat's top speed is increased by 25%.
Ranks: 1
Requirements: Strength 5, Intelligence 4, Level 9

Don't Panic!
You are a seasoned traveler, and know the ins and outs of the different atolls. Your Charisma is increased by 2 for the purposes of reaction rolls when dealing with Waterworld's other inhabitants, and your Barter is increased by 25%.
Ranks: 1
Requirements: Intelligence 5, Charisma 5, Level 9

Machinist
All that time you've spent around the machine shops has finally paid off. You've picked up a thing or two, and are now much better at fixing things. For each rank of this perk, your Repair skill is increased by 20%.
Ranks: 2
Requirements: Intelligence 6, Level 6

Nautilus
Diving is no longer a problem or a mystery for you. You do not suffer any ill effects from diving, including narcosis and the bends. Must be nice to not have to depressurize, huh?
Ranks: 1
Requirements: Strength 6, Endurance 7, Level 12

Navigator
Prince Henry has nothing on you. You've mastered the methods of finding your way around Waterworld. For purposes of determining location or other navigational procedures *only*, your Seafaring skill gets a 50% bonus.
Ranks: 1
Requirements: Intelligence 5, Level 6

Rigging Rat
You have become adept at learning how to raise and lower sails. It only takes you 2 complete rounds of combat to change your ship's sails when you have this perk, and you get a 10% bonus to your Seafaring skill.
Ranks: 1
Requirements: Strength 5, Agility 5, Level 12

Sleep With the Fishes
Your lung capacity has become much larger than the average person. While it doesn't actually allow you to sleep with the fishes, you can last a lot longer underwater than most. Instead of running out of air at a round equal to your Endurance, you don't need to begin rolling until rounds equal to twice your Endurance.
Ranks: 1
Requirements: Endurance 6, Level 3

Swim With the Fishes
You've developed your swimming skills to olympian levels. It takes you one less AP to move 1 hex while swimming. Note that this perk can eventually bring some characters to the point at which they can move 2 hexes for 1 AP.
Ranks: 2
Requirements: Strength 5, Endurance 4, Level 3

Tugboat
You've learned how to haul heavy objects when you're swimming. For each rank of this perk, you can carry an extra 3 lbs. X STR of equipment while swimming, diving, and playing Marco Polo.
Ranks: 3
Requirements: Strength 6, Level 3

II A Geographical and Social Survey of Waterworld

A The Planet

History

Approximately 1000 years ago, the polar ice caps melted due to increased greenhouse gasses combined with a nuclear strike. The water raised the ocean levels to where little or no land was above the surface. The inhabitants of the planet began to refer to their home as Waterworld, and today, none of those who dwell on the surface know of any other

kind of planet. When the waters came, only a small area of the Himalayan mountains escaped the ever-rising deluge. Today, this tiny section of Earth is called Dryland, and it is spoken of in reverent whispers. Many consider it to be little more than a myth to tell children before bedtime; some actively look for it, and the promise of a better life on land. A few have actually been there.

The exact cause of Waterworld's cataclysm is unknown. The military vessels that litter the ruins of cities like Denver seem to point to a gradual process, and one that civilization might have tried to avoid, even if their efforts were too little, too late. Perhaps the greenhouse effect combined with the fallout from a nuclear war to drive the nails into Waterworld's coffin.

Notes on the Science of Waterworld

If the idea that the polar ice caps could completely melt and cover the planet with water seems unfeasible, you're right, for two main reasons. First of all, it seems that melting icecaps would cool the seas down enough to actually cause an ice age, leading, in the long run, to glaciation of most of the land and an eventual re-freezing of the ice. Second, even if all the ice on Earth were to melt (an event that would require temperatures at the equator to stay well beyond 100 degrees Celsius for years and years), there would not be enough water to cover the entire planet. Dryland would consist of most of the mountain ranges in the world, including sections of Antarctica.

Also, if the polar ice were to melt as depicted in the movie, the ocean water would be diluted to the point where it was easily drinkable.

One other interesting note is that, due to the Coriolis effect, massive storms would form and there would be no land masses to break them up. These hurricanes would continue to circle the globe, growing stronger, much like the Red Spot on Jupiter.

A last nitpicker's note: human urine contains more salt and toxins than ocean water, so even if the ocean water were still as salty as it is today, the Mariner's distilling machine could easily have made all the hydro required from the ocean.

Of course, none of these facts lend themselves to a decent story or post-nuclear campaign world, especially one as creative as Waterworld.

Geography

There is no way to properly map Waterworld, as most of its settlements are free-floating and move quite a bit. There are two main "permanent" surface fixtures - Dryland, which only measures about 50 square kilometers, and the Sargasso Flats, an area of high seaweed concentration that reaches the surface.

Dryland should be something that is adapted to each individual Waterworld campaign. Its existence should always be something that is questioned, and if the party ever finds Dryland, it should be as a culmination of the entire adventure or campaign. Maps of Hawai'i, specifically smaller islands like Kaua'i or Mau'i, will make excellent references as to the geographic makeup, flora, and fauna of Waterworld's Dryland.

The Sargasso Flats, on the other hand, span hundreds of square kilometers, stretching from around Seattle, Washington north into the highlands of the Canadian Rockies. Although these features are all underwater, the currents, weather conditions, and relative shallow levels of the ocean have allowed an enormous patch of different kinds of seaweed to grow in this area. Growth can be sporadic, but small atolls laying throughout the Sargasso Flats have learned to process the seaweed for all kinds of uses, including clothing, food, and distillation of their famous Sargasso Ale.

As demand for these products slowly but surely increases the wealth and resources for harvesting, engineers have turned towards exploring other uses of the seaweed, such as medicines. Even raiders like the Smokers avoid hitting the Flats too hard, as it represents one of the few rays of hope on Waterworld. Other atolls, though, are more than mumbling about the increasing wealth of the Flats, and should they band together with a raiding force,

the Flats' fragile peace and prosperity could be shattered in a matter of days.

Underwater Geography

All of the old cities still lie under the waves, home to no one except fish and other creatures of the deep. The cities that drowned first, such as New York, Venice, Amsterdam, Rio de Jenerio, Cairo, Sydney, and Shanghai, are in much worse shape than cities further inland. Except for seaweed growth and rust, everything is as it was left hundreds of years ago as the waters rose. Whether or not the ruined cities play a role in a campaign is entirely up to the GM; they should be difficult to reach, as they are potentially the most rewarding treasure troves on the planet. There is one area of interest: the Foundationist compound. For more information on the Foundation and its base, see their entry in the Groups section, below.

Cities and Atolls

"Atoll" is a generic term for cities on Waterworld; although the word actually refers to the smaller floating island communities, it has come to represent every town, from tiny hamlets of a few dozen to the largest fortresses housing tens of thousands of people.

Atolls also represent what remains of human civilization on Waterworld. Built mostly of metal and, occasionally, wood, they act like medieval towns, offering the inhabitants protection while the individuals inside work for the good of everyone else - and, usually, the good of an overseer, mayor, or committee.

As stated, atolls range in size from 30-40 people to up to and about 10,000 inhabitants. They are generally round or square in shape, with towers to use as lookouts or defensive positions. Almost exclusively, atolls have walls much too high to climb and gates that only open to allow approved boats passage.

The makeup of atolls varies widely. Every building rests on some kind of pontoon or floatation device, and since enterprising raiders began swimming under the walls, there are often giant screens or nets that can extend thousands of feet beneath the perimeter.

Atoll government varies greatly, but the majority of towns are ruled by a council of elders and wealthy citizens. Usually, the atoll will hire a kind of sheriff to discourage crime and, in case of attack, plan and lead the defense of the city. Larger atolls will have proportionally larger police forces, and many wealthy traders have their own private guards.

Every atoll also has a recycling tank, where any organic matter is processed into nutrient-rich goop that is used for hydroponics farming. It would be a bit of a stretch to call this matter dirt, as it isn't traded in the same way, but the biomatter created from this compost process works just as well for farming purposes. As the recycling tanks are the lifeblood of the atoll, they are usually the most well-defended part of the settlement.

Additionally, each atoll usually has a kind of bank where dirt can be exchanged for local currency, and a store where goods are traded. Many of the larger atolls have more than one bank and store, and these businesses are often in competition with each other. Larger atolls also have restaurants, bars, casinos, and other types of gathering-places. The largest cities might even offer a theatre, featuring a play or some music.

