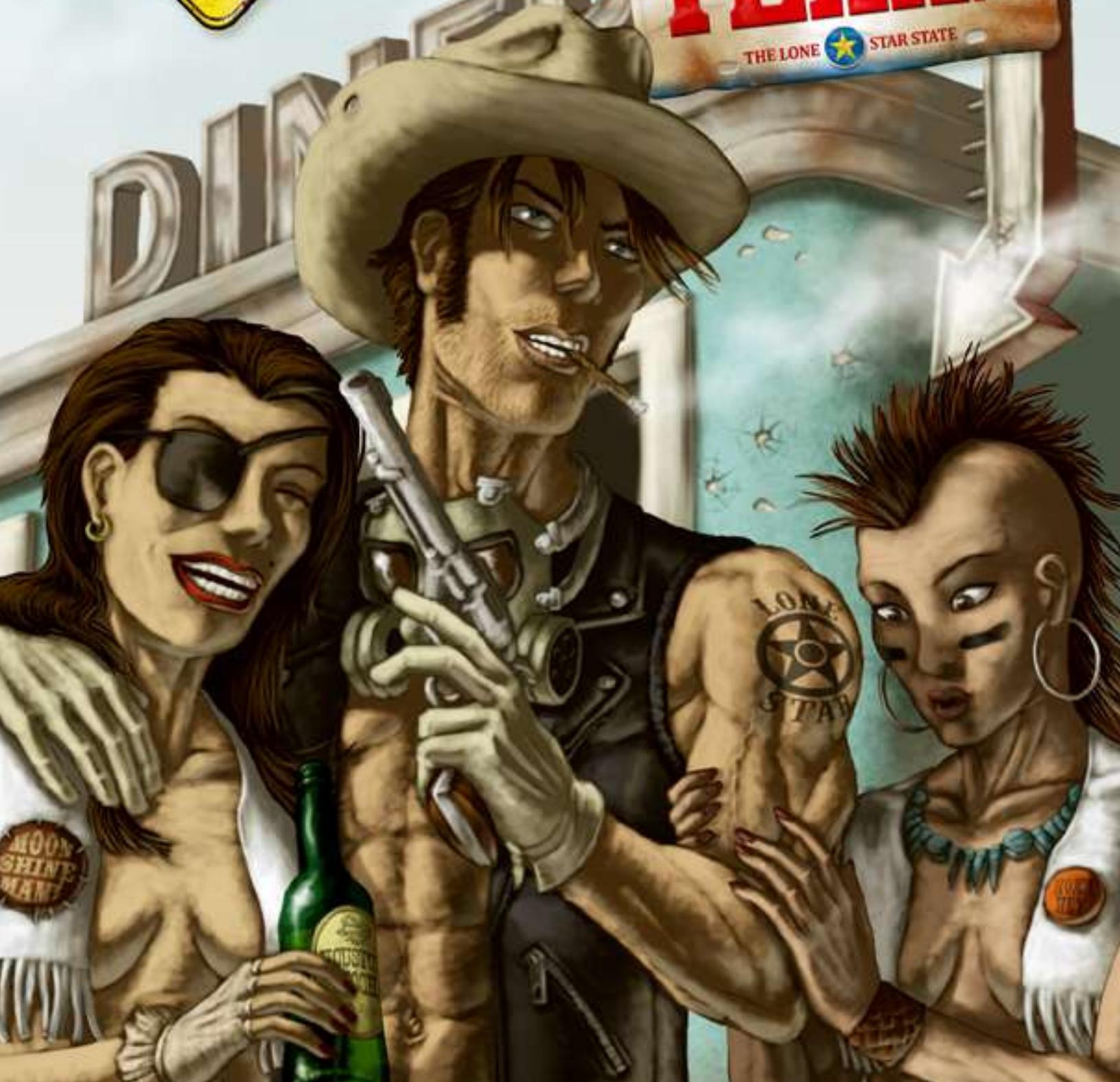


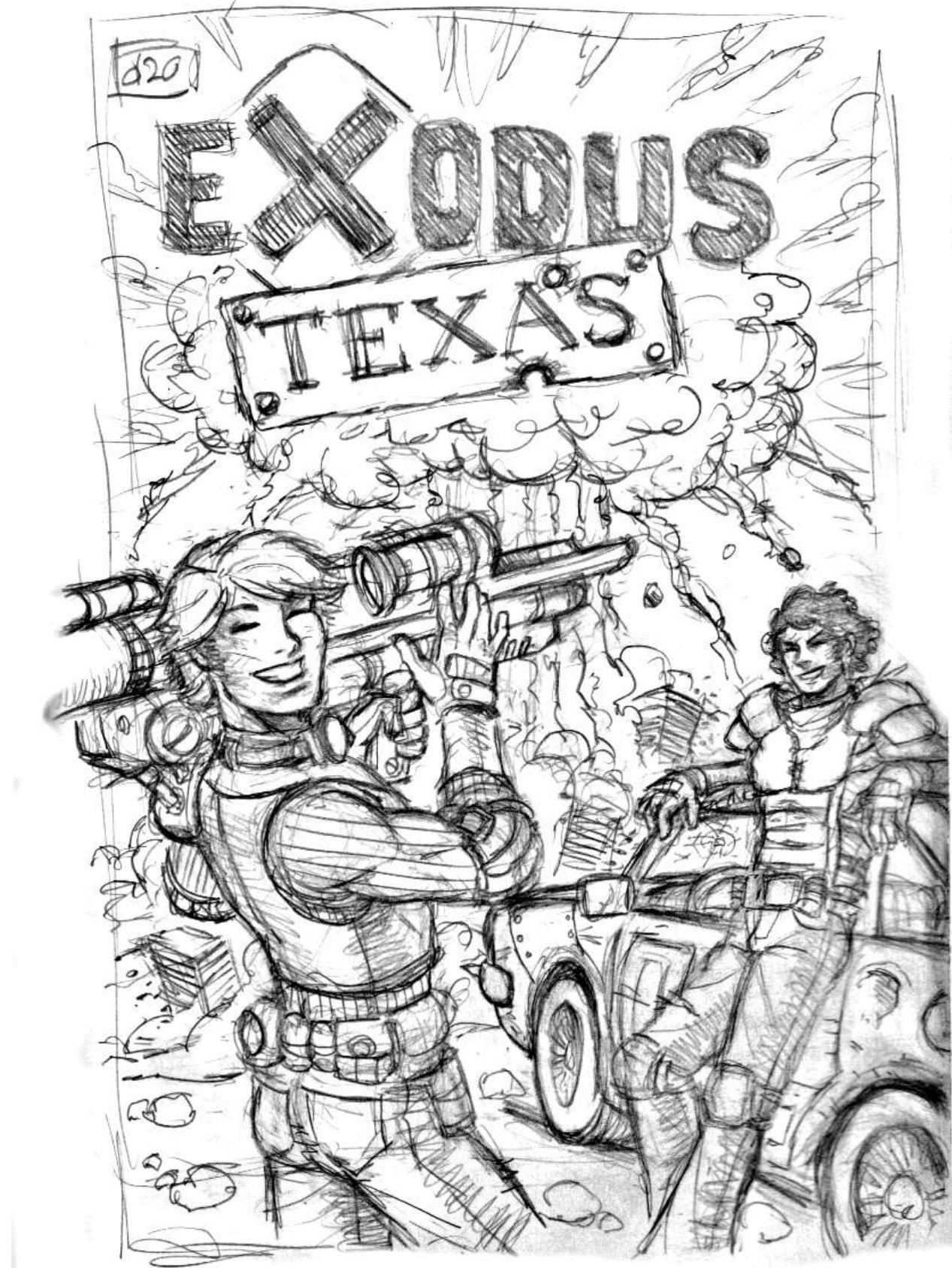
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# EXODUS TEXAS

TEXAS

THE LONE STAR STATE





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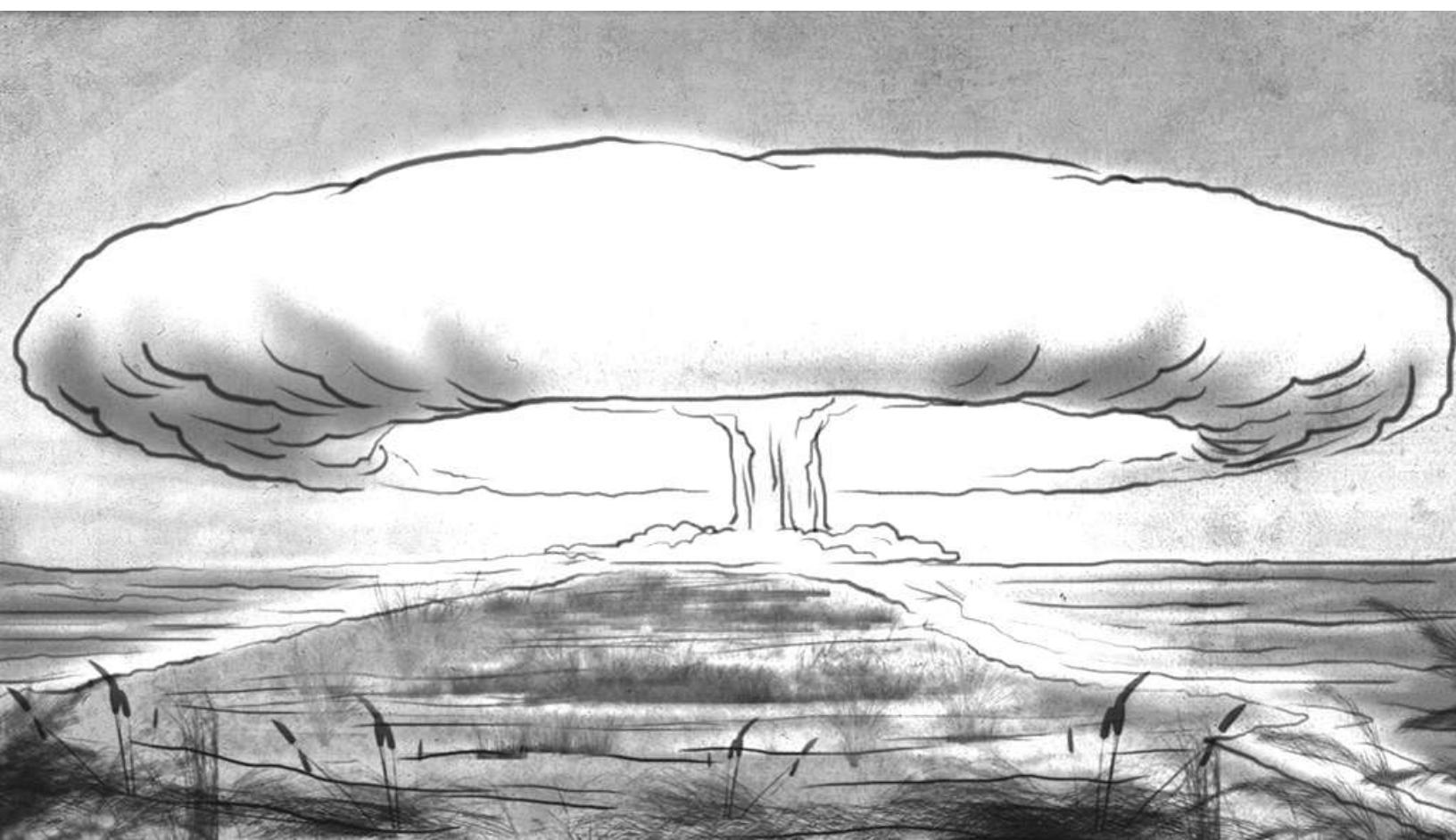
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Chapter 5: This chapter contains mixed content. Organizations are product identity and are closed content. Advanced Classes are open content except for descriptive text.

Chapter 6: This chapter is product identity and is closed content.

Appendix A: This chapter is open content.

**INTRODUCTION TO TEXAS****CHAPTER 1: CHARACTER OPTIONS****SECTION 1: RACES****SECTION 2: BACKGROUNDS****SECTION 3: CLASS OPTIONS****SECTION 4: TRAITS****SECTION 5: OCCUPATIONS****SECTION 6: TALENTS****CHAPTER 2: SKILL****CHAPTER 3: FEATS****CHAPTER 4: EQUIPMENT****CHAPTER 5: ORGANIZATIONS AND ADVANCED CLASSES****CHAPTER 6: WASTELAND SETTLEMENTS****OPEN GAMING LICENSE**

# INTRODUCTION

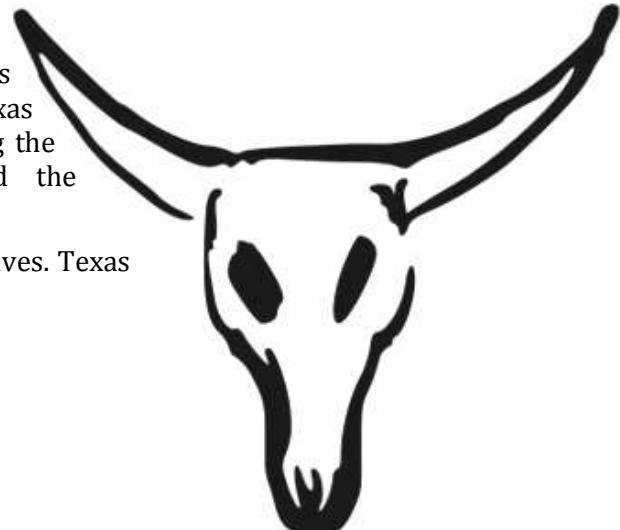
Texas survives. Even before the establishment of San Antonio by the Spanish, the people of Texas have been strong and fiercely independent. They were annexed by the United States only after they had won their own independence from Mexico, and the last battle of the American Civil War was fought in Texas. It is no wonder then that out of all the former United States, Texas weathered the Great War and ensuing Exodus.

The first nukes to strike the United States came from Iran and fell on the Eastern seaboard. The second barrage, from China, fell on the West. This placed Texas in a unique position. In those first critical few days of nuclear war, they were completely unaffected by the devastation, and even after nukes fell on Texas, wide stretches of the state escaped destruction, at least until the fallout rolled in. The cream of Texas's politicians, military personnel, and wealthy businessmen were whisked away by the government's Exodus project, but the other Texans were left behind.

Between the Exodus and the final decimation of Texas, many people found salvation with those they previously labeled "crazy" or "paranoid": survivalists. These men and women (mostly anarchists, secessionists, conspiracy theorists, or religious extremists) had prepared all their lives for just such an eventuality. They knew of protective caves, or else had well-stocked fallout shelters of their own. While none of these were as elaborate as the government shelters, each managed to save a few families. The rest of Texas was devastated by the fallout radiation and, like everywhere else, devolved into primitive communities. For a time, it seemed Texas would not fare any better than the rest of the world.

But Texas survives. The fallout shelters opened, the cave-dwellers stepped out into the sun, and the people of Texas emerged. These were not like the survivors of government shelters. These people had not entered the shelters with the intention of one day rebuilding the United States. They had entered with the intention of surviving. When they emerged, they were not politicians, generals, scientists, or businessmen. They were farmers and blue collar workers. They were the wrong people to try and rebuild a nation, but the right people to survive in the Wasteland. While the Steel Disciples and other United States holdouts struggled to adjust to their new life, Texas became the jewel of the Wasteland, bridging the gap between the devastated West and the devastated East.

It is far from paradise, but Texas survives. Texas always survives.



# CHAPTER 1

## CHARACTER CREATION

### SECTION 1: NEW RACES

Texas has one new race of sub-human (the Craven) that is not found in the Exodus Survivor's Guide (EXS) or Southwest Wasteland Guide (SWG). Although Texas was a traditional recruiting ground for the United States military prior to the War, and although Texas contained many important pre-Exodus military bases, it was not at the forefront of government research. The research programs that would later result in the *Ghûls*, Dregs, and Bio-Genetic, Trans-Genetic, and Symbiotic Mutants were all carried out farther west, in what is now the Southwestern Wasteland. Because of this, the population of Texas is almost entirely human, with a small *Ghûl* population made up of those who became *Ghûls* through radiation exposure.

Mutants are another story. The Mutant Army is only known in Texas due to their clashes with the Lone Star Nation. Because of this animosity, the Lone Star Nation tends to kill Mutants on sight. While southern settlements like San Antonio look more kindly upon Mutants, especially due to their shared enmity with the Lone Star Nation, so few Mutants end up that far south that they are little more than legend. While the population of Mutants in Texas is not zero, it is not large enough to be statistically significant and certainly not large enough for them to have their own ethnic community.

This does not, however, hamper player choices in any way. Player characters are, by their very nature, exceptional. However, if they play a non-human in Texas, they can expect a much stronger reaction than they would encounter in the Southwest Wasteland. The people of Exodus tend to fear the unknown, and the people of Texas tend to shoot what they fear.

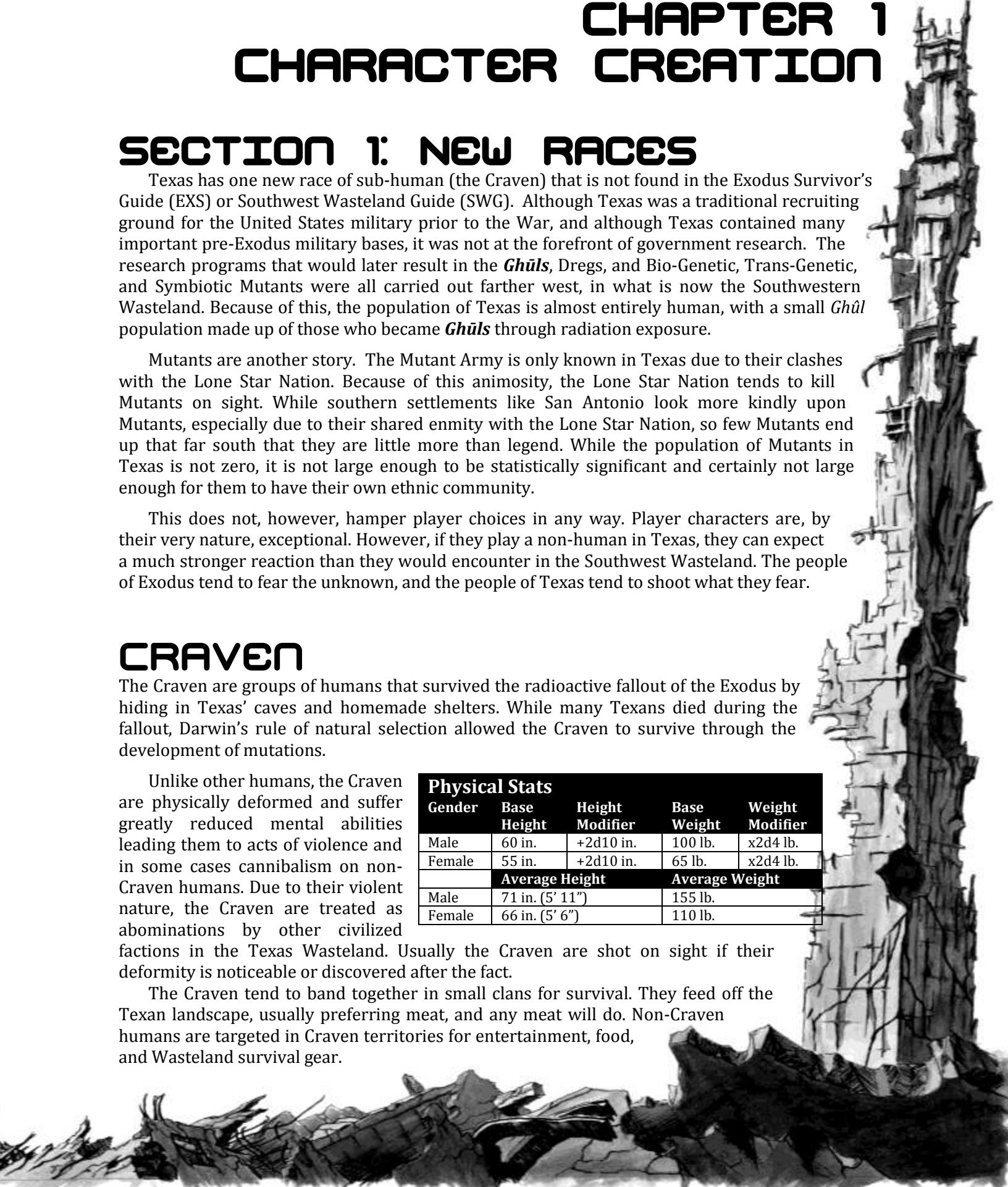
### CRAVEN

The Craven are groups of humans that survived the radioactive fallout of the Exodus by hiding in Texas' caves and homemade shelters. While many Texans died during the fallout, Darwin's rule of natural selection allowed the Craven to survive through the development of mutations.

Unlike other humans, the Craven are physically deformed and suffer greatly reduced mental abilities leading them to acts of violence and in some cases cannibalism on non-Craven humans. Due to their violent nature, the Craven are treated as abominations by other civilized factions in the Texas Wasteland. Usually the Craven are shot on sight if their deformity is noticeable or discovered after the fact.

The Craven tend to band together in small clans for survival. They feed off the Texan landscape, usually preferring meat, and any meat will do. Non-Craven humans are targeted in Craven territories for entertainment, food, and Wasteland survival gear.

Physical Stats				
Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	60 in.	+2d10 in.	100 lb.	x2d4 lb.
Female	55 in.	+2d10 in.	65 lb.	x2d4 lb.
<b>Average Height</b>			<b>Average Weight</b>	
Male	71 in. (5' 11")		155 lb.	
Female	66 in. (5' 6")		110 lb.	



Craven that are found in civilized society are generally survivors of a wiped out clan or outcasts that have adapted to a life of stealth and deception. Very few Craven leave their clan by their own willpower.

## Traits

**Size:** Medium

### Ability Modifiers

+1 STR, +2 CON, -3 INT

### Base Speed

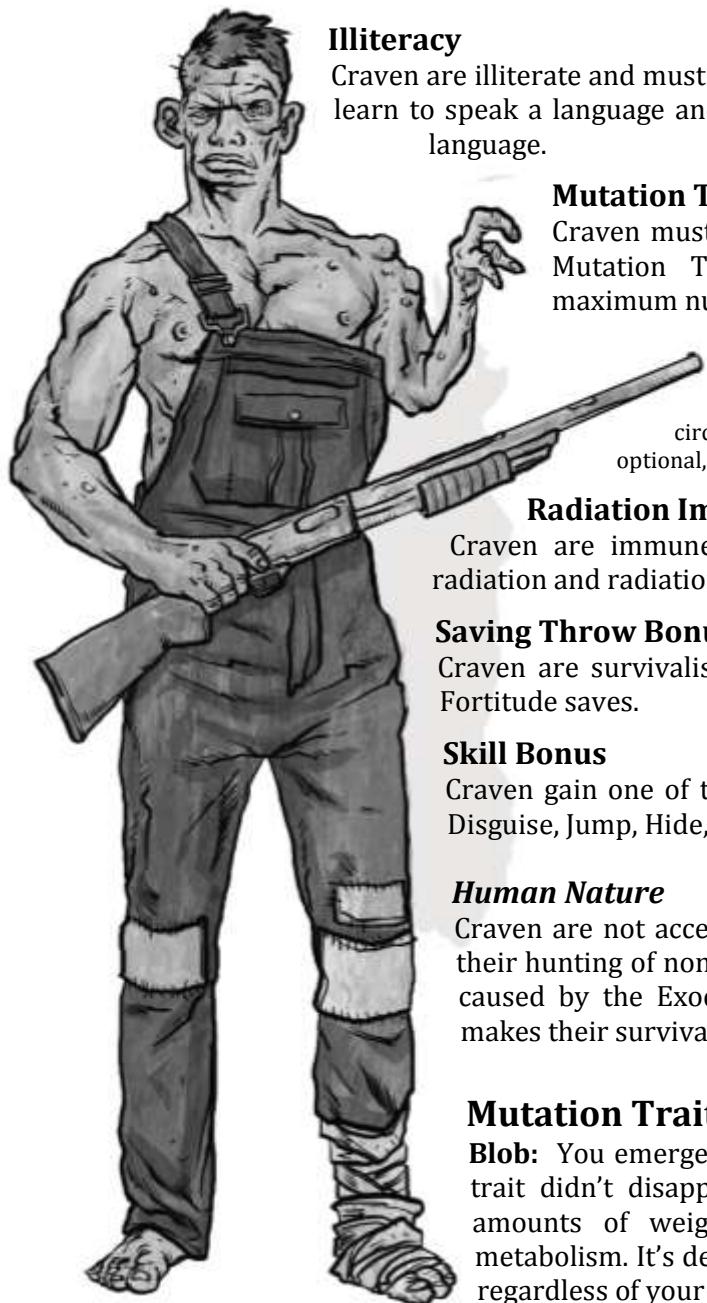
Craven have a base speed of 30 feet.

### Feats

Craven receive two Feats at first level (one to start and one for first level).

### Illiteracy

Craven are illiterate and must spend twice the normal amount of skill points to learn to speak a language and triple the skill points to learn to read/write a language.



### Mutation Trait

Craven must choose one of the mutations as detailed under Mutation Traits below. This Trait counts toward the maximum number of Traits the character starts with.

**Normal:** Traits are characteristics that characters are born with or acquired earlier in life thanks to dedication, accidents, trauma, or other such unusual circumstances. Choosing a Trait or combination of them is optional, but a character may have no more than two.

### Radiation Immunity

Craven are immune to the effects of moderate or less forms of radiation and radiation sickness.

### Saving Throw Bonuses

Craven are survivalists and receive a natural +2 racial bonus to all Fortitude saves.

### Skill Bonus

Craven gain one of the following skills as a bonus class skill: Climb, Disguise, Jump, Hide, Listen, Spot, Survival or, Swim.

### Human Nature

Craven are not accepted in most major human societies, because of their hunting of non-Craven humans. They are seen as abominations caused by the Exodus, and are generally feared by humans. This makes their survival a difficult task.

### Mutation Traits

**Blob:** You emerged into the world as a large baby. With time, this trait didn't disappear as you continued to grow and gain large amounts of weight. A radioactive mutation has nuked your metabolism. It's dead, Jim. Every time you eat, you gain weight, and regardless of your activities, you cannot shed the gained weight.

A character with the Blob mutation weighs 4 times his starting weight and gains +50 lbs. per year on average thereafter. Due to his large size, he gains a +4 mutation bonus to Strength and can use his body weight as an unarmed attack that provokes an attack of opportunity. For every 200 lbs. a Blob character weighs, he deals  $1d6 + \text{STR}$  in damage when using his body weight as a weapon. If charging at an opponent, he deals x3 damage instead of the normal x2 charging bonus. On the downside, the character is extremely slow, receiving a -2 penalty to Dexterity and has a reduced movement of 20. Additionally, the Blob character cannot benefit from any increased forms of movement from chemicals, class abilities, feats, or talents.

A Blob character is capable of passing as a human, albeit a very obese one.

**Bugged-Out Eyeballs:** A mutation has increased the size of your eyes to three times the normal size, making them squeeze and jut out of their eye sockets. This mutation grants the character three times the normal sight distance in normal and dim lighting environments and +4 mutation bonus to Spot and Search skill checks.

Due to the visible size of the mutation, the character has a noticeable deformity of the eyes and receives a -4 penalty on all Charisma-based social skill checks. The character can attempt to disguise the mutation, but receives a -4 penalty to his Disguise skill check.

