

Rolls	Ancient Junk	Rolls	Ancient Junk	Rolls	Ancient Junk
1, 1	Roll twice on this table.	6, 6	Desktop computer tower	11, 9	Map, local
1, 2	15-inch computer monitor	6, 7	Digital camera	11, 10	Matches
1, 3	20-lb. dumbbell	6, 8	Digital photo frame	12, 1	Metal lunch box
1, 4	8 GB RAM stick	6, 9	Digital thermometer	12, 2	Mini fridge
1, 5	Air compressor	6, 10	Duct tape	12, 3	Model airplane
1, 6	Ammo	7, 1	DVD player	12, 4	Nail clippers
1, 7	Ashtray	7, 2	Earphones	12, 5	Night-vision goggles
1, 8	Aviator's goggles	7, 3	Electric blanket	12, 6	Nose-hair clipper
1, 9	Baby car seat	7, 4	Electric blender	12, 7	Pack of antacid tablets
1, 10	Backpack	7, 5	Electric extension cord	12, 8	Pack of crayons
2, 1	Bag of chips	7, 6	Electric fan	12, 9	Package of fruity gum
2, 2	Bag of hard candy	7, 7	Electric razor	12, 10	Pajamas
2, 3	Bedroll	7, 8	Electric toothbrush	13, 1	Paper clips (20)
2, 4	Beer, 6-pack	7, 9	Eraser	13, 2	Parachute, large
2, 5	Bike helmet	7, 10	Exercise bike	13, 3	Perfume
2, 6	Bike lock	8, 1	Exercise treadmill	13, 4	Physician's coat
2, 7	Binoculars	8, 2	Explorer's kit	13, 5	Pipe wrench
2, 8	Blue jeans	8, 3	Eyeglasses	13, 6	Pitons (10)
2, 9	Board game	8, 4	First aid kit	13, 7	Plastic purse
2, 10	Bolt cutter	8, 5	Flint and steel	13, 8	Plastic trash can
3, 1	Bottle of hand lotion	8, 6	Flower vase	13, 9	Plastic water bottle
3, 2	Bottle of nail polish	8, 7	Fly fishing pole	13, 10	Pogo stick
3, 3	Bottle of pinot noir	8, 8	Foosball table	14, 1	Portable stove
3, 4	Box of cake mix	8, 9	Fuel (8 gallons)	14, 2	Portable table saw
3, 5	Box of cigars	8, 10	Fur-lined slippers	14, 3	Printer/scanner
3, 6	Box of diapers	9, 1	Garage-door opener	14, 4	Programming manual
3, 7	Boxing gloves	9, 2	Gas grill	14, 5	Punching bag
3, 8	Butane lighter	9, 3	Gas mask	14, 6	Radar detector
3, 9	Camcorder	9, 4	Generator	14, 7	Radio cell phone
3, 10	Camera flash cube	9, 5	Glue (white)	14, 8	Rappelling harness
4, 1	Camera lens	9, 6	Golf balls (4)	14, 9	Remote control
4, 2	Can of compressed air	9, 7	Golf club	14, 10	Rope (100 ft.)
4, 3	Canoe	9, 8	Grappling hook	15, 1	Rubber hip waders
4, 4	Canteen	9, 9	Green plastic soldiers	15, 2	Saxophone
4, 5	Car stereo	9, 10	Hammer	15, 3	Sci-fi serial on DVD
4, 6	Carpet steamer	10, 1	Handcuffs, steel	15, 4	Silverware set
4, 7	Catcher's mitt	10, 2	Hearing aid	15, 5	Skateboard
4, 8	Ceiling fan	10, 3	Heavy flashlight	15, 6	Slide projector
4, 9	Cell phone	10, 4	High-heeled shoes	15, 7	Small hand mirror
4, 10	Cell-phone earpiece	10, 5	Hockey stick	15, 8	Smiley-face T-shirt
5, 1	Cellophane tape	10, 6	Individually wrapped creme-filled yellow sponge cake	15, 9	Smoke detector
5, 2	Chem-stick (4)			15, 10	Snow boots
5, 3	Climber's kit	10, 7	Inflatable kiddie pool	16, 1	Socket wrench set
5, 4	Clock radio	10, 8	Inflatable life vest	16, 2	Spade
5, 5	Cologne	10, 9	Interface cable	16, 3	Spatula
5, 6	Coloring book	10, 10	Jug of maple syrup	16, 4	Stapler
5, 7	Compass	11, 1	Jumper cables	16, 5	Steel mirror
5, 8	Construction hazard light	11, 2	Kaleidoscope	16, 6	Stocking cap
5, 9	Cordless drill	11, 3	Lamp shade	16, 7	String of holiday lights
5, 10	Cordless mouse	11, 4	Lantern	16, 8	Subwoofer
6, 1	Corporate logo T-shirt	11, 5	Laptop computer	16, 9	Sunglasses
6, 2	Croquet set	11, 6	Leather football	16, 10	Supercrazy glue
6, 3	Crowbar	11, 7	LED light bulb	17, 1	Swim goggles
6, 4	Day-glow vest	11, 8	Lighter	17, 2	Swimsuit
6, 5	Deck of cards			17, 3	Tablet computer

