

Darwin's World

The Holy Order of the Doomriders



by Andrew Snow



A Mini Faction Sourcebook

THE HOLY ORDER OF DOOMRIDERS

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What is Darwin's World?

Darwin's World is a d20 role-playing game set in the wild inhospitable world of mankind's ruin, decades after a series of devastating wars that brought the human race to the brink of extinction. In a world where radiation altered the very course of nature, mankind ceased to exist in its current form. Mutations and genetic variations are the edge separating a species from life and death.

DarwinRPG.com

Darwin's World is heavily supported by its official web site, www.DarwinRPG.com. At DarwinRPG.com you will find many resources such as maps, gazetteers, character sheets, as well as products only sold via the web.

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"I've hunted a lot of raiders in my life. Everything from punk kids causing trouble in some beat up truck they found, to armies of vicious madmen. Of the latter I only fear one bunch, The Doomriders. These men think they are the recipients of a divine quest to destroy all life on twisted earth. Even the dreaded Ravagers are cowards in comparison to a Doomrider. They can't be reasoned with, and they don't fear death for one simple reason, because after they exterminate all intelligent life on Twisted Earth they too must die, and it's been my experience that those with the least to lose are often the hardest to kill."

- Reck, Bounty Hunter

HISTORY OF THE DOOMRIDERS

It's hard to trace the history of any raider gang; their leadership tends to change hands through the barrel of a gun, each new leader trying to wipe away the memory of the one before them. The Doomriders are different in that respect while many scribes are ignorant of the facts surrounding their genesis. The Doomriders themselves tell the story to every new recruit making sure that future Doomriders will know how their "holy order" was born. Though the specifics have been twisted and changed throughout the years of oral tradition the history of the Doomriders goes something like this.

A long time ago (all the stories are hazy on the actual time involved) a cloaked figure emerged from the east and made his way to every settlement that he could proclaiming that the world was tainted and needed to be cleansed of the sickness that soiled it. It went without saying that this pilgrim, who called himself the Doomsayer, wasn't popular and on numerous occasions locals tried to forcibly remove him from their communities only to be greeted with more force. The Doomsayer would easily slay those that tried to sway him from his cause. These displays of power drew people to the Doomsayer's side. He and his disciples continued to draw more and more followers until they all vanished into the Deserts of Nowhere.

What follows really depends on who's telling the story. Though the most common variation has the Doomsayer leading his people to a secluded "monastery" where he began to impart his power to his followers. Those that followed him only to gain a fraction of his power began to find themselves following the Doomsayer out of true loyalty. Stories have the Doomsayer subjecting his followers, the Doomriders, to all manner of tests and tortures





to forge them into the harbingers of the world's "cleansing". Here all the history lessons end, as every storyteller describes how the Doomsayer traveled into the wastes alone never to return. The Doomriders now wait for the day that the Doomsayer returns, they believe that on that day they will depart from their monastery and roll unopposed over all the life of Twisted Earth and realize the Doomsayer's vision. The myths continue to say that after all other life is "cleansed" the Doomsayer will honor all the remaining Doomriders by slaying them all in an amazing display of his power.

"ORGANIZATION"

Now calling any Raider gang, even the Doomriders, an organization would be a stretch. Even though there are various different levels of respects among the Doomriders. On the lowest rung are the janissaries, those men kidnapped from communities attacked by the Doomriders. Janissaries undergo severe brainwashing by the Doomriders, the exact process is unknown and it's likely that most people are better off not knowing what the Doomriders do to swell their own ranks. Janissaries are the most expendable members of the "order" in major attacks they're sent out first to weaken fortified targets and to waste the ammunition of defenders, all the while armed with black powder weapons and beaten leather armor. By and large most members of the Doomriders are what are called Monks, the monk is what one normally thinks of when they picture a Doomrider, a dangerous raider both heavily armed and vicious. Whenever possible monks like to use various vehicles, driving toward their foes with near suicidal intensity. Above and beyond the monks are the dreaded Zealots, those men who do not just follow the teachings of the Doomsayer, but they draw power through the teachings of their departed master. Zealots are the undisputed masters of the Doomriders. Monks follow the Zealots not out of any formal distinction but out of simple awe wanting to bask in the glow of the Zealots' "divine" murderous rampages.