**Cyclops:** A mutation at birth has caused your eye-sockets to merge together, creating one large eyeball. This mutation grants the character +8 mutation bonus to Spot and Search skill checks in a direct line of sight (60 ft. cone). The character, however, suffers from having no peripheral vision, allowing any melee attackers not directly in the front of him to gain a +2 circumstance bonus to combat rolls.

Due to the visible size of the mutation, the character has a noticeable eye deformity and receives a -4 penalty on all Charisma-based social skill checks. The character can attempt to disguise the mutation, but receives a -4 penalty to his Disguise skill check.

**Elephant Ears:** A mutation has increased the size of your ears by three times the normal size, making them the same length as your head. This mutation grants the character +8 mutation bonus to Listen skill checks.

Due to the visible size of the mutation, the character has a noticeable deformity of the ears and receives a -4 penalty on all Charisma-based social skill checks. The character can attempt to disguise the mutation, but receives a -4 penalty to his Disguise skill check.

**Hairy Gent:** While your hair may be perfect, you suffer from a mutation of increased hair growth on your entire body. This mutation, also referred to as wolfman disease, existed in rare cases before the Exodus. Just like Cousin Itt and Jo-Jo, the Dog Faced Boy, you have been blessed as a hairy gent.

A Hairy Gent character's hair grows at 1/16 inch per hour. If left uncontrolled, the hair will interfere in any Strength and Dexterity-based ability or skill check as well as Listen, Spot, and Search skill checks, bestowing a -1 penalty to the roll for each inch of hair applicable to the area needed to complete the task. On the flip-side, Wasteland and mutated animals enjoy the company of a Hairy Gent, and will not attack the character unless provoked. The character gains Handle Animal as a class skill, and Animal Affinity as a bonus feat.



Due to the visibility of the mutation, the character has a noticeable deformity and receives a -4 penalty on all Charisma-based social skill checks, unless he shaves all of his visible skin at least once daily.

**Hunchback:** A large heavy mutated growth has developed on your upper back. Due to lugging this growth around your whole life, your spine is crippled, and your stature is permanently stooped, reducing your movement by 10. On the bright side, carrying it has also made you stronger, granting a +1 mutation bonus to your STR and CON ability scores and additionally giving you Strong Back as a bonus feat.

Due to the visible size of the mutation, the character has a noticeable deformity and receives a -4 penalty on all Charisma-based social skill checks. The character can attempt to disguise the mutation, but receives a -4 penalty to his Disguise skill check.

**Kuato Mutation:** A mutation has created a sentient tumor in the shape and size of a human baby sprouting from your chest. This mutation, known to Wasteland doctors as the Kuato Syndrome, shares your heart and lungs, but contains a brain of its own. The mutation normally remains dormant, about 98% of the time. However, on the rare occasion (determined by your Overseer) that the mutation wakes, it takes over the host's body, starving the oxygen and blood to the host's brain, dealing 1d3 points of INT damage. The host goes into a stunned state for 1d4 rounds, while the mutation is in control of basic body functions. The mutation possesses hidden knowledge from the Wasteland, and speaks of future events. The knowledge granted by this ability gives all (allies and enemies, but not the host character) within hearing distance (60 ft. radius) insight into the future, granting them a +2 insight bonus to all d20 rolls for 1d4 hours. The mutation will not wake again until at least 72 hours have passed since its last awakening.

The host can attempt to remain in control, keeping the Kuato mutation dormant by making a Willpower Save DC 20. Failing the save results in the host character taking 1d3 points of WIS damage as well as the normal INT damage as the mutation awakes.

Due to the size of the mutation, the character has a noticeable deformity of an enlarged hump on his upper right or left chest and receives a -4 penalty on all Charisma-based social skill checks. The character can attempt to disguise the mutation, but receives a -2 penalty to his Disguise skill check.

**Lumpy:** You never got the chance to answer the question, how many lumps do you want? You got them all. A birth defect has caused hard puss-filled mutant baseball-sized tumors to sprout up all over your body. While you're absolutely horrid to view, this mutation does give you a +6 bonus to Intimidate skill checks, and also grants you +2 PDF as the tumors absorb some of the force from attacks. Any damage the character takes results in the damaged tumors to ooze oily puss, making Grapple attempts difficult for opponents for 10 minutes. Any opponents attempting to Grapple the character receive a -6 penalty to all of their Grappling checks and the character gains a +6 bonus to any Escape Artist skill checks during this period.

Due to this mutation, the character has a noticeable deformity and receives a -4 penalty on all Charisma-based social skill checks. The character can attempt to disguise the mutation, but receives a -8 penalty to his Disguise skill check.

**T-Rex Syndrome:** Mutated in the womb, you emerged with a mutation known to Wasteland doctors as the T-Rex Syndrome. You have a normal human body, with the exception that your arms are no longer than one foot long and your legs are extremely muscular. Characters suffering from T-Rex Syndrome gain a 20-foot bonus movement and a +2 mutation bonus to melee damage when using their legs as a weapon. However, due to the size of the character's arms, he is limited to using small one-handed weapons, and suffers a -4 penalty to any Dexterity or Strength-based ability or skill checks requiring the use of the arms or hands.

Due to the visible size of the mutation, the character has a noticeable deformity and receives a -4 penalty on all Charisma-based social skill checks. The character can attempt to disguise the mutation, but receives a -4 penalty to his Disguise skill check.

## SECTION 2: BACKGROUNDS

All characters must start with a Background and may only have one Background (unless they take the Diverse Background Trait). Unless indicated by a racial prerequisite (such as Ghûl only or a Mutant type only), all Backgrounds are available to all races.

### Cultist (revised and expanded)

The Cultist background from the EXS has been revised and expanded as detailed below. These entries replace the original Cultist Background.

#### Holy Friars of the Refinery

"Formula for success: Rise early, work hard, strike oil." (J. Paul Getty)

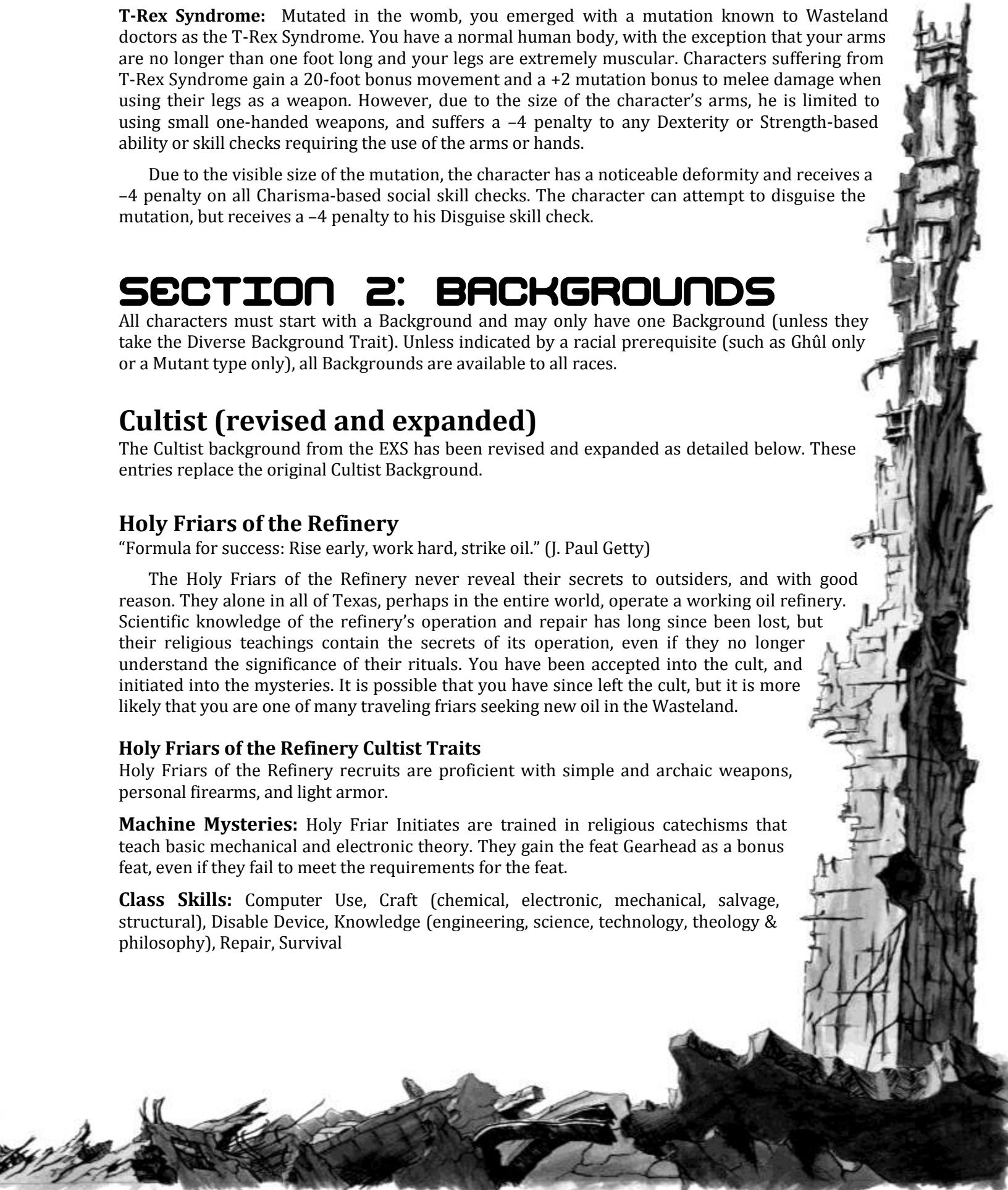
The Holy Friars of the Refinery never reveal their secrets to outsiders, and with good reason. They alone in all of Texas, perhaps in the entire world, operate a working oil refinery. Scientific knowledge of the refinery's operation and repair has long since been lost, but their religious teachings contain the secrets of its operation, even if they no longer understand the significance of their rituals. You have been accepted into the cult, and initiated into the mysteries. It is possible that you have since left the cult, but it is more likely that you are one of many traveling friars seeking new oil in the Wasteland.

#### Holy Friars of the Refinery Cultist Traits

Holy Friars of the Refinery recruits are proficient with simple and archaic weapons, personal firearms, and light armor.

**Machine Mysteries:** Holy Friar Initiates are trained in religious catechisms that teach basic mechanical and electronic theory. They gain the feat Gearhead as a bonus feat, even if they fail to meet the requirements for the feat.

**Class Skills:** Computer Use, Craft (chemical, electronic, mechanical, salvage, structural), Disable Device, Knowledge (engineering, science, technology, theology & philosophy), Repair, Survival



## Monks of Chuck Norris Walker

"Men are like steel. When they lose their temper, they lose their worth." (Chuck Norris)

The Monks of Chuck Norris Walker are a strange cult of fighting monks that have grown up around a fictionalized version of a historic martial arts instructor. They believe in patience and temperance and in honing their bodies with martial arts, seeking to become more like the triple-archetype of Chuck the man, Norris the divine, and Walker the Texas Ranger. You have been brought into their faith and joined the cult. Your life's mission is to hone your body to perfection, and always remain true to the holy teachings of Chuck Norris Walker.

### Monks of Chuck Norris Walker Cultist Traits

Monks of Chuck Norris Walker are proficient with Simple and Archaic weapons and light armor.

**White Belt:** Monk recruits are taught basic martial arts, and given a white belt as a symbol of their membership. They gain the feat Combat Martial Arts as a bonus feat, even if they fail to meet the requirements of the feat.

**Class Skills:** Balance, Concentration, Diplomacy, Escape Artist, Hide, Jump, Listen, Move Silently, Perform (dance), Sense Motive, Spot, Tumble

## Lone Star National

"Texas will again lift its head and stand among the nations. It ought to do so, for no country upon the globe can compare with it in natural advantages." (Sam Houston)

When the Texans emerged from their shelters after the Exodus, they saw a vast Wasteland to live in. Some scattered to different settlements, but others believed the Great War had given them an opportunity to set up a nation the likes of which they had only dreamed of. Your parents were such people, answering the call of President Hank Tree and joining the emergent Lone Star Nation. You were raised to follow principles like hard work, harsh justice, and religious fundamentalism. You lived a sheltered life, taught always that the Lone Star Nation would prevail against the heathens and the abominations that were the legacy of corrupt America. Citizenship is yours by birth. Be proud, and feel blessed to have been born in the last civilized nation on Earth.

### Lone Star National Traits

**Race Requirement:** Human

Lone Star Nationals are proficient with Simple and Archaic Weapons, Personal Firearms, and light and medium armors.

**Citizen:** Lone Star Nationals automatically possess Lone Star Nation citizenship, revocable only if they commit an act of treason. They gain the feat Windfall as a bonus feat, even if they fail to meet the requirements for this feat.

**Bonus Class Skills:** Barter, Computer Use, Craft (electronic, mechanical, writing), Gamble, Gather Information, Intimidate, Knowledge (civics), Perform (oratory)

## Lone Star Provincial

"Life in Lubbock, Texas taught me two things: One is that God loves you and you're going to burn in hell. The other is that sex is the most awful, filthy thing on earth and you should save it for someone you love." (Butch Hancock)

The flourishing of the Lone Star Nation is not just proof that their way of life is just and right. As President Michael Shepherd often reminds his citizens, it is a God-given mandate to spread that way of life to others. You, unfortunately, were in the way of that. Your home settlement was conquered by the Lone Star Nation, and since you weren't born a citizen, you find yourself one of the many second class people living under the Lone Star banner. It could be worse. You could be a slave. In truth, life is not so bad. Lone Star patrols keep away raiders, and while taxes against non-citizens are high, they do leave you with enough to eat, barely. Still, you are confronted daily with the fact that only citizens can advance themselves within the Lone Star Nation. All things considered, it is only natural that you would think about traveling elsewhere.

### Lone Star Provincial Traits

Lone Star Provincials are proficient with Simple and Archaic Weapons, Personal Firearms, and light and medium armors.

**Serf:** Your land belongs to a Senator, possibly via a Magistrate or other minor official. While this imposes some difficulties, it does allow you to gain the equipment needed to till your land at a better price. You gain a +3 bonus on all Barter checks within the Lone Star Nation.

**Bonus Class Skills:** Barter, Bluff, Computer Use, Craft (mechanical, writing), Diplomacy, Gamble, Gather Information, Intimidate, Knowledge (civics), Survival

## Ranger Brat

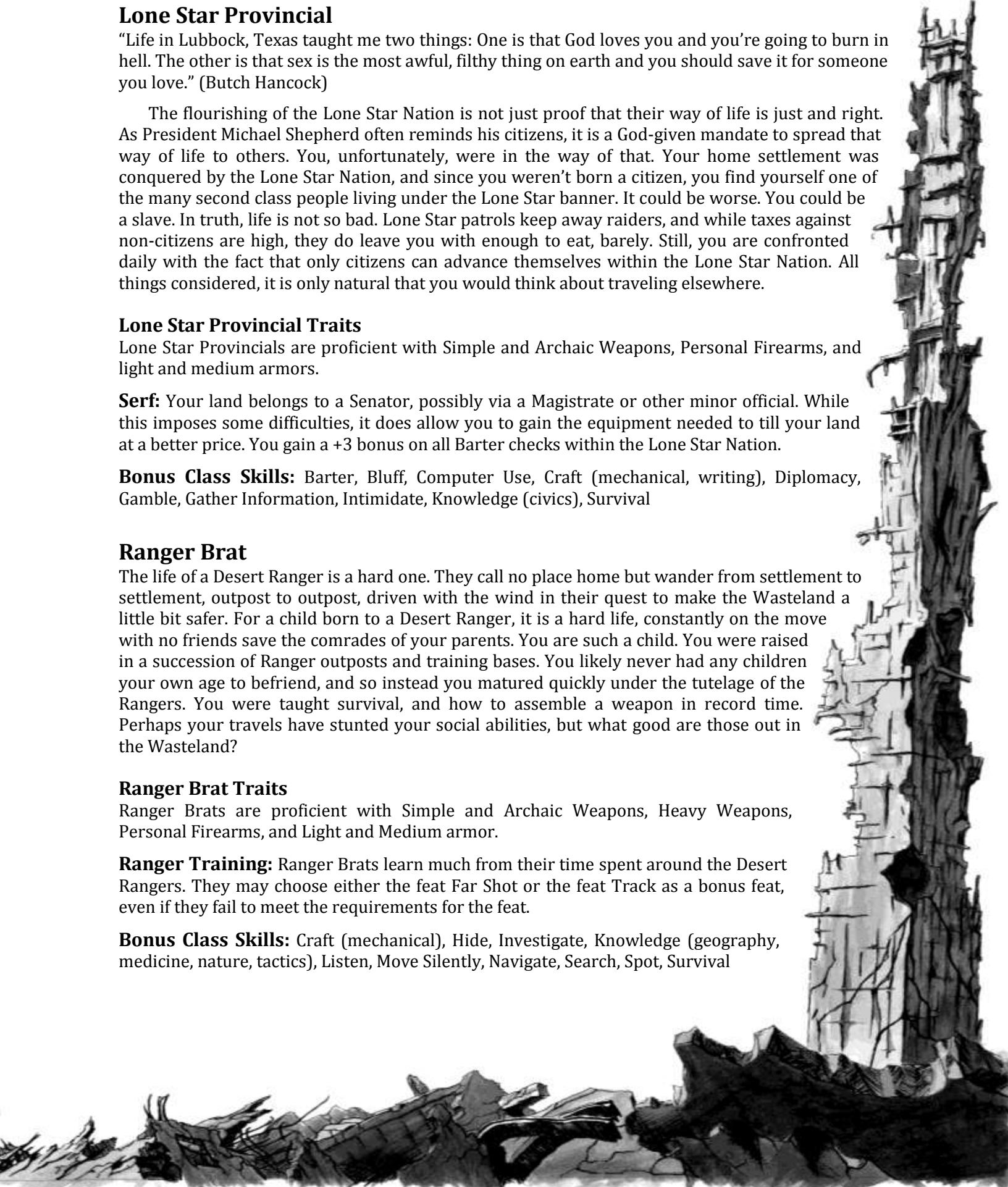
The life of a Desert Ranger is a hard one. They call no place home but wander from settlement to settlement, outpost to outpost, driven with the wind in their quest to make the Wasteland a little bit safer. For a child born to a Desert Ranger, it is a hard life, constantly on the move with no friends save the comrades of your parents. You are such a child. You were raised in a succession of Ranger outposts and training bases. You likely never had any children your own age to befriend, and so instead you matured quickly under the tutelage of the Rangers. You were taught survival, and how to assemble a weapon in record time. Perhaps your travels have stunted your social abilities, but what good are those out in the Wasteland?

### Ranger Brat Traits

Ranger Brats are proficient with Simple and Archaic Weapons, Heavy Weapons, Personal Firearms, and Light and Medium armor.

**Ranger Training:** Ranger Brats learn much from their time spent around the Desert Rangers. They may choose either the feat Far Shot or the feat Track as a bonus feat, even if they fail to meet the requirements for the feat.

**Bonus Class Skills:** Craft (mechanical), Hide, Investigate, Knowledge (geography, medicine, nature, tactics), Listen, Move Silently, Navigate, Search, Spot, Survival



## SECTION 3: OCCUPATIONS

The Post-Apocalyptic world revolves around occupations. If occupations did not exist in the Wasteland, society would fail to continue onward, and towns would succumb to ruin. Someone must do the job, and the listings below are additional occupations of Wasteland inhabitants. (See the *Exodus Survivor's Guide*, Chapter 1, Section 5, for more Occupation listings.)

An occupation allows the character to choose two extra class skills from the given occupation and determines the character's starting wealth in steel coins.

### Cowboy

Cowboys make their living selling their services to those who need them, often helping bison herders drive their herds of mutated cattle.

**Prerequisite:** None

**Class Skills (choose two):** Drive, Gamble, Handle Animal, Intimidate, Knowledge (nature), Navigate, Profession (cowboy), Ride, and Survival

**Starting Wealth:** 100 coins

### Gambler

Gamblers drift from town to town using their wiles and charm to make money at the gambling tables that seem to be omnipresent in every settlement.

**Prerequisite:** CHA 13

**Class Skills (choose two):** Bluff, Disguise, Forgery, Gamble, Hide, Knowledge (underworld), Profession (gambler), and Sleight of Hand

**Starting Wealth:** 1d4 x 100 coins

### Prospector

Very few people have refining capability, and so very few people require raw ore or oil anymore. However there is still the rare collector or even rarer refinery in the Wasteland. A prospector makes a living exploring the Wasteland in search of raw materials to sell to these buyers.

**Prerequisites:** None

**Class Skills (choose two):** Barter, Craft (mechanical), Demolitions, Knowledge (engineering, geography, and nature), Navigate, Profession (prospector), Repair, Survival

**Starting Wealth:** 100 coins

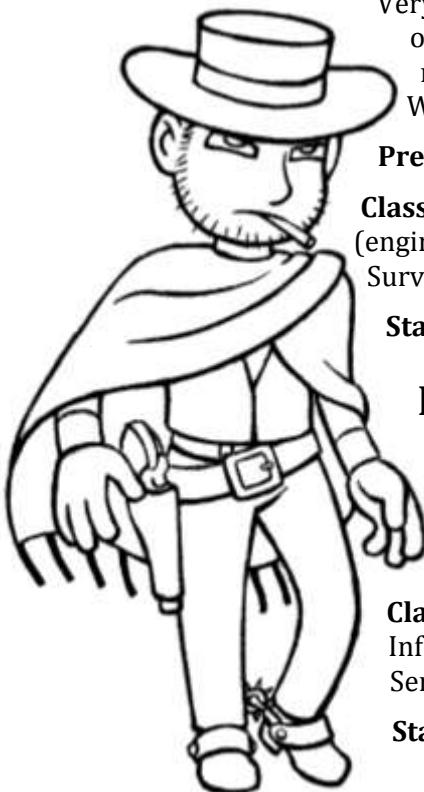
### Politician

With the rise of civilization in the Lone Star Nation, a new class of citizen has emerged: the politician, practically useless save for the uncanny ability to be popular and get other people to do the real work.

**Prerequisite:** Lone Star National Background, CHA 13

**Class Skills (choose two):** Barter, Bluff, Diplomacy, Forgery, Gather Information, Knowledge (civics), Perform (oratory), Profession (politician), Sense Motive

**Starting Wealth:** 300 coins



# CHAPTER 2: SKILLS

This chapter expands on new options for skills for Exodus characters to use.

## Survival (Wis)

The Wasteland is harsh and unforgiving. Surviving the elements, tracking others, and finding basic food and water for survival are very difficult, and require the use of the Survival skill.

**Check:** A character can survive in the wild.

### Prospecting

While most manufacturing capability is lost in the post-Exodus world, there are still some who desire raw materials like precious metals, gems, and, of course, oil. Searching for these rare materials can take weeks, even months, but all you need is one big strike. Each prospecting roll must be done for a particular resource (such as gold, silver, oil). You do not find anything unless you are looking for it, after all.

Prospecting begins with surveying the area for likely locations of the particular resource. Each day spent surveying an area requires a Survival check against DC 15. Each successful surveying check adds a +1 to the final Survival check, to a maximum bonus equal to the number of ranks in Survival the prospector possesses. For every day that a check is not made (regardless of whether or not it is successful), the bonus lowers by 1 to a minimum of +0. If a check is made, but is unsuccessful, then the bonus does not increase or decrease.

When ready, the prospector makes a final Survival check. The results determine what is found.

The DC 40 and DC 50 results require resources and labor to extract materials that are usually beyond the abilities of a player character. Characters can gain 100 steel worth of material from these sites upon finding them.

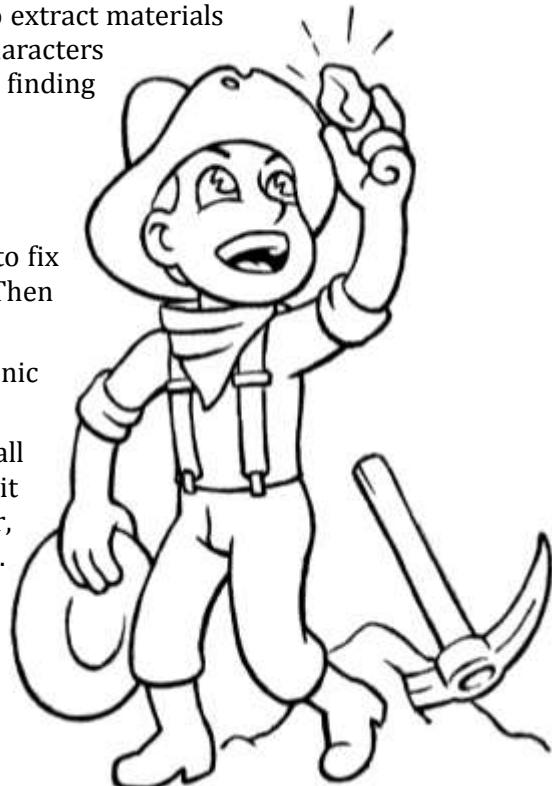
## Repair (Int)

Sometimes you just need the right tool and the knowledge to fix that weapon that backfired or that vehicle that you rolled. Then again, some duct tape and a swift kick to the junk works too.

**Check:** Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the Overseer.

**Black Box Tech:** Sometimes technology has been lost, and all knowledge of it has passed away. You may be able to repair it if it breaks, but only by a lot of guesswork and trial and error, as the true details of how it operates are simply unknown. Repairing Black Box Tech adds 10 to the Repair DC.

DC	Prospecting Results
25	You find trace amounts of the material, worth no more than 10 steel.
30	You find some material, worth no more than 100 steel.
40	You strike a vein of ore or an oil well. Assuming you can properly gather the material, the mine or well can produce 100 steel worth of material a month.
50	You strike the mother-load! Assuming you can properly gather the material, the mine or well can produce 500 steel worth of material a month.



# CHAPTER 3: NEW FEATS

Feats are special talents or abilities that a character learns during his transition through life.

## Armor of Faith

Your faith protects you like a shield, and makes you fearless. No weapon can hurt you.

**Prerequisites:** Cultist background, WIS 12

**Benefit:** Your faith sustains you, and grants you a surety of purpose that actually seems to protect you on the battlefield. Some may say it is merely your confidence allowing you to make better decisions, but you know that the divine protects you. You gain your Wisdom bonus as an additional Dodge bonus to Defense.

## Bronco Buster

When it comes to taking the bull by the horns or breaking that filly, you're the man for the job.

**Prerequisites:** WIS 12+, handle animal 6 ranks, ride 6 ranks

**Benefit:** The character is proficient in riding and breaking herd animals and horses for the purpose of riding and other training tasks. The character gains a bonus equal to his character levels on all Handle Animal and Ride (animals) skill checks. Additionally, when training an animal, the time required is reduced by 50%.

## Hogtie

Down on the ranch, those good ole boys sure know how to tie something up and make it squeal like a pig. After getting some firsthand lessons, now so do you.

**Prerequisites:** Rope Use 6 ranks, Improved Grapple

**Benefit:** You are proficient in hogtying a downed multi-limbed opponent. When an opponent is prone, as an attack of opportunity or a standard action you can pull a length of rope and attempt to hogtie your opponent. First you must succeed a touch attack to initiate a grapple. If the grapple is successful, you may immediately make a Rope Use DC 20 (-5 for each size smaller than medium / +5 for each size larger than medium) check and successfully hogtie your opponent. If the grapple fails, you are unsuccessful in the hogtie attempt.

## Jockey

A Wasteland Dwarf has taught you the forgotten pastime of the small human, Horseracing. Now you know how to kick that mule in the right spot to haul ass.