Religion on Waterworld

Religious life hasn't died completely, but it has become less of a driving force among Waterworld's inhabitants. Many people are either too oppressed or too poor to believe in a loving deity, and religious ceremonies have begun to reflect Waterworld's needs - fresh hydro and dirt. Since every corpse is recycled back into dirt in an atoll's recycling tanks, Waterworlders are very aware of the fragile balance and cycle of life, recognizing they owe their continued

existence to their ancestors. For this reason, ancestor veneration has become quite popular, and not only in societies with large concentrations of peoples descended from Eastern and Asian culture groups.

Aside from cults like the Children of the Leviathan and, arguably, the Smokers, organized religion on a scale larger than a single atoll is more or less unheard-of on Waterworld.

B. The People

Waterworld's inhabitants represent a wide variety of ethnic groups and linguistic backgrounds. Any ethnic group present in the 20th Century survives in some form on Waterworld, and humans come in every shape, size, and color. Most are quite athletic and fit, and being overweight is seen as a bit of an obscenity in a place where food and water are so rare. Everyone's skin is tan from almost constant exposure to the sun, and hair tends to bleach out as a result of UV radiation and the oceanic conditions.

While the vast majority of Waterworld's people live in the atolls, there are a few groups that wander around. Not all of them are traders, either. You'll find below an outline of the different societies wander the waves.

Smokers

The Smokers aren't a society so much as a large, well-equipped band of thugs. They take their name for two reasons: their ship, the Deez, holds an enormous cache of cigarettes, which they enjoy liberally; and it also happens to be an oil tanker, meaning the Smokers have a number of gasoline (petrol) powered craft - more than anyone else on Waterworld. They are a very close-knit group, and don't accept members from the outside - you are either born a Smoker, or you are enslaved (or, far more likely, killed) by them. There are about 800 Smokers living aboard the oil tanker.

Structure
The Deacon, a kind of high-priest, navigator, and warlord, leads the Smokers. His position is hereditary and patriarchal; the only way to become a Deacon is to be the son of a Deacon. Fortunately, all the previous deacons have borne sons, so leadership has not yet come into question. The Deacon is surrounded by a small group of advisors, who keep him abreast of everything from supplies to morale.

Everyone else on board the oil tanker is more or less equal; they willingly go on raids, do any amount of work, and even die for the Deacon. This form of slavery, based largely on the control and propaganda the Deacon and his advisors feed the people, has lasted for hundreds of years. The Deacon occasionally makes motivational speeches, invoking the name of "Saint Joe," the last captain of the oil tanker. The Smokers act even more fervently when they have a goal or purpose, much like the latest Deacon notion of finding Dryland.

There is little to no crime to speak of among the Smokers; disputes are usually settled with fists or weapons, when necessary. There is an honor system among the group - when someone steals, rapes, or murders a shipmate, if no challenge is issued, the other Smokers refuse to barter, feed, and watch out for the criminal. Those people usually end up dead, marooned on flotsam, or worse.

Life on the tanker is hard, but Smokers try to have some playtime each day. Auto races through the maze of cabins and beams under the main deck, tractor pulls - where contestants pit engineering skill and machine strength against each other - across the deck, and traditional games like pool, dice, and cards fill free time. Smokers live in dormitory-style cabins, often with twenty or more in a crowded room, and families usually split up - raising children is more of a communal effort rather than a job tackled by two people.

Economy
Smokers engage in a limited amount of barter with atolls and outposts. More

often than not, they take what they need - food, supplies, dirt, etc. Although the smokers usually practice a limited amount of fishing and agriculture, they have been known to rely on these methods when ripe atolls are scarce. On the smoker's ship, cigarettes are exchanged around for goods, services, and bribes among other smokers. Never, under any circumstances, will cigarettes be traded to non-smokers; they are far too valuable on the ship, and no one else has any use for them.

Unfortunately, the smokers' two main economic staples - gas (which they refer to as "go-juice") and cigarettes are not unlimited in their supplies. The group knows this full well, and in the last few years, great pains have been taken to ensure these resources last as long as possible - but the smokers still have a long way to go to reach necessary conservation levels.

Technology
As previously mentioned, the Smokers have a very high tech level in Waterworld, primarily because of their easy access to large amounts of oil, which can not only be used to power their craft, but also provides power - and grease - for their machine shops. The oil tanker has a fully functional machine shop, where weapons are both made and repaired; casings from bullets are scavenged and saved on raids, and then either reused or melted down for other parts. Despite what outsiders initially might see, Smokers waste no mechanical parts or metal, putting everything in the skilled hands of machine technicians, who work magic not seen for hundreds of years. Most Smokers have at least cursory knowledge of machines, especially firearms, and technicians begin training children at a young age.

Nearly any technology available on Waterworld is - or has been at one time - in Smoker hands. They are excellent navigators, and use tools unavailable to others to lay traps when raiding atolls, especially if it means minimizing loss of Smoker life and resources. They have little knowledge of hydroponics, however, as they tend to take food rather than grow it.

Slavers

Unlike the Smokers, the Slavers aren't a cohesive group at all; it is more of a catchall title for anyone who engages in the slave trade on Waterworld. There are quite a few enterprising individuals who do so, and there may be more than 10,000 people who make their living by the slave trade. No formal "Slavers Guild" exists to regulate the trade, although slavers will often band together and form small gangs or even communities; slavers sometimes build small atolls, but these outposts are rare. Slavers may even be citizens of atolls attempting to make a living for themselves doing something other than hydroponics farming or factory work.

Structure
Because the slavers don't have a strict society, and aren't a true group, the structure of slaver life is hard to label and pin down. Rules certainly do exist, and older, more powerful, and more wealthy slavers tend to make those rules - and enforce them with private armies. Slavers usually don't have permanent residences (although, as mentioned, there are exceptions) and are accepted in all but the pickiest atolls. The lack of a home base and the scattering of slavers across the surface of Waterworld make slavers even more difficult to classify. Like mariners, slavers have a code of honor; slaves are only traded or stolen to pay off a debt, at least from other slavers. When disputes occur, the two sides make every attempt not to harm the property; after all, dead or mangled slaves aren't worth anything at all. Also, younger slavers are expected to defer to their elders when on slave capture runs; this isn't out of respect for age so much as respect for the elders' mercenary forces. If a younger slaver happens to have a larger group of thugs, the goods are fair game.

Slave atolls aren't cities in the traditional sense; rather, they are more like large, somewhat self-sufficient prisons. They have recycling and hydroponics labs, and a few have crude machine shops, but anywhere from 100 to 500 slaves occupy these facilities across Waterworld. Slave colonies are located

away from the prying eyes of atolls and major trade routes, and slavers often choose to keep these locations secret even from other slavers.

It is difficult to tell how many Slavers sail around Waterworld; often, the lines between Slaver and Mariner, or even Slaver and common businessman, can become blurred. There may very well be between five-thousand and ten-thousand of them, give or take a few hundred. Larger slave colonies constitute many of these numbers.

Economy
The slaver economy is based primarily on trade. In some places, slaves are worth their weight in dirt, especially young, female slaves (no one ever said loss of civilization would be kind to women). Where slavers have banded together enough to form atolls, they usually practice hydroponic or kelp farming and fishing. Otherwise, almost all goods are acquired from large atolls in exchange for slaves (or other goods).

Technology
Slavers don't have a single technology level; many of them are fairly well-equipped, with working firearms and perhaps even a gas-powered boat or two, but a good number rely on sails, harpoons, and twisted metal cages. Since slavers don't have any manufacturing facilities of their own, everything they own will either be second or thirdhand, or bought at an absolute premium and therefore almost too priceless to use in combat. Slaver atolls usually have electricity, as it is required to maintain order through fences, locked cells, and other implements of incarceration. Unless a slaver is down on his luck, his boat will usually be a very well-equipped, top of the line craft.

Mariners

Mariners, like slavers, aren't an organized community or society, but they are a special class of person on Waterworld and live by a strict code of ethics and honor. Like the archetype of the "wandering outsider," mariners are people who don't usually fit in with atoll society - or have been forced out, either as criminals or as undesirables. They travel Waterworld along major trade routes and across open sections of water in customized boats, scraping by however they can. Technically, any single person or small group of people traveling between atolls is a Mariner, but if they aren't making a living out of it, they - and other Mariners - feel no need to adhere to Mariner traditions when encountering such adventurers.