LEADERSHIP

Since the disappearance of the Doomsayer there has been no single master of the Doomriders. There are always two or three zealots leading large groups monks and as such they have more respect amongst the entire "order". These factions usually form some kind of peace amongst themselves. They learned long ago that fighting each other doesn't further their "holy" goals, and when things become too tense, and they do quite often, the various factions attack several settlements or caravans separately and vent their frustration on innocent people.

Currently there are two "overlords" amongst the Doomriders. The first, and far more popular, is a



sadistic mad man called Sedik, a tall man whose body is covered in both tattoos and scars, in equal number. He'll often ride on the back of a truck being driven by one of his followers and gun down his foes with his prized pulse laser rifle, and cutting down anyone who gets close to him with bright red axe. The sight of Sedik leading a horde of Doomriders and screaming like an animal has been known to chill the blood of even the most powerful warrior. Sedik tends to draw the stereotypical Doomriders, men bent on nothing but destruction but having no grasp of subtly.

The other "overlord" is a mysterious mutant who calls himself Grell. Where Sedik's tactics are often what provoke terror in his foes the mere appearance of Grell is terrifying. Grell is tall and slender with skin like the darkest night with eyes the color of gold. He and his followers prefer some degree of subtly when they strike a settlement. They'll often sneak up to the walls of a settlement in the dead of night and place explosives all over the walls and bring the settlement's defenses down before rushing in and slaughtering the populace. Grell is much more ambitious than Sedik as well, he wants to be the first person to command the Doomriders by himself since the Doomsayer. He's waiting for the right moment to make his move however, as Sedik, despite his faults, commands far more respect amongst the "order".

DOOMRIDER OVERLORDS

Sedik, Overlord of the Doomriders (CR 16) 11th Level Raider/5th level Doomrider Zealot, Radical 2nd Gen Mutant Male

HD: 3d10+8d12+5d12+48 (148hp); Init: +2 (Dex); Spd 20ft, AC: 19 (+5 Armor, +2 Dex, +2 Chains and Chaps), 21 w/ Shield; Atk +24/+19/+14/+9 Melee (1d8+7/x3 Titanium Axe) or +19/+19/+19/+14/+9/+4 ranged (2d10/x2 Pulse Laser Rifle); SQ Chains and Chaps +2, Boarding Party, Slaver, Blood Thirsty Cry, Divine Fury 3/day, Take No Prisoners; AL CE; SV Fort: +14, Ref +6, Will +8; Str 19, 23 w/ Power Fist, Dex 14, Con 16, Int 11, Wis 13, Cha 16

Skills and Feats: Knowledge: Vehicle Operation +14, Intimidate +17, Spot +11; "Feel" for Weapon (Titanium Fire Axe), Weapon Focus: Axe, Improved Hit Dice, Exotic Weapon Proficiency: Pulse Laser Rifle, Marauder, Power Attack, Cleave, Rip a Clip, Room Broom, and Leadership (Bonus: Weapon Specialization: Titanium Fire Axe).

Mutations and Defects: Dermal Spike Growth, Defects: Alopecia, and Aberrant Deformity (A third eye on the palm of his left hand).

Possessions: Ballistic Nylon Armor, Power Backpack, Titanium Fire Axe, Pulse Laser Rifle, Power Fist, Power Backpack, Large Steel Shield, Pickup w/ Super charge, Armor, and Armor Spikes.

Leadership: (Score 19) Cohort (Thinker 5/ Mech 8, 2nd Gen Ritual Preservationist Male, CE), 40 First Level Followers, 4 Second Level Followers, 2 Third Level Followers, 1 Fourth Level Follower, 1 Fifth Level Follower.