**Prerequisites:** Ride 6 ranks

**Benefit:** When riding a trained animal, you know how to make the beast move faster without running it to death. All trained riding animals gain +10 movement when you are the rider.

## Mule

Working for the scavenger Sanford and his son as a mule pulling his broke down red pickup truck has paid off. Now you can carry even more Wasteland junk.

**Prerequisites:** Strength 13, Strong Back

**Benefit:** You gain an addition +4 STR (+8 STR total with Strong Back) to determine your carrying capacity.

## Quick Fire

The ancient art of the pistol duel is well known to you. You can draw and shoot another man down before he has a chance to blink.

**Prerequisites:** Quick Draw, Weapon Focus (any pistol)

**Benefit:** Once per combat, you may draw and fire a holstered pistol as a free action. Only a single shot may be fired as part of this action. You may still take your full-allotted actions that round, in addition to this free action.

## Rodeo Clown

Dressing in bright colors, with a touch of red, and running around yelling gibberish and flapping your arms like a wounded duck tends to draw the attention of particular lower Wasteland species.

**Prerequisites:** CHA 12+, Handle Animal 6 ranks

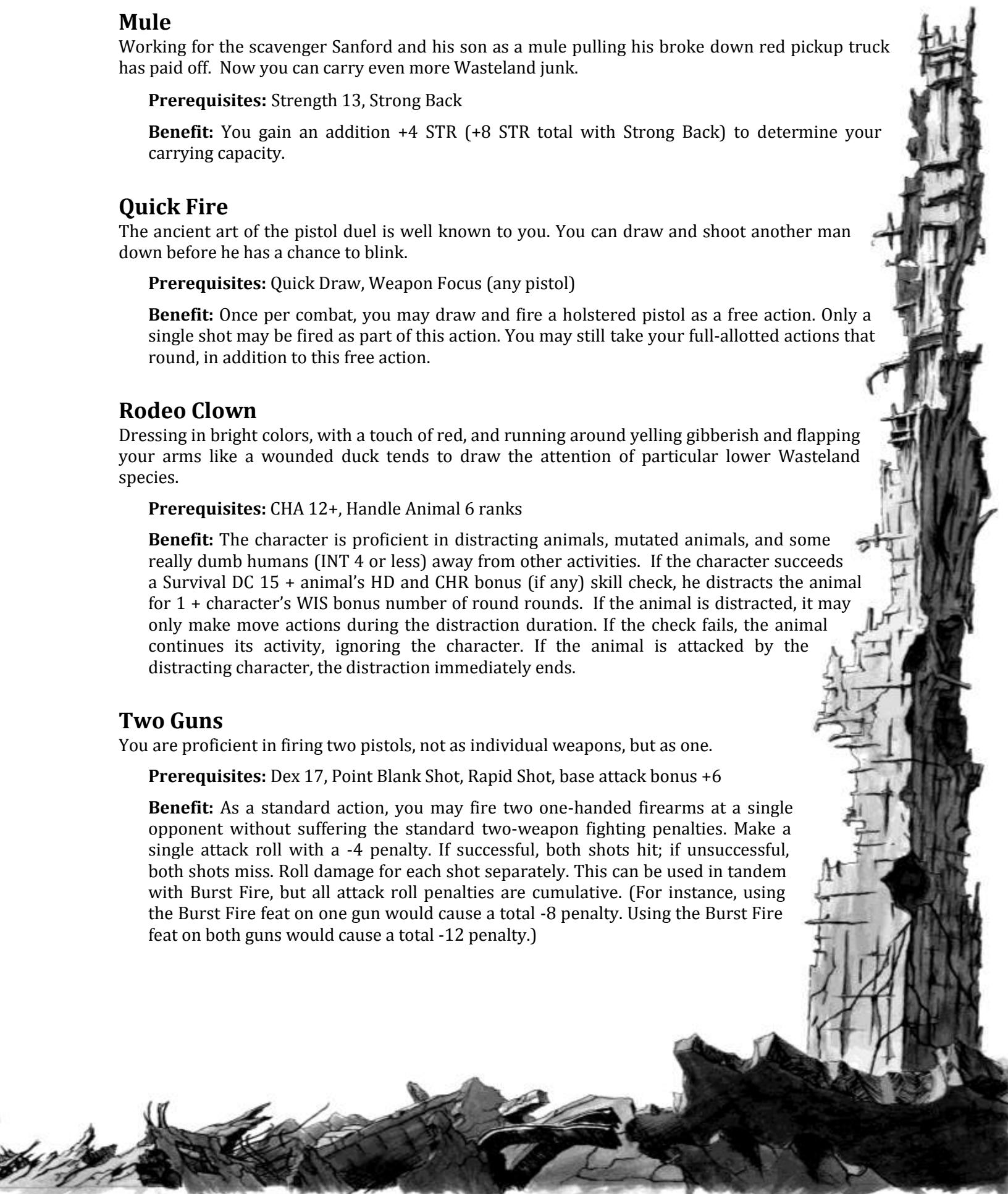
**Benefit:** The character is proficient in distracting animals, mutated animals, and some really dumb humans (INT 4 or less) away from other activities. If the character succeeds a Survival DC 15 + animal's HD and CHR bonus (if any) skill check, he distracts the animal for 1 + character's WIS bonus number of round rounds. If the animal is distracted, it may only make move actions during the distraction duration. If the check fails, the animal continues its activity, ignoring the character. If the animal is attacked by the distracting character, the distraction immediately ends.

## Two Guns

You are proficient in firing two pistols, not as individual weapons, but as one.

**Prerequisites:** Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6

**Benefit:** As a standard action, you may fire two one-handed firearms at a single opponent without suffering the standard two-weapon fighting penalties. Make a single attack roll with a -4 penalty. If successful, both shots hit; if unsuccessful, both shots miss. Roll damage for each shot separately. This can be used in tandem with Burst Fire, but all attack roll penalties are cumulative. (For instance, using the Burst Fire feat on one gun would cause a total -8 penalty. Using the Burst Fire feat on both guns would cause a total -12 penalty.)



## Wrangler

Working on the Rawhide ranch with the good ole boys has taught you how to keep those puppies rolling, rolling, rolling.

**Prerequisites:** WIS 12+, Handle Animal 6 ranks, Lasso proficiency

**Benefit:** The character is proficient in wrangling a large number of herd or pack animals without the aid of others. He can direct the herd to head in a particular direction and can control their speed. When push comes to shove, he may make a Survival DC 20 (+1 for every 5 herd animals) skill check to cause a herd to stampede (see stampede under Herd Animals in the Wasteland Bestiary) in a particular direction of his choice.



# CHAPTER 4: EQUIPMENT

Since man first walked upright, bone, stick, and rock became his friends in both construction and war. Violence in the Wasteland is a part of life, and if you do not have the proper equipment, you may soon be taking a dirt nap. As a character travels throughout the Wasteland, he will need the right equipment. *The Exodus Survival Guide* lists the optimal weapons, survival equipment, medical supplies, and other items considered essential to surviving in the aftermath of an atomic war. In the Wasteland, a survivor has to learn to scrounge and to make the best use out of what can be found hidden in a ruined building or bunker, taken off the body of a hostile traveler, or stolen from the inattentive and unwary. This chapter expands the weapons, armor, and miscellaneous equipment that can be bought or salvaged in the Wasteland.

## San Antonio Salsa Bomb

Originally manufactured by the citizens of San Antonio to hold off raiders, the first San Antonio Salsa Bombs were homemade explosives manufactured inside jars of San Antonio Salsa from a local manufacturing company. Once the settlement was established, the production was streamlined, and now San Antonio Salsa Bombs are traded throughout Texas and beyond. Although not as powerful as pre-Exodus explosives, SASBs are cheap and can be found just about everywhere in Texas. Although early versions were armed by physically lighting a wick, modern versions are armed by pulling a pin and releasing the catch, much like grenades.

Weapon	DMG	CRIT	TYPE	RNG	RADI	REF	SIZE	WT	SCRC	COST
SASB	3d6	—	X	10	10	12	Tiny	1	UN	60

## Cowboy Hat

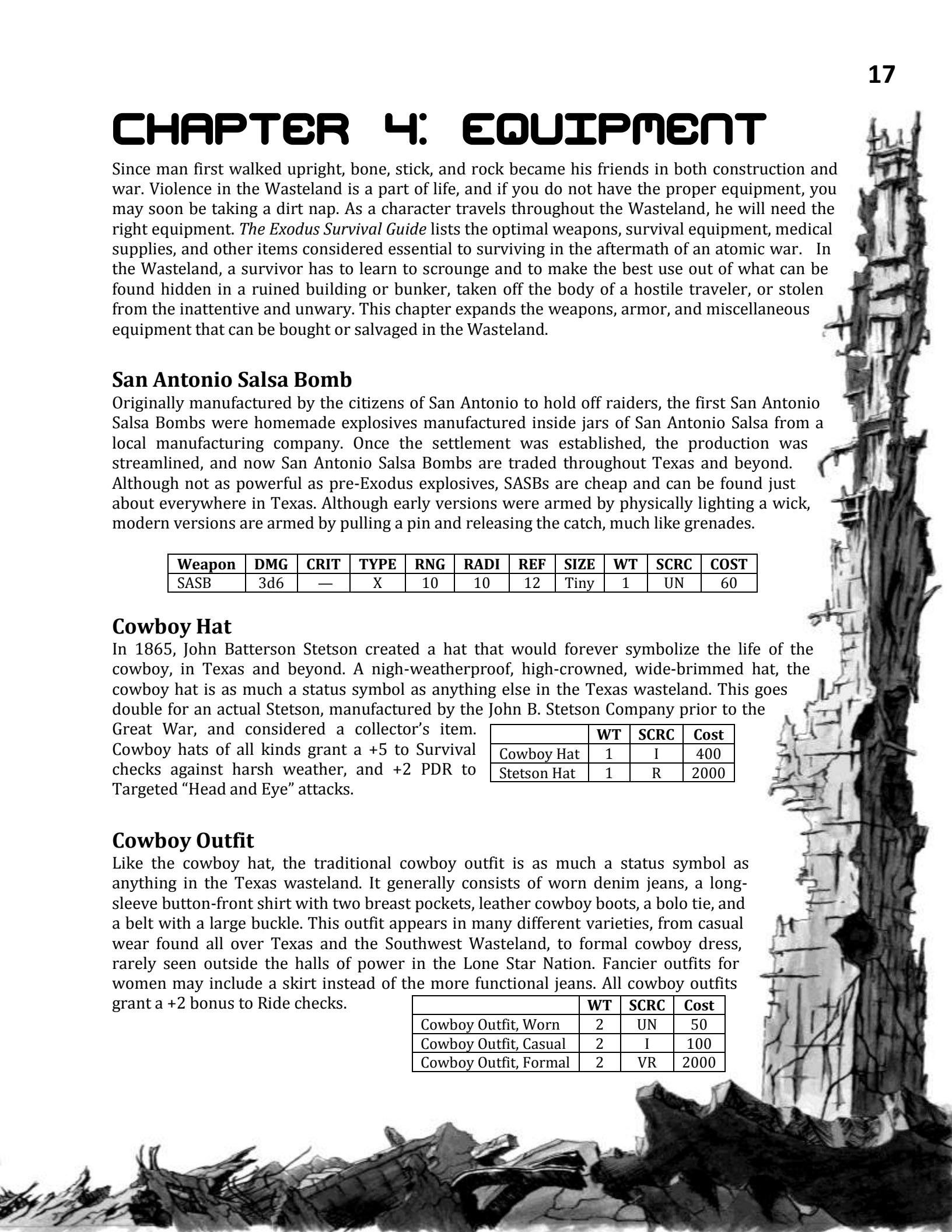
In 1865, John Batterson Stetson created a hat that would forever symbolize the life of the cowboy, in Texas and beyond. A nigh-weatherproof, high-crowned, wide-brimmed hat, the cowboy hat is as much a status symbol as anything else in the Texas wasteland. This goes double for an actual Stetson, manufactured by the John B. Stetson Company prior to the Great War, and considered a collector's item. Cowboy hats of all kinds grant a +5 to Survival checks against harsh weather, and +2 PDR to Targeted "Head and Eye" attacks.

	WT	SCRC	Cost
Cowboy Hat	1	I	400
Stetson Hat	1	R	2000

## Cowboy Outfit

Like the cowboy hat, the traditional cowboy outfit is as much a status symbol as anything in the Texas wasteland. It generally consists of worn denim jeans, a long-sleeve button-front shirt with two breast pockets, leather cowboy boots, a bolo tie, and a belt with a large buckle. This outfit appears in many different varieties, from casual wear found all over Texas and the Southwest Wasteland, to formal cowboy dress, rarely seen outside the halls of power in the Lone Star Nation. Fancier outfits for women may include a skirt instead of the more functional jeans. All cowboy outfits grant a +2 bonus to Ride checks.

	WT	SCRC	Cost
Cowboy Outfit, Worn	2	UN	50
Cowboy Outfit, Casual	2	I	100
Cowboy Outfit, Formal	2	VR	2000



## Gasoline

The oil shortages of the pre-War years resulted in the development of fusion cell technology, and most vehicles were quickly converted to run on this new power source. Inadvertently, this led to a fuel shortage after the Exodus, as the refinement processes needed to create fusion cells were all but lost. In Texas, however, the operation of the Houston refinery by the Holy Friars of the Refinery has resulted in limited quantities of gasoline being produced. Because of this, fusion-powered vehicles in Texas are often retrofitted to run on octane instead. One gallon of gasoline provides as much power to vehicles or generators as one half a fully-powered fusion cell. Thus a vehicle that can normally travel 40 miles per fusion cell can travel 20 per gallon of gas.

	WT*	SCRC	Cost*
Gasoline (in Houston)	8	I	20
Gasoline	8	VR	50
* per gallon			

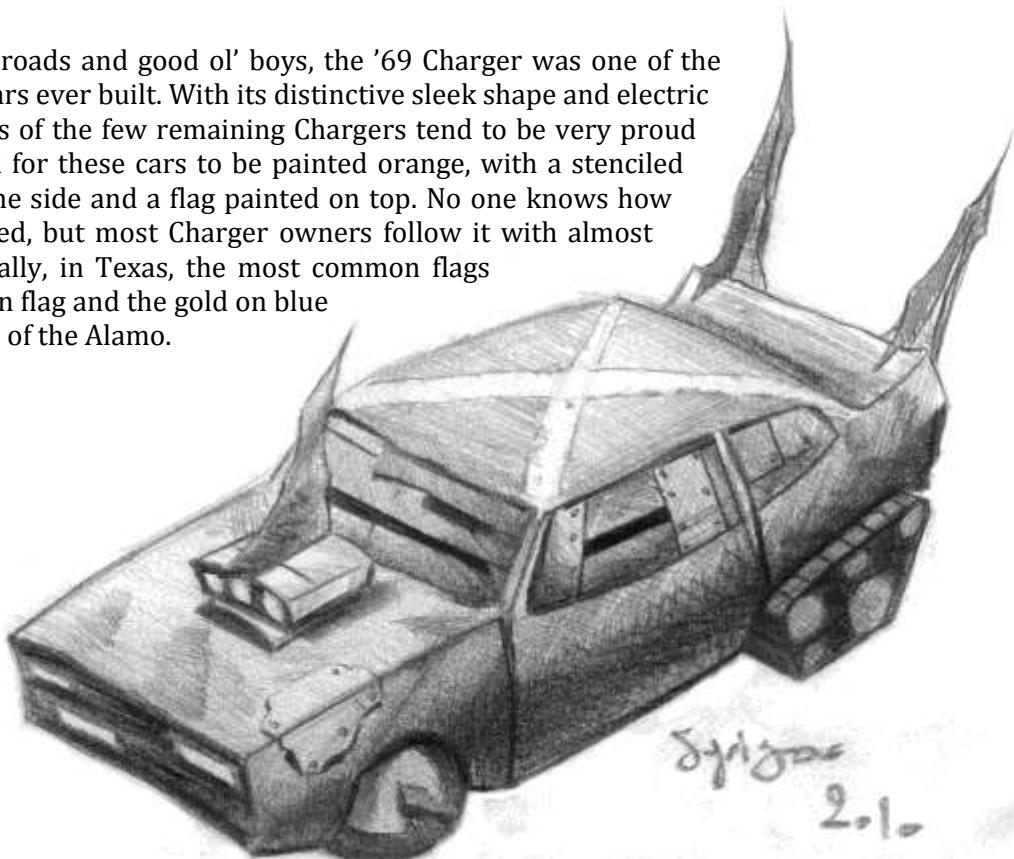
## Vehicles

The people of Texas rarely wasted what they had. Rather than buy the latest model of something, they would repair what they already possessed. Because of this, there are still a number of pre-21st century vehicles in Texas. These vehicles have often been repaired time and time again, with parts scrounged or cannibalized from other cars, and often no single part of the vehicle is as old as its model. However, the older cars do seem to survive, no matter what gets thrown at them.

Due to the nature of travel within Texas, all of the following vehicles run off of gasoline rather than fusion cells. Thus the Fuel Rating indicates miles per gallon of gasoline. If a vehicle modified to work with fusion cells is found, the modifications will result in a loss of efficiency. So, unlike vehicles found in the *EXS* and *SWG*, the vehicle will travel the same number of miles using a full fusion cell as it would using one gallon of gasoline.

### '69 Charger

The iconic car of back roads and good ol' boys, the '69 Charger was one of the most popular muscle cars ever built. With its distinctive sleek shape and electric shaver grill, the owners of the few remaining Chargers tend to be very proud indeed. It is traditional for these cars to be painted orange, with a stenciled two-digit number on the side and a flag painted on top. No one knows how this tradition got started, but most Charger owners follow it with almost religious fervor. Naturally, in Texas, the most common flags are the Lone Star Nation flag and the gold on blue standard of the Knights of the Alamo.



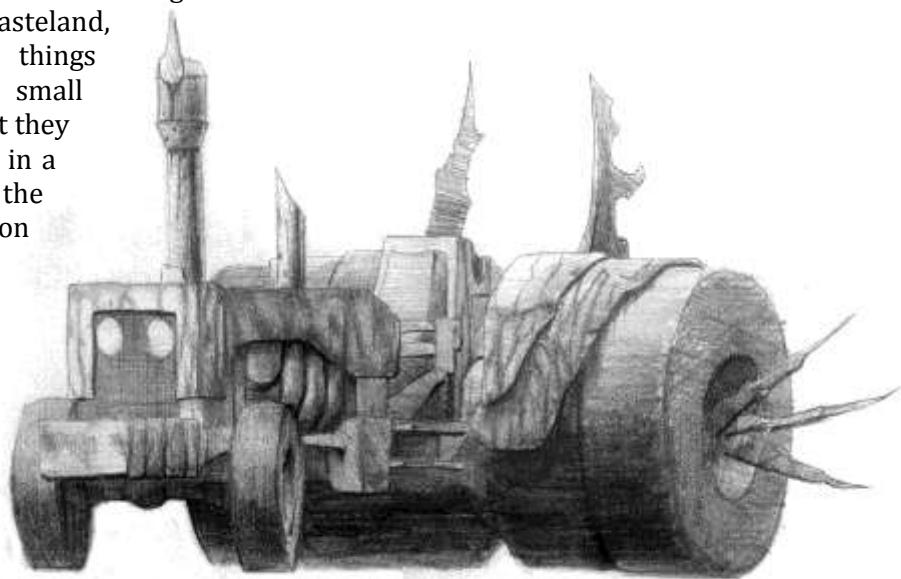
## Pickup Truck

It is said that in the latter half of the 20th century everyone in Texas had a shotgun, a cowboy hat, and a pickup truck. While pickup trucks were used the world over, no state prized them more than Texas. Often decorated with splashes of color, skulls of animals the owner has hunted, or other ornaments, pickup trucks are seen not only as useful vehicles for hauling, but also as symbols of status and even virility.



## Tractor

Tractors are found in many shapes and sizes, but they all serve one important purpose: They can haul a lot. Designed to move at slow speeds with maximum torque, tractors can haul huge loads in trailers behind them, and also huge farm equipment that allows for efficient seeding and harvesting of fields. Because of their slow speeds, tractors rarely leave the farm, and using a tractor as transportation would normally be a waste of good gasoline. But then again, in the Wasteland, necessity makes all sorts of things possible. Tractors have a very small cargo capacity within their cab, but they can haul nearly 10 tons of weight in a trailer hitched at the rear, with the actual hauling limit depending on the tractor.



Vehicle	Man	Speed	Crew	Pass	Cargo	Init	Fuel	DEF	Hard	HP	Size	SCRC	Cost
'69 Charger	-1	200(20)	1	4	200	+1	18	8	8	150	Huge	VR	100000
Pickup Truck	-2	120(12)	1	1	1000	-1	15	8	10	400	Huge	VR	90000
Tractor	-6	40(4)	1	0	100	-6	5	4	10	300	Huge	R	20000

# CHAPTER 5: ORGANIZATIONS AND ADVANCED CLASSES

## Monks of Chuck Norris Walker

The Texas Wasteland is a hard place, a place of violence and lawlessness, where even a simple farmer must learn how to defend himself. Yet, despite all the soldiers, mercenaries, and vigilantes in Texas, there is no question who the greatest fighters are. Far to the southeast, in the city of Corpus Norris, a group of monks have dedicated their lives to honing their bodies into the ultimate weapons. These are the Monks of Chuck Norris Walker, who follow the tenants of their idyllic namesake to the exclusion of all else.

Despite being a religious order, the Monks of Chuck Norris Walker do not treat their namesake as a literal deity. Rather, they consider the idea of him sacred, and they consider this idea to be a guide and guardian on the path of life. This code of behavior has led many who have not yet heard of the Monks to underestimate them. Their manner is polite almost to a fault, they are constantly supportive of others and altruism is an ingrained discipline of their society. Yet although their philosophy demands they always seek out the good in others, it also acknowledges the presence of evil, and in the presence of what they consider "evil" the Monks will respond with quick, sudden violence. They eschew the use of weapons, preferring to use their own bodies to pummel their enemies into submission.



### History

The Monks of Chuck Norris Walker have only existed in their current form for the last thirty years. They arose out of the fusion of the ideas of three men. The first was Edward Johnson, a former minister who had felt his faith wavering after the Exodus. He discovered a book written by a pre-Exodus martial arts instructor and action-movie star which spoke of simple, fundamental faith in conservative and religious principles. The teachings of the book inspired him, and he began the Church of Norris the Divine, declaring this man to be prophet who illuminated The Way.

One of his disciples was Robert Ricky, a collector of rare pre-Exodus merchandise. Much to his surprise, he was able to discover a link between Norris and a popular television action hero. Although no full episodes of this program existed, he was able to gather several clips from remaining copies of a late-night talk show. His true discovery, however, came in the ruins of an abandoned discount store, where he found a collection of posters and t-shirts that boldly declared the supernatural abilities of Norris the Divine. While these were clearly exaggerations, it proved that there was another aspect to Norris the Divine which Ricky referred to as Walker the Texas Ranger, after what he felt was a legendary account of the life of Norris.

While the principles of faith and patriotism spoken of in the Book of Norris were clearly still present in the myths of Walker, Walker was a more proactive character who went out into the wide world and fought evil wherever it was present. Ricky, as well as others, began to feel that the Church of Norris the Divine could do more than simply live their life in accordance with the great Norris' principles.

His longing was fulfilled when, quite by chance, a traveler named Rex Kwan entered the Church's ranks. Kwan was a practitioner of a martial art he knew only as Chuck Do. This art had been taught to him by his old Master, who said the art had once gone by a different name, but he had renamed it in honor of its founder, Master Chuck. The Master had since died, leaving Kwan to carry on his legacy. To his surprise, upon comparing the principles taught him by his Master to the principles of the Church of Norris the Divine, he found perfect correlation. He became convinced that Chuck, Norris, and Walker were, in fact, one and the same. Ricky saw his opportunity to better emulate Walker the Texas Ranger, and he became Kwan's student. He was Kwan's first student, but there were many others, and the Church of Norris the Divine soon became a martial order, the Monks of Chuck Norris Walker.

## Organization and Leadership

As a martial order, the Monks of Chuck Norris Walker already have an existing structure within their martial art. With the assumption of each new belt within Chuck Do, more responsibilities are assigned. In this way they have taken a martial art and turned it into a way of life.

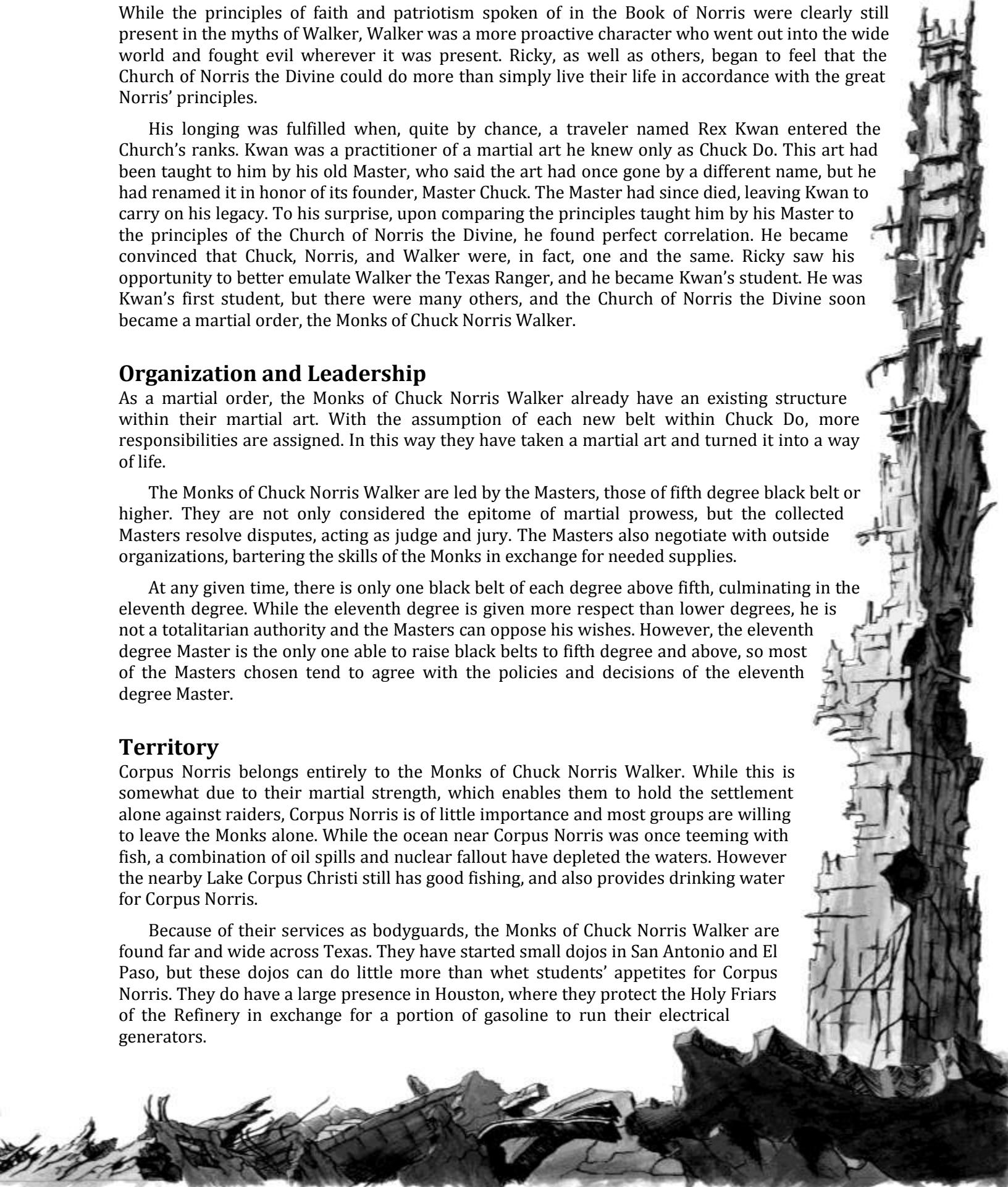
The Monks of Chuck Norris Walker are led by the Masters, those of fifth degree black belt or higher. They are not only considered the epitome of martial prowess, but the collected Masters resolve disputes, acting as judge and jury. The Masters also negotiate with outside organizations, bartering the skills of the Monks in exchange for needed supplies.