Structure
Mariners have no hierarchy; they live by a traditional code of laws that provides them protection against each other. When two mariners meet, they usually exchange information (although that information might be intentionally misleading) and always exchange goods - a sign of trust and brotherhood in an otherwise harsh place. Mariners respect each other's boats, but if presented with an opportunity to take what looks to be abandoned - or unguarded - there isn't a sailor on Waterworld who wouldn't jump at the chance, usually after a generous allotment of time. If another Mariner is in trouble, or needs a particular supply, others will usually trade for it or help out; good deeds have a way of spreading around the atolls, and Mariners easily remember each other's boats. It is difficult to tell how many Mariners prowl the oceans of Waterworld; there are probably close to ten-thousand, if not more.

Economy
Mariners get along by trading and nothing else. This exclusive lifestyle obviously means that there are some lean times when a mariner can't trade for food, and he or she is always at the mercy of supply in the atolls, but an intelligent Mariner tries to compensate for these problems by keeping hordes of foodstuffs and valuable goods in their boats - and perhaps on tiny buoys strewn (or half-sunken) throughout the vast oceans. Some Mariners offer unique services to trade instead of goods; for example, a Mariner might keep a small machine shop aboard his or her boat, trading weapon repair for food and water to an atoll that lacks that service.

Technology
Mariners tend to have access to more technology than other Waterworlders, but it is usually in the form of useless gadgets that even they are unsure how to operate. Since their belongings are things traded for, scrounged, or stole, it is impossible to state that Mariners have one, all-encompassing technology level.

Children of the Leviathan

The Children of the Leviathan are a full-blown religious cult, and their leader, a mysterious man called simply "Leviathan," has found a way to play on the fears and lack of beliefs among Waterworld's simple folks. The Children have a flotilla of ships that travel Waterworld, looking for converts. They are also raiders and traders, but these activities are kept quiet and apart from main Children society.

Structure
All Children owe absolute devotion and allegiance to the Leviathan and his henchmen. They, and their priests who often act as inquisitors and police on the flotilla, are the one and final say among the Children. This suits the Children fine, as they would all be willing to die for Leviathan and their cause, which is, obstinately, to bring some sort of order to the blind darkness of the atolls. There are over twenty-thousand Children, with about fifteen thousand living and working in the flotilla and the rest trying to recruit new members among the atolls. Slavery, gambling, and consumption of alcohol has been completely outlawed among the Children, although it is rumored that the Leviathan has some fairly strong ties to several wealthy slavers. Some outsiders have begun to realize that Leviathan has an enormous, well-equipped, and fiercely loyal army at his disposal, and it might only be a matter of time before he decides to use it.

Economy
The Children have a commune-style economy, where everyone owns everything. Of course, Leviathan and his retainers own more than everyone else, but most followers are too blind in their devotion to realize this.

Technology
The Children have quite a bit of technology at their disposal, and have some top-of-the-line guns and machinists. Instead of merely using old, discarded items, their machinists actively try to invent new devices, relying on current situations rather than using the discarded remains of a corrupt and destroyed civilization.

The Foundationists

The Foundation is the closest thing Waterworld has to something like the Brotherhood of Steel. Before the waters rose, one of the remaining world governments build an enormous structure deep in a cave in the side of a mountain and send 10,000 scientists, artists, and military personnel to inhabit it. The Foundation was intended to be entirely self-sufficient, and it has survived almost 1000 years under the waves. If there is ever any hope of rebuilding the civilization that was lost when the ice caps melted, the Foundation is that hope.

Structure
The Foundation is controlled by a President and his or her advisors. The President is elected by popular vote from all Foundationists over the age of 18, and selects the cabinet after elected. There is little or no crime to speak of, as every Foundationist realizes the precarious nature of their continued existence, and therefore there is no need for a police force. The military branch of the Foundation can be called upon to maintain control, but so far, this hasn't been necessary.

The Foundation structure itself is huge, with 20 floors descending deep into the Earth. It lies about 3000 meters beneath the surface of the water, at the foothills of the Rocky Mountains in what used to be Wyoming. There are machines for every conceivable problem, from hydro production to hydroponics farming and more.

Occasionally, the Foundation sends one of its members out to scout Waterworld, and therefore, they are aware of life on the surface, although they may not know all of the ins and outs of the atolls and various other groups. The Foundation is currently deciding whether to attempt to make contact with a group above, or to just continue as they have for hundreds of years.

Part of the Foundation compound is a system of mines, meaning they have access to new metals and materials. If anyone on the surface were ever to get word of such an operation, the Foundation knows it would become the target of every half-powerful trader with delusions of grandeur; therefore, it values secrecy above all else, and their scouts are instructed to kill themselves before revealing anything about the Foundation or the compound.

Economy
There is no economy to speak of among the Foundation because it is a collective society.

Technology
Foundationists have access to every technology available on the surface and then some. Basically, if any kind of technology exists on Waterworld, the Foundationists have it.

III Technology and Equipment

Waterworld's technological level is about the same as Earth at the end of the 20th Century. This means that many of the advanced weapons in Fallout would likely unbalance the game or become entirely out-of-place in a Waterworld campaign. Below is a chart detailing which weapons are allowed in three different kinds of campaigns: a low-tech Waterworld where machinery has disintegrated (LT), the Waterworld detailed in the movies and the books and this campaign setting (WW), and a Foundationist Waterworld, where the Foundationists have re-introduced some technology (FO). These charts are adjustable and represent suggestions for GMs and adventure writers; a low-tech campaign can be just as fun as a high-tech one, depending on the level to which the players want to roleplay. Weapons are designated as Common (C), Uncommon (U), Rare (R), Unique (Q), or Not Allowed (NA). Unique weapons are found only in the hands of the wealthiest merchants, the toughest warlords, of the Foundation elite. Note that no energy weapons are allowed, and those weapons that usually require energy cells to charge use normal electricity instead. The only exception is in a highly technical Foundationalist campaign - in this case, at the GM's discretion, some high-ranking NPCs might have a primitive laser pistol, but it will likely use electricity to recharge instead of power cells.

Note also that none of the mines or chems from the Fallout manual are found in Waterworld.

Weapons	**LT**	**WW**	**FO**
Unarmed Skill			
Brass Knuckles	U	C	C
Tiger Claw	NA	R	R
Sapper	U	C	C
Shredders	R	U	U
Lacerators	R	U	U
Mace Glove	NA	NA	R
Spiked Knucles	R	U	C
Boxing Gloves	NA	NA	NA
Plated B-Gloves	NA	NA	NA
Punch Dagger	R	U	U
Punch Gun	NA	NA	R
Impact Glove	NA	NA	NA
Adamantine Claws	NA	NA	Q
Power Fist	NA	NA	NA
Mega Power Fist	NA	NA	NA
Melee Weapons			
Rock	NA	NA	NA
Sap	C	C	C
Shiv	U	U	U
Broken Bottle	C	C	C
Sharpened Pole	C	C	C
Metal Pipe	C	C	C
Wooden Club	R	R	R
Club	R	U	C
Shovel	NA	NA	Q
Knife	U	C	C
Claw Hammer	U	C	C
Ax	U	U	U
Switchblade	NA	NA	NA
Wrench	U	C	C
Crowbar	U	C	C
Spear	C	C	C
Machete	R	U	U
Butcher's Cleaver	R	R	U
Sledgehammer	R	U	U
Scalpel	NA	R	U
Combat Knife	R	U	U
Wakizashi	NA	NA	NA
Louisville Slugger	NA	Q	Q
Micro Sledge	NA	NA	NA
Cattle Prod	NA	Q	R
Ripper	NA	NA	NA
Super Prod	NA	NA	NA
Decofilament	NA	NA	NA

