

# HYPERCORPS

2019

## WASTELAND

# SETTLEMENT RULES

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# HYPERCORPS

# WASTELAND

2011

## SETTLEMENT RULES

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These are a streamlined version of the settlement rules for an alternate timeline of *Hypercorps 2099*, a *5th Edition* compatible campaign setting and rule system that takes your game into the future—though in this timeline what lay ahead for Earth isn't superheroic cyberpunk but a world scorched by nuclear fire—the Wasteland!

## CREDITS

<b>Author &amp; Designer</b>	Mike Myler
<b>Interior Artist</b>	Tan Ho Sim
<b>Layout Artist</b>	Mike Myler
<b>Playtesters</b>	Steven Caron, Max Duhl, Tom Foster, Mick Hand, John Lang, Matt Wilk, David Young
<b>Publisher</b>	Jason Nelson
<b>Executive Partner</b>	Neil Spicer
<b>Business Director</b>	Rachel Ventura



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POCKETS OF EARTH ARE DECIMATED BY NUCLEAR WAR IN 1969 AFTER THE BAY OF PIGS ESCALATES INTO WORLD WAR 3 AND ATOMIC WEAPONS ARE UNLEASHED ACROSS THE PLANET. THE *ALTER SAPIENS* OF THE WORLD PUT ASIDE THEIR DIFFERENCES AND USE THEIR ABILITIES TO CREATE SAFE HAVENS ACROSS THE GLOBE, SAVING THOSE THEY CAN FROM NUCLEAR DEVASTATION. ALMOST A CENTURY AND A HALF HAS PASSED SINCE THE ATOMIC APOCALYPSE AND THROUGH TIRELESS SCIENTIFIC EFFORT, AREAS OF THE WORLD ARE BECOMING LIVABLE ONCE MORE AND CIVILIZATION IS CREEPING OUT TO SEEK OUT LIFE UNDER THE SUN ONCE AGAIN—THOUGH DOING SO MEANS SURVIVING IN THE WASTELAND AND MANY BELIEVE THEY WERE BETTER OFF LOCKED AWAY IN THEIR SHELTERS.

THE VAST MAJORITY OF THE SURFACE'S POPULATION DIED IN THE HORRORS OF THE NUCLEAR ONSLAUGHT OR THE MADNESS THAT FOLLOWED IT WHEN IN 2076 A DIMENSIONAL FLUX RIPPLED ACROSS THE PLANET. THOSE FEW INSIDE OF THE SHELTERS AND SAFE FROM THE RADIATION SEETHING ACROSS THE WORLD FOUND THEY WERE EMPOWERED TO BE SMARTER, TOUGHER, AND STRONGER THAN THEIR ANCESTORS, GIFTED WITH ABILITIES LIKE THE *ALTER SAPIENS* THAT SAVED THE HUMAN RACE. SURVIVORS ON THE APOCALYPTIC WASTELANDS, HOWEVER, GAINED POWERS THAT CURSED THEIR ALREADY SICKLY BODIES AND TRANSFORMED THEM INTO HORRIFYING MUTANTS, PREDATORIAL MORDORS, MINDLESS WALKERS RAVENOUS FOR FLESH, OR WORSE. THE CHAMPIONING OF SCIENCE IN THE SHELTERS OVER THE LAST 140 YEARS WAS OFTEN SEEN AS THE LAST RAY OF HOPE FOR THE PLANET BUT IN ACTION THESE UNDERGROUND LABORATORIES ADD TERRORS TO THE LANDSCAPE MORE OFTEN THAN NOT, UNLEASHING SURVIVORS MADE INTO FREAKISH EXPERIMENT SUBJECTS OR RELEASING AUTOMATONS GONE MAD.

HUMANITY'S DISPARATE TRIBES ARE BRAVING THE WASTELANDS SEEKING ONE ANOTHER AND ATTEMPTING TO FORGE SOMETHING FROM THE ASHES OF CIVILIZATION, BUT EVEN SURVIVING IS PRACTICALLY IMPOSSIBLE AND LEAVES LITTLE ROOM TO BE CONCERNED WITH ANYTHING ELSE. THE MOST POWERFUL *ALTER SAPIENS* HAVE TURNED THE SANCTUARIES FROM THE IRRADIATED LANDSCAPE IN WHICH THEY WERE RAISED INTO FORTRESSES, MANNING THEM WITH ARMIES OF MEN AND WOMEN WILLING TO LIVE BY ANOTHER'S CREED. WITH THE THREAT OF THESE WARLORDS, THE UNEARTHING OF STOCKPILED NUCLEAR WEAPONS, AND THE HORRORS WROUGHT FROM THE PAST, VIOLENCE IS EVERYWHERE AS BATTLES RAGE ACROSS THE BLASTED LANDSCAPE. THOSE FEW LOOKING TOWARD THE WAR FOR THE FUTURE WONDER IF IT HOLDS ANYTHING BUT DEATH AND DESPAIR, BUT THEY ARE FOOLS.

***WAR DOES NOT DETERMINE WHO IS RIGHT—ONLY WHO IS LEFT.***

# SURVIVING IN THE WASTELAND

Surviving in the Wasteland entirely by oneself is practically impossible and it can be just as difficult to live under the yoke of an authoritarian (and likely insane) warlord. As the PCs see more of the broken world they can encounter other survivors, drawing them under the adventurer's banner and building settlements of their own, relying on their citizens to perform menial tasks that let them focus on exploring the irradiated Earth.