At any given time, there is only one black belt of each degree above fifth, culminating in the eleventh degree. While the eleventh degree is given more respect than lower degrees, he is not a totalitarian authority and the Masters can oppose his wishes. However, the eleventh degree Master is the only one able to raise black belts to fifth degree and above, so most of the Masters chosen tend to agree with the policies and decisions of the eleventh degree Master.

## Territory

Corpus Norris belongs entirely to the Monks of Chuck Norris Walker. While this is somewhat due to their martial strength, which enables them to hold the settlement alone against raiders, Corpus Norris is of little importance and most groups are willing to leave the Monks alone. While the ocean near Corpus Norris was once teeming with fish, a combination of oil spills and nuclear fallout have depleted the waters. However the nearby Lake Corpus Christi still has good fishing, and also provides drinking water for Corpus Norris.

Because of their services as bodyguards, the Monks of Chuck Norris Walker are found far and wide across Texas. They have started small dojos in San Antonio and El Paso, but these dojos can do little more than whet students' appetites for Corpus Norris. They do have a large presence in Houston, where they protect the Holy Friars of the Refinery in exchange for a portion of gasoline to run their electrical generators.



## Martial Capability

The Monks of Chuck Norris Walker are not equipped to be an army, and they would make a poor invading force. However, although their population is small, practically everyone has some basic training in self-defense, and many are advanced students. Raiders know well not to attempt a raid on Corpus Norris.

## Economics

Fishing is the main resource found near Corpus Norris. While the Gulf of Mexico is all but depleted due to various disasters in the 21st century, Lake Corpus Christi and the Nunces River are prime fishing grounds. The Monks often pick up a trade as part of their discipline, manufacturing simple goods, clothes, furniture, tools, and other such things. On occasion, they will trade these things to caravans, and they often trade fish for grains and other food.

For other equipment, the Monks of Chuck Norris Walker rely on barter, and, for the most part, they barter themselves. The Monks of Chuck Norris Walker are the most respected bodyguards in the Texas Wasteland. While a Desert Ranger or Knight of the Alamo may be a better shot, in close quarters or in a crowd, no one can match the Monks for adaptability, quick reflexes, and (most importantly) dedication. Once the Masters accept a job, the Monks will guard their chosen client with more dedication and tenacity than any Lone Star Minuteman.

The Masters alone choose which clients are considered acceptable. They base this not upon monetary gain, as that is for the individual Monks who take the job to work out, but rather upon their moral suitability as clients. The Monks of Chuck Norris Walker do not protect slavers, murderers, or any they feel denigrate the quality and principles of life. This has led many spurned clients, especially within the Lone Star Nation, to claim the Monks are nothing but bigots trying to force their morality upon others. The Monks' only response is to point out that they merely offer a service; they do not force that service on anyone.

## Relationship with Outsiders

The Monks of Chuck Norris Walker welcome visitors. Being an isolated community, they are barely self-sufficient, and nearly all their technology above the Tribal level comes from trade with caravans. Many caravans from San Antonio will actually travel to Corpus Norris first, despite it being out of their way, so that they can trade goods in exchange for Monks to act as bodyguards for the rest of their trip. However, while the monks welcome visitors, residents are another matter entirely. Everyone in Corpus Norris belongs to the Church of Chuck Norris Walker. There are no exceptions. All those who stay in the settlement are expected to follow the path of the Monks of Chuck Norris Walker. The Monks tend to care nothing about appearances, or even species, but they demand strict adherence to their dogma.

## Notable Personalities

### Master Robert Ricky

Master Robert Ricky is currently the only 11th degree black belt within the order of the Monks of Chuck Norris Walker. Though now quite old, this first student of Rex Kwan has been part of the leadership of the Monks almost since the beginning. He idolizes the cult's namesake more than any other, and is determined that his Monks shall not stray from the path. This has caused some to grumble that he is inflexible, unwilling to brook the slightest variation in the teachings of Chuck Norris Walker, or any deviation from what he believes the true path of the Monks should be. Still, most support his decisions.

### Master Kai Cobra

Kai Cobra is a sixth degree black belt, and the youngest ever to be given that title. It was given at the insistence of most of the fifth degrees, and against Master Robert Ricky's better judgment. Kai Cobra is perhaps the greatest martial artist in Texas, and a charismatic leader, but he belongs to a reform movement that most of the old guard within the Monks find distasteful, and even blasphemous. They fear that if Kai Cobra gains more support, the Monks will quickly lose their reputation as a force of good in the Wasteland, and become mere mercenaries. For his part, Kai Cobra insists that stagnation is death, and that the Monks must adapt to the changing times.

## Advanced Class

The following advanced class is designed specifically for characters who are members of the Monks of Chuck Norris Walker. While the Chuck Do Student does not have to have the Cultist (Monks of Chuck Norris Walker) background, they do have to have a White Belt, which is normally only available via that background.

## Chuck Do Student

The true Master of Chuck Do disciplines both mind and body, asking always the sacred question, "What Would Chuck Do?" With this lamp to guide them, Chuck Do Students move closer to perfection, always striving to become better warriors and better people. While they are the most fearsome hand-to-hand combatants in Texas, they see their path as a quest for inner perfection, not material rewards.

### Requirements:

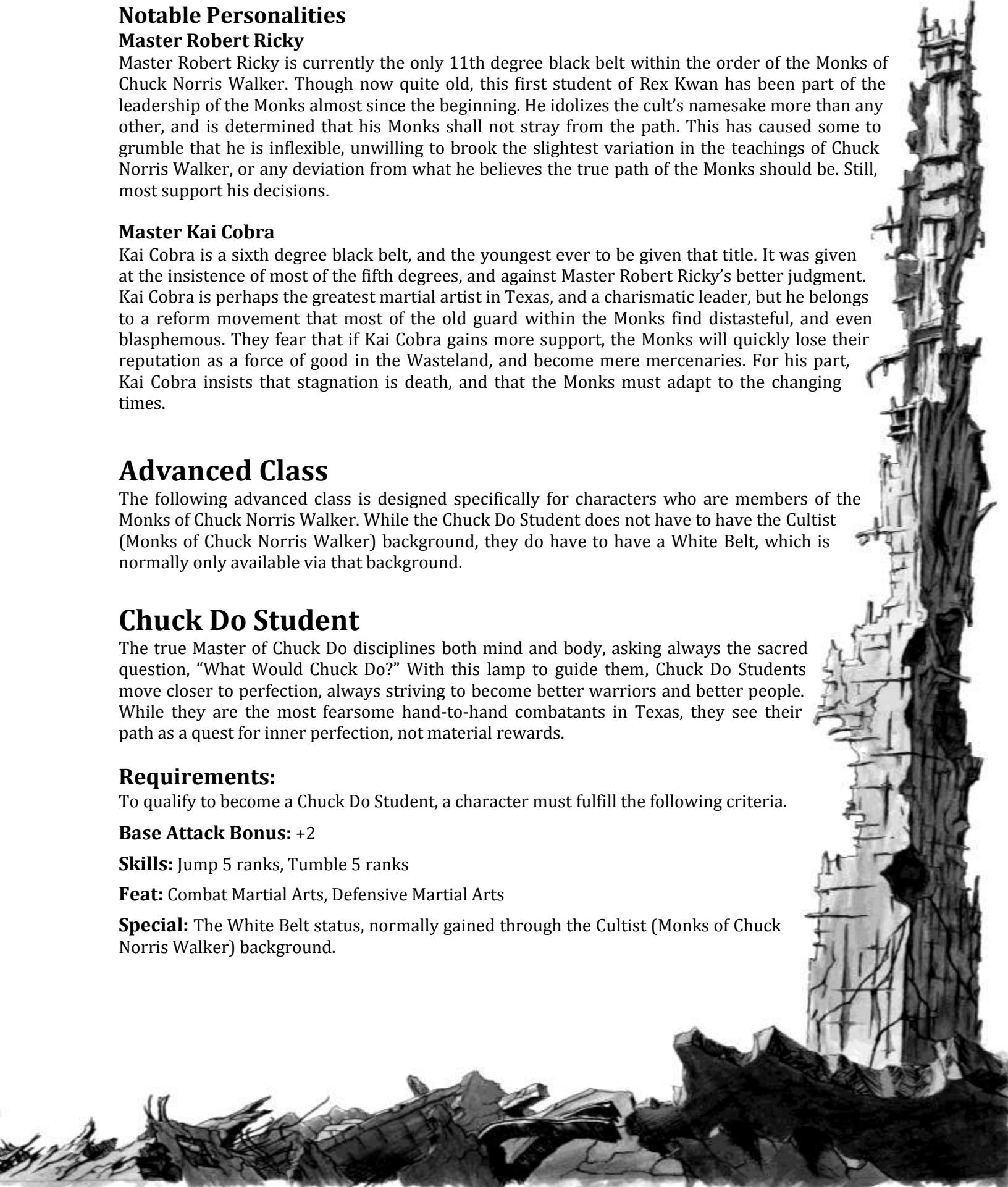
To qualify to become a Chuck Do Student, a character must fulfill the following criteria.

**Base Attack Bonus:** +2

**Skills:** Jump 5 ranks, Tumble 5 ranks

**Feat:** Combat Martial Arts, Defensive Martial Arts

**Special:** The White Belt status, normally gained through the Cultist (Monks of Chuck Norris Walker) background.



## Class Information:

The following information pertains to the Chuck Do Student advanced class.

### Hit Die

The Chuck Do Student gains 1d8 hit points per level plus the character's Constitution modifier.

### Karma Points

The Chuck Do Student receives 3 Karma Points plus  $\frac{1}{2}$  of his character level (rounded down) upon attaining a new level in this class.

### Class Skills

The Chuck Do Student's class skills are as follows: Balance(Dex), Climb(Str), Concentration(Con), Diplomacy(Cha), Escape Artist(Dex), Intimidate(Cha), Jump(Str), Tumble(Dex)

**Skill Points at Each Level:** 3 + Int modifier

## Class Features

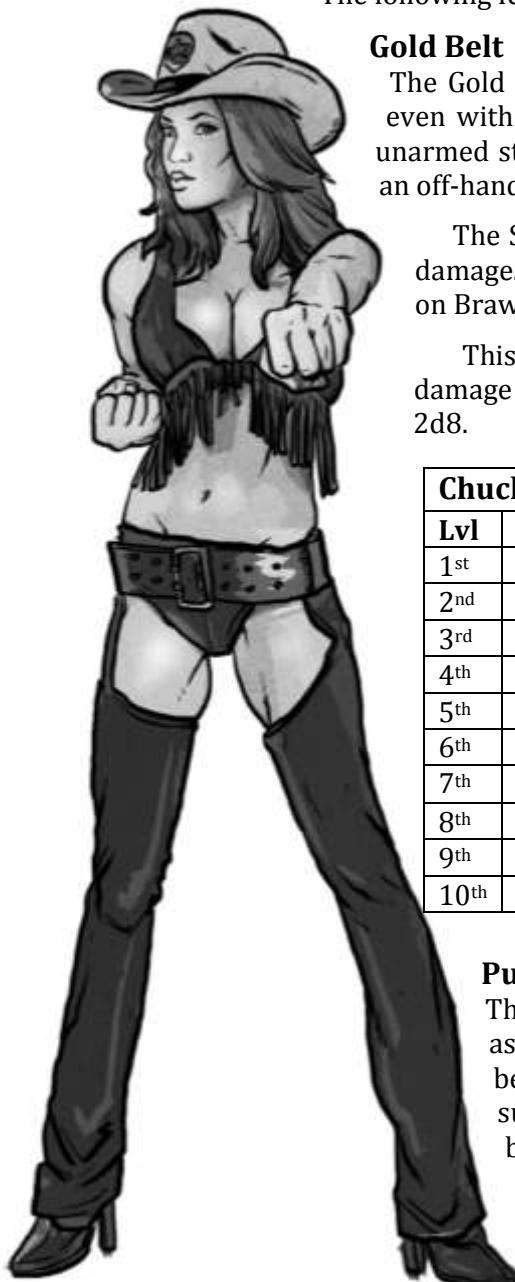
The following features pertain to the Chuck Do Student Advanced Class

### Gold Belt

The Gold Belt Chuck Do Student attacks with either fist interchangeably, or even with elbows, knees, and feet. This means the Student may even make unarmed strikes when his or her hands are full, and there is no such thing as an off-hand attack for a Student striking unarmed.

The Student also deals more damage with unarmed strikes, dealing 1d6 damage. This is an increase to Combat Martial Arts damage. It has no effect on Brawl.

This ability stacks with the Martial Arts talent (Karate) increasing the damage die by the Talent rank from 1d6 to 1d8, 1d8 to 2d6, and 1d10 to 2d8.



### Chuck Do Student

Lvl	BAB	Fort	Ref	Will	Def	Special
1 <sup>st</sup>	+1	+0	+2	+0	+1	Gold Belt
2 <sup>nd</sup>	+2	+0	+3	+0	+2	Purple Belt
3 <sup>rd</sup>	+3	+1	+3	+1	+2	Orange Belt
4 <sup>th</sup>	+4	+1	+4	+1	+3	Blue Belt, Bonus Feat
5 <sup>th</sup>	+5	+1	+4	+1	+3	Green Belt
6 <sup>th</sup>	+6	+2	+5	+2	+4	Red Belt
7 <sup>th</sup>	+7	+2	+5	+2	+4	Black Belt, Roundhouse Kick 1/day
8 <sup>th</sup>	+8	+2	+6	+2	+5	2 <sup>nd</sup> Degree
9 <sup>th</sup>	+9	+3	+6	+3	+5	3 <sup>rd</sup> Degree
10 <sup>th</sup>	+10	+3	+7	+3	+6	4 <sup>th</sup> Degree, Roundhouse Kick 2/day

### Purple Belt

The Purple Belt Chuck Do Student has learned various Katas that assist in training and discipline. These Katas train you in routines that become useful in real combat. For every round in which you land a successful, damage dealing unarmed strike, you gain a cumulative +1 bonus to attack for the next round. If a round is missed, this bonus resets.

## Orange Belt

Upon achieving the Orange Belt, Students have mastered the arcane art known only as the "Eye of the Ranger." As a standard action, they may make an Intimidate check against a single opponent who can see them, opposed by a Will save with a DC equal to the Intimidate check results. If the opponent fails, they are shaken for 1 round. If they fail by 10 or more, they are stunned for 1 round. At 10<sup>th</sup> level, this ability stuns for 1 round whenever the opponent fails his Will save, regardless of how badly.

## Blue Belt

At the rank of Blue Belt, the Student's deadliness has increased. This is exactly like Gold Belt, except that the Student now deals 1d8 points of damage on an unarmed strike. This ability increases the damage die by the Karate Talent rank from 1d6 to 2d6, 1d8 to 3d6, and 1d10 to 3d8.

## Bonus Feat

At 4<sup>th</sup> level, the Chuck Do Student gains a bonus feat. The bonus feat must be selected from the feats presented here and the Chuck Do Student must meet all prerequisites of the feat in order to select it.

**Chuck Do Student Bonus Feats:** Acrobatic, Adrenaline Rush, Advanced Combat Martial Arts, Brawl, Combat Reflexes, Combat Throw, Dodge, Dodger, Earlier Sequence, Elusive Target, Improved Combat Throw, Improved Combat Martial Arts, Improved Grapple, Improved Initiative, Improved Knockout Punch, Improved Trip, Karma Beacon, Knockout Punch, Presence, Quick Recovery, Stunt Man, Stonewall, Unbalance Opponent.

## Green Belt

Green Belt Students have mastered the flying kick. As part of a charge, they can make a Jump check. If successful, they only need to make a touch attack in order to hit their opponent for double the normal attack damage. If this attack roll fails, the Student ends up prone at his opponent's feet. If the attack roll succeeds, the opponent must then make a Fort save with a DC equal to the Jump check or else be knocked prone. If he succeeds the Fort save, however, the Student again falls prone at his opponent's feet. At 10<sup>th</sup> level, Students are only knocked prone if the initial attack roll misses, not if their opponent beats their Fort save.

## Red Belt

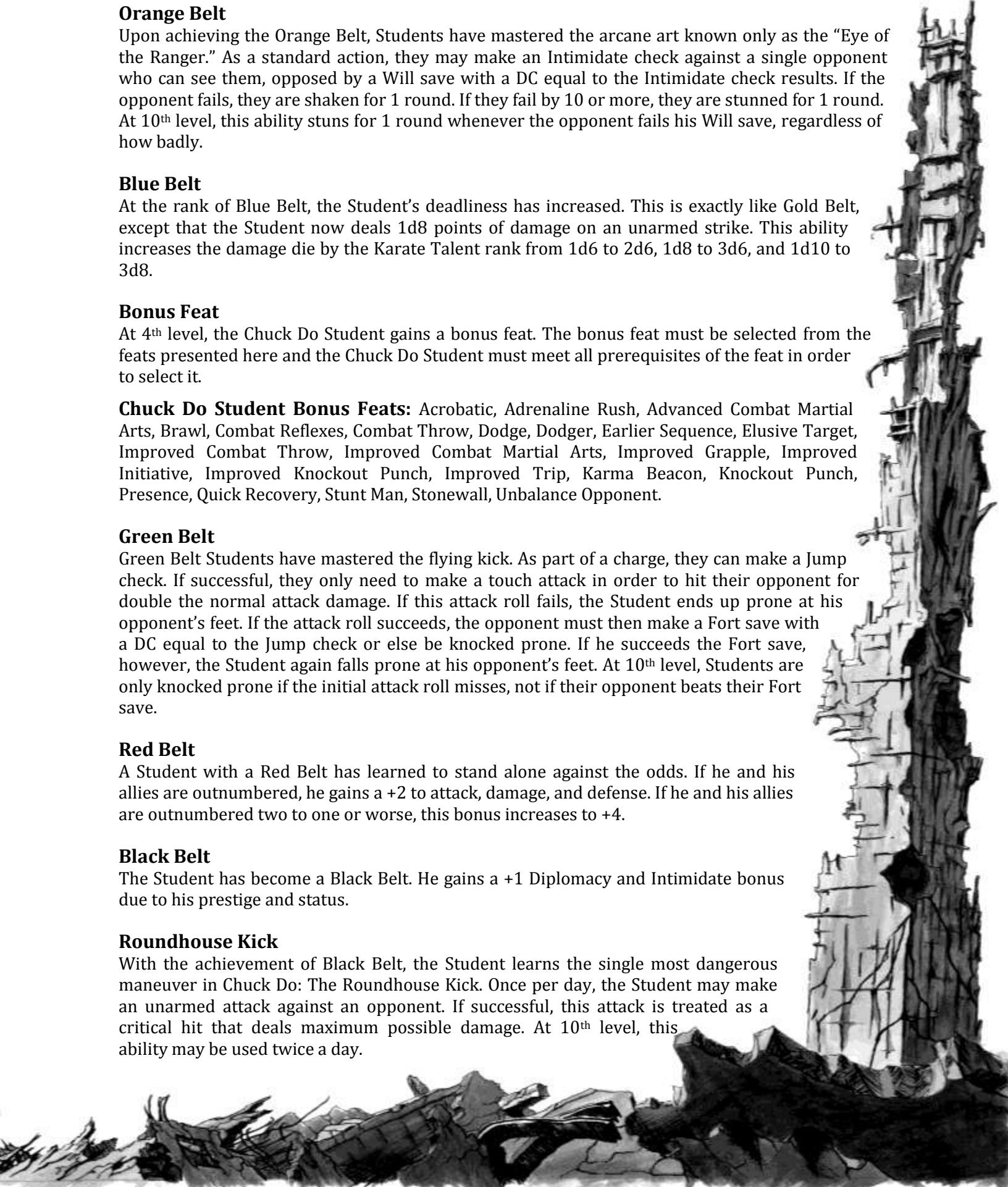
A Student with a Red Belt has learned to stand alone against the odds. If he and his allies are outnumbered, he gains a +2 to attack, damage, and defense. If he and his allies are outnumbered two to one or worse, this bonus increases to +4.

## Black Belt

The Student has become a Black Belt. He gains a +1 Diplomacy and Intimidate bonus due to his prestige and status.

## Roundhouse Kick

With the achievement of Black Belt, the Student learns the single most dangerous maneuver in Chuck Do: The Roundhouse Kick. Once per day, the Student may make an unarmed attack against an opponent. If successful, this attack is treated as a critical hit that deals maximum possible damage. At 10<sup>th</sup> level, this ability may be used twice a day.



### 2nd Degree

As a 2<sup>nd</sup> degree Black Belt, the Student has further refined his abilities. This is identical to the Gold Belt ability, only now the Student's unarmed strike deals 1d10 damage. This ability increases the damage die by the Karate Talent rank from 1d6 to 3d6, 1d8 to 4d6, and 1d10 to 4d8. In addition, the Student's Diplomacy and Intimidate bonus increases to +2.

### 3rd Degree

As a 3<sup>rd</sup> degree Black Belt, the Student has a knack for manipulating fights. When he is locked in combat with an opponent, other opponents seem to shy away from them, attacking one at a time.

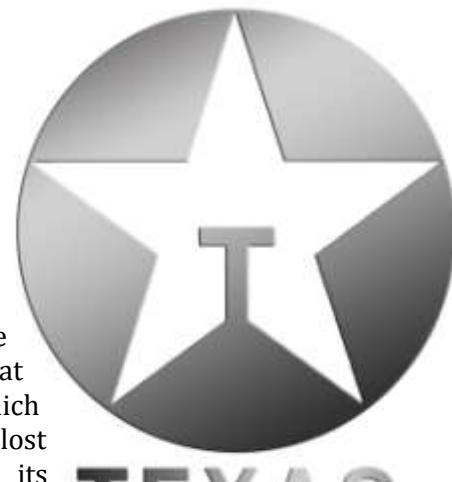
After a third degree Black Belt has attacked an opponent, he gains a +5 Defense bonus against all others allied with that opponent. Furthermore, the Student gains a +1 bonus to attack each round after the first in which he only attacks a single opponent.

### 4th Degree

A 4<sup>th</sup> degree Black Belt is the highest rank a Student can achieve before becoming a Master, and thus the highest achievable rank before the Student is expected to remain in Corpus Norris and teach the next generation of students. The Student gains a permanent +2 to attack, damage, and defense.

## Holy Friars of the Refinery

The Texas Wasteland is a huge sprawling area, nearly half the size of the entire Southwest Wasteland combined. Despite this, the settlements of Texas are able to maintain much closer ties than any other region, and the Lone Star Nation covers more square miles than any other homogenous nation within the Wasteland. These remarkable achievements would be impossible without the Holy Friars of the Refinery. The Refinery is a great oil refinery near the former city of Houston. Which oil company it belonged to is no longer known, lost to the distant past, along with most of its functionality as well, but it can still produce a limited amount of gasoline. The Refinery is a great beast of a machine, and nearly every part has been repaired and rebuilt countless times, resulting in a nightmarish apparition of pipes, wires, steel, boilers, chambers, tanks, and vats. Complicating matters is the loss of information, for the Friars no longer know how the Refinery operates. The Refinery is run on religious rote now, via a series of chants and rituals handed down by the Friars since the Exodus. The Friars are aware that some time in the distant past the Refinery was operated by technical know-how rather than religious ritual, but that time is long past and they no longer seek it. All that is important is that the Refinery continues to operate, being fed precious oil in exchange for its blessed gasoline.



## History

By the time of the Great War, very little gasoline was used in the United States. Fusion Cells were more efficient and safer. The last switchover came just before the Great War, when a massive oil leak in the Gulf of Mexico resulted in a new wave of scrutiny and regulation against the oil giants. Had Fusion Cell technology not been waiting in the wings, the oil companies might have avoided any serious repercussions, but, as it happened, the United States government was only too happy to enforce strict regulations on oil, ushering in the era of Fusion Cell power that would last throughout the Great War. Many refineries in Houston were shut down, though some remained operational to provide needed non-gasoline oil products, as well as small amounts of gasoline for the few pre-fusion vehicles remaining.

During the War, only a single bomb fell on Houston, and that one was far from high-yield. It was enough to devastate the downtown area itself and spread radiation and fallout to mingle with the great radioactive clouds drifting across Texas, but much of the outlying facilities were left more or less intact. Most of these refineries were picked clean by scavengers, or worn out from decay. What remained was the Refinery, the logo of its parent company obliterated through hard use. It was almost in working condition, and enough refinery workers and repairmen had survived the Exodus to get it functioning again. They wisely foresaw that while fusion cells were more prevalent than gasoline, they were also harder to manufacture.

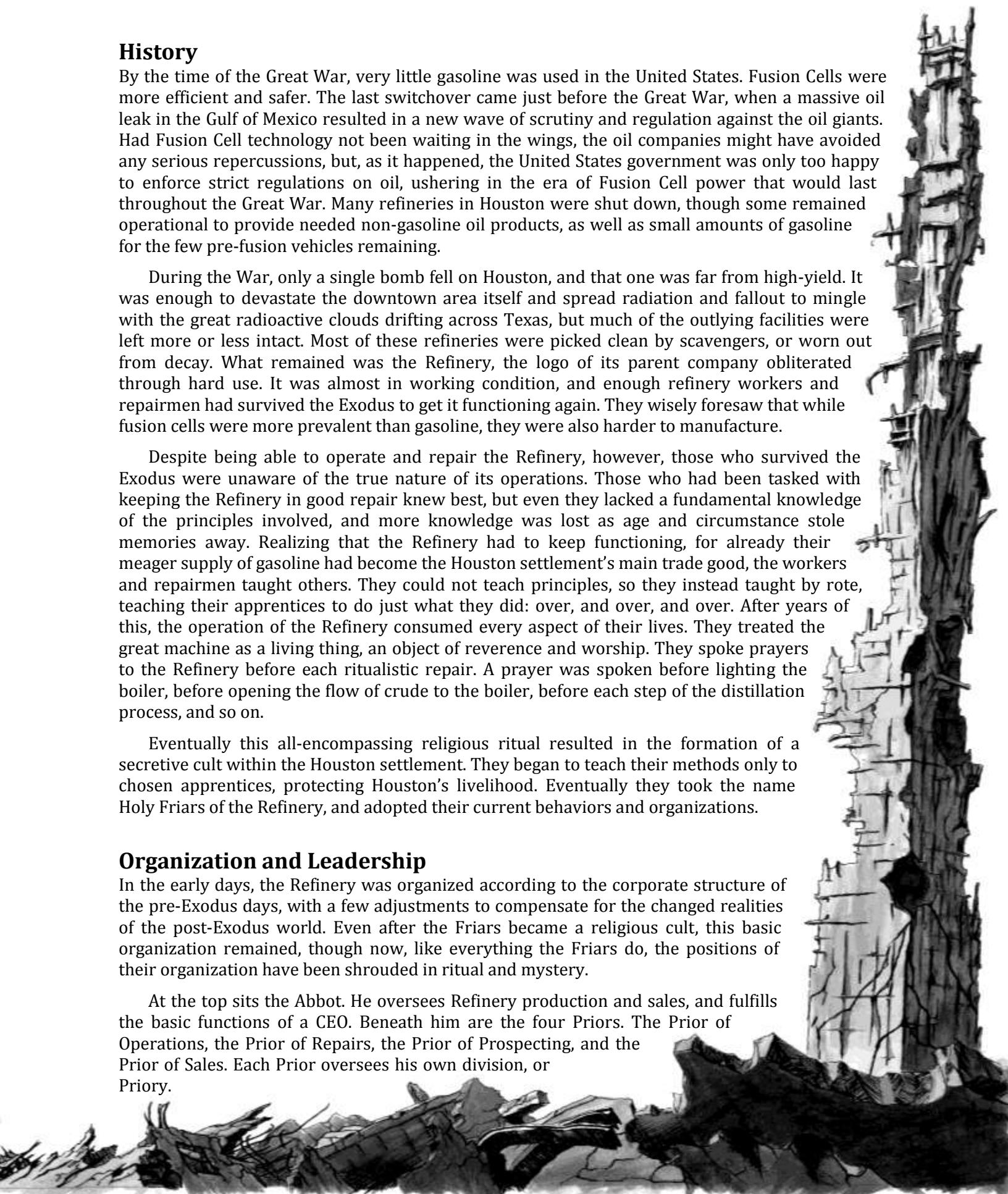
Despite being able to operate and repair the Refinery, however, those who survived the Exodus were unaware of the true nature of its operations. Those who had been tasked with keeping the Refinery in good repair knew best, but even they lacked a fundamental knowledge of the principles involved, and more knowledge was lost as age and circumstance stole memories away. Realizing that the Refinery had to keep functioning, for already their meager supply of gasoline had become the Houston settlement's main trade good, the workers and repairmen taught others. They could not teach principles, so they instead taught by rote, teaching their apprentices to do just what they did: over, and over, and over. After years of this, the operation of the Refinery consumed every aspect of their lives. They treated the great machine as a living thing, an object of reverence and worship. They spoke prayers to the Refinery before each ritualistic repair. A prayer was spoken before lighting the boiler, before opening the flow of crude to the boiler, before each step of the distillation process, and so on.