	LT	WW	FO
Chainsaw	Q	R	R
Proton Ax	NA	NA	NA
Super Sledge	NA	NA	NA
Small Guns			
Primitive Guns			
Sling	U	C	C
Blowgun	U	C	C
Wooden Bow	NA	NA	NA
Wooden Crossbow	NA	NA	NA
Composite Bow	NA	R	U
Composite Crossbow	NA	R	R
Pistols			
10mm Pistol	NA	U	C
Zip Gun	U	C	C
.22 Pistol	R	U	C
.38 Special	R	U	C
9mm Beretta	R	U	C
Colt .45	R	U	C
.357 Magnum	NA	R	R
Casull Revolver	NA	NA	NA
.44 Magnum	NA	R	R
Browning HP	NA	NA	NA
Desert Eagle 44	R	U	U
Calico M-950	NA	NA	R
Sig P220	NA	NA	R
Sig 14mm	NA	NA	NA
9mm Mauser	NA	R	R
Needler	NA	NA	NA
PPK	NA	R	R
Flamer Pistol	NA	NA	R
Scorpio MP	NA	R	U
.223 Pistol	R	U	U
M78	NA	R	R
PPK-12 Gauss	NA	NA	NA
Shotguns			
Winchester 12g	R	U	C
Winchester Sawed	R	U	U
Pump-Action Shot	R	U	C
Beretta 470	NA	R	U
Winchester C-shot	NA	Q	R
CAWS	NA	Q	R
Jackhammer	NA	NA	NA
Neostead Combat	NA	R	R
Submachine Guns			
MP-9	Q	U	U
MAC-17	NA	R	R
MP-5	Q	U	U
UZI Mk27	NA	R	U
Tommy Gun	NA	NA	NA
Ruger AC556	NA	R	R
Sten Gun	NA	R	U
MP-38	NA	NA	NA
Grease Gun	R	U	U
MPL	NA	NA	NA
Super Soaker	NA	NA	NA
Liberty 100	NA	R	R
AUG	NA	NA	R
P90C	NA	NA	NA
UZI Mk34	NA	R	U
Rifles			
BB Gun	NA	NA	NA
Pipe Rifle	R	C	C
.22 Hunting Rifle	R	C	C
M1 Garand	NA	U	U
M17-A	Q	U	U
Colt Hunting Rifle	R	C	C
M19	NA	R	U
Spear Gun	U	C	C
DKS-501	NA	R	R
SVD-4000	NA	NA	Q
PSG1	NA	NA	NA
G3	NA	R	U
Red Ryder	NA	NA	NA
M72 Gauss	NA	NA	NA
Assault Rifles			
M14	Q	R	U
Browning Auto	NA	R	R
AK-47	Q	R	U
AK-112	NA	NA	NA
FN-FAL	NA	NA	R
AK-74	NA	NA	NA
M16A2	Q	R	U
XL70E3	NA	NA	NA
G11	NA	NA	NA
AK-97	NA	NA	R
M16A1	NA	R	U
M1989A1	NA	NA	R
Big Guns			
Machine Guns			
M2/M2HB	NA	R	U
Lewis MkII	NA	NA	NA
M60	NA	Q	R
Bren Gun	NA	NA	NA
MG3	NA	NA	Q

	LT	WW	FO
CZ-53 Minigun	NA	NA	NA
M249 SAW	NA	R	R
LSW	NA	NA	R
PK-ISG	NA	NA	NA
Bozar	NA	NA	NA
Avenger Minigun	NA	NA	NA
Vindicator Minigun	NA	NA	NA
MEC Gauss Minigun	NA	NA	NA
Grenades & Mortars			
M203	NA	NA	R
BG-1	NA	NA	R
M79	NA	R	U
MK-19	NA	NA	NA
AGS-17	NA	NA	NA
M2	NA	NA	NA
PS-22	NA	NA	NA
Anti-Tank Weapons			
LAW-80	NA	NA	R
L-72	NA	NA	R
TOW-II	NA	NA	NA
Flamethrowers			
M9E17	NA	R	U
Flambe 450	NA	R	R
Throwing Weapons			
Rock	NA	NA	NA
Powder Bag	R	U	U
Sharpened Pole	C	C	C
Dart	U	U	U
Bola	C	C	C
Boomerang	C	C	C
Throwing Stars	U	U	U
Knife	C	C	C
Chakram	NA	NA	NA
Molotov Cocktail	R	U	U
Spear	C	C	C
Throwing Knife	C	C	C
Smoke Grenade	NA	R	R
Frag Grenade	Q	R	U
Combat Knife	R	U	U
Fantasy Ball	NA	NA	NA
Plasma Grenade	NA	NA	NA
Gas Grenade	NA	NA	NA
Acid Grenade	NA	NA	NA
Flash Grenade	NA	NA	R
Tangle Grenade	NA	NA	R
Inc. Grenade	NA	NA	R
Pulse Grenade	NA	NA	NA
Boom Bugs	NA	NA	NA

	LT	WW	FO
Mines	NA	NA	NA
Armor			
Robes	U	C	C
Leather Jacket	R	U	C
Leather Armor	R	U	C
Raider Armor	R	C	C
Vandal Armor	U	C	C
Brotherhood Armors	NA	NA	NA
Combat Leather	NA	NA	NA
Metal Armor	Q	R	U
Reaver Banding	R	U	U
Ghoul Armor	NA	NA	NA
Greader Banding	R	U	U
Mutant Armors	NA	NA	NA
Tesla Armor	NA	NA	NA
Combat Armor	NA	NA	Q
Radiation Suit	NA	NA	NA
Environmental Armor	NA	NA	NA
Pseudo-Chitin Armor	NA	NA	NA
Power Armor	NA	NA	NA
Mutant L. Jacket	NA	NA	NA
Bullet-Proof Shirt	NA	R	U
Kevlar Vest	NA	Q	R
Deathclaw Hide	NA	NA	NA
Kevlar Suit	NA	NA	Q
Helmets			
Leather Cap	U	C	C
Raider Helmet	R	U	C
Hardened L. Cap	R	C	C
Metal Helmet	Q	R	U
Deathclaw Skull	NA	NA	NA
Head Banding	R	U	U
Kevlar Derby	NA	Q	R
Mutant Helmet	NA	NA	NA
Combat Helmet	NA	NA	R
Environmental Helm	NA	NA	NA
Power Armor Helmet	NA	NA	NA
Equipment			
Flare	R	U	U
Lighter	R	R	U
Flashlight	NA	R	U
Rope	C	C	C
Shovel	NA	R	R
Claw Hammer	R	U	U
Lockpick	R	R	R
Tool Set	NA	R	U
Boots	R	U	U
Scalpel	NA	R	R
Gas Mask	NA	R	R
Expanded Picks	R	R	R
Safe Kit	NA	NA	NA

	LT	WW	FO
Electronic Picks	NA	NA	NA
Dynamite	R	R	R
Medical Kit	R	U	C
Geiger Counter	NA	NA	R
C-14	NA	Q	R
Doctor's Bag	NA	R	R
Chems	NA	NA	NA

New Equipment

Unconventional Weapons

The skill that replaces Energy Weapons, unconventional weapons are those that do not use traditional propellants, such as gunpowder, to fire shots. Most of them have been specially adapted for Waterworld. Weapons with a "grapple (x, y, z)" effect have an *X*-meter-long cord attached to the gun; the projectile is barbed, allowing it to stick into a target, and the cord can hold an object that weighs *y*. *Z* is the length of line that the weapon can retract in one round; in other words, how much rope it can reel in, pulling the shooter and the target closer together.

Fishing Gun
Value: 500
A small, hand-held, pistol-gripped harpoon gun with a limited range, designed for landing smaller species of fish. It uses a spring mechanism to fire. Variations on these guns are found throughout Waterworld. The Fishing Gun holds 1 Small Harpoon.
Min. ST: 3 W: 5 lbs. Dmg: 1d6+2, Grapple (25, 30, 5) Rng: 12 AP S: 4 T: 5 B: N/A

Harpoon Gun
Value: 800
A larger, two-handed version of the Fishing Gun, the Harpoon Gun is designed to hunt larger prey. It holds 1 Medium Harpoon.
Min. ST: 5 W: 15 lbs. Dmg: 3d6+3, Grapple (40, 100, 5) Rng: 21 AP S: 4 T: 5 B: N/A

Harpoon Rifle
Value: 1200
A harpoon gun designed for the sniper, this is a "rifled" version of the Harpoon Gun, with increased accuracy but less reliability. This weapon holds 1 Medium Harpoon.
Min. ST: 5 W: 12 lbs. Dmg: 2d6+2, Grapple (60, 75, 10) Rng: 35 AP S: 4 T: 5 B: N/A

Personal Grapple
Value: 2000
Not actually a weapon per se, although it will work in a pinch, this little tool is designed for a person to grapple up onto walls, rigging, and such. It can attach to a belt or bandolier to allow free movement of the hands. The Personal Grapple holds 1 Small Grapple.
Min. ST: 4 W: 3 lbs. Dmg: 1d4+2, Grapple (25, 300, 10) Rng: 13 AP S: 4 T: 5 B: N/A

Ship-to-Ship Harpoon
Value: 2100
This huge gun isn't necessarily designed to be used on other vessels, but if the situation should call for it, it can be. Originally intended to hunt Whalephin and other large marine creatures, it is powerful, destructive, and strong. It also needs to be fired from a ship-based mount, otherwise, the shooter is likely to get yanked off the deck and taken for a ride. It holds 1 Large Harpoon.
Min. ST: 5 W: 30 lbs. Dmg: 4d6+6, Grapple (100, 10000, 5) Rng: 50 AP S: 5 T: 6 B: N/A

Ship-to-Ship Grapple
Value: 3000
This huge, barbed hook was designed to allow one ship to grapple onto another, either to tow it or board it. A StS Grapple must be firmly anchored to the vessel from which it is being fired. It holds 1 Large Grapple.
Min. ST: 5 W: 70 lbs. Dmg: 5d10+10, Grapple (100, 50 tons, 10) Rng: 50 AP S: 5 T: 6 B: N/A

Armor

Although certain armors from Fallout are allowed in a Waterworld campaign, it might help keep the "flavor" of the game if the GM allowed only these armors.