## Settlement Construction

As they go about the world the adventurers will come across wrecked vehicles and other scrap that can be used as or part of dwellings (offering an interesting challenge for PCs in terms of effectively moving it to where it is needed), but buildings alone do not make a settlement! In order to carve out a hamlet or even a town, the party has to collect resources from a region—either Manpower, Natural Resources, or Technology—to spend on Settlement Attributes to make a settlement Appealing, ample with Natural Resources, functioning in an Orderly manner, and Secure (at least when the PCs aren't around).

## Settlement Size

The larger a settlement is, the more frequently it is attacked by raiders, warlords, and the various predators of the Wasteland. As a general rule, these attacks are done quickly and do not occur when the PCs are not around to aid in the defense of their community.

### Destroyed Cities, Secret Societies, and Unnatural Landscapes

In all cases, the GM gets the final call on what Settlement Resources are available and the DCs required to salvage them. For instance, cities have lots of Manpower and Technology but getting at them will be harder (because most have been monopolized), and there's little in the way of natural resources. On the other hand a series of valleys where a secret society lurks has lots of Manpower and Natural Resources, but the very individuals the PCs are trying to help remain under the influence of others and sabotage the party's efforts.

## Traveler Foot Traffic & Followers

Communities naturally attract people. Even if they aren't settling down folks rely on settlements to acquire resources (like tools, food, water, or clothing) that they couldn't salvage, as sources to find out information from other settlements, and—in the event of advancing warlords—a place to seek protection. Rules for Traveler Foot Traffic and Using Followers are in *Hypercorps 2099 Wasteland* but are beyond the scope of this document (back the Kickstarter and snag them from the playtest!).

TABLE: SETTLEMENT SIZE

Settlement Size	Settlement Attribute Total
Hamlet	100
Village	200
Town	300
City	400

## SETTLEMENT RESOURCES

Settlement Resources are used to construct settlements, acquired as the adventurers explore a region in the Wasteland. In general, the PCs should encounter Settlement Resources during any quest: 1d4 for a Settlement Resource with Low availability, 2d4 for a Settlement Resource with Medium availability, and 3d4 for a Settlement Resource with High availability. Just encountering a Settlement Resource does not give the party control of it however—they need to convince, collect, or salvage what they've found and bring it back to the places they want them used.

For every 1 point of acquired Settlement Resource the party spends on a settlement, all of its corresponding attributes gain 1 point.

In *Hypercorps 2099 Wasteland* merchants (when they can be found) normally buy items at 25% their value unless the trader is set up in a settlement established by the seller(s). Bartering is far more common and most NPCs will trade for items, pricing a PC's possessions at half value—a Charisma (Persuasion) check can convince them to price a PC's possessions up to 70% of its real value.

## MANPOWER (+1 Order, +1 Security) — Charisma

Defensive bandits, stubborn settlers, and hard bitten survivors try to eke out their own living in the Wasteland but many can be convinced—in exchange for a small bribe, the doing of a favor, or in response to a particularly persuasive argument—to live among others.

When the PCs encounter Manpower, they must convince the survivors they've found to utilize or visit their settlement. Doing so requires a DC 15 Charisma (Persuasion) check or DC 18 Charisma (Intimidation) check. Failure on this check does not mean the adventurers are unable to convince the survivors, only that they'll either have to buy them off with gifts (of either gold, weapons, or other valuable salvage) or perform a favor (usually itself a small quest) to bring them around.

## NATURAL RESOURCES (+1 Appeal, +1 Necessities, +1 Order) — Wisdom

Clean groundwater, edible food to gather or farm, and animals clean enough to eat are far and away the most important elements needed for a settlement to truly thrive. Though it is possible to have a successful settlement without plentiful natural resources, it is far more difficult to appeal to followers and prone to chaos among the citizenry.

When the PCs encounter a Natural Resource, in order to cultivate and effectively use it they must succeed on a collective DC 14 Wisdom (Survival) check. This collective check uses the highest proficiency bonus of adventurers that have proficiency in the Survival skill but utilizes all of the party's Wisdom modifiers. Failure on this check by 5 or less means that the PCs only gain a +1 bonus to two Settlement Attributes and failure by 10 or less means that the PCs only gain a +1 bonus to one Settlement Attribute.

## TECHNOLOGY (+1 Appeal, +1 Security) — Intelligence

Survival in the Wasteland is extremely difficult without relying on technology—resources, even when plentiful, often require treatment before they can be used or utilized to maximum effectiveness. The more primitive a settlement is, the less likely people will be to stay there and the more difficult it is to defend against the predators of the desolate future.

When the PCs encounter Technology, properly salvaging and transporting it requires a collective DC 13 Intelligence (Technology) check. This collective check uses the highest proficiency bonus of adventurers that have proficiency in the Technology skill but utilizes all of the party's Intelligence modifiers. Failure on this check by 5 or more means that the PCs only gain a +1 bonus to one Settlement Attribute.