Rolls	Ancient Junk
17, 4	Taxi mileage meter
17, 5	Tennis racket
17, 6	Tent
17, 7	Tin of sardines
17, 8	Tin of smoked almonds
17, 9	Tire iron
17, 10	Tire-pressure gauge
18, 1	Toy dump truck
18, 2	Toy gun
18, 3	Toy water pistol
18, 4	Trail rations (10 days)
18, 5	Tweezers and nail file
18, 6	Umbrella
18, 7	Vacuum cleaner
18, 8	Violin
18, 9	Water purifier
18, 10	Water-bubble level
19, 1	Webcam
19, 2	Weed whacker
19, 3	Welder's gloves
19, 4	White board
19, 5	Wicked witch costume
19, 6	Windshield scraper
19, 7	Winter outfit
19, 8	Wireless keyboard
19, 9	Wireless router
19, 10	Wristwatch
20, 1	Location-specific junk.
20, 2	Location-specific junk.
20, 3	Location-specific junk.
20, 4	Location-specific junk.
20, 5	Location-specific junk.
20, 6	Location-specific junk.
20, 7	Location-specific junk.
20, 8	Location-specific junk.
20, 9	Location-specific junk.
20, 10	Location-specific junk.

End of Encounter Checklist
<input type="checkbox"/> Players who used ammo two or more times are out
<input type="checkbox"/> Check Omega Charge for used Omega Tech cards
<input type="checkbox"/> Receive experience point rewards
<input type="checkbox"/> Draw Omega Tech card rewards (<i>optional, depends on encounter rewards</i>)
<input type="checkbox"/> Roll on Ancient Junk table (<i>optional, depends on encounter rewards</i>)
<input type="checkbox"/> Short rest to regain all hit points (<i>optional, five minutes</i>)
<input type="checkbox"/> Long rest to go up a level (<i>optional, six hours, only once per day</i>)

Index of Useful Rules
Alpha Mutation cards 15, 66
Ammunition 74-75, 87
Ancient junk 81, 87, <i>F28</i>
Armor and shields 72
Basic attack 75
Character advancement 32, 86
Character race 35
Combat advantage 18
Conditions 84-85
Cover and concealment 19
Customizing card decks 66, 68, 87
Cryptic alliances 91, <i>F31-F49</i>
Death and dying 23, 29
Encumbrance 77
Equipment descriptions 76
Experience point budget 92-93
Falling damage 21
Hit points and healing 22
Languages 105
Monster list 101, <i>F51</i>
Monster roles 83
Omega Tech cards 15, 68, 77, 87
Passive Perception check 82, 93
Picking origins 35
Quests 86, 89
Resting 23
Rolling origins 34, <i>F7</i>
Salvaged gear 77
Second wind 22
Setting background 4, 80
Skill challenges <i>F105-F106</i>
Skill checks 61, 94
Stabilizing the dying 23
Starting Gear 71, 75-76, <i>F29</i>
Surprise 82
Terrain 21, 96-99
Traps and hazards 93, 136
Vision and light 97
Weapons 73-74

Ability Score	Ability Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
and so on...	