Marine Leather Armor
Value: 300
Strips of leather, sewn together with crude pieces of cloth or leather strings, make up this basic protective shirt.
W: 5 lbs. AC: 10 N: 0/15 L: 0/15 F: 0/5 P: 0/5 E: 0/5

Marine Scale Armor
Value: 600
This "scale" armor is made up of plastic, leather, and metal bands and chunks held together with cloth and thin pieces of metal. A step above your basic Waterworld protection.
W: 10 lbs. AC: 15 N: 0/20 L: 0/20 F: 0/10 P: 0/10 E: 0/10

Marine Metal Armor
Value: 900
This suit of metal armor is made from slightly flexible bands of metal, held together by strings and ropes of leather and cloth. While it doesn't provide the greatest protection, it's better than nothing. You probably wouldn't want it on if you fell in the water, though.
W: 20 lbs. AC: 20 N: 1/25 L: 0/30 F: 0/10 P: 1/25 E: 0/10

SCUBA Wetsuit
Value: 1500
Not really a suit of armor, although it will offer some basic protection, this suit is good for SCUBA divers on a budget. A "wetsuit" allows water to pass through the suit, so it probably isn't great for cold water diving, but it's better than nothing. SCUBA suits usually hold about 60 minutes worth of air. Weight given is fully loaded.
W: 25 lbs. AC: 5 N: 0/5 L: 0/0 F: 0/5 P: 0/0 E: 0/0

SCUBA Drysuit
Value: 2100
Where a wetsuit allows water to pass through, a drysuit keeps the diver completely dry. These suits are very rare.
W: 35 lbs. AC: 10 N: 1/20 L: 0/0 F: 1/20 P: 0/0 E: 0/0

Pressurized Dive Suit
Value: 5000
While not practical as a suit of armor, this dive suit allows the diver to move around a little while underwater and, more importantly, dive to depths far below normal. Fully loaded, it has about 3 hours worth of air. When wearing this suit, Agility is reduced to 2, and it takes 1 more AP to move 1 hex. Depending on the model, someone can dive up to 1000 meters in one of these suits; the diver surfaces by triggering and releasing pressurized air into a tank, much like a submarine. The suit then surfaces at a rate of 10 meters per round.
W: 70 lbs. AC: 25 N: 2/40 L: 0/0 F: 3/60 P: 0/0 E: 0/0

Equipment

Waterproof Flare
Value: 20
This flare works underwater. Amazing!

Flippers
Value: 30
One of the most valuable dive tools, and one of the easier to construct, flippers are shoes that go over the feet and have large webs on the end, like a duck's foot. It allows the swimmer to move much faster underwater. Someone wearing flippers takes 1 less AP to move 1 hex while swimming.

Diving Goggles
Value: 40
When wearing these goggles, a character can ignore Perception penalties underwater.

Snorkel
Value: 50
A snorkel is a tube that a diver sticks in his mouth, allowing him to breathe while keeping his head underwater. It is no longer than half a meter at the most (any larger and the user could not effectively use it to breathe), and is usually made from plastic.

Diving Mask
Value: 60
Much like a pair of goggles, this mask allows a diver to ignore Perception penalties while underwater.

Rebreather
Value: 500
A rebreather is a mask-like device that allows a diver to breathe normally, by mixing exhaled air with water and drawing the oxygen from the water, into the air. Rebreathers can function for about 30 minutes before they need to be returned to the surface.

Chems

Although there aren't any healing chems in Waterworld, and therefore characters must be *much* more careful and reliant upon

First Aid and Doctor skills, the inhabitants have still found some fun ways to relax.

Nicotine (Cigarettes)
Primarily a drug used by Smokers - in fact, it's where they get their name - nicotine is a stimulant delivered by inhaling the smoke from burning tobacco. It causes the user to feel a head rush and can make people slightly ill to the stomach. After a person is addicted, the symptoms are reversed, and they feel nauseous if they don't get their fix. Nicotine has no effect on statistics, but cigarettes have a cumulative addictive nature - for each cigarette smoked, the chance of addiction is increased by 3%, beginning at 3 for the first, going to 6 at the second, 9 at the third, and so on.

Sargasso Ale
The only form of alcohol brewed on Waterworld, Sargasso Ale is a strong, dark ale formed from fermented seaweeds from the Sargasso Flats. Served warm, it is a favorite among slavers and rich traders all over the planet, and has become almost as famous as legends of Dryland. After imbibing an ale, the drinker loses 1 point to Perception for 1 hour. If Perception drops to 1, the person passes out for 1d10 hours and is hung over for 2d10 hours after waking up. While hung over, the poor sot loses 2 points of perception and must roll an Endurance check every hour to avoid puking. Alcohol has a cumulative addiction rate of 2% per drink, resetting back to 0% 24 hours after the last drink.

Vehicles

Much like the core rules, vehicles include a top speed (in knots), an Acceleration Range, a Braking (stopping) range, and the Turning Radius. There are also statistics for Driving (Sailing) Range, where applicable, the Number of Passengers, and the maximum Carry Weight. Hit Points are divided among systems on larger craft, and each boat has a certain tonnage - a measure of its mass. Sometimes, speeds are based on the wind (WS) or the number of passengers (NP), and are therefore given in formulae. Note that larger boats have a carry weight measured in tons, and will weight that much more when riding low in the water - when they are fully loaded with cargo. Note also that Armor Class values for boats can be highly dependent on the material the boat is constructed from, and GMs should apply this number accordingly.

Boat Armor Class, Based on Materials

Material	AC
Wood	10
Thin Metal	15
Thick Metal	30
Honeycombed Metal	50

Different enhancements can increase the armor class of a ship; for more information, see the Enhancements section, below.

Remember that different kinds of ships have different systems, and are always expressed in this order: Hull (H), Sails (S), Controls (C), Propeller or External Propulsion (P), and Engine (E). When there is a potential for confusion, the systems are designated with 1-letter abbreviations. Recall that a ship's rudder has 10% of the hull's total hit points, but that total is added on to the hull's total when determining how many HPs the ship has, total.

Simple Boats

Simple boats are those that carry one or two passengers, don't have a keel, and are relatively easy to make - therefore, they are the most common craft on Waterworld. They aren't designed for travel on the open waves, and are usually only found in or very near larger ships and atolls. Simple boats will probably be the first type of craft the party acquires, but will be relatively useless for traveling between places.

Canoe
A canoe is a simple, long, keel-less boat powered by paddling. It sits low and flat in the water, making it very difficult to capsize.

Canoes aren't intended for use on the high seas, and are usually only found inside atolls or near their protective walls. Even if a canoe is submerged or "gunched," it will not immediately sink,

due to pockets of air in the bow and stern. It is possible to continue paddling a canoe that has been completely gunched, although the passengers will want to be ready to ditch it at the first sign of trouble.
TS: 3xNP AR: 3xNP BR: 3xNP TR: 3 DR: N/A NP: 3 CAP: +10% CW: 1200 lbs. Tonnage: 0.25 HP: 80

Rowboat
Rowboats are a staple of life on Waterworld. They come in many different shapes and sizes, from a tiny, round tub to a sophisticated metal vessel with a pointed prow and flat stern. Rowboats are used to haul smaller pieces of cargo back and forth inside of atolls, or to unload larger ships. They have no keel, and wouldn't last long on the high seas.

TS: 3 AR: 3 BR: 3 TR: 5 DR: N/A NP: 2 CAP: 0% CW: 2000 lbs. Tonnage: 0.4 HP: 150

Kayak
A small one- or two-man ship, a kayak is designed for speed rather than carrying things. They handle themselves fairly well on waves and, although they have no keel, are designed to right themselves when capsized. Kayaks make excellent scouting craft, but would not last long on their own.