Eventually this all-encompassing religious ritual resulted in the formation of a secretive cult within the Houston settlement. They began to teach their methods only to chosen apprentices, protecting Houston's livelihood. Eventually they took the name Holy Friars of the Refinery, and adopted their current behaviors and organizations.

## Organization and Leadership

In the early days, the Refinery was organized according to the corporate structure of the pre-Exodus days, with a few adjustments to compensate for the changed realities of the post-Exodus world. Even after the Friars became a religious cult, this basic organization remained, though now, like everything the Friars do, the positions of their organization have been shrouded in ritual and mystery.

At the top sits the Abbot. He oversees Refinery production and sales, and fulfills the basic functions of a CEO. Beneath him are the four Priors. The Prior of Operations, the Prior of Repairs, the Prior of Prospecting, and the Prior of Sales. Each Prior oversees his own division, or Priory.



The Priory of Operations involves the day-to-day operations of the Refinery. The Friars of this Priory are assigned to sections of the Refinery, and trained in the rituals needed for working that section. Only the Prior knows how to operate the entire Refinery, and very often even he does not know all of it, instead relying on the counsel of his section leaders, the Managers.

The Priory of Repairs is the most secretive of all the Priories, for they alone hold the knowledge necessary to repair the Refinery when it breaks down. Such sacred knowledge is not meant for the common man. They maintain the Codices, documents crafted after the Exodus, containing the sacred teachings of those who repaired the Refinery in times gone by. It is forbidden for anyone outside of the Priory of Repairs to read a Codex. Even an insider must only read the Codex authorized by the Prior, to solve the particular problem at hand.

The Priory of Prospecting contains the Traveling Friars. These Friars leave the confines of Houston and travel throughout the Wasteland, seeking always to discover crude oil. The oceanic oil rigs of the Gulf of Mexico were all shut down by government decree before the Exodus, and the Friars do not have the technology to repair these great rigs of legend. This forces them to seek out land-based oil sites, the ruins of ancient rigs, and other places where crude oil can be harvested. Traveling Friars often operate independently, traveling for years in the Wastelands as holy hermits while prospecting, praying that the Refinery will guide them to oil. When this occurs, word is sent back to the Prior who sends out a team of Friars to construct a rig and begin harvesting the oil. Within Texas it is understood that any oil found becomes property of the Friars, though those who lay claim to the land often work out a deal for gasoline in exchange for it. Outside of Texas, however, there is no such understanding, and the rare Traveling Friar who heads into the Southwest Wasteland is warned to be careful.

The final Priory is the Priory of Sales, who also serve as the public face of the Holy Friars.

While they are no less devout than their brethren, their lives are taken up more with social interaction than with constant prayer and ritual. It is the Friars of this Priory who negotiate the many lucrative deals the Refinery maintains with traveling caravans and many far-off settlements. In some of these settlements (currently Dallas, San Antonio, and El Paso), the

Friars maintain a permanent presence, selling small quantities of gasoline to the local markets. It is also this Priory that operates the I-10, which is a source of pride for both the Refinery and all of Texas.

## Territory

Nearly all of the Holy Friars of the Refinery are based in the Refinery itself, which forms the center of the settlement of Houston. While not every inhabitant of Houston is part of the cult, all owe the cult for their livelihood, and all know that the cult's work allows Houston to support its current size. The Friars also maintain small presences in Dallas, San Antonio, and El Paso, with the permission of the local residents, and operate many independent oil derricks as small outposts in the Texas Wasteland.

## Martial Capabilities

In the early days, the Friars felt they had no need for a military presence. Their prices were high, given the scarcity of gasoline, but they dealt fairly with others and sold what gasoline they produced. However, raiders and worse began plaguing the Friars. Several shipments of gasoline were stolen, and several oil derricks destroyed in the raids.

It was the Lone Star Nation that suggested a solution. In exchange for a quota of refined gasoline, provided free of cost, the Lone Star Nation offered the permanent loan of a full regiment of armed Minutemen. The Friars agreed. Soon word of the arrangement reached the other settlements, and the floodgates were opened. Currently the Lone Star Nation, the Knights of the Alamo, the Desert Rangers, the Monks of Chuck Norris Walker, and even NEMO lend troops to the Friars in exchange for a gasoline ration. In this way the organizations involved gain gasoline without having to buy it from price-gouging caravans, and the Friars gain military protection.

The cosmopolitan nature of this fighting force often causes tension between rival factions, but thus far there have been no serious incidents, as everyone involved fears the disadvantage of being the only major player in Texas without gasoline. The Friars, for their part, try to keep national groups separated. Lone Star Minutemen normally guard the Refinery and Houston itself, while the Knights of the Alamo, Desert Rangers, Monks of Chuck Norris Walker, and NEMO mercenaries are assigned to various oil derricks and sections of the I-10.

## Economics

Houston exists because of the Refinery. Although some small measure of agriculture can be eking out of the ground, the mere existence of the Refinery further poisons the already irradiated land. However, this is not seen as a problem for Houston, which has simply reconstructed its economy around gasoline production. Caravans often provide Houston with all its necessary supplies in exchange for a small amount of gasoline, which can either be used to help the rare motorized caravans range farther, or can be sold at a substantial profit.

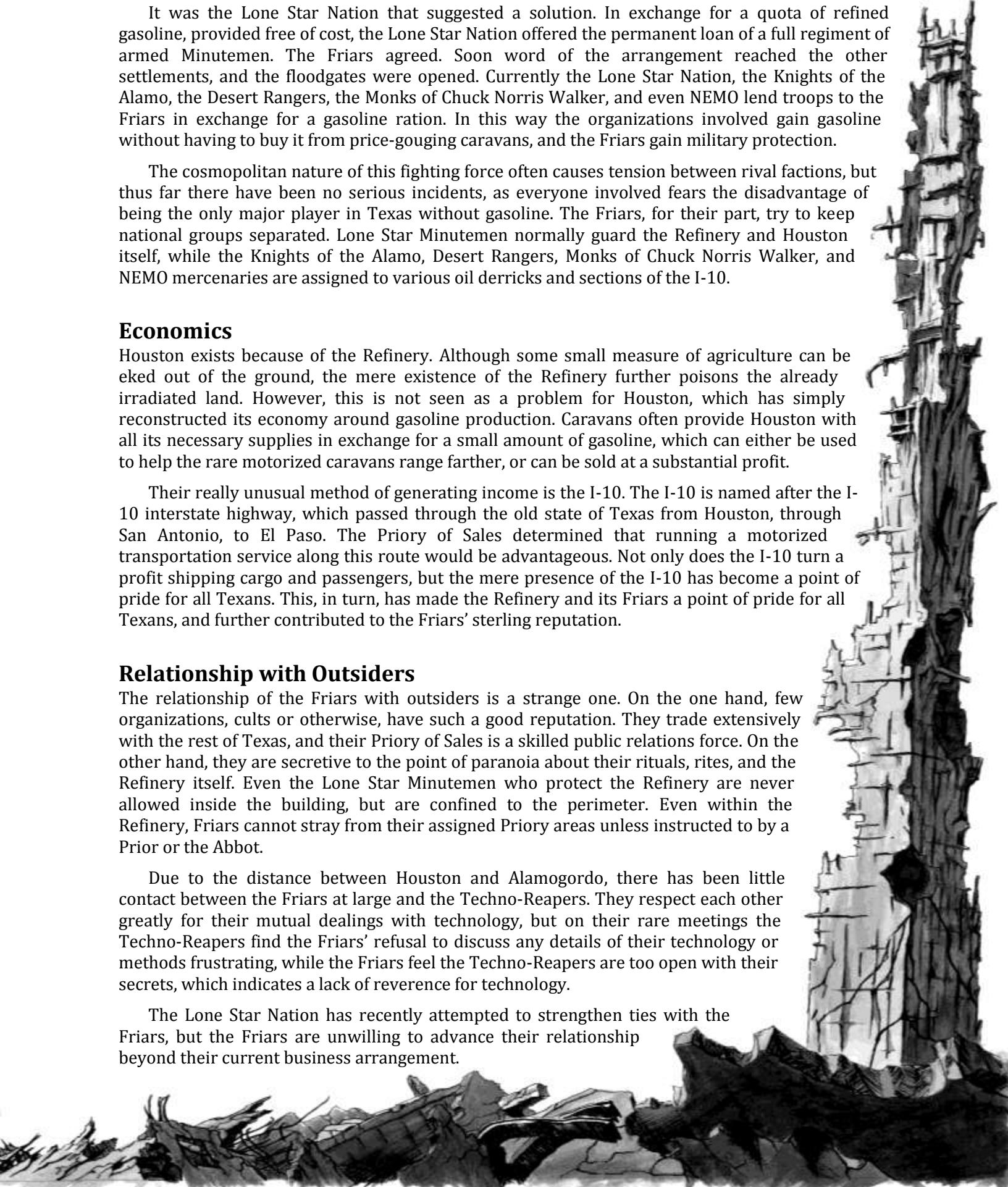
Their really unusual method of generating income is the I-10. The I-10 is named after the I-10 interstate highway, which passed through the old state of Texas from Houston, through San Antonio, to El Paso. The Priory of Sales determined that running a motorized transportation service along this route would be advantageous. Not only does the I-10 turn a profit shipping cargo and passengers, but the mere presence of the I-10 has become a point of pride for all Texans. This, in turn, has made the Refinery and its Friars a point of pride for all Texans, and further contributed to the Friars' sterling reputation.

## Relationship with Outsiders

The relationship of the Friars with outsiders is a strange one. On the one hand, few organizations, cults or otherwise, have such a good reputation. They trade extensively with the rest of Texas, and their Priory of Sales is a skilled public relations force. On the other hand, they are secretive to the point of paranoia about their rituals, rites, and the Refinery itself. Even the Lone Star Minutemen who protect the Refinery are never allowed inside the building, but are confined to the perimeter. Even within the Refinery, Friars cannot stray from their assigned Priory areas unless instructed to by a Prior or the Abbot.

Due to the distance between Houston and Alamogordo, there has been little contact between the Friars at large and the Techno-Reapers. They respect each other greatly for their mutual dealings with technology, but on their rare meetings the Techno-Reapers find the Friars' refusal to discuss any details of their technology or methods frustrating, while the Friars feel the Techno-Reapers are too open with their secrets, which indicates a lack of reverence for technology.

The Lone Star Nation has recently attempted to strengthen ties with the Friars, but the Friars are unwilling to advance their relationship beyond their current business arrangement.



## Notable Personalities

### Abbot Costello

Abbot Costello has only been leading the Friars for five years, and in that time he has gained a reputation as an eccentric leader. His homilies and masses are often complex and inspire much debate and repetition, and though he takes his job seriously he has a penchant for witticisms and clever turns of phrase. Indeed, many Priors find his levity most disconcerting. Still, under his tenure the Refinery has run smoothly, and no one can ask for more.

### Prior Torque

Prior Torque has paid his dues in the wilderness. With a wild white shock of hair and beard, he cuts a striking figure. Some say he went mad while prospecting for oil. Others say that the Refinery itself appeared in human form and imparted wisdom to him. He often speaks in riddles, but under his leadership the Priory of Prospecting has flourished. He has recently been sending his Friars deep into Lone Star Nation territory, where he believes he will find the "Mother Lode". The Lone Star Nation resents this incursion, but has not stopped the Friars for fear of losing their supply of gasoline.

## Advanced Classes

The following advanced classes are designed specifically for characters who have the Cultist (Holy Friar of the Refinery) Background.

### Holy Friar of the Refinery

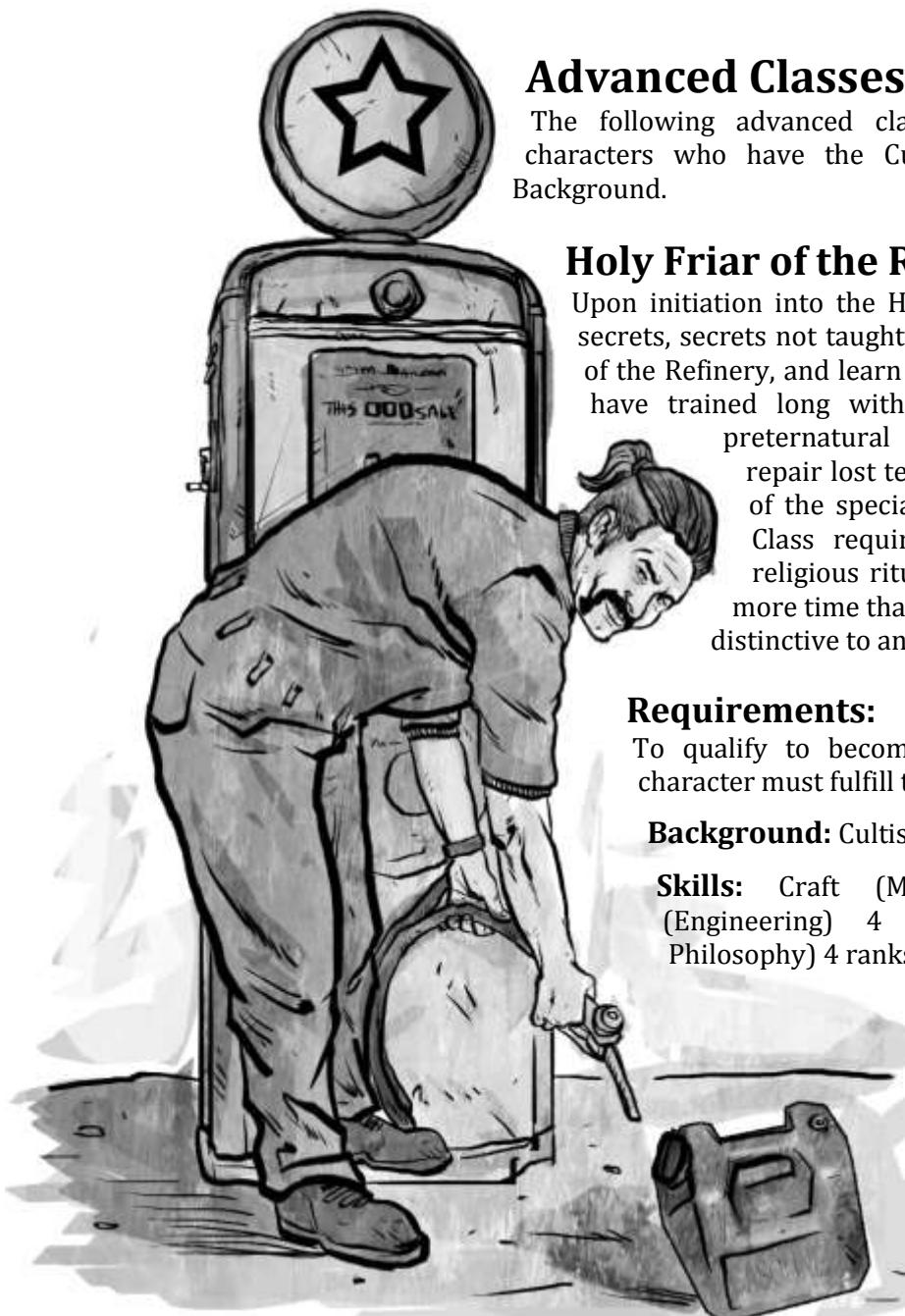
Upon initiation into the Holy Friars of the Refinery you learn secrets, secrets not taught to outsiders. You learn the workings of the Refinery, and learn to hear Her speak to you. Those who have trained long with the Holy Friars seem to have a preternatural understanding of machines, able to repair lost technology by religious rote. Using any of the special abilities granted by this Advanced Class requires the Holy Friar to perform the religious rituals of their cult. While this takes no more time than the action normally would, it is very distinctive to any observers.

#### Requirements:

To qualify to become a Holy Friar of the Refinery, a character must fulfill the following criteria.

**Background:** Cultist (Holy Friar of the Refinery)

**Skills:** Craft (Mechanical) 4 ranks, Knowledge (Engineering) 4 ranks, Knowledge (Theology & Philosophy) 4 ranks, Repair 4 ranks



## Class Information:

The following information pertains to the Holy Friar of the Refinery advanced class.

### Hit Die

The Holy Friar of the Refinery gains 1d8 hit points per level plus the character's Constitution modifier.

### Karma Points

The Holy Friar of the Refinery receives 3 Karma Points plus  $\frac{1}{2}$  of his character level (rounded down) upon attaining a new level in this class.

### Class Skills

The Holy Friar of the Refinery's class skills are as follows: Barter (Cha), Computer Use (Int), Craft (Any) (Int), Knowledge (Engineering, Science, Technology, and Theology & Philosophy), Repair, Survival

**Skill Points at Each Level:** 4 + Int modifier

## Class Features

The following features pertain to the Holy Friar of the Refinery Advanced Class.

### Religion of Steel

You have been trained in pseudo-religious rites that give you the ability to operate technology without actual technical knowledge. At first level, you gain a +3 competence bonus on all rolls used to operate or repair (but not analyze) technological devices. This only applies if a skill check is required simply to operate a device, such as a Computer Use check needed to operate an old mainframe.

Holy Friar of the Refinery						
Lvl	BAB	Fort	Ref	Will	Def	Special
1 <sup>st</sup>	+0	+0	+2	+2	+1	Religion of Steel
2 <sup>nd</sup>	+1	+0	+3	+3	+2	Mysteries of the Past
3 <sup>rd</sup>	+1	+1	+3	+3	+2	Bonus Talent
4 <sup>th</sup>	+2	+1	+4	+4	+3	Technical Pacifist
5 <sup>th</sup>	+2	+1	+4	+4	+3	Prospector
6 <sup>th</sup>	+3	+2	+5	+5	+4	Bonus Talent
7 <sup>th</sup>	+3	+2	+5	+5	+4	Religious Epiphany
8 <sup>th</sup>	+4	+2	+6	+6	+5	Parts of the Whole
9 <sup>th</sup>	+4	+3	+6	+6	+5	Bonus Talent
10 <sup>th</sup>	+5	+3	+7	+7	+6	One with the Refinery

### Mysteries of the Past

Your rituals are effective against ancient technology as well as modern. At 2<sup>nd</sup> level you no longer add 10 to DCs when working with Black Box Tech.

### Bonus Talent

At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level you gain a Bonus Talent. This Talent must be selected from the Defensive, Empathic, Insightful, Mr. Handy, Research, or Survival talent trees. The Holy Friar of the Refinery must meet all prerequisites before selecting a Talent.

### Technical Pacifist

Although Holy Friars of the Refinery take no vows against violence, their training lies elsewhere. And yet ruffians, and even beasts, seem loathe to harm a holy man. At 4<sup>th</sup> level, when not displaying visible weapons, they gain a +5 competence bonus on Diplomacy checks to stop others from doing direct violence to them. In addition, anyone attempting to attack the Friar when there is another valid target must succeed at a Will save, DC 10 + Holy Friar level. These abilities are lost for the encounter if the Friar attacks another.

### Prospector

The Holy Friars are trained in the task of discovering oil. At 5<sup>th</sup> level, the Survival DC for the daily survey of the land prior to a Prospecting check drops to DC 10, and the Holy Friar of the Refinery gains a +5 competence bonus on the final roll.

### Religious Epiphany

At 7<sup>th</sup> level, the Holy Friar is prone to spiritual insights about the inner working of machines. Once per day this insight can be used to gain a bonus equal to skill rank in any Computer Use, Knowledge (technology), or Repair check.

### Parts of the Whole

Holy Friars are taught the rituals of repair one part at a time. They never think of repairing the Refinery, but rather one small part. These small rituals build up to the whole. At 8<sup>th</sup> level the Holy Friar can spend twice as much time on any Disable Device or Repair check and roll twice, taking whichever result they prefer. They must declare the use of ability before the roll.

### One with the Refinery

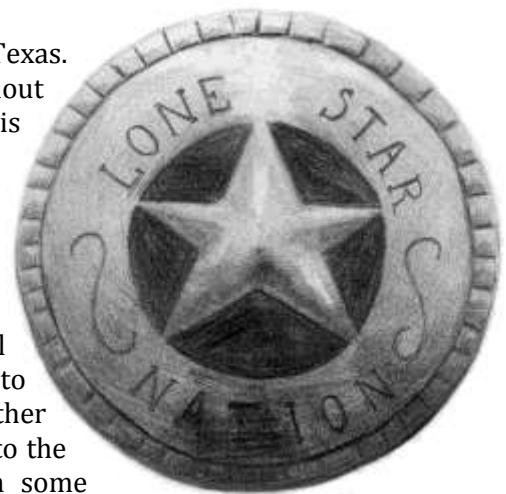
At 10<sup>th</sup> level the Holy Friar does not just understand the machine, but becomes one with the machine. By entering a religious trance while using Computer Use, Craft (Electronic, Mechanical, Salvage, or Structural), Disable Device, or Repair checks, the Friar gains a +10 competence bonus. While performing these actions, however, the religious trance makes the Holy Friar completely helpless.

## The Lone Star Nation

The Lone Star Nation is the single largest nation in Texas.

They claim to be the largest in the world, but without reliable reports outside of the Texas Wasteland it is impossible to say for certain. While the Steel Disciples have established many outposts, the Lone Star Nation has truly developed a state where each citizen is under Lone Star protection, whether they want it or not.

Depending on whom you ask, there are two different views on the Lone Star Nation. To loyal citizens the Lone Star Nation is a worthy successor to civilization. It is not the United States reborn, but rather the United States as it should have been. They point to the superior civilization of the Lone Star nation, with some settlements having local power grids, and military police protection thanks to the Minutemen, as proof of this.



Outside the Lone Star Nation, however (and at times within it), a different picture is painted. Opponents consider the "Republic" little more than a dictatorship, whose citizens are oppressed and without basic human rights. Even worse are the non-citizens, whose lives seem to be valueless. The Lone Star Nation's ambitions for empire have made them no friends, and they are actively opposed by many resistance groups and external forces.

## History

The Great War was the fault of a nation that had turned away from morality. This is the first thing children in the Lone Star Nation are taught about history. America was a failed experiment, its secular government corrupt, regardless of political party. The great potential of the Founding Fathers was destroyed when their words were twisted until "inalienable rights" somehow became more important than decent, civilized behavior.

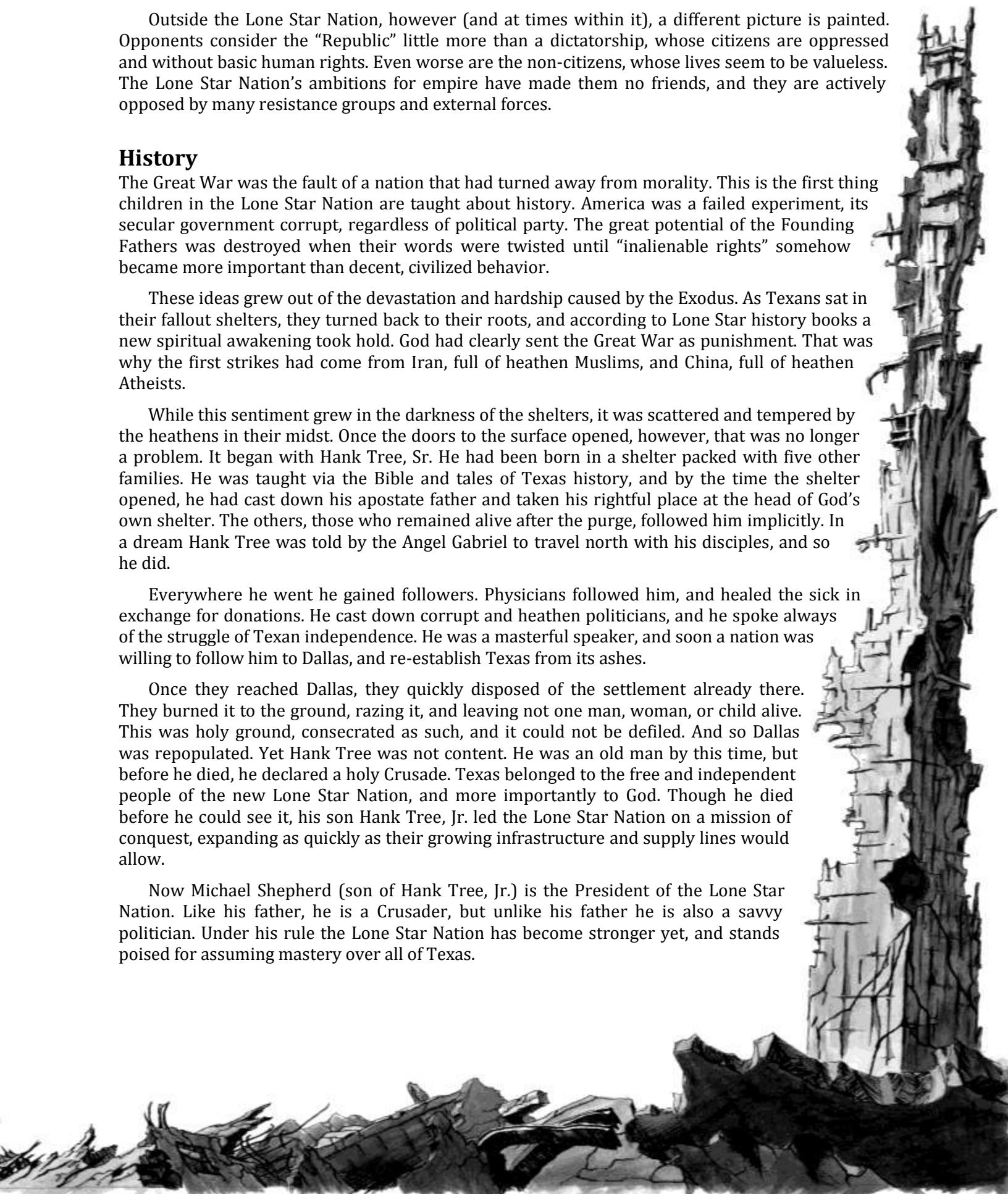
These ideas grew out of the devastation and hardship caused by the Exodus. As Texans sat in their fallout shelters, they turned back to their roots, and according to Lone Star history books a new spiritual awakening took hold. God had clearly sent the Great War as punishment. That was why the first strikes had come from Iran, full of heathen Muslims, and China, full of heathen Atheists.