Languages: Unislang

Grell, Overlord of the Doomriders (CR 17) 4th Level Scav/7th Level Raider/5th Level Doomrider Zealot, Radical 3rd Gen Mutant Male

HD: 4d8+7d10+5d10+32 (116hp); Init: +7 (Dex, Improved Initiative); Spd 50ft, AC: 24 (+12 Armor, +1 Dex, +1 Chains and Chaps); Atk +21/+16/+11, 1d8+5 melee (19-20/x2 Warp-Field Sword) or +18/+13/+8, (2d6+6/x2 Hi Powered +6 Gauss Pistol MK 2); SQ Nature Sense, Sneak Attack +1d6, Chains and Chaps +1, Boarding Party, Slaver, Radiation Sense, Divine Fury 3/day, Take No Prisoners; AL CE; SV Fort +13, Ref +10, Will +8; Str 17, Dex 17, Con 14, Int 17, Wis 13, Cha 10.

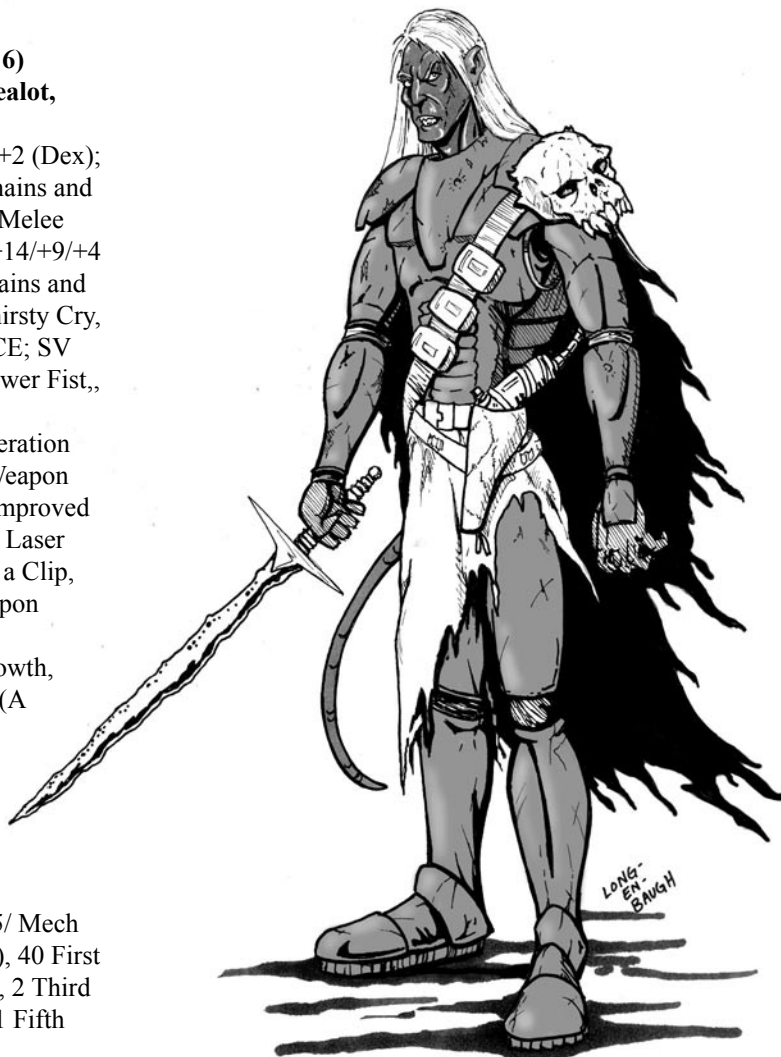
Skills and Feats: Bluff +7, Gather Information +7, Hide +4, Intimidate +20, Jump +8, Knowledge: Vehicle Operation +23, Move Silently +4, Search +10, Spot +18, Wilderness Lore +8; "Feel" for Weapon: Warp-Field Sword, Weapon Focus: Warp-Field Sword, Marauder, Improved Initiative, Dodge, Power Attack, Room Broom, Rip-a-Clip. (Bonus: Weapon Specialization: Warp-Field Sword)

Mutations and Defects: Nocturnal, Light Distortion Field, Prehensile Tail, Super Sensitive Sight, Extreme

Resilience, Accelerated White Blood Cell Activity, Energy Altering Cell Structure. Bizarre Pigmentation (White Hair), Bizarre Pigmentation (Jet black Skin), Photo Sensitivity, Under Developed Organ (Intestines, x2 Food needed Each Day), Negative Chemical Reaction, Adrenalin Deficiency, Cerebral Susceptibility.