TS: 4xNP AR: 3xNP BR: 2xNP TR: 3 DR: N/A NP: 2 CAP: 0% CW: 700 lbs. Tonnage: 0.2 HP: 40

Outrigger Canoe
A variation on the normal canoe, originally designed by Polynesian islanders thousands of years ago. An outrigger has a small pontoon on one or both sides of the main body, preventing the canoe from tipping and allowing a much larger craft to make much longer voyages.

TS: 3xNP AR: 2xNP BR: 4xNP TR: 10 DR: N/A NP: 5 CAP: +25% CW: 3000 lbs. Tonnage: 1 HP: 250

Bathysphere (Diving Bubble)
Not the most technologically advanced item, a Bathysphere allows one passenger to make brief, pressurized dives. The air trapped inside the sphere stays pressurized, and the sphere is heavy enough to sink on its own. Of course, someone or something will have to tow it back to the surface. A bathysphere holds enough air for about a half-hour dive, and falls at a rate of 4 meters per round.

TS: N/A AR: N/A BR: N/A TR: N/A DR: N/A NP: 1 CAP: N/A CW: N/A Tonnage 0.5 HP: 30

Pedaled Personal Submarine
There is no single kind of personal sub, but this simple variety is byfar the most common. Essentially a larger version of the bathysphere with room for three people and an enclosed bottom, this sub is powered by one (or more) crewmember(s) pedaling on a bicycle-like contraption that drives an external propeller or flipper, while another crew member steers. It sinks by allowing water to fill a series of tanks along its hull and then rises by forcing pressurized air back into those tanks. A typical personal sub can carry enough air for a 10-hour dive and can withstand depths of up to 1000 meters. It can dive and surface at a rate of 10 meters per round. Some models have mechanical "arms" that come out of the sides, allowing the users to manipulate objects outside of the sub like pieces of salvage and the hulls of other ships. For this reason, subs are usually used for espionage or sabotage missions. Subs are weighted to prevent them from capsizing. The PPS has two systems in addition to the hull: the control system and the external propeller (or propulsion device).

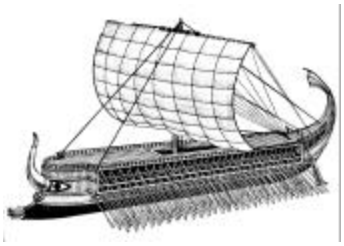
TS: 2xNP AR: 1 BR: 2 TR: 30 DR: N/A (10 hour dives) CAP: N/A CW: 1 ton Tonnage: 3 HP: 500, 40 (C), 50 (P)

Sailboats

Sailboats range from small, one-person affairs to enormous cargo vessels that plod across the landscape. As explained above, there are two kinds of sailboats: those with square rigging, and those with triangle rigging. A triangularly-rigged ship is faster, but usually smaller than their square-rigged counterparts. Almost all sailboats have keels of some sort; the only exceptions are wide-bottomed boats that are still prone to capsizing. The Capsize Modifier is a statistic other vehicles do not have, and is expressed as a percentage bonus to the Pilot skill. Sailboats have another statistic that other vessels do not: the best Point of Sailing, or PS. For more information, see the section on Sailing, above. Hit Points are divided into the Hull and Sails & Rigging.

Trireme

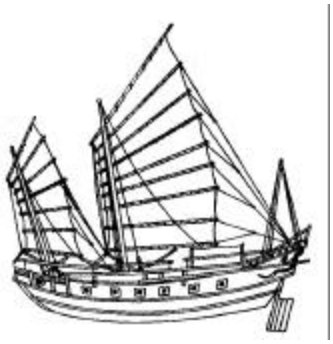
The Trireme dates back to the days of the Phoenician sailors, and were the kinds of ships that the Greeks used to the defeat the navy of Xerxes the Great. A long ship with a single mast and a single square sail, triremes could sail in very shallow water. They were also designed with a huge ram on the front, ideal for punching holes in other ships, as Xerxes found out. In addition to the sail, which had to be stowed during storms or else the ship would capsize, triremes had two or three rows of oars. The word trireme literally means "three layers" and technically, a triremes should all have three rows of oars, but the meaning has been lost over time and now just applies to a general kind of vessel. Triremes tend to capsize when trying to turn at high speeds. Because of their unpredictable performance on the open seas, triremes are usually found brief - a few days or less - cargo runs between atolls. A trireme has a ram already attached to the front of the vessel.



TS: WS-10 AR: 10 BR: 2 TR: 60 DR: N/A NP: 70-150 CAP: -40% CW: 400 tons Tonnage: 1000 PS: Running HP: 1000, 240.

Junk

Invented in the East and often associated with China, a junk, despite its name, is far from a piece of flotsam. It is a small, keel-less sailboat with two main masts and a unique ribbed sail system that resembles two gigantic dorsal fins - which is probably what inspired the design. A large rudder controls direction, as the sails are stationary, but junks are extremely fast and very maneuverable. They were the favorite vessels of pirates in the South China Sea through the end of the 20th century. Junks are usually used for hauling small amounts of cargo quickly between atolls, as they can be capsized easily by a storm. Occasionally, a mariner will use a modified junk with a keel as his vessel of choice, but keels greatly restrict the ship's agility.



TS: WS-5 AR: 10 BR: 10 TR: 20 DR: N/A NP: 10 CAP: -10% CW: 5 tons Tonnage: 100 PS: Broad HP: 350, 200

Dhow

Invented by Arab traders at the height of the Empires of Islam, while Europe wallowed in the dark ages, the Dhow is probably the first triangularly-rigged vessel. Designed for brief cargo runs in the relatively calm waters of the Mediterranean and Red Seas, dhows run fast and shallow and are every bit as agile and strong as a junk or similar schooner-type vessel. Dhows have two main masts, each with an almost triangle-shaped sail (it's really more of a trapezoid with one very small edge). Its purpose is much like that of a junk, but since it uses normal sails, it can be easier to repair. Like a junk, a keel will greatly decrease chances of

capsizing on the open seas, but make a dhow far less maneuverable.
TS: WS-5 AR: 10 BR: 5 TR: 15 DR: N/A NP: 15 CAP: -15% CW: 10 tons Tonnage: 120 PS: Broad HP: 400, 250

Sloop
Designed by the Dutch in the period of colonization, a sloop is an improvement over larger fore-and-aft, triangularly-rigged ships, like the barque. It is slightly smaller, but its sails allow it to perform well in almost any weather condition and its smaller keel originally allowed it to sail through shoals without incurring as much damage as a larger ship. With trimmed sails, sloops can outmaneuver almost any other vessel in combat, but they tend to do poorly in long ocean voyages.

TS: WS AR: 15 BR: 9 TR: 20 DR: N/A NP: 20 CAP: +10% CW: 25 tons Tonnage: 200 PS: Broad or Broad Beam HP: 1300, 300

Pinnance
Small, fast, and exceptionally maneuverable, the pinnance was used in the shallow waters of the Caribbean for getting between islands and outrunning pirates. No bigger than a junk, a pinnance nonetheless has true triangular sails and a keel, allowing it to move quickly and turn in next-to-no space. Although not suited for long voyages or carrying large amounts of cargo, a pinnance can easily defeat many larger ships in combat simply because it can run circles around them.

TS: WS+5 AR: 18 BR: 10 TR: 12 DR: N/A NP: 10 CAP: 0% CW: 10 tons Tonnage: 100 PS: Broad Beam or Beam HP: 500, 200

Catamaran
An improvement on the outrigger canoe, the catamaran is, essentially, two pontoons somehow lashed together, with room for a cabin or small shelter in the middle. It is a triangularly-rigged craft but, due to it's low center of gravity and distribution of weight - more like a raft than an actual boat - a catamaran has no need for a keel, but often capsizes less than many larger, keeled boats. Developed by Polynesians for travel over long distances in the stormy South Pacific, a catamaran can hold a fairly significant amount of cargo, although unless the ship has some kind of shelter in the middle, that cargo can be at the mercy of the weather.
TS: WS AR: 15 BR: 10 TR: 20 DR: N/A NP: 6 CAP: +40% CW: 20 tons Tonnage: 190 PS: Broad or Broad Beam HP: 1000, 275

Trimaran
A trimaran is a triangle-rigged, keel-less ship like a catamaran, except it has a third pontoon. This larger, middle section sits in the water and allows a trimaran to hold a significant amount of cargo while not sacrificing much maneuverability or stability. Unlike the catamaran, where the cabin is above the water on struts or some kind of netting, the trimaran's cabin and cargo area sits in the water.