Encounter Difficulty	Party Average Level
Easy	Level -1, or Level -2
Standard	Level +0, or Level +1
Hard	Level +2 to Level +4
Lethal	Level +5 or higher

Skill Check DCs			
Level	Easy	Moderate	Hard
1	9	13	17
2	10	14	18
3	11	15	19
4	12	16	20
5	13	17	21
6	14	18	22
7	15	19	23
8	16	20	24
9	17	21	25
10	18	22	26

Random Origin Table (1d6)		
d20	1-3 (Core)	4-6 (FiFC)
1	Android	AI
2	Cockroach	Alien
3	Doppelganger	Arachnoid
4	Electrokinetic	Cryokinetic
5	Empath	Ectoplasmic
6	Felinoid	Entropic
7	Giant	Exploding
8	Gravity Controller	Fungoid
9	Hawkoid	Gelatinous
10	Hypercognitive	Magnetic
11	Mind Breaker	Mythic
12	Mind Coercer	Nightmare
13	Plant	Plaguebearer
14	Pyrokinetic	Plastic
15	Radioactive	Prescient
16	Rat Swarm	Reanimated
17	Seismic	Shapeshifter
18	Speedster	Simian
19	Telekinetic	Temporal
20	Yeti	Wheeled
*	Engineered Human as secondary origin, if primary and secondary origin rolls match.	

XP Budget	2 players	3 players	4 players	5 players	6 players
Level 1 Encounter	200	300	400	500	600
Level 2 Encounter	250	375	500	625	750
Level 3 Encounter	300	450	600	750	900
Level 4 Encounter	350	525	700	875	1050
Level 5 Encounter	400	600	800	1000	1200
Level 6 Encounter	500	750	1000	1250	1500
Level 7 Encounter	600	900	1200	1500	1800
Level 8 Encounter	700	1050	1400	1750	2100
Level 9 Encounter	800	1200	1600	2000	2400
Level 10 Encounter	1000	1500	2000	2500	0

Skill Challenges			XP by Skill Challenge Level									
Complexity	Successes	Typical DCs	1	2	3	4	5	6	7	8	9	10
1	4	4 moderate	100	125	150	175	200	250	300	350	400	500
2	6	5 moderate, 1 hard	200	250	300	350	400	500	600	700	800	1000
3	8	6 moderate, 2 hard	300	375	450	525	600	750	900	1050	1200	1500
4	10	7 moderate, 3 hard	400	500	600	700	800	1000	1200	1400	1600	2000
5	12	8 moderate, 4 hard	500	625	750	875	1000	1250	1500	1750	2000	2500