## Example Settlement Resources

The size of each example resource below can vary widely—a factory might be a whole industrial yard, an aquifer could be little more than a well or as big as a pond, and a tribe could be a few people or a few dozen. The GM has to determine exactly how many different resources there are in a given region (a Technology of 6 might be a robust and largely untouched junkyard or three smaller technological resources). For each Settlement Resource, roll on the table below to determine what it is

1d20	Example Manpower Resources	Example Natural Resources	Example Technology Resources
1	Humans worshipping pre-war icons	Springwater from high elevations	Ruined factory
2	Wastelanders abducted by raiders	Abandoned ion-filtered aqueducts	Defunct mine
3	Loose-knit band of lone hunters	Stockpile of freeze-dried food	Blasted junkyard
4	Dwarven clans hidden underground	Clean aquifer	Crashed shipment of terminals
5	Small band of farmers protected by an <i>alter sapiens</i>	Depot of seeds preserved by scientists	Remains of a destroyed alien vehicle
6	Survivors of a recently liberated underground shelter	Forgotten rural settlement's lead-sheltered compost pile	Old sawmill or refinery
7	Remnants of a society formerly protected by the Atomic Army	Genetically-modified rad-resistant grove of trees	Hidden experimental laboratory
8	Wastelanders that have abandoned a settlement controlled by The Bureau	Hidden self-sustained ecosystem	A small town's worth of cash registers and devices with lots of springs, gears, and scrap

The final *Hypercorps 2099 Wasteland* book will have at least 20 (or more!) examples for each type of resource.

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BUILDING SETTLEMENTS

## Resource Availability

When entering a new region in a geographical area the GM rolls to determine the number of settlement resources available there. The precise size of a region and whether or not any of these die pools change are at the GM's discretion—a region in the middle of a farmbelt in a high technology geographical area may not offer much to salvage, while the insides of buildings in a ruined metropolis in a low technology region might. There should always be a minimum of 4 points of each Settlement Resource in any given region.

GEOGRAPHICAL AREA	MANPOWER	NATURAL RESOURCES	TECHNOLOGY
Africa	High (6d6)	High (6d6)	Low (2d6)
Asia	High (6d6)	Medium (4d6)	Low (2d6)
Australia	Low (2d6)	High (6d6)	Low (2d6)
Europe	High (6d6)	Low (2d6)	High (6d6)
North America	Medium (4d6)	Medium (4d6)	Medium (4d6)
South America	Medium (4d6)	High (6d6)	Low (2d6)

## Settlement Attributes

Settlement Attributes are determined by the Settlement Resources spent on them—until the party spends them on a settlement, its Settlement Attributes are 1. Should a Settlement Attribute be reduced below 1, for every additional point it would lose from that Settlement Attribute it loses 1 point from all other Settlement Attributes instead.

A settlement gains 1 follower for every 10 points of attributes it has (minimum 1; maximum 40) but PCs should remember that the bigger a settlement is, the bigger a target it becomes.

## Appeal

Appeal can mean different things to different people—a settlement with a high Appeal might be facing a breathtaking vista, based inside of buildings that were at one time luxurious, or have a community that is well-knit and supportive.

Appeal is used to attract followers more quickly than normal and can convince merchants to stay in a settlement. When a settlement's Appeal is its highest Settlement Attribute, it has one more follower than normal and when making Charisma (Persuasion) checks to convince a trader to join the community, PCs gain advantage on their ability check.

## Necessities

Necessities are the basic needs that living creatures require in order to continue living: food, shelter, and water. A settlement with a high Necessities has access to plentiful natural resources, no shortage of materials to shelter the community, and be near clean groundwater tapped by several wells.

Necessities are the backbone of any settlement and more importantly for the adventurers, provides the PCs with food and water without the need for salvaging to sustain themselves (leaving them more time to explore the Wasteland). Each week a settlement provides a number of days worth of food and water to the party equal to its Necessities score (enough for each PC).



## Order

Settlements are not unlike living creatures and require regular maintenance to function correctly. A settlement with a high Order has some kind of balanced social atmosphere, trust between various members of the community, and various types of labor happening with regular frequency (be that a local doctor, mechanic, or technology scrapper).

Order makes a settlement run efficiently but also brings amenities to the PCs, removing the trouble of having to travel for specialized services. For every 15 points of Order a settlement has, one follower is technically skilled in some way. These followers might be doctors, enchanters, mechanics, scrappers, or any other role the GM deems fitting, but they will not venture beyond the bounds of the settlement with the PCs without being compelled or forced to do so.

## Security

The best offense is a good defense and settlements with high Security know it, keeping its residents at the ready should an assault or one of the hazards of the Wasteland come upon them. A settlement with a high Security has some kind of law enforcement (be that by its residents or a deputized force), defenses against attack, and is prepared for the various environmental dangers that loom from the blasted landscape.

When a settlement is attacked the GM rolls 1d100 for the settlement, adding the settlement's Security score to the roll, and a 1d100 for the attackers (be they bandits, beasts, or otherwise; Warlords gain a special bonus to this check). When the attackers win this opposed check, the settlement permanently loses 1d4 of a randomly determined Settlement Resource for every 10 points the attackers win by (lowering its Settlement Attributes). When the settlement wins this opposed check, the settlement permanently gains 1d4 of a randomly determined Settlement Resource for every 10 points the settlement wins by (increasing its Settlement Attributes). For multiple losses or gains, roll each time to determine which Settlement Resource is affected.

If a settlement is equipped with a radio beacon or other means to contact the PCs and the adventurers join a fight as it is in progress, add the character level of each member of the party to the Security roll. The GM should cinematize much of the combat and instead focus on its very end—perhaps the group chases a surviving attacker into the Wasteland, have only a few hours to track a kidnapped citizen before a radstorm is expected to fall, or any other adventure seed appropriate to the campaign's plot.