While this sentiment grew in the darkness of the shelters, it was scattered and tempered by the heathens in their midst. Once the doors to the surface opened, however, that was no longer a problem. It began with Hank Tree, Sr. He had been born in a shelter packed with five other families. He was taught via the Bible and tales of Texas history, and by the time the shelter opened, he had cast down his apostate father and taken his rightful place at the head of God's own shelter. The others, those who remained alive after the purge, followed him implicitly. In a dream Hank Tree was told by the Angel Gabriel to travel north with his disciples, and so he did.

Everywhere he went he gained followers. Physicians followed him, and healed the sick in exchange for donations. He cast down corrupt and heathen politicians, and he spoke always of the struggle of Texan independence. He was a masterful speaker, and soon a nation was willing to follow him to Dallas, and re-establish Texas from its ashes.

Once they reached Dallas, they quickly disposed of the settlement already there. They burned it to the ground, razing it, and leaving not one man, woman, or child alive. This was holy ground, consecrated as such, and it could not be defiled. And so Dallas was repopulated. Yet Hank Tree was not content. He was an old man by this time, but before he died, he declared a holy Crusade. Texas belonged to the free and independent people of the new Lone Star Nation, and more importantly to God. Though he died before he could see it, his son Hank Tree, Jr. led the Lone Star Nation on a mission of conquest, expanding as quickly as their growing infrastructure and supply lines would allow.

Now Michael Shepherd (son of Hank Tree, Jr.) is the President of the Lone Star Nation. Like his father, he is a Crusader, but unlike his father he is also a savvy politician. Under his rule the Lone Star Nation has become stronger yet, and stands poised for assuming mastery over all of Texas.



## Organization and Leadership

According to the Lone Star Nation, their government is a Republic. In practice, this simply is not so. Although the Lone Star Nation is large by post-Exodus standards, its disparate settlements are not large enough to support a government like the former United States. In truth, the Lone Star Nation is a feudal state. At the top is the President, Michael Shepherd. Under him are the Senators, each of whom owe fealty to him, and each of whom control a settlement. Under Hank Tree, Jr. these Senators began to grow restless, but President Shepherd is a far more able politician, and has given them enough spoils of war to keep them happy.

Senators further divide up their territory, which according to the Lone Star Nation includes all land surrounding their settlement, whether that land is populated or not, and Senators who control the larger territories assign Magistrates as needed to govern subdivisions of their land. Ultimately there are three classes of people. The citizens maintain some basic rights. Taxes are oppressively high, but they can move throughout the nation as they please. Then there are the provincials. Provincials are not citizens, for one reason or another. The Lone Star Nation often speaks about its beliefs of human rights for all, but the fact is provincials are little more than serfs. What they produce belongs to the citizen that rules them. Then there are the slaves: heathens, infidels, foreigners, criminals and debtors.

All citizens are allowed to vote for their leadership, but each election can be vetoed by the President, who is appointed for life. President Shepherd is a savvy politician, and those who cannot keep their citizens happy as well as support his agenda may soon find themselves replaced by Executive Order.

## Territory

The Lone Star Nation began in Dallas, but it soon expanded. Wave after wave of Crusade has swept the border further and further away from its birthplace. The Lone Star Nation currently defines its territory by border settlements. These border settlements include Oklahoma City, Shreveport, Huntsville, Austin, Abilene, Lubbock, and Amarillo. While few Lone Star settlements besides Dallas are of any significant size, the truth is the Minuteman military presence, coupled with the dedication of the Lone Star Nation to their empire, has made it much easier to establish and maintain settlements.

President Shepherd desperately wants to expand the Lone Star Nation further, but the Mutant Army to the west has made him cautious, and he fears exposing the Lone Star Nation to reprisals by moving too many Minutemen to the south and east.

## Martial Capabilities

The Minutemen are the backbone of Lone Star Nation power. The Lone Star Nation declares them the best equipped, the best trained, and the most able-bodied military force remaining in the world. Those who see the Minutemen in combat are hard-pressed to refute this claim. Every Senator maintains a "regiment" of Minutemen, though the actual disposition of forces within a regiment can vary wildly. Dealings with the Holy Friars of the Refinery have also allowed the President to maintain two regiments of motorized Minutemen, capable of reaching anywhere in Lone Star Nation territory within a day.

Indeed, with such a powerful military, it seemed Lone Star Nation expansion would be limited only by their slower-growing infrastructure, and settlements such as San Antonio feared the worst. Then, suddenly,

President Shepherd scaled back his crusade in southern Texas. Scouts to the west had made their first contact with the Mutant Army. At first thought to be just a raiding group of radiation-addled souls, like *Ghūls*, a regiment of Minutemen were sent out to mop them up. They were routed all the way back to Amarillo. Subsequent espionage has confirmed that the Mutant Army are not *Ghūls*, and that they are, in fact, a formidable foe. Diplomatic envoys did not return. This has granted the rest of Texas a temporary respite while the President decides what to do about this new threat.

Still, the ranks of the Minutemen continue to swell. All males of adult age in the Lone Star Nation are required to serve four years in the Minutemen upon reaching their majority. Not only does this keep their ranks full, but it allows them four years with which to indoctrinate, some would say brainwash, the people into being good citizens. Many choose not to leave the Minutemen after four years, instead serving for at least ten. The reason for this is simple: Ten years of service, plus passing a barrage of background checks and psyche evaluations, guarantees citizenship for humans. Considering the vast gulf between citizens and provincials, this is a powerful incentive.

## Economics

The Lone Star Nation has the strongest economy in the known world. They sponsor several state-funded caravans that travel from settlement to settlement on a regular cycle, allowing the people to barter goods with each other even across the Wasteland. To facilitate this further, the Lone Star Nation prints its own currency, Lone Star Notes, which are commonly called Icons due to the religious figures that decorate them. The currency is maintained by the Lone Star Bank, which has a branch in each Lone Star Nation settlement, and is authorized to barter for approved goods based on a price list determined by the government in Dallas.

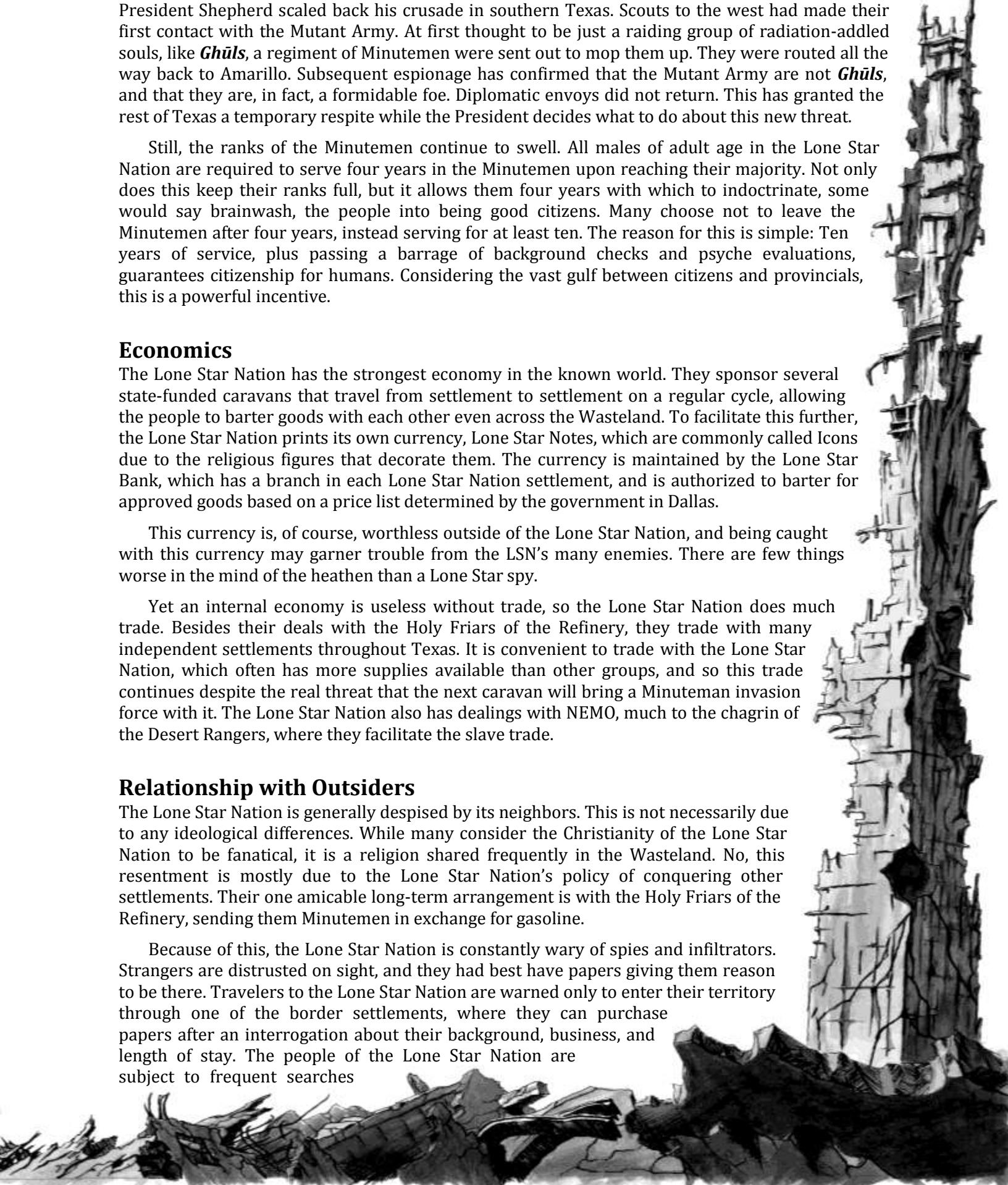
This currency is, of course, worthless outside of the Lone Star Nation, and being caught with this currency may garner trouble from the LSN's many enemies. There are few things worse in the mind of the heathen than a Lone Star spy.

Yet an internal economy is useless without trade, so the Lone Star Nation does much trade. Besides their deals with the Holy Friars of the Refinery, they trade with many independent settlements throughout Texas. It is convenient to trade with the Lone Star Nation, which often has more supplies available than other groups, and so this trade continues despite the real threat that the next caravan will bring a Minuteman invasion force with it. The Lone Star Nation also has dealings with NEMO, much to the chagrin of the Desert Rangers, where they facilitate the slave trade.

## Relationship with Outsiders

The Lone Star Nation is generally despised by its neighbors. This is not necessarily due to any ideological differences. While many consider the Christianity of the Lone Star Nation to be fanatical, it is a religion shared frequently in the Wasteland. No, this resentment is mostly due to the Lone Star Nation's policy of conquering other settlements. Their one amicable long-term arrangement is with the Holy Friars of the Refinery, sending them Minutemen in exchange for gasoline.

Because of this, the Lone Star Nation is constantly wary of spies and infiltrators. Strangers are distrusted on sight, and they had best have papers giving them reason to be there. Travelers to the Lone Star Nation are warned only to enter their territory through one of the border settlements, where they can purchase papers after an interrogation about their background, business, and length of stay. The people of the Lone Star Nation are subject to frequent searches



without warrant, and citizens know to always keep their citizenship papers with them. Provincials have it harder. So long as they remain where they were born, they are generally well-known, and suffer no repercussions. If they wish to travel, however, they must take the precaution of purchasing temporary papers, at great expense.

**Ghûls** are considered cursed by God and are discriminated against heavily, although they are not forbidden from purchasing papers. **Ghûls** cannot be citizens. In Texas **Ghûls** only occur rarely, after massive exposure to radiation; however the Lone Star Nation has heard of the Ghûl Collective and considers it an abomination. Any members of the Ghûl Collective are warned to keep their affiliation to themselves while in Lone Star Nation territory.

Mutants of any kind suffer even bigger problems. The Lone Star Nation considers itself in a state of war with the Mutant Army, and any Mutant is considered to be a spy. Not only will Mutants traveling in the Lone Star Nation be forced to buy papers (normally at inflated prices,) but this will not protect them from random interrogations and harassment. On the other hand, Mutants willing to reveal vital information about the Mutant Army, or to turn traitor and spy on the Mutant Army for the Lone Star Nation, are often treated as guests of honor and given all the rights of citizens. Unofficially, of course, as officially abominations against God cannot be citizens.

## Notable Personalities

### President Michael Shepherd

President Michael Shepherd is the youngest son of former President Hank Tree, Jr. It was always assumed that his elder brother, Hank Tree III, would ascend to the Presidency after his father, but it soon became obvious that Michael was smarter, more charismatic, more devoutly religious, and less psychotic than the increasingly addled Hank Tree III. Those who support the Lone Star Nation consider him their greatest President yet, for he has skillfully balanced the desires of his Senators with the needs of his nation. Under his rule, the Lone Star Nation has expanded to its present size, and vastly strengthened its economy. Those who are against the Lone Star Nation, however, consider him a monster. They point to rumors of mass murder, the slaughter of women and children, the way dissenting inhabitants of the LSN seem to disappear, and of course the thriving slave trade with NEMO as evidence that Shepherd is the devil himself.

### Senator Patton C. Scott

The Senator of the newly conquered settlement of Austin has made his home on the outskirts of town, closest to San Antonio. The knowledge that the settlement is less than 100 miles away drives him, and his fondest wish is to see the flag of the Lone Star Nation flying over the Alamo. He considers President Shepherd a weakling who has dared to stop the Minutemen's advance simply because he fears some army of abominations to the west.

During his trips to Dallas, Senator Scott constantly demands that the Crusade against San Antonio begin once more, and he uses any excuse he can to send raiding parties against the Alamo. He runs Austin like a war camp, with constant drills keeping his Minutemen in top condition. His one consolation is that when the invasion of San Antonio finally continues, he will be on the front lines.

## Advanced Classes

The following advanced classes are designed specifically for characters who have the Lone Star National or Lone Star Provincial Backgrounds.

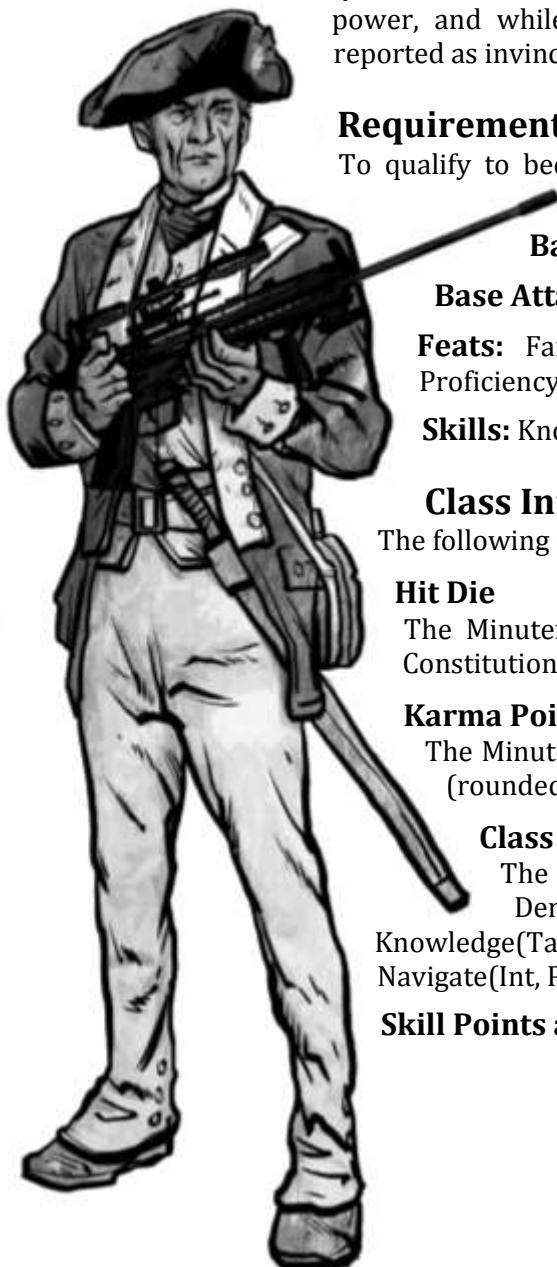
### Minuteman

The Minutemen are so named after the colonial militia who fought the American Revolutionary War. While the Lone Star Nation's crack fighting units are far better trained and equipped, the idea of a mobile military remains true to the idea of the Minuteman, the soldier who could be ready in a minute to charge into battle. Minutemen have become known throughout Texas as the symbol of LSN

power, and while they do not win every battle, they win enough to be reported as invincible.

### Minuteman

Lvl	BAB	Fort	Ref	Will	Def	Special
1 <sup>st</sup>	+1	+2	+0	+0	+1	Equipment, Forced March
2 <sup>nd</sup>	+2	+3	+0	+0	+2	I Am The Law
3 <sup>rd</sup>	+3	+3	+1	+1	+2	Close Quarters
4 <sup>th</sup>	+4	+4	+1	+1	+3	Bonus Talent
5 <sup>th</sup>	+5	+4	+1	+1	+3	Stand And Deliver
6 <sup>th</sup>	+6	+5	+2	+2	+4	Charge!
7 <sup>th</sup>	+7	+5	+2	+2	+4	Sniper's Eye 1/day
8 <sup>th</sup>	+8	+6	+2	+2	+5	Bonus Talent
9 <sup>th</sup>	+9	+6	+3	+3	+5	Minute Man
10 <sup>th</sup>	+10	+7	+3	+3	+6	Sniper's Eye 2/day



### Requirements:

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

**Background:** Lone Star National or Lone Star Provincial

**Base Attack Bonus:** +5

**Feats:** Far Shot, Medium Armor Proficiency, Personal Firearms Proficiency

**Skills:** Knowledge (Theology & Philosophy) 4 Ranks

### Class Information:

The following information pertains to the Minuteman advanced class.

#### Hit Die

The Minuteman gains 1d10 hit points per level plus the character's Constitution modifier.

#### Karma Points

The Minuteman receives 3 Karma Points plus  $\frac{1}{2}$  of his character level (rounded down) upon attaining a new level in this class.

#### Class Skills

The Minuteman's class skills are as follows: Climb(Str), Demolitions(Int), Drive(Dex), Intimidate(Cha), Jump(Str), Knowledge(Tactics)(Int), Knowledge(Theology & Philosophy)(Int), Navigate(Int, Pilot(Dex), Ride(Dex), Swim(Str)

**Skill Points at Each Level:** 2 + Int modifier

## Class Features

### Equipment

At 1<sup>st</sup> level the Minuteman receives a FN FAL (7.62mm) rifle with a standard scope, 20 shots of standard 7.62mm ammo, one suit of Combat Armor that is recognizable as Minuteman armor, and a Cowboy Hat. They are responsible for maintaining and repairing this equipment themselves.

### Forced March

The advantage of the Minutemen is their speed in reaching a combat zone. At 1<sup>st</sup> level you may reduce your personal overland traveling time by 10%. If you are traveling with others without this ability, you may lead them instead and lower the traveling time by 5%.

### I Am the Law

At 2<sup>nd</sup> level you have learned what it means to wear the uniform. While you are in your Minuteman Combat Armor and Cowboy Hat, you are a feared and respected agent of the Lone Star Nation. You gain a +5 circumstance bonus to all social interaction within the LSN. Outside the LSN you are still known and feared. You gain a +5 circumstance bonus to Intimidate checks throughout Texas, and anywhere else that has heard of the Lone Star Nation (such as the Mutant Army).

### Close Quarters

At 3<sup>rd</sup> level you have learned to wade into battle fearlessly. Not only do your ranged attacks no longer provoke Attacks of Opportunity when fired next to an opponent, but you can effortlessly whip your rifle around and smack others with it. So long as you are armed with a longarm or shotgun, you may intersperse ranged and melee attacks (with the rifle butt) at will during a full attack action.

### Bonus Talent

At 4<sup>th</sup> and 8<sup>th</sup> level, you gain a Bonus Talent from one of the following Talent trees: Defensive, Gunslinger, Hand to Hand.

### Stand and Deliver

At 5<sup>th</sup> level you gain a free attack of opportunity with a ranged weapon against anyone who uses the charge action against you. In addition, so long as you do not move, even to take a 5 ft. step during your turn, you may make a single attack as a full round action with an attack and damage bonus equal to your Minuteman level. This latter option lowers your Defense by 2 until your next turn.

### Charge!

At 6<sup>th</sup> level you gain Mobility as a bonus feat, regardless of whether or not you have met the prerequisites.

### Sniper's Eye

At 7<sup>th</sup> level you gain the ability of Sniper's Eye. Once per day you may use this ability, which requires two actions. First, you must spend a standard action aiming at a target, gaining all the benefits normally gained by aiming. Second, you may fire with a longarm, shotgun, or heavy weapon. Your attack is considered a touch attack, and if it hits it is an automatic critical threat. At 10<sup>th</sup> level you may use this ability twice a day.

## Minuteman

The Minuteman is based around speed and mobility, and at 9<sup>th</sup> level you have mastered that. Your base speed increases by 10'. Donning or removing armor now takes only half the time. You may sheathe or reload a weapon as a free action (but only once per round). You may sleep in Medium Armor without penalty.

## The Order of the Alamo

San Antonio is a city of unbroken history. The first true Spanish settlement in Texas, during the height of the Pre-Exodus world, San Antonio was the second largest city in Texas and host to many of its military bases.

After the Exodus many things changed, but the pioneer spirit and survivalist instincts of the people of San Antonio did not. The survivors rebuilt a settlement. The settlement needed defenders, especially against the growing power of the Lone Star Nation to the north, and so San Antonio established a military order to defend itself: The Order of the Alamo.

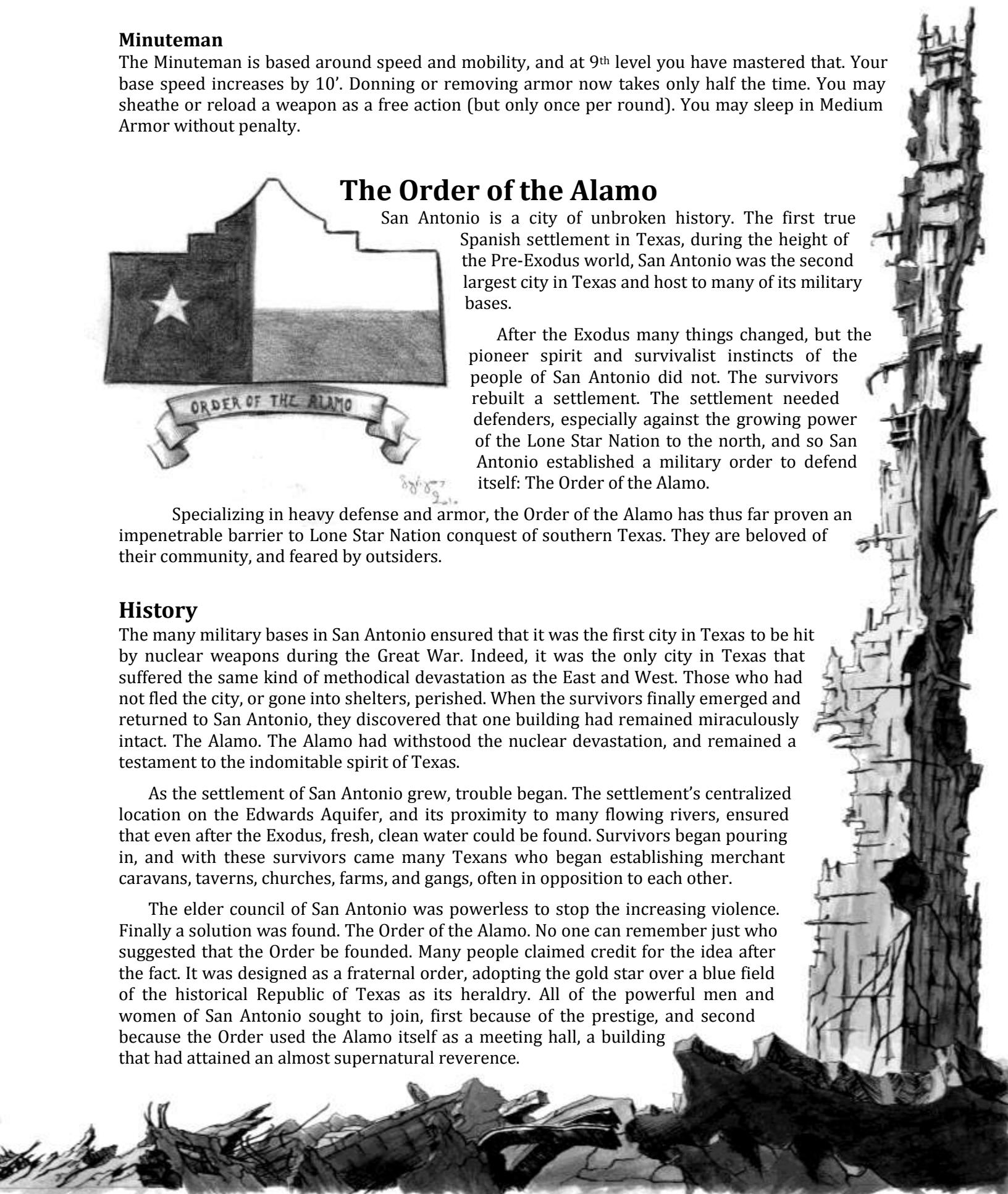
Specializing in heavy defense and armor, the Order of the Alamo has thus far proven an impenetrable barrier to Lone Star Nation conquest of southern Texas. They are beloved of their community, and feared by outsiders.

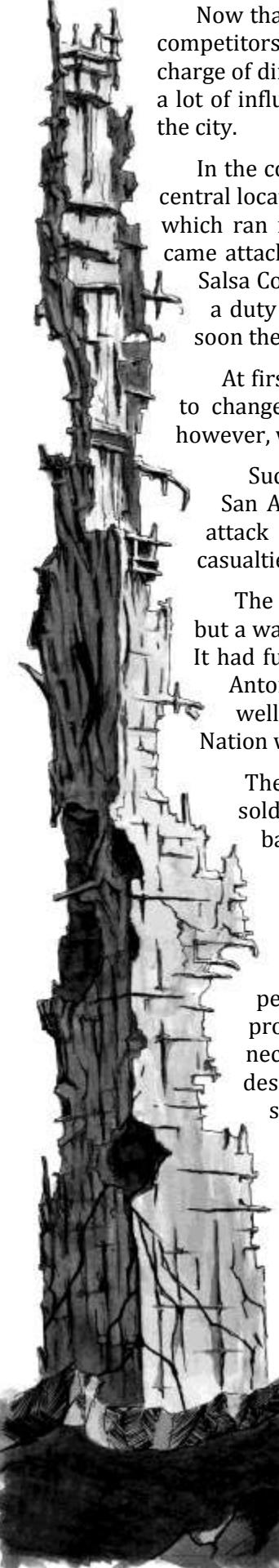
## History

The many military bases in San Antonio ensured that it was the first city in Texas to be hit by nuclear weapons during the Great War. Indeed, it was the only city in Texas that suffered the same kind of methodical devastation as the East and West. Those who had not fled the city, or gone into shelters, perished. When the survivors finally emerged and returned to San Antonio, they discovered that one building had remained miraculously intact. The Alamo. The Alamo had withstood the nuclear devastation, and remained a testament to the indomitable spirit of Texas.