TS: WS AR: 10 BR: 8 TR: 22 DR: N/A NP: 10 CAP: +45% CW: 40 tons Tonnage: 240 PS: Broad or Broad Beam HP: 1500, 375

Fluyt
A fluyt is a small, square-rigged ship designed primarily to haul cargo. The design is an improvement on the medieval-style caravels, essentially a squat vessel with a gently curving bottom. Due to their small keel, fluyts capsize in bad weather, but are still popular because they can carry far more than many other vessels their size.

TS: WS-10 AR: 5 BR: 3 TR: 50 DR: N/A NP: 15-50 CAP: -35% CW: 1000 tons Tonnage: 400 PS: Running HP: 2500, 500

Merchantman
Although the term merchantman is slightly generic, it refers to any number of large, square-rigged ships designed for hauling cargo. Similar to galleons and frigates, merchantmen have large keels and tend to be wide, slow, and sluggish. They can take a good

deal more punishment than other cargo vessels, and are often found in flotillas, protected by smaller, more capable craft that could not otherwise survive away from the larger boat.
TS: WS-12 AR: 3 BR: 1 TR: 60 DR: N/A NP: 20-70 CAP: 0% CW: 3000 tons Tonnage: 600 PS: Broad HP: 4000, 1000

Powered Boats

Powered boats use gasoline (petrol) or some other fuel to drive a motor that then, in turn, drives a propeller, paddlewheel, or some other method of moving the vessel through the water. Since go-juice and other combustible materials are fairly rare on Waterworld, these vessels are usually only found among groups like the Smokers.

Tug

A tugboat is a tiny vessel with a very powerful engine, designed to pull other, larger boats along. They are slow and won't perform well on their own, but are essential when dragging large amounts of cargo around. An extraordinarily strong gasoline engine drives two or three huge propellers at the rear of the boat.
TS: 5 AR: 2 BR: 2 TR: 20 DR: 150 NP: 5 CAP: 0% CW: 40,000 tons (towing) Tonnage: 500 HP: 500, 100 (C), 200 (P), 75 (E)

Jetski

Jetskis, or Waverunners, are small, one-or-two person affairs that the driver and a passenger straddle like a motorcycle. Because of their tiny size, jetskis cannot be used in anything but the calmest waters, and are even then they are easily flipped over. A small, gasoline-powered engine allows these boats to travel fairly fast, but only for short distances. Jetskis have a smallish inboard motor.
TS: 15 AR: 10 BR: 10 TR: 5 DR: 2 NP: 2 CAP: -40% CW: 400 lbs. Tonnage: .5 HP: 75, 20 (C), 10 (P), 40 (E)

Sidewheeled Merchantman

Like the name suggests, this ship is a merchantman outfitted with an engine, either steam or gas powered, that drives a large wheel on either (or sometimes both) side(s) of the ship. The advantage to this vessel is that, when the winds die down, it can continue under its own propulsion. Statistics in parenthesis are for the ship under steam instead of under sail.

TS: WS-12 (17) AR: 3 (2) BR: 1 (1) TR: 60 (60) DR: N/A (100) NP: 20-70 CAP: 0% CW: 3000 tons Tonnage: 600 PS: Broad HP: 4100, 500 (S), 200 (C), 500 (P), 175 (E)

Ironclad

The term ironclad refers to any kind of midsized vessel designed to take a lot of punishment and not do a whole lot of anything else. While some of these vessels sport guns, it is more for a cursory defense only; ironclads are basically floating bathtubs that can shrug off almost any attack, short of a high-powered bomb. They usually use steam motors, as they are too heavy for most gas-powered engines, and are very slow. Another problem is that they tend to capsize easier, especially if knocked off balance. Ironclads are pretty useless unless they are part of a flotilla or attack force. The exception is blockade running - because ironclads are so well protected, they are often used successfully to break blockades - or to ram other vessels. A steam engine drives one, two, or three propellers at the stern of the ship.

TS: 5 AR: 1 BR: 1 TR: 40 DR: 100 NP: 10-15 CAP -10% CW: 5 tons Tonnage 30,000 HP: 5000, 500 (C), 400 (P), 500 (E)

Barge or Scow

A barge is a wide, flat boat designed primarily for hauling cargo. It is smaller and faster than larger, capital cargo ships, and some groups, like the Smokers, use barges as mobile battle platforms, mounting large guns on them. They are a little more maneuverable and fast than the average large ship, and can effectively be used as part of a

battle flotilla. Scows are not particularly fast or mobile, but do fine on the open seas.
TS: 8 AR: 1 BR: 1 TR: 30 DR: 300 NP: 15-20 CAP: +20% CW: 5000 tons Tonnage 8000 HP: 4000, 200 (C), 200 (P), 150 (E)

Capital Ships

Capital ships are enormous mobile cities, and are the rarest vessels on Waterworld. They cannot be destroyed in the same manner as smaller vessels, as a bomb or other large, destructive device is required to even make a dent in one. Many of these ships have already sunk, especially capital military vessels.

There is no such thing as a "typical" capital ship, although most of them are converted oil tankers or large freighters. One will only appear in an adventure as a major part of a plot, or simply as a location the characters can visit, much like an atoll or buoy. For this reason, they do not have hit points per se, as it would be literally impossible to sink a capital ship using conventional means.

Buoys

Buoys are not ships per se; anchored to the ocean floor, they mark objects, trade routes, and other important things. Occasionally, intelligent people have come up with other uses for buoys, too. Below is a semi-comprehensive list of some buoys one might encounter. Buoys are usually about the size of a person, but can be as large as a schoolbus.

Marker Buoy
This buoy marks an important location, such as an area where fishing is known to be good, or is a checkpoint along a trade route.

Cargo Buoy
These either float on the surface or a few feet below, out of sight of prying eyes. Cargo buoys can store small amounts of stuff, either for a rainy day or to make sure that an attacker doesn't make off with it. Of course, you run the risk of someone else coming across your buoy.

Guard Buoy
This platform buoy has enough room and cover for one or two people on it, and is used in the defense of large atolls and other semi-permanent places. They can also be used as sentry positions and early-warning stations to sound an alarm if an attack on the atoll is approaching.

Enhancements

When your ship just isn't good enough, you can always make it better with a little DIY. This is a list of some possible enhancements to make to a ship.

Anchor
An anchor is essential when you need to stop quickly or stay in one place. Because ships are so large, once underway, it takes them a long time to cease forward momentum, and dropping an anchor will help that process along. An anchor typically falls about 50 meters per round; after it hits the bottom, the ship will stop completely at the end of the next full round.

Ram
Adding a ram allows you to ram other vessels without taking nearly as much damage yourself; see the rules for Ramming, above.

Battle Sails
These are smaller sails designed to make a ship more maneuverable in combat. Usually, square-rigged ships are the only vessels that need battle sails. When battle sails are raised, the ship's top speed drops by 3 knots, but its turning radius drops by 6 meters and it gains a +10% bonus to rolls against capsizing.

Racing or Running Sails
Designed specifically for triangle-rigged ships to catch the wind, these sails will increase the speed of a triangle-rigged ship by 5 knots. Using these sails also adds a 15% penalty to rolls against capsizing.

This final section examines some possible creatures the party might encounter on Waterworld. Although the majority of encounters on Waterworld will be with other inhabitants, occasionally an encounter with some marine life will throw in some flavor and an extra challenge.

There is an old aphorism about fish: the larger the fishbowl, the larger the fish. Waterworld is a very big bowl, and there are some really large fish out there. When making creatures for the party to encounter, think of ordinary sea creatures and then make them bigger, mutated, or just very menacing. New creatures are OK, too, as long as they somewhat make sense in the evolutionary scheme of things. Note that each creature has a Movement Rate, MR, which represents how many AP it takes that creature to move 1 hex in water. Some creatures can swim much better than others.

Whalephin

Obstinately a combination of whale and dolphin, the whalephin is actually an enormous, jawed fish with many rows of teeth.

Physical Description

Resembling a lamprey the size of a football field, whalephins are long, with two or three rows of fins and a set of large flippers. They also have a flat, whale-like tail, which is where they get their name. Their jaws are huge, taking up almost half the head, and are full of hundreds of needle-like teeth. Whalephins are anywhere from olive green to deep brown in color, with the majority coming in a shade of mottled blue.

Habitat

Only rarely do these creatures surface, and since they are true fish and not mammals, they have gills and can stay underwater indefinately. For the most part, they haunt the ruins of old cities, feeding off of schools of fish that inhabit the reef-like structures there. Occasionally, they can be lured to the surface by the proper bait.