When Cablette the Scrapper, Crazy Jack the Doctor, and Madrieku the Mechanic begin their exploration of the southwestern Adirondack Mountains in the American Wasteland, Gwen the GM rolls to determine the Settlement Resources they can find on this side of the mountain. For each of the three Settlement Resources, all of which are Medium, she rolls 4d6: for Manpower they get 8, Natural Resources they get 11, and for Technology they get 5.

Gwen decides that for the Manpower Settlement Resource, some redneck families survived the nuclear fallout by escaping into mine shafts near the top of the mountain (5 points) and a few loners otherwise have persisted on by hunting the natural beasts able to survive the harsh climate (3 points).

For the Natural Resources Settlement Resource, it makes sense to Gwen for there to be plentiful animals and some plant-life (an important element to her campaign). Either way there's lots of gathering (3 points) and hunting (3 points) the adventurers can do and (relatively) clean water running down from the peaks (5 points).

The Technology Settlement Resource is low so Gwen determines that before the war broke out, not a great deal was built up here; there's the mine where the redneck family lives (1 point), an aged lumber mill (1 point), a ranger station (1 point), and two intact cabins (1 point each), but the adventurers won't be finding any laser guns or plasma boots.

Of course Gwen has her own plans for what else the PCs can discover—radioactive treants, a mad botanist mutant growing intelligent walking flytraps, and a defector from The Bureau that will lead the party to her central plot for the campaign—but for the purposes of settlements all she needs now is a map! After a bit of sketching or creative use of mapping programs on the internet (and maybe utilizing the free [Paint.net program](#)) the area is ready for play.

In the ranger station Crazy Jack finds records of the mining tunnels and signs of someone raiding the medical equipment several times, leading the party to the redneck family. Unfortunately negotiations do not go well and combat breaks out, forcing the adventurers to kill the rednecks, but in the back of the mines the party finds several people that were captured (kept as livestock to be cannibalized later). They are extremely grateful and using the lumber mill one of the captives was abducted from, the PCs start a settlement: Old Saw.

The things that Cablette and Madrieku salvage from the mining facility, the ranger station, and the lumber mill (which had a rather large bear lairing within) are spent to give Old Saw 3 Technology points. All of the Manpower resource they've gathered is spent as well, giving them 5 points, but only 1 of the captives (a fellow named Harry, a defector from the Bureau!) chooses to immediately settle in Old Saw (the rest remain nearby and become Foot Traffic Travelers). The party spends a month repairing dams and other modifications to the river near the mill while Harry hunts, garnering them 4 Natural Resource points spent on Old Saw.

All told, Old Saw starts with 5 Manpower, 3 Technology, and 4 Natural Resources. The 5 Manpower adds 5 each to Security and Order, the 3 Technology adds 3 each to Security and Appeal, and the 4 Natural

Resources adds 4 to Appeal, 4 to Necessities, and 4 to Order. Old Saw's initial Settlement Attributes are: **Appeal 7**, **Necessities 4**, **Order 9**, and **Security 8**. Totaling these up gives Gwen a Settlement Score of 28—now that some of the adventurers' vision of Old Saw has been realized, another of the captives they freed (Sally) decides to stay in the hamlet with Harry!

During that time the party meets the other survivors nearby and by offering Crazy Jack's medical expertise, convinces all of the loners that Old Saw will benefit them (increasing the Manpower to 8, exhausting that part of the region's Settlement Resources). On their explorations they spot two intact cabins, each meticulously trapped by their dead owners. Madrieku's mechaframe gets beat up in the process but after "dismantling" the devices she and Cablette scrap everything they can from the cabins (2 points) and bring that back to Old Saw, exhausting the region's Technology Settlement Resource. Harry and Sally spend their time hunting and gathering with Crazy Jack, netting the party another 3 Natural Resources to spend on Old Saw.

Now Old Saw has 8 Manpower, 5 Technology, and 7 Natural Resources, changing its Settlement Attributes to the following: **Appeal** (7NR+5T) 12, **Necessities** (7 NR) 7, **Order** (8M+7NR) 15, and **Security** (8M+5T) 13. Totaling these gives Gwen a Settlement Score of 47—with all these improvements another former captive begins dwelling in Old Saw—a wandering enchanter looking for a place to settle down (The Amazing Waldrick) decides this secluded hamlet is a perfect spot! With most of the exploration to be done in the region complete, Gwen figures that now is the time for Harry to reveal what he knows of the mad botanist, testing the PCs to make sure they are tough enough to handle what his dark secrets about The Bureau will reveal.

While they are gone and fighting through the designs of the demented scientist hidden in a bluff on the peaks above, a pack of feral scavengers descends on Old Saw! Gwen rolls 1d100 for Old Saw, adding its Security Settlement Attribute (+13), and 1d100 for the feral scavengers (who are not servants to any Warlord, meaning they gain no bonus). For Old Saw she gets a 55, making the hamlet's roll a 68, but for the attackers she gets a 79. Rolling 1d6 to determine which Settlement Resource gets lowered, Gwen gets Manpower and the attackers take 1d4 of that away, getting a 2 and leaving Old Saw with 6 Manpower. Old Saw's Order and Security drop by 2 each and Gwen decides that during the assault Harry was fatally wounded—he only lives long enough to tell the party a few cryptic pieces of information before dying. Seeing the settlement defend itself pulls on the heartstrings of one of the loners, a hunter named Gasko, and he moves into Old Saw to take Harry's place as a follower.