As the settlement of San Antonio grew, trouble began. The settlement's centralized location on the Edwards Aquifer, and its proximity to many flowing rivers, ensured that even after the Exodus, fresh, clean water could be found. Survivors began pouring in, and with these survivors came many Texans who began establishing merchant caravans, taverns, churches, farms, and gangs, often in opposition to each other.

The elder council of San Antonio was powerless to stop the increasing violence. Finally a solution was found. The Order of the Alamo. No one can remember just who suggested that the Order be founded. Many people claimed credit for the idea after the fact. It was designed as a fraternal order, adopting the gold star over a blue field of the historical Republic of Texas as its heraldry. All of the powerful men and women of San Antonio sought to join, first because of the prestige, and second because the Order used the Alamo itself as a meeting hall, a building that had attained an almost supernatural reverence.





Now that they were fraternal brothers, the movers and shakers of San Antonio still were fierce competitors, but violence was no longer an acceptable solution. The Order of the Alamo was not in charge of directing the settlement (though many of the elders were part of the Order and it wielded a lot of influence), but due to their membership, they directed the flow of commerce and trade in the city.

In the coming years, as merchant caravans began scouring the Texas Wasteland, San Antonio's central location made it a major trading hub. When the Holy Friars of the Refinery created the I-10, which ran right through San Antonio, the settlement became even larger. With its prominence, came attacks by raiders and slavers. It was Leroy Jensen, at that time owner of the San Antonio Salsa Company and Grand Master of the Order, who suggested that the Order of the Alamo had a duty to hold off the raiders. He fired the patriotic spirits of the fraternal organization, and soon the Order of the Alamo became the first line of defense against attackers.

At first casualties were high, but as their military services were called upon the order began to change. Regular training and drilling became a part of daily life. The real change came, however, when the Lone Star Nation invaded Austin.

Suddenly Lone Star Nation Minutemen were within easy striking distance of San Antonio. San Antonio was a natural target for them, a rich and prosperous settlement. Their initial attack was barely repelled, but at a high cost. The Order of the Alamo suffered so many casualties that it was almost disbanded. Leroy Jensen was among the dead.

The attack had caused a shift in priorities. The next Grand Master was not a businessman, but a warrior. The Order of the Alamo opened its gates, allowing more than just the rich to join. It had fully shifted from a fraternal organization to a military brotherhood. The people of San Antonio, proud of their defenders, bartered away all their comforts to ensure the Order was well stocked with weapons, armor, and equipment. They would need it. The Lone Star Nation was already recovering from their assault.

The next time the Lone Star Nation attacked, they discovered not an order of men playing soldier, but a well-trained force in heavy armor, holding the walls of the settlement. The battle continues on, but so far the Order of the Alamo holds strong.

## Organization and Leadership

Although it is now a military order, the organization of the Order of the Alamo still reflects its fraternal roots. Initiates are given the rank of Page. After an initiation period, a Page becomes a Squire. Squires who are deemed worthy by their peers are promoted to Knight, the highest regular degree in the Order. However the military necessity has resulted in new ranks being created. These are not official titles, but merely descriptions of the part the particular Page, Squire, or Knight plays. These include titles such as Sergeant for the leader of a squad and Lieutenant for the leader of a platoon.

Chaplains oversee the spiritual health of the unit, and are expected to know the history of the Alamo and San Antonio so they can tell inspirational stories to the troops. The Order is led by a Grand Master, currently Grand Master Jim Crockett, who oversees military operations.

## Territory

The Order of the Alamo is headquartered in the actual Alamo, as the old structure survived the Great War intact. They restrict their operations to San Antonio and the surrounding area. They are a defensive organization, not an army, and while they have been known to chase Raiders and Slavers to nearby bases, they rarely venture far.

## Martial Capabilities

The Order of the Alamo is remarkably well equipped, owing to the donations from the many merchants and manufacturers of San Antonio who they keep safe. This has made them one of the best equipped fighting forces in Texas. They specialize in heavy armor and defensive tactics, and they have built up defensive walls around San Antonio for Order use. While there are still some who are members of the Order for social reasons, the Order is now almost entirely military and always ready to answer the call of San Antonio.

## Economics

San Antonio's citizens know well who defends them, and keeps the Order well supplied. Since San Antonio is such a wealthy settlement, this has worked out well for them. When Grandmaster Leroy Jensen was killed in battle, his will left the San Antonio Salsa Company to the Order of the Alamo. While this company did, in fact, originally produce salsa before the War, post-Exodus it was transformed into a munitions factory. While manufacturing capability is low due to cobbled together equipment and lack of resources, it is able to produce a number of weapons and armor for Order use. It also produces the famous San Antonio Salsa Bombs, or SASBs, which are not only used by the Order but are traded with merchants for further equipment. The Order also provides protection for the Holy Friars of the Refinery in exchange for a small quantity of gasoline.

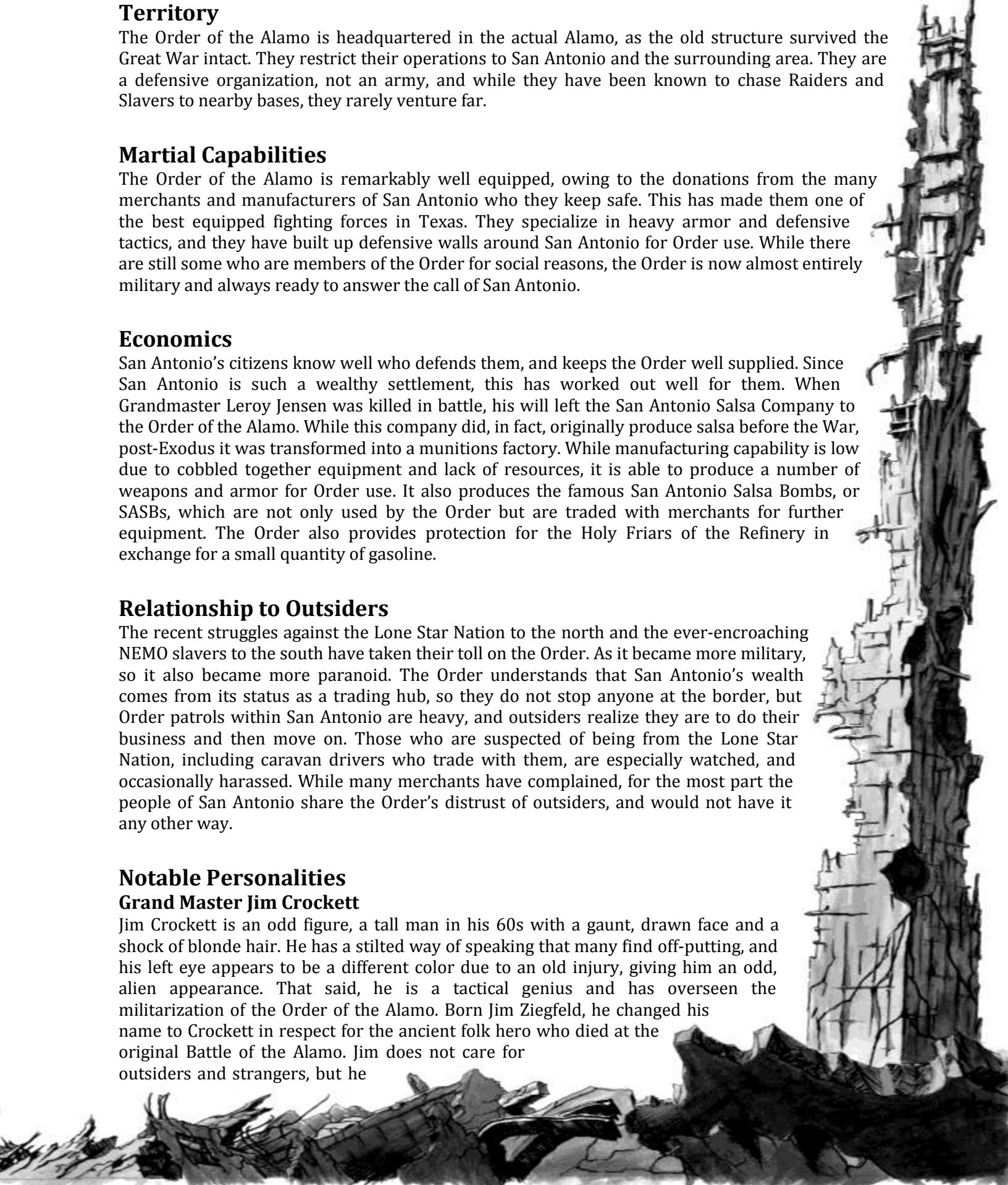
## Relationship to Outsiders

The recent struggles against the Lone Star Nation to the north and the ever-encroaching NEMO slavers to the south have taken their toll on the Order. As it became more military, so it also became more paranoid. The Order understands that San Antonio's wealth comes from its status as a trading hub, so they do not stop anyone at the border, but Order patrols within San Antonio are heavy, and outsiders realize they are to do their business and then move on. Those who are suspected of being from the Lone Star Nation, including caravan drivers who trade with them, are especially watched, and occasionally harassed. While many merchants have complained, for the most part the people of San Antonio share the Order's distrust of outsiders, and would not have it any other way.

## Notable Personalities

### Grand Master Jim Crockett

Jim Crockett is an odd figure, a tall man in his 60s with a gaunt, drawn face and a shock of blonde hair. He has a stilted way of speaking that many find off-putting, and his left eye appears to be a different color due to an old injury, giving him an odd, alien appearance. That said, he is a tactical genius and has overseen the militarization of the Order of the Alamo. Born Jim Ziegfeld, he changed his name to Crockett in respect for the ancient folk hero who died at the original Battle of the Alamo. Jim does not care for outsiders and strangers, but he



has a strict policy of defense. As long as the Lone Star Nation leaves San Antonio alone, he does not care if they conquer the rest of Texas.

### Quartermaster "Cookie" Rodriguez

Cookie was born in San Antonio, to people who knew what explosives should explode like. For years he worked under Grand Master Leroy Jensen at the San Antonio Salsa Factory, but when his boss was killed he officially joined the Order of the Alamo. He has used his expertise with weapons and armor, especially with explosives, to better equip the order. His friendship with the entire staff of the San Antonio Salsa Company has also facilitated better equipment for the Order. Cookie himself is for the defense of San Antonio, but cannot really get excited about war or battles. What does excite him is weapons technology, especially explosives, and he has been known to tag along with Order patrols in the hopes that some stray Minutemen may prove a testing ground for his latest prototype.

## Advanced Classes

The following advanced class is designed specifically for characters who are members of the Order of the Alamo. Most members of the Order are expected to remain in San Antonio, but the following class is for those few who travel. Although there is no specific background requirement, members are expected to put loyalty to San Antonio above all other loyalties.

### Knight-Errant

The Knight-Errant is a recent idea. With the establishment of a Lone Star Nation base in nearby Austin, San Antonio has been subjected to constant raids by Minutemen. Although outwardly the Order has expressed confidence that they will defend the settlement, privately they fear that if the Lone Star Nation stops fighting the Mutant Army and turns their full force onto San Antonio, they will crush the Order. Because of this, Grand Master Crockett recently formed the Knights-Errant, individuals to go out into the wide world and serve as heroes and mercenaries, increasing the reputation of the Order and hopefully earning it some valuable allies.

#### Requirements:

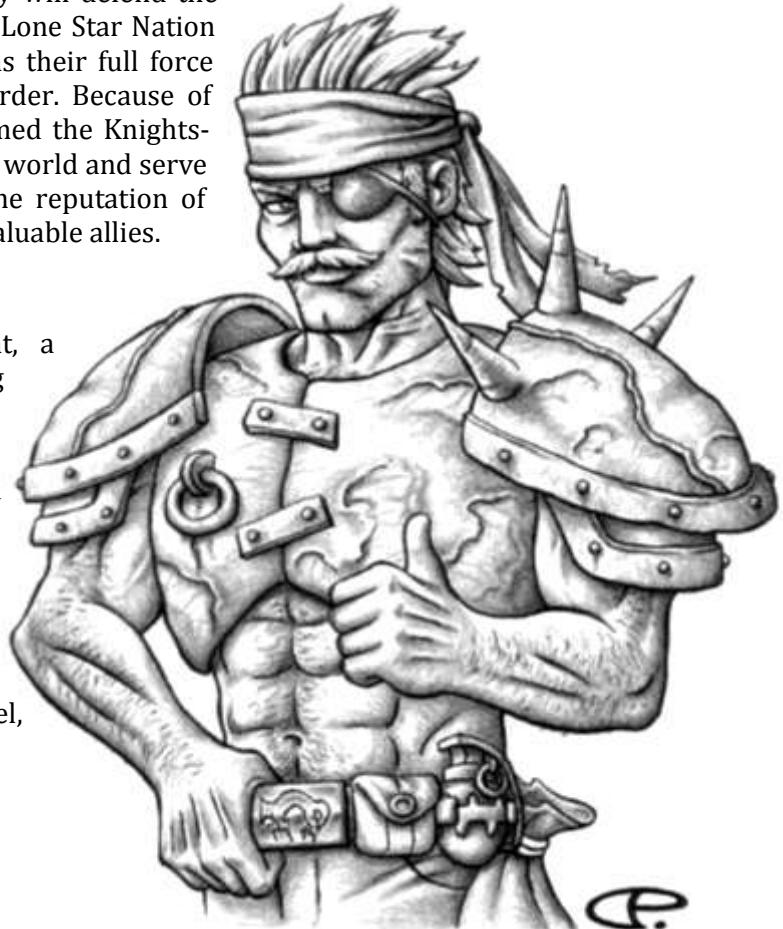
To qualify to become a Knight-Errant, a character must fulfill the following criteria.

**Base Attack Bonus:** +5

**Feats:** Heavy Armor Proficiency, Heavy Weapons Proficiency

**Skills:** Diplomacy 4 Ranks

**Special:** Must be an original resident of San Antonio or bought a commission into the Order of the Alamo (10,000 steel, can only be bought in San Antonio)



## Class Information:

The following information pertains to the Knight-Errant advanced class.

### Hit Die

The Knight-Errant gains 1d10 hit points per level plus the character's Constitution modifier.

### Karma Points

The Knight-Errant receives 3 Karma Points plus  $\frac{1}{2}$  of his character level (rounded down) upon attaining a new level in this class.

### Class Skills

The Knight-Errant's class skills are as follows: Climb (Str), Demolitions (Int), Diplomacy (Cha), Drive (Dex), Jump (Str), Knowledge (Tactics) (Int), Navigate (Int), Survival (Wis)

**Skill Points at Each Level:** 2 + Int modifier

### Class Features

Knight-Errant						
Lvl	BAB	Fort	Ref	Will	Def	Special
1 <sup>st</sup>	+0	+2	+0	+0	+2	Equipment
2 <sup>nd</sup>	+1	+3	+0	+0	+3	Ambassador
3 <sup>rd</sup>	+2	+3	+1	+1	+3	For the Alamo
4 <sup>th</sup>	+3	+4	+1	+1	+4	Bonus Talent
5 <sup>th</sup>	+3	+4	+1	+1	+4	Equipment Mk II
6 <sup>th</sup>	+4	+5	+2	+2	+5	Armor Optimization
7 <sup>th</sup>	+5	+5	+2	+2	+5	For San Antonio
8 <sup>th</sup>	+6	+6	+2	+2	+6	Bonus Talent
9 <sup>th</sup>	+6	+6	+3	+3	+6	Equipment Mk III
10 <sup>th</sup>	+7	+7	+3	+3	+7	One-Man Fortress

destroyed, the original owner cannot continue advancing in this class until they pay the Knights of the Alamo 12,500 steel.

### Ambassador

At 2<sup>nd</sup> level you are given specialized training in diplomacy. When directly representing San Antonio or the Knights of the Order in a positive fashion (at the GMs discretion) you gain a +2 on all Charisma based skill checks.

### For the Alamo

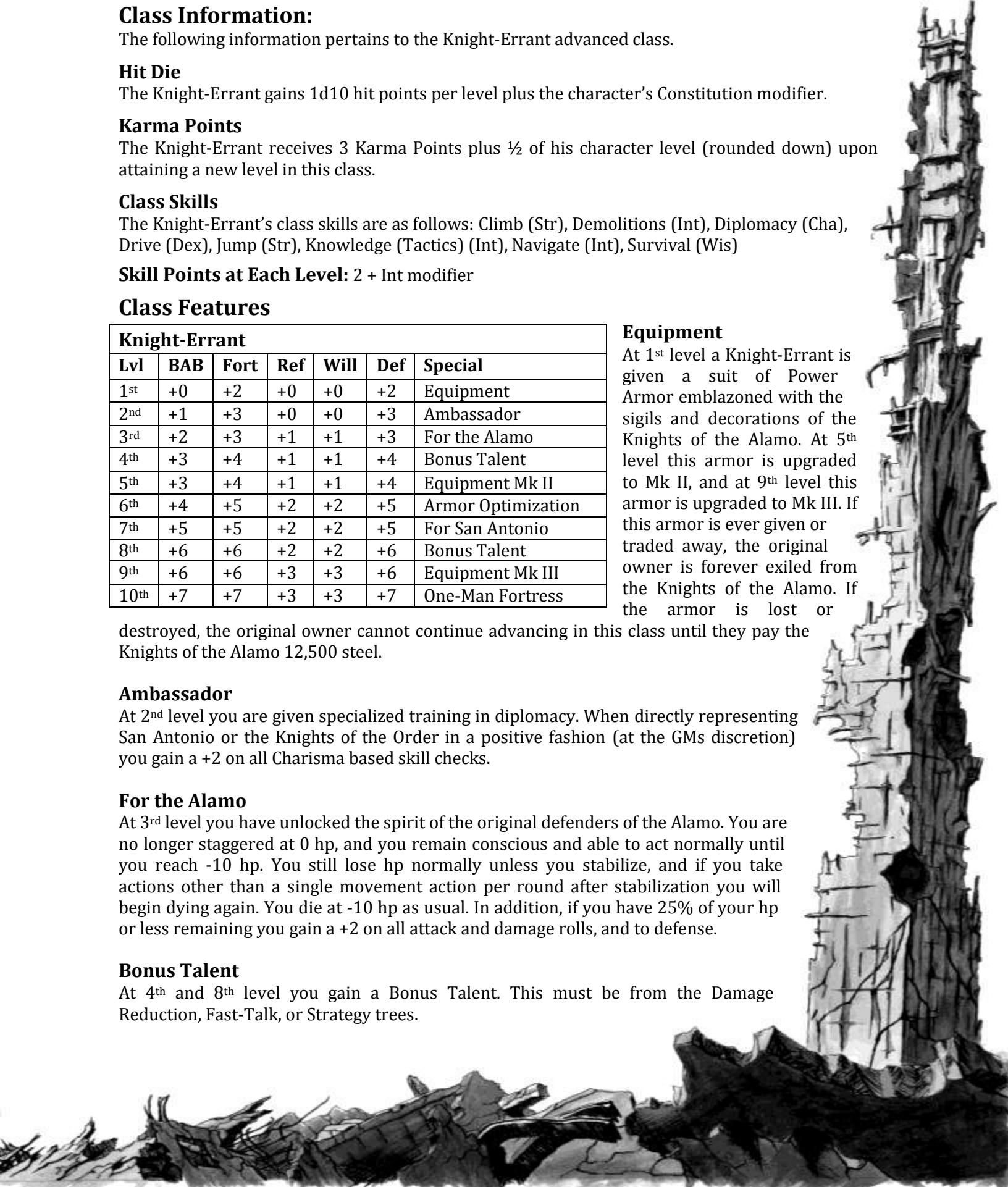
At 3<sup>rd</sup> level you have unlocked the spirit of the original defenders of the Alamo. You are no longer staggered at 0 hp, and you remain conscious and able to act normally until you reach -10 hp. You still lose hp normally unless you stabilize, and if you take actions other than a single movement action per round after stabilization you will begin dying again. You die at -10 hp as usual. In addition, if you have 25% of your hp or less remaining you gain a +2 on all attack and damage rolls, and to defense.

### Bonus Talent

At 4<sup>th</sup> and 8<sup>th</sup> level you gain a Bonus Talent. This must be from the Damage Reduction, Fast-Talk, or Strategy trees.

### Equipment

At 1<sup>st</sup> level a Knight-Errant is given a suit of Power Armor emblazoned with the sigils and decorations of the Knights of the Alamo. At 5<sup>th</sup> level this armor is upgraded to Mk II, and at 9<sup>th</sup> level this armor is upgraded to Mk III. If this armor is ever given or traded away, the original owner is forever exiled from the Knights of the Alamo. If the armor is lost or



## Armor Optimization

You have learned to properly wear your armor like a second skin. Any armor you wear reduces its AP by 1, and increases its max Dex bonus by 1.

## For San Antonio

You are now a representative of San Antonio and the Order of the Alamo. You gain double reputation whenever you would normally gain reputation. However, because of the weight of San Antonio's reputation, you lose double reputation whenever you would normally lose reputation. In addition you can never have positive reputation with the Lone Star Nation or NEMO.

### One-Man Fortress

After training in heavy armor and defensive fighting, you have become capable of holding off entire squads of enemies by yourself. Any bonuses to defense you gain from cover are doubled. In addition you may take a penalty to all attack rolls against an enemy, and gain an equal bonus to your defense (up to +5) until your next turn. Finally, each round you may designate one enemy, which you must make at least one attack roll against. If that enemy attacks anyone but you until your next turn, they take a -2 penalty on their attack roll.

## Desert Rangers

The Desert Rangers have a significant presence in Texas, and their organization's main training base is in El Paso. Not only does this put them in a location to best hold off NEMO, but it allows them to deploy agents into both the Texas and Southwest Wastelands with equal ease. While the Desert Rangers throughout the Wasteland do many things to enforce their policies of justice, in El Paso the Rangers are mostly concerned with the continued encroachment of NEMO.

### Drill Sergeant Hartless

Drill Sergeant Hartless is in charge of basic training for the Desert Rangers. He is a legendary figure who has been drilling recruits for over thirty years, and seems to have no inclination to quit. He is insulting, crude, and occasionally sadistic, but everything he does is for the good of the Desert Rangers. All who leave basic ranger training hate Drill Sergeant Hartless, but any who do not wash out are prepared to be Desert Rangers.

## The Savior's Army

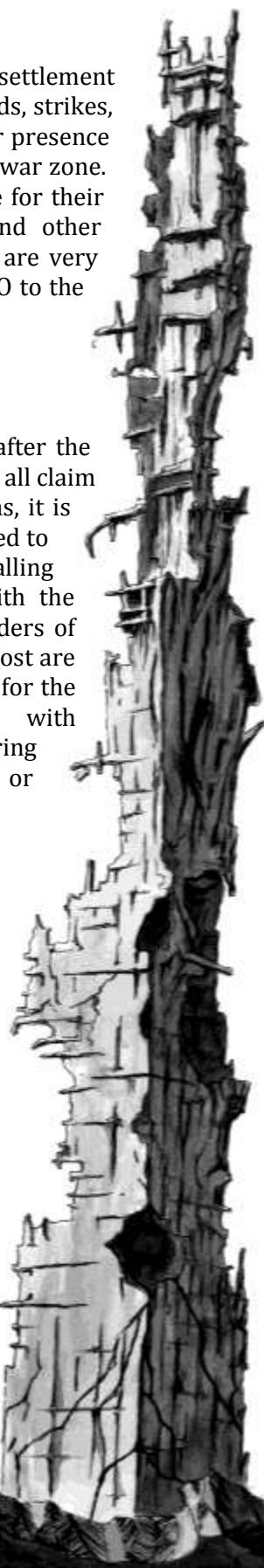
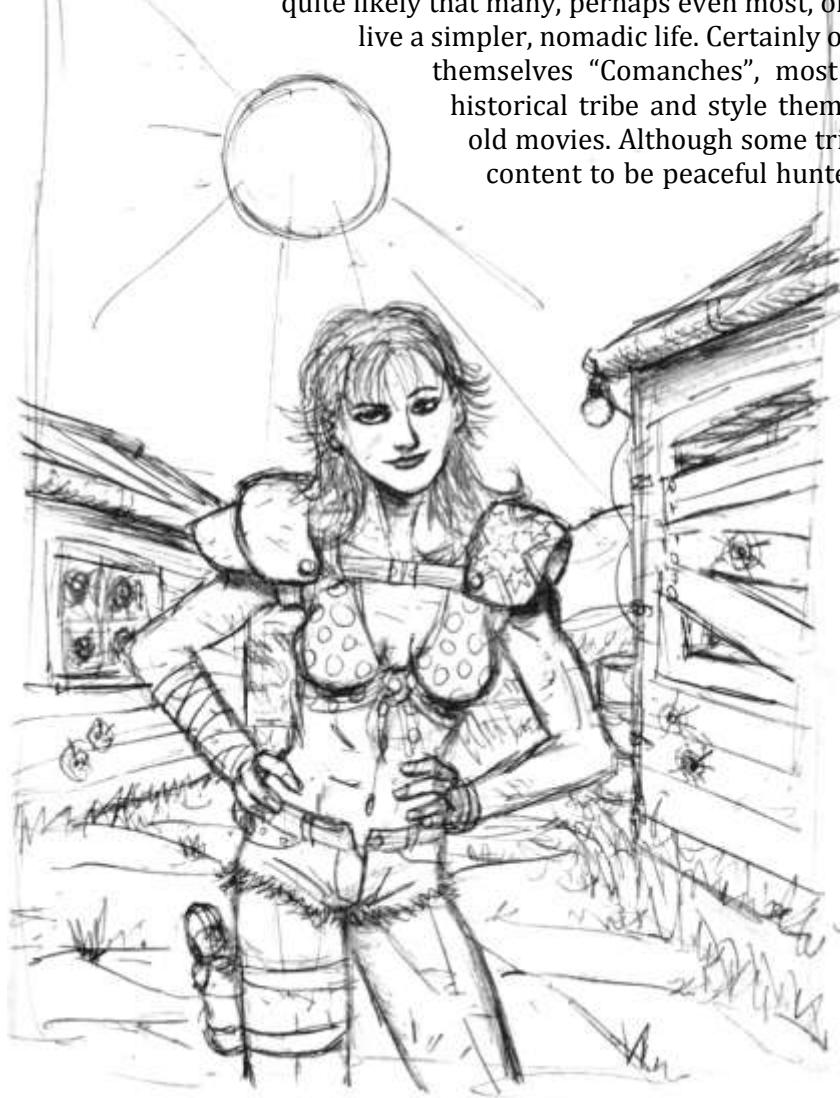
The Savior's Army is mostly confined to the Southwest Wasteland, but recently they have made two encroachments into the Texas Wasteland. The first is in El Paso, where they have set up a field hospital to deal with the ever-increasing casualties of the war between the Desert Rangers and NEMO. Their most recent effort is in Dallas, where the Lone Star Nation has specifically requested their presence to run a hospital. The Savior's Army has been able to spread their message and help the wounded of the Lone Star Nation, and the LSN, in turn, gains a valuable conduit of information about the Southwest Wasteland.