Social Structure

Like many other marine predators, whalephins are solitary creatures, coming together only to mate. They are exceptionally territorial, and will fight with their own kind and any other large animal they perceive to be a threat. Whalephins mate every year when the waters begin to run warm, when they lay anywhere from 1000 to 10000 eggs, only a handful of which survive to maturity. These unusual creatures live about 10 years.

Intelligence Level

Animal

HP: 300
SQ: 7
AP: 7
XP: 5000
CC: 15%
MR: 3 hexes per AP

AC: 25	DR	/ DT
Normal:	10	50%
Laser:	5	25%
Fire:	10	50%
Plasma:	5	25%
Explosion:	3	15%

PR: 90%
RR: 30%
GR: 100/100

Attacks: Bite (90%, 4 AP, D: 4d12, 20% Change of Critical hit), Tail (75%, 3 AP, D: 3d10, none)

Kraken

Named after a mythical sea creature, this enormous combination of squid and octopus can easily take down a vessel.

Physical Description

Kraken are huge, easily 100 meters tall with tentacles that can reach almost four times that. They have bulbous heads with a beaked mouth that take up the majority of that height, and eight tentacles covered with powerful suction cups that can latch on to ships, people, or other marine creatures. Kraken are an orangish-brown in color,

and their tentacles range from orange to white to almost translucent. Kraken move by sucking water in and pushing it out, allowing them to swim very quickly for short periods of time. Their rubbery, slimy skin repels most attacks, although tentacles CAN be chopped off with successful critical hits.

Habitat
Kraken live at the bottom of the deepest basins, content in their darkness and solitude. Rarely will they swim to the surface, and then it is only for food. Kraken do not need to eat but once in a few months, and can digest hard objects like ships, and whalephin skeletons.

Social Structure
Kraken live in individual family units, with two parents caring for a clutch of 8-12 hatchlings. Kraken mate every 10 years or so, and can easily live to be 100 years old.

Intelligence Level
Animal

HP: 500
SQ: 9
AP: 9
XP: 10000
CC: 19%
MR: 1 (3 hexes per AP for one round of combat ONLY)

AC: 30	DR	/ DT
Normal:	5	40%
Laser:	0	0%
Fire:	5	25%
Plasma:	0	0%
Explosion:	5	40%

PR: 100%
RR: 50%
GR: 100/100

Attacks: Tentacle (90%, 3 AP, D: None, immobilizes anyone caught in tentacle), Bite (200% (must be in tentacle), 3 AP, D: 6d20, none), Ink (200%, works only in water, 1 AP, D: Blindness for 1d10 rounds, roll Poison Resist to avoid blindess)

Man 'O War

Although they resemble jellyfish, a man-o-war is a different creature altogether - actually a colony of symbiotic creatures working together to ensure the survival of the whole.

Physical Description
Ranging in size from a few square meters in area to several nautical miles on either side, a man-o-war sits on the surface of the water, slightly purple in color but otherwise translucent. As mentioned previously, it is a colony of symbiotic creatures that feed each other by stinging anything unlucky enough to wander into its tendrils. Because a man-o-war is made of thin, water-permeable, jelly-like stuff, it is exceptionally hard to kill. Its tentacles can grow to almost 1000 meters in length, on the oldest colonies, although 100 to 500 meters is far more common.

Habitat
A man-o-war can be found anywhere on the surface of the ocean.

Social Structure
None.

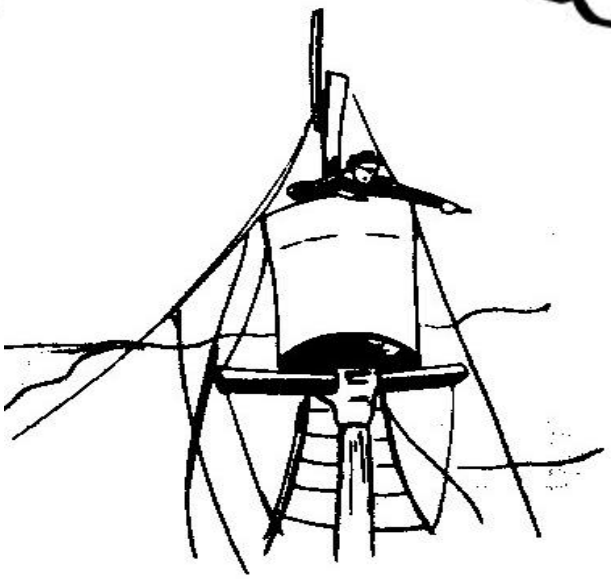
Intelligence Level
None (sessile).

HP: 1000
SQ: 1
AP: 1
XP: 25000
CC: 0%
MR: n/a

AC: 40	DR	/ DT
Normal:	25	90%
Laser:	0	0%
Fire:	20	85%
Plasma:	0	0%
Explosion:	15	60%

PR: 100%
RR: 100%
GR: 100/100

Attacks: Tendril (200%, works only in water, 1 AP (all creatures within the man-o-war's area suffer the same attack each round), D: 3d10, roll against Poison Resist or become paralyzed (treat as if drowning and unconscious).



Manta Diablo

The so-called "devil ray," a gigantic species of manta ray or skate, has made quite a comeback in the large, warm oceans of Waterworld.

Physical Description
The manta diablo is about 30 meters long and 30 meters across, and is shaped like a diamond kite with a 5-meter tail. Their tops are blue, to blend in with the water, and their bottoms are white, to blend in with the sky. The manta diablo's eyes are on top, while it's slit-shaped mouth is on the bottom of its "head" area. At the end of its tail is a wicked stinger, which the manta diablo uses to paralyze its prey.

Habitat
Manta diablo prefer shallow areas, so they can rest on the bottom and wait for unsuspecting prey. They are wanderers, never staying in one area too long, so they do not overhunt their prey. Occasionally, a manta diablo will attack a vessel, but it is usually only in perceived (or real) self-defense.

Social Structure
Manta diablo swim in schools of 5 to 10 individuals. The school looks after young, of which a couple hundred are born every spring. These large skates live to be about 7 years old.

Intelligence Level
Animal

HP: 80
SQ: 8
AP: 8
XP: 800
CC: 5%
MR: 1 AP per hex

AC: 10	DR	/ DT
Normal:	3	30%
Laser:	0	0%
Fire:	2	10%
Plasma:	0	0%
Explosion:	3	30%

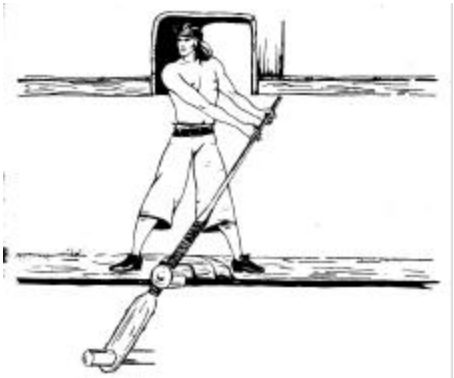
PR: 50%
RR: 20%
GR: 100/100

Attacks: Bite (70%, 4 AP, D: 3d6, none), Stinger (80%, 4 AP, D: 1d8, roll against Poison Resist or become paralyzed (treat as unconsciousness and drowning)).

A Nautical Glossary

Astrolabe - An instrument used to shoot the sun or shoot the moon.

Bow - The front of the ship. Rhymes with "wow."



Keel - A kind of "fin" on the bottom of a ship, designed to keep it from capsizing while turning or during winds. Most often found on sailboats.

Keelhaul - A nasty form of punishment, used by buccaneers in the Spanish Main, where the offender is tied up and "hauled" along the keel and the bottom of the boat one or many times. The barnacles would cut the prisoner, and the blood would often attract sharks. Usually, it was a death sentence.

Knot - A measure of speed, in nautical miles per hour.

Nautical Mile - A distance, used

exclusively by sailors. A Nautical Mile is equal to 1852 meters, or the mean (average) of 1 minute of latitude.

Port - When facing the bow, the left side of the ship.

Shoot the Sun and Shoot the Moon - Two terms that describe the process by which navigators would take "sun sights" or "moon sights" that would determine a ship's position.

Starboard - When facing the bow, the right side of the ship.

Stern - The back of the ship.

Important Information

For more information about Fallout PnP, visit our homepage at http://www.iamapsycho.com/fallout.

For more information about Waterworld and the Waterworld universe, take a look at Chris and Mike’s awesome Waterworld homepage at http://www.geocities.com/acegeckomcqueen/Waterworld-home.html.