Now that Old Saw is up and running the PCs begin exploring elsewhere, asking Sally and Georgio to continue cultivating the region and convincing Gasko to gather any information she can about The Bureau from other settlements nearby. Moreover, each week they can return to Old Saw to restock their food and water supplies, meaning that their days of irradiated meat and scrounging for crumbs are over—now the real work of taming the Wastelands can begin!

## HAZARDS OF THE WASTELAND

Natural disasters are still a threat in the Wasteland but the fallout of nuclear war has turned the landscape into a barren, lethal desert with new dangers always just beyond the horizon—before it is too late. A small sample of some Wasteland hazards are below.

### Attacks in the Wasteland

Bandits, packs of walkers, warlords, and worse prowl the surface in search of food, shelter, and water, and nothing short of death will stop them. When desperate or emboldened they assault passerby and settlements alike, making the threat of murder a constant companion.

**Individual Protection.** Survivors know how to hide, fight tactically, talk their way out of a bad spot, or rely on their luck to avoid being killed by one of the Wasteland's predators.

**Settlement Protection.** The higher a settlement's Security score the better! To increase a settlement's Security, PCs can gather more Manpower and Technology, get a scrapper and set up gun traps, hire a mercenary to guard the settlement (10 gold per month; add the NPC's CR to the Security Settlement Attribute), or train guard animals to patrol it (add half of the beast's CR to the Security Settlement Attribute). At the GM's discretion other tactics (like building defenses around a settlement or isolating it) may also increase a settlement's Security.

### Radstorms

Radioactivity roiling in the sky above can gather with rainclouds to create radstorms that soak an area with poisoned rain. Radstorms have a radius of 8d100 feet (minimum 200 feet), travel in a random direction for 1 minute at a time at a rate of 50 feet each round, and rarely linger in one place for more than 2d4 minutes.

For every minute an area is exposed to a radstorm, it gains 1d4 radiation levels. These radiation levels dissipate at a rate of 1 per week.

**Individuals.** There's not much an individual creature can do to protect itself from a radstorm than to seek shelter underground and hope that it ends quickly or to run like hell.

**Settlements.** A settlement hit by a radstorm makes a Necessities saving throw (DC 10 x the number of minutes the radstorm lasts). On a success, the settlement retains all of its natural resources (though at the GM's discretion, some of them may be irradiated). On a failure, the settlement loses 1d4 Natural Resources for every 5 points it fails the saving throw by (lowering its Appeal, Necessities, and Order Settlement Attributes).

### Radtwisters

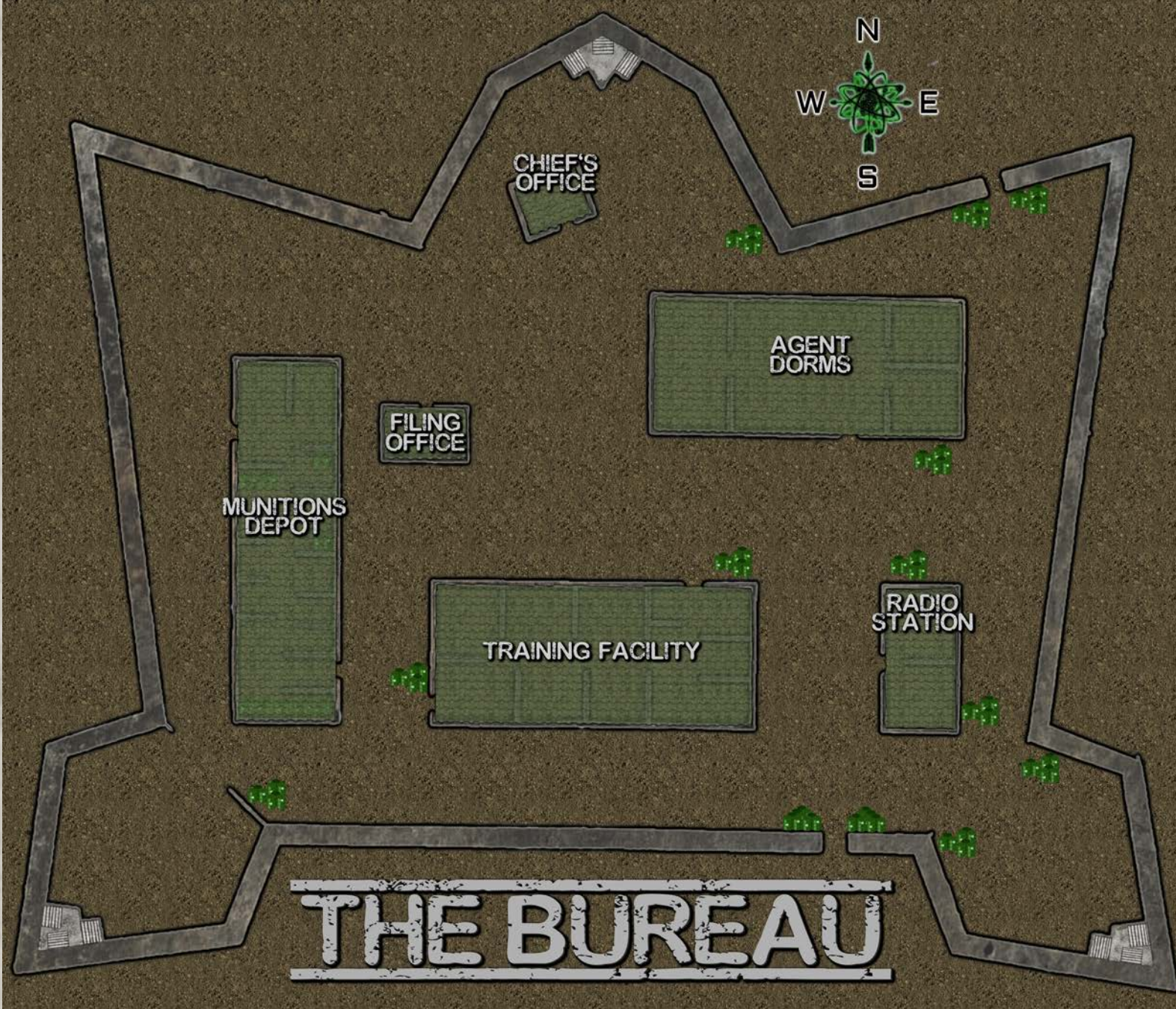
Nothing destroys a settlement as quickly and surely as a radtwister. These vicious weather anomalies are strong enough to rip people off the ground and they move with dangerous alacrity, speeding across a landscape and beyond the horizon. Radtwisters have a radius of 4d100 feet (minimum 100 feet). At the end of every minute, roll 1d20. On a 1, the radtwister lingers in place for 1 minute. On a 2–15, the radtwister moves 50 feet each round in a random direction. On a 16–20, the radtwister careens, moving at a rate of 200 feet in a random direction for 2d4 rounds before coming to a temporary stop. Creatures inside of or in the path of a moving radtwister make a DC 16 Strength saving throw (+1 per 10 pounds of equipment) or are ripped off the ground and into the air, thrown 1d10 times 10 feet (landing at the end of the next turn). Objects not anchored to the ground make a DC 15 Strength saving throw, gaining an effective Strength modifier equal to +1 per 20 pounds of weight (GMs should only roll for objects when it is pertinent as most can be recovered later after the danger has passed).