Skill	Task	DC
Acrobatics	Escape restraints (move action)	Easy, moderate or hard
	Move half-speed while balancing (move action)	Moderate
Athletics	Climb rope at half-speed (move action)	Easy
	Climb rough cliff at half-speed (move action)	Moderate
	Climb smooth wall at half-speed (move action)	Hard
	Jump across a chasm (part of a move action)	5 per square jumped
Conspiracy	Swim through rough water at half-speed (move action)	Moderate
	Recall basics of a significant event (no action)	Easy
	Identify symbols/goals of a cryptic alliance (no action)	Moderate
	Recall details of a significant event (no action)	Moderate
	Recall story that pertains to current situation (no action)	Hard
	See through another's lie (no action)	Opposed Interaction
Insight	Gain an advantage in a negotiation (no action)	Moderate or hard
Interaction	Gather common information, negotiate a deal, talk someone out of attacking you, talk a security robot into letting you pass, bully someone to do what you want (standard action)	Moderate (hard if hostile)
Mechanics	Hot-wire a car, pick a padlock, repair an engine, drive a motorcycle, fly a helicopter, jury-rig a new machine	Moderate or hard
Nature	Find food and water for yourself	Moderate
	Find food and water for the group	Hard
	Find your way across trackless terrain	Moderate
	Avoid a hazard	Moderate or hard
Perception	Find an obvious clue (no action or minor)	Easy
	Discover a well-hidden object (no action or minor)	Moderate
	Follow faint tracks on stone or metal (no action or minor action)	Hard
	Eavesdrop on a nearby conversation (no action or minor action)	Easy
	Hear whispers through a door (no action or minor action)	Hard
	Notice someone hiding from you (no action or minor action)	Opposed Stealth
Science	Operate a computer	Moderate
	Identify radiation effects on the environment	Moderate
	Defuse a suitcase nuke	Hard
	Hack into a secure network	Hard
	Reprogram an android	Hard
Stealth	Become hidden (at the end of a move action)	Opposed Perception
	Move your speed while remaining hidden (move action)	Opposed Perception +5

d4, d10	Starting Gear	Description
1, 1	Beer, 6-pack	A favorite of the brubbas.
1, 2	Binoculars	+5 to Perception checks to observe distant details.
1, 3	Bolt cutter	+5 to Strength checks to cut chains, ropes, and so on.
1, 4	Camera, digital	Includes pictures of famous Ancients.
1, 5	Canoe	Capacity 600 lb.; speed 3 mph.
1, 6	Car, sedan	Averages 55 mph overland; gets 20 mpg, seats six.
1, 7	Chem-stick (4)	Casts dim light in 6-square radius for 5 hours.
1, 8	Climber's kit	Grappling hook, hammer, pitons (10), rappelling harness, rope (100 ft.)
1, 9	Compass	+2 to Nature checks for navigation.
1, 10	Crowbar	+2 to Strength checks to force open doors and compartments.
2, 1	Draft horse	Can pull a wagon at 3 mph.
2, 2	Duct tape	You'll think of ways to use it.
2, 3	First aid kit	+1 to Science checks for healing, 5 uses.
2, 4	Fuel	5 gallons.
2, 5	Gas mask	Gain resist 5 poison against gas attacks.
2, 6	Generator	Provides power; runs 8 hours on 1 gallon of fuel.
2, 7	Handcuffs, steel	DC 25 Strength check to break.
2, 8	Heavy flashlight	Creates a zone of illumination in a close blast 20.
2, 9	Keelboat	Capacity 10 tons; speed 2 mph; requires a crew of at least 4.
2, 10	Lantern	8 hours of lamp fuel; illuminates a 10-square radius.
3, 1	Laptop computer	You'll think of ways to use it.
3, 2	Lighter	Nondisposable.
3, 3	Map, local	+1 to Nature checks for navigation in map area.
3, 4	Matches	Box of 50.
3, 5	Motorcycle	Average 40 mph overland; gets 35 mpg, seats two.
3, 6	Night-vision goggles	Gain darkvision 10 but take a -5 penalty to Perception checks.
3, 7	Pickup truck	Averages 45 mph overland, 60 mph in ideal conditions; 10 mpg; capacity 2,500 lbs; seats three in front, six in back.
3, 8	Portable stove	Burns for 8 hours.
3, 9	Radio cell phone	Range 1 mile.
3, 10	Riding horse	Averages 5 mph overland; includes riding gear.
4, 1	Steel mirror	Gotta stay pretty, right?
4, 2	Supercrazy glue	It's crazy strong!
4, 3	Tent	Big enough for two; three if you're friendly.
4, 4	Umbrella	The poor mutant's parachute.
4, 5	Wagon	Capacity 1 ton.
4, 6	Water purifier	Water not included; purifies ½ gallon of water in 10 minutes.
4, 7	Winter outfit	+1 to checks against cold.
4, 8	Roll twice on this table.	
4, 9	Roll twice on Ancient Junk table.	
4, 10	Player's choice.	Pick any one item from this list.
-, -	Explorer's kit	Backpack, bedroll, canteen (½ gallon of water), flint and steel, trail rations (10 days, not yummy), rope (100 ft.).