## NEMO

The town of Juarez, just across the Rio Grande from El Paso, represents the easternmost settlement under the control of NEMO. As such, it serves as the forward base for their extensive raids, strikes, and caravan trade into the Texas Wasteland. They have responded to the Desert Ranger presence in El Paso by sending more and more of their thugs into Juarez, turning the cities into a war zone. They have also sent representatives to the Holy Friars of the Refinery, gaining gasoline for their raiding fleet in exchange for guarding the I-10. In addition, they trade slaves and other commodities with the Lone Star Nation. The Desert Rangers and Order of the Alamo are very wary of this relationship, fearing being trapped between the LSN to the north and NEMO to the south.

## Tribals

The legacy of American Indians is an indelible part of Texas history. It was not long after the bombs fell that the first Tribals began riding the Texas wasteland. Although these tribes all claim spiritual and often genetic succession from the historic tribes that roamed Texas, it is quite likely that many, perhaps even most, of these are survivors who wanted to live a simpler, nomadic life. Certainly of the five or six organizations calling themselves "Comanches", most have nothing in common with the historical tribe and style themselves after the Comanche raiders of old movies. Although some tribes survive through raiding, most are content to be peaceful hunter-gatherers by choice, trading for the occasional commodity with settlements and often hiring themselves out as guides or bodyguards.



# CHAPTER 6: SETTLEMENTS

## Corpus Norris

On the banks of the Gulf of Mexico, at the mouth of the Nunces River, stands the small settlement of Corpus Norris. The dead waters of the Gulf stretch out like a wet blue desert to the southeast, and the flat plains of Texas stretch to the northwest. The settlement exists in the burned out remains of Corpus Christi, a city that has been left to decay by the Monks of Chuck Norris Walker, who make up nearly the entire population of Corpus Norris.

Corpus Norris was established by Monks of Chuck Norris Walker in an attempt to remove themselves from the temptations of greater Texas so that they may more fully follow the teachings of their spiritual inspiration.

They are mostly self-sufficient, and they trade the mutant fish caught in Lake Corpus Christi for what little else they need.

### Military

Almost every permanent resident of Corpus Norris has received some training in the martial art of Chuck Do, and are expected to defend the settlement during the rare Raider attack. About thirty of the fifty or so inhabitants of the settlement are formidable fighters, not counting the Monks who travel the Texas Wasteland as bodyguards or adventurers.

### Trade

Fishing in the Gulf is a very difficult proposition, as the ecology has almost been completely destroyed. On the other hand, Lake Corpus Christi provides mutated fish that make a decent meal, and so seafood makes up a good portion of the diet in Corpus Norris. Excess fish are traded to merchants for other commodities. The most valuable trade good, however, is the Monks themselves, who are the most sought-after bodyguards in Texas.

## Important Locales

### Dojo

The second-largest building in Corpus Norris, and one of the few sturdily built structures, serves as the central dojo for the training of Chuck Do, the martial art peculiar to the Monks.

### Temple of Chuck Norris Walker

The largest building in Corpus Norris is the Temple of Chuck Norris Walker. This building is simply constructed, in keeping with the simple tastes of the Monks. In a special prayer room a monk can view the few recovered clips of Walker, the Texas Ranger, and read the recovered scraps of the book

### Corpus Norris

**Population:** 50 citizens (100% human)

**Military:** 30 martial artists in various dojos

**Trade Goods:** Uncommon up to 800 steel in trade

**Services:** Boarding Rooms, Doctor Services, Fighter Bouts, Kitchen Meals, Martial Arts Training

Corpus Norris would normally be insignificant, but its position as the training ground for the Monks of Chuck Norris Walker makes it a constant stop on caravan routes. Other than supply caravans trading for fish, representatives from other organizations seeking to hire bodyguards will often travel here.

### Monks of Chuck Norris Walker attitudes on Outsiders

Outsiders are never turned away, but they are treated as outsiders and are constantly proselytized to follow the teachings of the Monks. *Ghūls* are rare, but not unheard of, and the cult treats them well. Mutants, on the other hand, are completely unknown and treated with suspicion and fascination.

of Norris the Divine. Services are held daily, and all in the community are expected to attend.

## Dallas

The Jewel of the Lone Star Nation. The Promised Land, revealed to Hank Tree in a vision from Gabriel. The spider at the center of the web. Whatever their opinion of it, everyone knows that Dallas is the single largest, most important settlement in Texas. From Dallas, President Michael Shepherd directs the greatest nation of the Wasteland. From Dallas the feared Minutemen come forth. In Dallas the wealthiest, and the poorest, children of the Exodus dwell.

Citizens proclaim that all should visit. Visitors are warned to ensure their papers are in order, and to present them without question if asked by the Minutemen.

## Military

Dallas is the center of the Lone Star Nation, and thus the center of the Minutemen. The Minutemen are based out of Fort Dallas, formerly Naval Air Station Dallas on the shores of Mountain Creek Lake. The facility has been built into a military training ground, as well as an emergency bunker for the President and his staff in case of attack. That is unlikely, however, as Dallas is fully staffed with 200 Minutemen at any given time, in addition to two fully motorized regiments that can travel anywhere in the Lone Star Nation within a day.

The Minutemen also act as police force, and they are ruthlessly efficient in carrying out their tasks, ferreting out spies and miscreants, and harassing anyone who is not clearly a citizen. While this rarely leads to arrest so long as all papers are in order, it breeds an atmosphere among the provincials of fear. President Shepherd claims that this fear has made Dallas the most crime-free city in the Wasteland.

## Trade

Dallas is a strange contradiction. The cruel attitudes toward outsiders mean that despite its size, few wish to travel there for trade. However, the sheer size of the Lone Star Nation, and its economy, ensures that Dallas is a major hub for trading regardless. State-sponsored caravans travel the wide Wasteland, trading for exotic goods and bringing them back to Dallas to be enjoyed by the people, at least those people wealthy enough to afford the goods. Dallas is also the central mint for Lone Star Notes, commonly called Icons, which is the only known representative currency in the Wasteland. While no one outside the Lone Star Nation recognizes the value of these notes, few provincials, or even citizens, ever leave the Nation, and many use notes exclusively.

### Dallas

**Population:** 300 citizens (100% human), 600 provincials (98% human, 2% other)

**Military:** 200 Minutemen

**Trade Goods:** Infrequent up to 4500 steel, Rare (20%) up to 9000 steel, Very Rare (5%) up to 40000 steel

**Services:** Any

Anyone who is not a Lone Star Nation citizen or provincial who enters Lone Star Nation territory, especially Dallas, is expected to purchase papers for 50 steel. This price is often vastly inflated if the officials think they can get away with it, or for non-humans. The papers will list the reasons for traveling within the Lone Star Nation. Anyone found outside the parameters of their papers will be treated as a spy. Despite this attitude, Dallas sees much traffic due to its high volume of trade, and its status as a center for Texas power.

### Lone Star Nation attitudes toward Outsiders:

Humans from other nations are suspect, and will often be subjected to random searches and demands for documentation. *Ghûls* have it even worse, being treated as abominations to be pitied. Worst of all is the treatment of Mutants, who are considered not only abominations, but spies for a foreign power. Mutants are advised to keep their papers on them at all times, and do nothing to attract the ire of the Minutemen.

## Important Locales

### Presidential Palace

Citizens take pride in the fact that this brick building, a former Baptist church on the shores of Mountain Creek Lake, predates the Great War. The cross carved from the brick has become a symbol of the Lone Star presidency, and a fitting home for President Michael Shepherd and his family. Naturally the building has been augmented with the finest of defensive technology, and a Minuteman honor guard is present at all times.

### Fort Dallas

A monument to military prowess, Fort Dallas houses and trains the fearsome Minutemen. The former Naval Air Base has been walled off and turned into a series of administration buildings, training grounds, and barracks. Those without specific authorization are advised to stay well clear of this place, as it is heavily guarded and the Minutemen shoot to kill.

### Dealey Plaza

Although downtown Dallas suffered nuclear devastation, not all buildings were completely destroyed. Dealey Plaza, the site of the assassination of John F. Kennedy, is one such location. The ancient Schoolbook Depository, later government office, stands half-crumbly, the sixth floor exposed to the open air. It has become something of a pilgrimage site for those who seek spiritual guidance. It is said that any who brave the building, a dangerous place with collapsed staircases and many hidden holes in the floors, and look out over the plaza will receive a visitation from the spirits. Minutemen have tried to dissuade provincials from making the dangerous crawl through the crumbling building, but to no avail.

## El Paso/Juarez

For the most part, there is no real contact between the Southwest Wasteland and the Texas Wasteland. The sole exception is the twin settlements of El Paso and Juarez. They serve as the gateway between the Southwest Wasteland and Texas, and what a gateway. North of the radioactive Rio Grande is El Paso, home to the largest Desert Ranger training camp in the world. South of the river is Juarez, the easternmost city under the control of NEMO. A war-torn region, visitors to El Paso and Juarez are warned to stay in designated areas, and even these are often no guarantee of safety.

### Military

Although the military population is only a fraction of the civilian population, both El Paso and Juarez operate as armed camps. Even when there are no major operations going on, there is always a street war between Desert Rangers and NEMO gangs. Major operations by Desert Ranger liberators, or NEMO raiders, are not uncommon. This is an urban war, with dirty tricks, back-alley murders, and ambushes a fact of life. Those who live here always watch their backs, always carry a gun, and always wear their armor.

## El Paso/Juarez

**Population:** 200 (El Paso, 98% Human, 2% Other), 300 (Juarez, 97% Human, 2% Ghûl, 1% Mutant)

**Military:** 50 Desert Rangers (El Paso), 75 NEMO Militia (Juarez)

**Trade Goods:** Infrequent up to 2000 steel, Rare (5%) up to 4000 steel, Very Rare (1%) up to 10000 steel

**Services:** Hotel, Pit Fights, Prostitution (poor), Doctor Services

El Paso/Juarez is a dangerous place, but it is a necessary stop for those rare travelers who seek to pass from New Mexico to Texas. The only safe place is the I-10 station, and only in its immediate vicinity.

### Desert Ranger Attitudes Toward Outsiders

The Desert Rangers exist to protect the people of the Wasteland, be they human, Ghûl, or Mutant. As one of the few groups in Texas that has interacted with a number of **Ghûls** and Mutants, their rate of prejudice is very low. However, any outsider suspected of dealing with NEMO, or trafficking in slaves or contraband, will find themselves swiftly dealt with, even without evidence.

### NEMO Attitudes Toward Outsiders

NEMO is one of the few places where a Ghûl or Mutant can make their way in the human world. The thugs of NEMO don't value race, only strength and ruthlessness. Visitors should beware, however. Members of NEMO do what is best for them, and if slitting your throat and robbing you, or selling you into slavery, is worth more than your freedom they will do so without a second thought.

on assignment. Cordon, who, to guard against assassination, is rarely seen save for a holographic projection, is assisted by a pre-war robot named Omega. It is the pre-war computer technology from Command Center that gives the Rangers their power to defend the Wasteland.

## The Rio Grande

Once the Rio Grande served as a barrier to those who wished to travel between the United States and Mexico. Now the fences are down, the bridges are destroyed, and the river serves a different purpose. Riverboats populate the Rio Grande, and there is only one rule: no violence. The only sacred place in El Paso/Juarez save for the I-10 station, the riverboats serve a valuable function. They allow Desert Rangers and NEMO raiders alike to kick back and party without question. The river is radioactive, and simply remaining on the water for long periods is debilitating to health, but these men and women are more likely to catch a bullet than live to see old age anyway. Here rivalries are set aside, and Rangers and Slavers can drink, party, and have liaisons of every type without even knowing to which faction their companions belong. At various times the Rangers or NEMO have tried to shut the riverboats down, citing them as a risk to security, but these efforts are always resisted, even by their own troops.

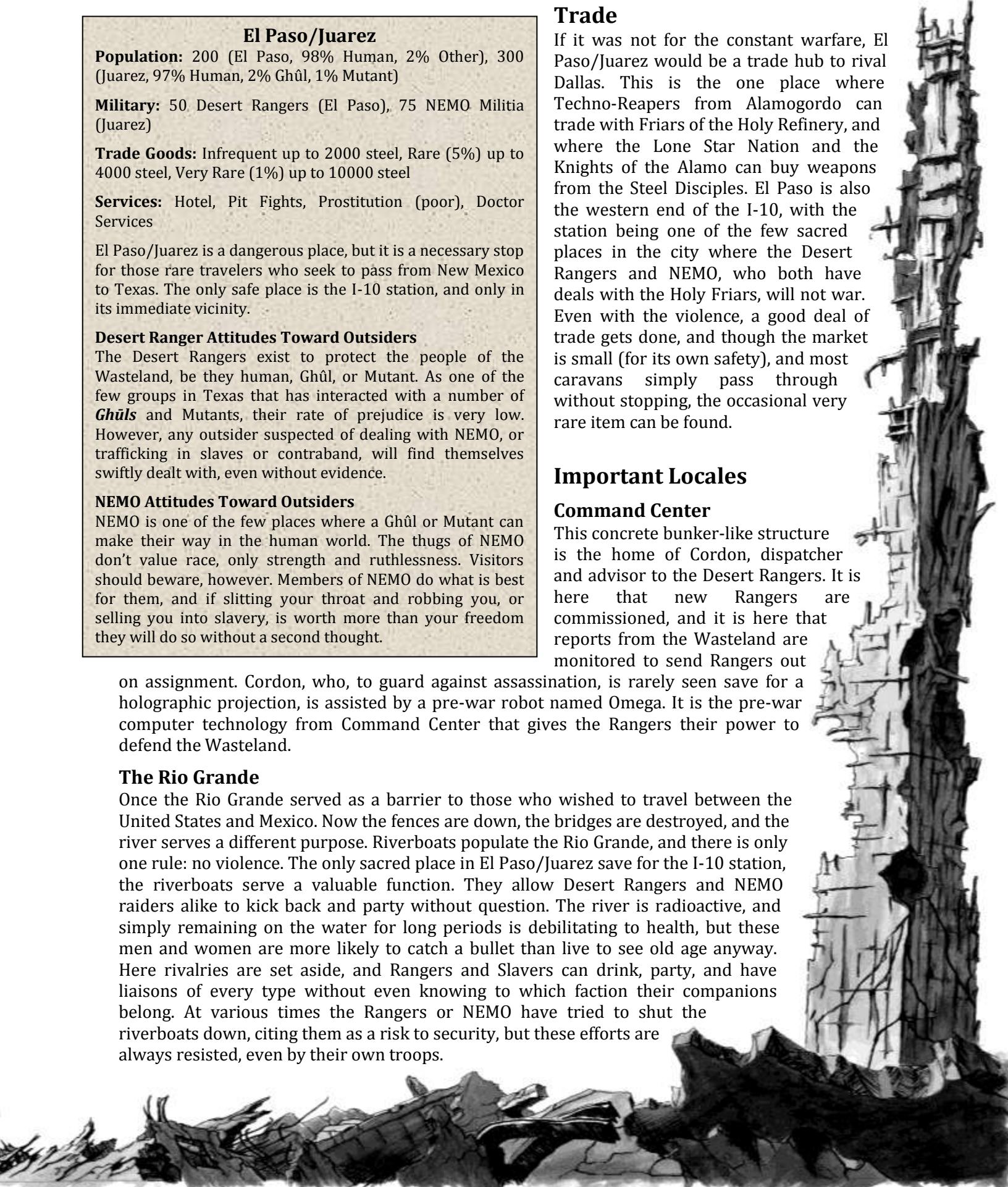
## Trade

If it was not for the constant warfare, El Paso/Juarez would be a trade hub to rival Dallas. This is the one place where Techno-Reapers from Alamogordo can trade with Friars of the Holy Refinery, and where the Lone Star Nation and the Knights of the Alamo can buy weapons from the Steel Disciples. El Paso is also the western end of the I-10, with the station being one of the few sacred places in the city where the Desert Rangers and NEMO, who both have deals with the Holy Friars, will not war. Even with the violence, a good deal of trade gets done, and though the market is small (for its own safety), and most caravans simply pass through without stopping, the occasional very rare item can be found.

## Important Locales

### Command Center

This concrete bunker-like structure is the home of Cordon, dispatcher and advisor to the Desert Rangers. It is here that new Rangers are commissioned, and it is here that reports from the Wasteland are monitored to send Rangers out



## Houston

Once home to the most distinctive skyline in Texas, the skyscrapers of Houston are now crumbling rubble. As settlers moved back to the area, they cannibalized what remained for parts, causing further damage. But still, Houston is difficult to miss. Even broken, the skyline stretches over the dead Gulf of Mexico. Modern Houston, however, did not build itself in the ashes of that ancient giant. Modern Houston established itself several miles inland, further from the storms that sometimes sweep in off the Gulf, near the Refinery.

Houston is a bustling settlement. A vast economy has sprung up. And the reason for that economy is simple. Houston is the only known location where gasoline is still being refined from crude oil.

### Military

Lone Star Minutemen guard the Refinery itself, on contract with the Holy Friars of the Refinery. The rest of the settlement is protected with a small volunteer militia. While the Minutemen may prefer to be somewhere else, the Holy Friars provide them with gasoline, thus ensuring their loyalty. Indeed, few would dare attack Houston for fear that Houston would cut off their precious gasoline supply.

### Trade

Houston is the easternmost stop on the I-10, as well as the source of the I-10, making it a trade hub. Caravans from the Lone Star Nation come to Houston in order to load goods in bulk on the I-10 for trade further west.

Because of this almost, anything can be found in Houston. However the most important trade good is gasoline.

Houston is the only place where gasoline can be found in abundance on the open market. Further, Houston trades gasoline in limited quantities with other organizations in exchange for military support.

### Important Locales

#### The Refinery

The lifeblood of Houston is the Refinery. Home to the Holy Friars of the Refinery, it is heavily guarded to prevent both attacks that might halt production, and any divulgence of the sacred secrets of the Refinery's inner workings. A full regiment of Lone Star Minutemen are always on guard around the perimeter, but even they are not allowed within the Refinery itself. The complex is ancient, and it bears the scars of many jury-rigged repairs. As time has passed, it has become a monstrosity of gears, pipes, and valves that groans and bellows as it produces the precious gasoline that is Houston's lifeblood.

### Houston

**Population:** 500 citizens (99% human, 1% other)

**Military:** 100 Lone Star Minutemen, 40 Militia

**Trade Goods:** Infrequent up to 4000 steel, Rare (5%) up to 8000 steel, Very Rare (1%) up to 25000 steel

**Services:** Any

Houston is a thriving community that has sprung up at the easternmost stop of the I-10, around the Refinery.

#### Houston's attitudes on Outsiders

The cosmopolitan nature of the guard protecting the Refinery ensures that most people are treated fairly in Houston, although the fact that Lone Star Minutemen are used to guard the refinery itself has led to harassment of those from the Order of the Alamo and Trans-Genetic Mutants. Like everywhere in Texas, Mutants are rarely encountered and are subjects of fear and curiosity, though in Houston many have at least heard rumors (usually unflattering) of the Mutant Army to the West.

## George Bush Park Station

The easternmost station of the I-10 is constructed in what once was George Bush Park, along the ruins of interstate 10. The station itself is little more than a sheet metal canopy along the I-10, with a ticket booth staffed by Holy Friars and guarded by Minutemen. Its location, however, as the home station of the Friar run I-10, ensures that it is constantly busy. The former George Bush Park has become enveloped in an ever-changing tent bazaar, selling wares to travelers and residents alike.

## San Antonio

The mere existence of San Antonio is a testament to the stubbornness of Texans. Its location ensures that even on the coldest winter nights the temperature rarely drops below 40 degrees, while the summer heat often tops 100. Although water is plentiful thanks to rock suitable for constructing ground wells, there is little else to recommend it. And yet San Antonio is the single longest constantly occupied settlement in Texas, stretching back to the first Spanish arrival in 1691. When San Antonio became the site of the famous Battle of the Alamo in 1836, its place in Texas history was assured. After the Exodus, its re-settlement by Texans was inevitable, and its location in the center of the I-10's route has made it an important trading hub for the entire Wasteland.

## Military

The Knights of the Alamo are very well equipped for defensive measures, but not offensive ones. San Antonio has built many fortifications to protect it from the Lone Star Nation, which waits less than 100 miles north in Austin. But while it is very well equipped defensively, and often holds off attacks from much larger forces of Minutemen, it does not have a wide support network or any supply lines outside of San Antonio. This forces the Knights of the Alamo to wage a purely defensive campaign, holding out against constant attacks.

## Trade

San Antonio has become a trade hub for all of the southern and western Texas Wasteland. Its central position on the I-10 ensures that practically all goods from Houston to El Paso will at some point pass through San Antonio. Of course, their markets are often boycotted by Lone Star Nation caravans, as well as members of NEMO, which prevents them from being the mercantile powerhouse of Houston or Dallas, but the settlements that fear the Lone Star Nation look upon San Antonio as a vital symbol of resistance. San Antonio has also become a weapons manufacturer, through the San Antonio Salsa Company, and its weapons can be found in settlements throughout southern and western Texas, and in the hands of resistance groups within the Lone Star Nation.

### San Antonio

**Population:** 400 citizens (99% human, 1% Ghûl)

**Military:** 100 Knights of the Alamo

**Trade Goods:** Infrequent up to 4000 steel, Rare (5%) up to 6500 steel

**Services:** Doctor, Kitchen Meal, Hotel, Pit Fights, Prostitution (poor), Repair

Although the city was obliterated in the War, the ancient fortress of the Alamo remained standing. Because of this, the settlement of San Antonio established itself around the ancient monument, and the Knights of the Alamo have been its constant defenders against raiders and the Lone Star Nation.

### San Antonio's Attitudes on Outsiders

The Knights of the Alamo are rightfully suspicious of outsiders, suspecting them to be Lone Star Nation spies or terrorists. However, the people of San Antonio are pretty friendly, towards humans at least. **Ghûls** are rare in Texas, and their small numbers lead to them being treated as second class citizens. Practically no one in San Antonio has ever seen a Mutant, and they'd be shocked, frightened, and fascinated to see one. Some citizens have heard rumors that the Lone Star Nation is being stopped at the western border by some kind of Mutant Army. These informed citizens are inclined to treat Mutants well. The enemy of their enemy is their friend, after all.

## Important Locales

### The Alamo

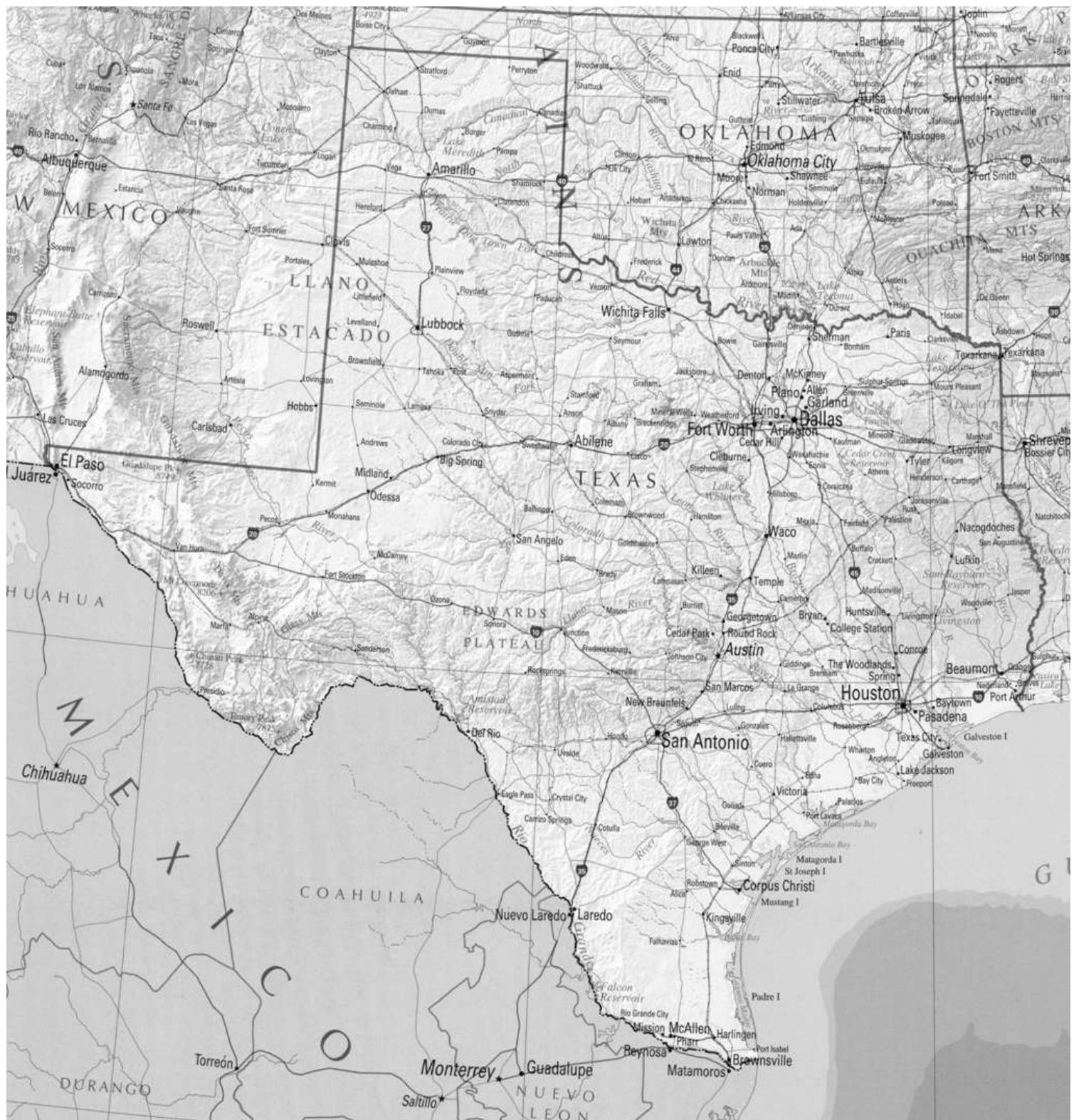
Perhaps the single most important monument in all of Texas, its survival of the War has been called nothing short of miraculous. Despite the nuclear strike that leveled the old city, the Alamo stands strong. The actual Alamo has been expanded into a headquarters for the Knights of the Alamo, the ancient structure surrounded now with the most high-tech security and defensive fortifications that can be found in the post-Exodus world.

### The San Antonio Salsa Company

Originally an actual salsa company in San Antonio, run by people who knew what salsa should taste like, the main building was far enough outside of town that the nuclear blast did not destroy it. Abandoned for a long time, settlers eventually cleared it out as living space. Then one man, Leroy Jensen, first used a jar of San Antonio Salsa to create a makeshift explosive device, which he used during the defense of San Antonio against NEMO raiders. Hailed as a hero, Mr. Jensen was given free run of the old factory, which he soon converted into a weapons plant. Although their weapons are generally of lower quality than pre-Exodus devices, their ease of manufacture and cheap price have made the San Antonio Salsa Company a provider to militia groups and adventurers across the Wasteland.



# APPENDIX A: TEXAS STATE MAP



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Exodus: Texas is a stand-alone OGL product to be used in conjunction with the Exodus Survivor's Guide and the Southwest Wasteland Guide. Texas expands the character build options presented in the Survivor's Guide, offering a new class template, backgrounds, feats, occupations, skill options, talents, and traits as well as organizational-based Advanced Classes and new equipment. Additionally the organizations and settlements of Texas are detailed with the goals and leadership of each Organization and Settlement.

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