For every minute an area is exposed to a radtwister, it gains 1 radiation level. These radiation levels dissipate at a rate of 1 per day.

**Individuals.** A creature can gain advantage on their Strength saving throw by spending a reaction to grab an anchored object firmly affixed to the ground. Otherwise, it is best to get underground when a radtwister shows up.

**Settlements.** A settlement hit by a radtwister makes an Appeal saving throw (DC 5 x the number of rounds the radtwister is in the area). On a success, the settlement retains all of its natural resources (though at the GM's discretion, some of them may be irradiated). On a failure, the settlement loses 1d4 Natural Resources for every 5 points it fails the saving throw by (lowering its Appeal, Necessities, and Order Settlement Attributes).





## THE BUREAU (+35)

The true origins of this enigmatic organization are lost in the sea of rumors surrounding it. Almost as mysterious as the aliens they so furiously hunt, The Bureau has bases everywhere in the Wasteland but do the best they can to assume ownership of intact government facilities. These grounds are fitted with patchwork defenses and expendable countermeasures in mind—hunting down the xenos menace that brought about society's downfall means leaving nothing behind when the shit hits the fan. Using captured scientific advances and a discipline even more strict than the Atomic Army's, the agents of The Bureau travel across the world to convince, bribe, coerce, intimidate, and otherwise persuade settlements to join them in bringing the human race out of the nuclear ashes. Acting under a variety of different names, the organization supports the communities that embrace them but only as a means to sustain their numbers; as time drags on, they impose stricter and stricter laws to ferret out who among the survivors are loyal and worthy enough to wear the badge.

This map of an installation of The Bureau follows their usual protocols—there there's an office for the local Chief, dormitories for agents, the "filing office" (more often used as a prison for captured persons of interest), a munitions depot, training facility, and radio station. The sheer patchwork concrete walls surrounding the interior are 25 feet high and have three parapets from which to gain access.

Each entrance (north and south) and many other corners leading from the ingresses are littered with barrels that explode after taking 5 points of radiant damage or 10 points of fire damage. Creatures and objects within 20 feet of an exploding barrel make a DC 15 Dexterity saving throw or take 14 (4d6) fire damage and 14 (4d6) radiant damage, or half as much damage on a successful save. Barrels that take enough damage to explode from this effect do so in a chain reaction, though it takes 1 round for a cooked barrel to explode in this way.

## Bureau Contacts

By performing quests on The Bureau's behalf, adventurers may gain bonuses to one of their settlements. After accruing 3 or more of these bonuses, however, The Bureau takes a definitive interest in a settlement and begins seeding loyal agents within to turn the populace to their cause.

- **Growth Hormone:** Once per month when agricultural Natural Resources are spent on a settlement, the bonus it gains to Necessities is doubled.
- **Special Fertilizer:** Once per month when making a saving throw against a hazard of the Wasteland in order to preserve its Natural Resources, the settlement gains advantage on its saving throw.
- **Strange Ammunition:** The settlement increases its Security by 4.
- **Uniformed Officers:** The Bureau provides identical uniforms for the settlement's law enforcement, increasing its Appeal and Order by 2.
- **Word of Mouth:** Merchants are twice as likely to visit the settlement.