Possessions: Scout Armor, 10 Plutonium Chips, Warp-Field Sword, 5 Mini Fusions Shells, Hi Powered (+6) Gauss Pistol MK 2, Power Backpack, Biomechanical Targeter, Web Belt, 3 Satchel Charge C, 10 Fragmentation Grenades, Sun Goggles.

Languages: Unislang, Trade, Ancient, Computer





THE DOOMRIDER ZEALOT

Level	Attack	Fort	Ref	Will	Special
1	+1	+2	+0	+2	“Divine” Fury 1/day
2	+2	+3	+0	+3	Weapon Specialization
3	+3	+3	+1	+3	“Divine” Fury 2/day
4	+4	+4	+1	+4	Take No Prisoners
5	+5	+4	+1	+4	“Divine” Fury 2/day

THE DOOMRIDER ZEALOT

To live between the Deserts of Nowhere and the Forbidden lands is to live life looking over your shoulder. One can never be sure what fate holds for them, the raider gangs that rule the area make any kind of peaceful existence a dream. Of all the raider gangs of the area none are more feared than the Doomriders. The Doomriders show no mercy and attack with unrestrained savagery.

While the rank and file Doomriders are often more than most communities can handle they pale in comparison to the Zealots. The Zealots are those Doomriders who are not just dedicated to the savagery they commit they see killing as a spiritual act and as such engage in it with a dedication that has been known shock raiders from other gangs. Other Doomriders do not share that shock; instead they place the Zealots on pedestals and will often go out of their way to fight beside the zealot trying to match their limitless savagery. As such most people in a position of power within the Doomriders are Zealots of the highest order.

Zealots take the concept of a warrior-monk to the next level dedicating themselves not just to the modern and advanced arms that a Raider needs to maintain the edge in the wastelands but they're also practiced in the use of more primitive weapons that they delight in using to slaughter their helpless foes.

REQUIREMENTS:

To qualify to become a Doomrider Zealot, a character must fulfill the following criteria:

Alignment: Chaotic Evil

Background: Radicals Only

Attack Bonus: +6

Skills: Knowledge: Vehicle Operation (6 Ranks), Intimidate (9 Ranks)

Feats: “Feel” for Weapon (any Melee Weapon), Weapon Focus (The same weapon taken for the previous requirement), and Marauder.

Hit Dice: 1d10

CLASS SKILLS:

The Doomrider Zealot's class skills (and the key ability for each skill) are Craft (mechanics) (Int), Intimidate (Cha), Jump (Str), Knowledge (Vehicle Operation) (Int), Spot (Wis)

Skill Points at each level: 2 + Intelligence Modifier

CLASS FEATURES:

All of the following are class features of the Doomrider Zealot.

Weapon and Armor Proficiency: A Doomrider Zealot is proficient in all simple, and martial weapons, and all light and medium armors.

“Divine” Fury: The Zealot's dedication to destruction is a great source of power to them. So much so that they can willingly slip into a killing haze during which they gain +2 Strength and +2 Dexterity and +10 to base speed, and can take an extra attack every round at their base attack bonus -2. This fury lasts for 5 + 1 round per class level. While in the throes of fury the Zealot cannot take any non-combat related action. Every odd level in the Doomrider Zealot Prestige Class allows the Zealot to slip into the fury one extra time per day.

Weapon Specialization: upon achieving 2nd level the Zealot gains Weapon Specialization with the weapon he has taken the “Feel” for weapon feat for. Should the zealot use another weapon of that type he ceases to gain the +2 damage bonus conferred by this feat.

Take No Prisoners: The Doomriders are infamous for their merciless treatment of people whom others would consider “helpless”. Upon reaching 4th level the Doomrider Zealot can perform a coup-de grace as a standard action.

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