Light Weapons (use Dex or Int)	Accuracy	Damage	Range
Unarmed, quick	+3	1d4	
Melee, one-handed	+3	1d8	
Melee, two-handed	+3	1d12	
Ranged, one-handed	+3	1d8	5
Ranged, two-handed	+3	1d12	10
Gun, one-handed	+4	1d8	10
Gun, two-handed	+4	1d12	20

Heavy Weapons (use Str or Con)	Accuracy	Damage	Range
Unarmed, powerful	+2	1d8	
Melee, one-handed	+2	1d10	
Melee, two-handed	+2	2d8	
Ranged, one-handed	+2	1d10	5
Ranged, two-handed	+2	2d8	10
Gun, one-handed	+2	2d6	10
Gun, two-handed	+2	2d10	20

Total XP	Level	Benefit
0	1st	Origin traits, both novice powers
500	2nd	First critical hit benefit
1,000	3rd	First utility power
2,000	4th	Second Alpha mutation
3,000	5th	First expert power
4,000	6th	Second critical hit benefit
5,000	7th	Second utility power
6,500	8th	Third Alpha mutation
8,500	9th	Second expert power
10,000	10th	Uber feature

Condition	Effect
Blinded	You can't see. Your targets have total concealment against you. You take a -10 penalty to Perception checks. You grant combat advantage. You can't flank.
Dazed	You grant combat advantage. You don't get all your actions on your turn: You can only take a standard action, a move action, or a minor action. You can still take any number of free actions, but you can't take immediate actions or opportunity actions.
Deafened	You can't hear anything. You take a -10 penalty to Perception checks.
Dominated	You can't take actions. Instead, the dominating creature chooses one action for you to take on your turn: standard, move, minor, or free. The only powers it can make you use are at-will powers. You grant combat advantage. You can't flank.
Dying	You're dying while at 0 hit points or fewer. The condition ends as soon as you gain hit points. You're unconscious (see below). You make a death saving throw every round.
Helpless	You grant combat advantage.
Immobilized	You can't move from your square, but you can teleport and can be forced to move by a pull, a push, or a slide.

Armor Type	Benefit	Speed
Light	+3 armor bonus to AC (add Dex/Int modifier to AC)	-
Heavy	+7 armor bonus to AC	-1
Shield	+1 shield bonus to AC	-

Condition	Effect
Prone	You're lying down. (If you're climbing, you fall. If you're flying, you fall safely to the ground.) You grant combat advantage to enemies making melee attacks against you, but you get a +2 bonus to all defenses against ranged attacks from non-adjacent enemies. You take a -2 penalty to attack rolls. You can move only by crawling, by teleporting, or by a pull, a push, or a slide.
Restrained	You can't move from your square (not even by a push, a pull, or a slide), but you can teleport. You grant combat advantage. You take a -2 penalty to attack rolls.
Slowed	Your speed becomes 2 if it was higher. You can't increase your speed above 2. This speed applies to all your movement modes, but not to teleportation or to a pull, a push, or a slide. If you're slowed while moving, you must stop if you have already moved 2 or more squares.
Stunned	You can't take actions. (If you're flying, you fall safely to the ground unless you can hover.) You grant combat advantage. You can't flank.
Surprised	You can't take actions. You grant combat advantage. You can't flank.
Unconscious	You're helpless and unaware of your surroundings. You can't take actions. You take a -5 penalty to all defenses. You fall prone, if possible. You can't flank.
Weakened	Your attacks deal half damage. Ongoing damage you deal is not affected, and neither is damage that doesn't come from an attack roll.