## BUREAUCRAT

*Medium humanoid, lawful neutral*

**Armor Class** 14 (studded leather)

**Hit Points** 22 (4d8+4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	14 (+2)	11 (+0)	12 (+1)

**Saving Throws** Int +4, Wis +2, Cha +3

**Skills** Acrobatics +4, Deception +3, Insight +2, Investigation +5, Perception +3

**Senses** passive Perception 13

**Languages** Common, Esperanto, Gaxian

**Challenge** 1 (200 XP)

**Bureau Badge.** The bureaucrat can spend a bonus action to grant disadvantage to all attacks made against them until the beginning of their next turn. After using this ability, the bureaucrat requires a short rest before it can be used again.

**Bureau Fedora.** The bureaucrat increases their Investigation and Perception scores by 3.

### ACTIONS

**Multiattack.** The bureaucrat makes two fedora attacks or two disguised laser pistol attacks.

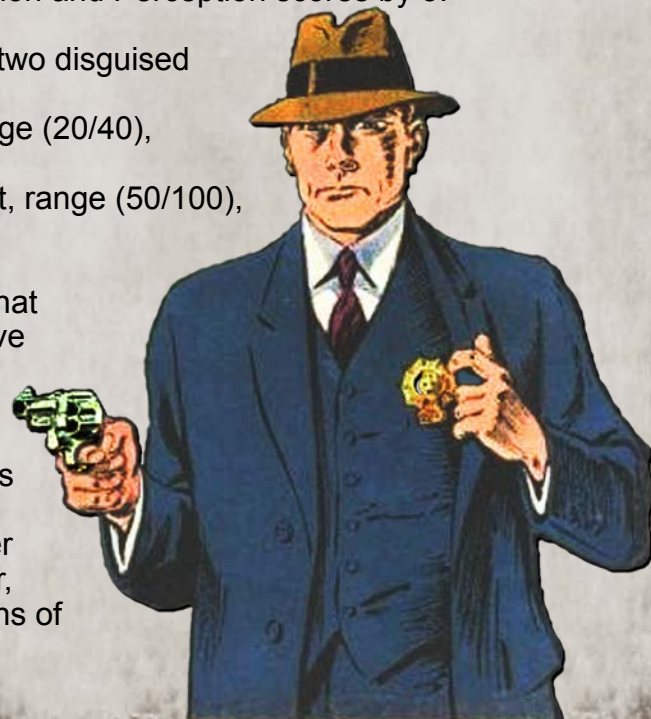
**Fedora.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range (20/40), one target. *Hit:* 5 (1d6+2) slashing damage.

**Disguised Laser Pistol.** *Ranged Weapon Attack:* +4 to hit, range (50/100), one target. *Hit:* 7 (1d10+2) radiant damage.

### REACTIONS

**Uncanny Dodge.** When the bureaucrat can see a target that hits them with an attack, they can use their reaction to halve the attack's damage against them.

These are the newest recruits to The Bureau and are usually used as expendable resources in the organization's hunt for aliens in the Wasteland. After completing basic training they are gifted with their badge, fedora, and a laser pistol made to look like an old revolver from before the war, then sent off to a settlement or region to look for any signs of xenos in the area.



## BUREAU AGENT

Medium humanoid, lawful neutral

**Armor Class** 15 (studded leather)

**Hit Points** 52 (8d8+16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	16 (+3)	12 (+1)	15 (+2)

**Saving Throws** Dex +5, Int +5, Wis +3, Cha +4

**Skills** Acrobatics +5, Deception +4, Insight +3, Investigation +8, Perception +6, Stealth +5

**Senses** passive Perception 16

**Languages** Common, Esperanto, Gaxian

**Challenge** 3 (700 XP)

**Bureau Agent Badge (Recharge 6).** The bureau agent can spend a bonus action to grant disadvantage to all attacks made against them until the beginning of their next turn.

**Bureau Agent Fedora.** The bureau agent increases their Investigation and Perception scores by 3.

**Cunning Action.** On each of its turns, the bureau agent can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** The bureau agent deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the bureau agent that isn't incapacitated and the bureau agent doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The bureau agent makes three fedora attacks, three laser rifle attacks, or two laser spray attacks.

**Fedora. Melee Weapon Attack:** +5 to hit, reach 5 ft. or range (30/50), one target. *Hit:* 8 (1d10+3) slashing damage.

**Laser Rifle. Ranged Weapon Attack:** +5 to hit, range (100/250), one target. *Hit:* 9 (1d12+3) radiant damage. The bureau agent may spend a bonus action to gain an additional attack at disadvantage.

**Laser Spray.** The bureau agent sprays a 10-foot-cube within 100 feet. Creatures in the area of effect that fail a Dexterity saving throw (DC equal to the bureau agent's attack roll) take 9 (1d12+3) radiant damage.

### REACTIONS

**Uncanny Dodge.** When the bureau agent can see a target that hits them with an attack, they can use their reaction to halve the attack's damage against them.

Bureaucrats that survive their initiation period receive special training to enhance their bodies to the peak of mental and physical fitness before being given missions the organization truly cares about. Bureau agents are not unlike their pre-war predecessors—cunning, dangerous, and more than willing to do whatever it takes to accomplish their goal.

## BUREAU HANDLER

Medium humanoid, lawful neutral

**Armor Class** 16 (kevlar business suit)

**Hit Points** 75 (10d8+30)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	17 (+3)	18 (+4)	14 (+2)	17 (+3)

**Saving Throws** Dex +7, Int +7, Wis +5, Cha +6

**Skills** Acrobatics +7, Deception +6, History +7, Insight +5, Investigation +10, Perception +8, Persuasion +6, Science +7, Stealth +7

**Damage Resistances** psychic; piercing

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Common, Esperanto, Gaxian, Latin

**Challenge** 5 (1,800 XP)

**Bureau Handler Badge (Recharge 5-6).** The bureau handler can spend a bonus action to grant disadvantage to all attacks made against them until the beginning of their next turn.

**Bureau Handler Fedora.** The bureau handler increases their Investigation and Perception scores by 3.

**Cunning Action.** On each of its turns, the bureau handler can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** The bureau handler deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the bureau handler that isn't incapacitated and the bureau handler doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The bureau handler makes three fedora attacks, three laser rifle attacks, or two laser spray attacks.

**Fedora. Melee Weapon Attack:** +7 to hit, reach 5 ft. or range (40/80), one target. *Hit:* 11 (2d6+4) slashing damage.

**Laser Rifle. Ranged Weapon Attack:** +7 to hit, range (100/250), one target. *Hit:* 10 (1d12+4) radiant damage. The bureau handler may spend a bonus action to gain an additional attack at disadvantage.

**Laser Spray.** The bureau handler sprays a 10-foot-cube within 100 feet. Creatures in the area of effect that fail a Dexterity saving throw (DC equal to the bureau handler's attack roll) take 10 (1d12+4) radiant damage.

### REACTIONS

**Uncanny Dodge.** When the bureau handler can see a target that hits them with an attack, they can use their reaction to halve the attack's damage against them.

Once a bureau agent has survived for a year or more in the field, they are promoted to becoming handlers. In addition to receiving secretive enhanced training techniques, bureau handlers are gradually fed food laced with stolen alien bioscience to make them superhuman, enhancing all of their mental and physical qualities.

# BUREAU CHIEF

Medium humanoid, lawful neutral

**Armor Class** 17 (kevlar business suit)

**Hit Points** 127 (15d8+60)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	19 (+4)	20 (+5)	16 (+3)	19 (+4)

**Saving Throws** Dex +9, Int +9, Wis +7, Cha +8

**Skills** Acrobatics +9, Deception +8, History +9, Insight +7, Investigation +12, Perception +10, Persuasion +8, Science +9, Stealth +9

**Damage Resistances** psychic; piercing

**Condition Immunities** charmed, frightened, paralyzed, stunned

**Senses** darkvision 60 ft., passive Perception 20

**Languages** Common, Esperanto, Gaxian, Latin, Undercommon

**Challenge** 9 (5,000 XP)

**Assassinate.** During its first turn, the bureau chief has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the bureau chief scores against a surprised creature is a critical hit.

**Bureau Chief Badge (Recharge 3-6).** The bureau chief can spend a bonus action to grant disadvantage to all attacks made against them until the beginning of their next turn.

**Bureau Chief Fedora.** The bureau chief increases their Investigation and Perception scores by 3.

**Cunning Action.** On each of its turns, the bureau chief can use a bonus action to take the Dash, Disengage, or Hide action.

**Evasion.** If the bureau chief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the bureau chief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack (1/Turn).** The bureau chief deals an extra 35 (10d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the bureau chief that isn't incapacitated and the bureau chief doesn't have disadvantage on the attack roll.

## ACTIONS

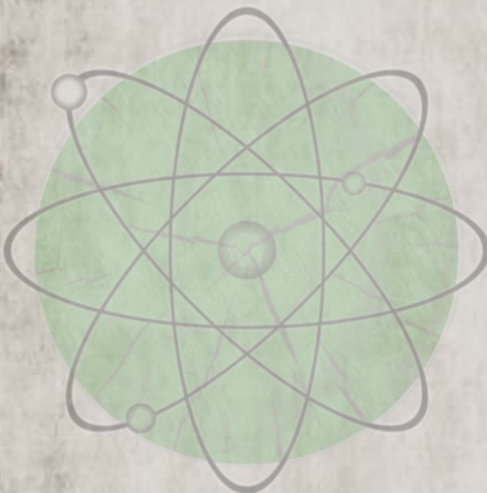
**Multiattack.** The bureau chief makes four fedora attacks or four metarifle attacks.

**Fedora. Melee Weapon Attack:** +9 to hit, reach 5 ft. or range (60/120), one target. *Hit:* 14 (2d8+5) slashing damage.

**Metarifle. Ranged Weapon Attack:** +9 to hit, range (150/300), one target. *Hit:* 14 (2d8+5) energy damage (acid, cold, fire, lightning, or thunder). The bureau chief may spend a bonus action to gain an additional attack at disadvantage.

## REACTIONS

**Uncanny Dodge.** When the bureau chief can see a target that hits them with an attack, they can use their reaction to halve the attack's damage against them.



The chiefs of The Bureau are as mysterious as the organization "he" leads. In truth there are many different bureau chiefs all over the planet but to maintain secrecy and stay one step ahead of the alien menace they utilize stolen xenos technology to permanently change their physical appearance to match one of two identities (an sallow man of middle age and an older woman as their research suggests these are the most likely forms to achieve maximum authority). They have full access to all of The Bureau's technology and upon achieving this highest of ranks, neural patterns from the organization's most talented agents are downloaded into a bureau chief's brain to ensure that in the event of an ambush or all-out assault, they are not a liability but a critical asset.



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