

# CRAWLING UNDER A BROKEN MOON



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Coming soon from the dude that brought you  
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# CRAWLING UNDER A BROKEN MOON

Welcome to the eleventh issue of *Crawling Under A Broken Moon*!

This issue we delve into; the clerics of 14 different American faiths and the differences between them, a new class as a possible replacement for the Halfling for the weird world of Umerica, a slew of post-apocalyptic armor and weapons, new rules for buying really cheap equipment, another new class where you can get your sprite on, and finally an arachnid mercenary suitable to harass any band of wasteland wanderers.

All in all, another fine mess of articles to further immerse you into the wild, weird world of Umerica, enjoy!

*Reid "Reidzilla" San Filippo*



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## Submission Guidelines

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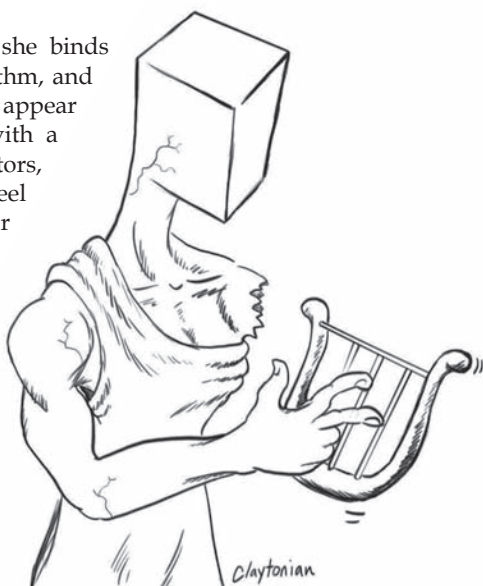
# Worship, Umerica Gyfe!

By Tim Bruns & Reid San Filippo

*A treatise on the faiths of Umerica and their clergy.*

## Classica

The goddess of Rhythm and Order, she binds all things together through music, rhythm, and focus. Worshipers of Classica often appear refined, orderly, and approach life with a natural flow and grace. While not agitators, worshippers will often shun those they feel are unrefined or attempt to educate or refine them. Followers are often artistic types, interested in the creation and spreading of art and culture. While there is a distinct rivalry between worshipers of Classica, Kizz, and Technos Discos, Classica worshipers view Kizz followers as often uncouth and unrefined, and Technos Discos followers as uncreative and unassertive.



### Special Rules

Worshippers gain +1 to skill rolls involving focus or concentration. They also gain a +1 die step when discussing culture or when being creative.

### Weapons of Choice

The Bow is Classica's primary favored weapon, reminiscent to many of the stringed instruments she favors. Other weapons used by followers tend to be refined ones, weapons favored by high society, or weapons that are well maintained and kept in good condition.

### Unholy Creatures

Undead, Demons, Chaos Primes, Chaotic Extraplanar creatures, Chaotic humanoids, and uncultured savages.

### Keep it Classy

Worshippers tend to sacrifice items of high quality or artistic/expressive significance, created by Classica worshipers or otherwise.





## Santa

As representatives of the jolly avatar of giving, hope and joy, Santa followers bring hope and joy anywhere they go. They are welcomed in most communities as bringers of good faith, fortune, and fellowship. Santa is most heavily worshiped on his holiday, Black Friday, where traders often provide generous trades as precursors to a gift exchange. Followers are encouraged to help instill the spirit of giving in those around them.

### Special Rules

Should a thoughtful exchange of gifts take place beforehand, subsequent lay on hands attempts gain a +1d4 to the attempt.

### Weapons of Choice

Any weapon given to a cleric of Santa is a weapon of choice, but Santa's followers tend to prefer weapons that use ammo, as the act of firing them is in some way an act of giving.

### Unholy Creatures

Demons, Devils, Chaos Primes, Dragons, Greedy people, Thieves, Undead, and the Naughty.

### The Gift That Keeps On Giving

Priests of Santa are encouraged to give gifts and services to others. Meanwhile, many people will often give gifts to the priest, either in return as part of an exchange, or simply out of gratitude for the hope and joy the priests bring wherever they go.

Thoughtful gifts to others may be considered a sacrifices if of significant value. Santa is also partial to sweets, baked goods, and a complimentary beverage.

## S'aganoid

S'aganoid worshipers seek both knowledge, and the truth behind it. They seek to understand why things work as much as how things work. They also seek to find the truth behind facts and people as well. As crusaders for truth, they are usually welcomed or shunned in the wastelands, with rarely a reaction in between.

## Special Rules

+1 to see through falsehoods, -1 to lie. +1 die step when dealing with science and research.

## Weapons of Choice

S'aganoid priests prefer to use weapons that require some training and understanding, such as flails, swords, or rifles.

Using weapons that revolve around deception, such as saps or garottes may increase the Cleric's disapproval range for the day by 1-3, based on the infraction.



## Unholy Creatures

Demons, Devils, Chaos Primes, Perversions of Nature, Liars, Politicians, and the Undead.

## The Truth is out there

Destroying or exposing falsehoods is considered a sacrifice to the god, as is sending knowledge or truth to the god. The priest must clarify which is which during the sacrifice.

# The Lords of Light

The crusader gods, The Lords of Light appreciate reckless, selfless actions for the benefit of a lawful cause. They promote swift and deliberate action. Often worshipers are known for their bravado and machismo. Often warriors or persons of action, worshipers are loath to stand around when there are causes to pursue. Beyond action, freedom highly valued by the Lords of Light, and is the biggest unifying cause of the priesthood. Aetherian heroes and honorable barbarians often follow the Lords of Light.

## Special Rules

Reckless actions taken for the benefit of others gain +1 die step.

## Weapons of Choice

Lords of Light are not subtle and prefer large, two handed weapons such as great swords, great axes, great clubs, oversized firearms, or the like.

Small subtle weapons such as knives or pistols may increase the Cleric's disapproval range for the day by 1-3, based on the infraction.

## Unholy Creatures

Demons, Devils, Chaos Primes, Dragons, the Lazy or Indifferent, Oppressors or Slavers, and the Undead.

## Light Up the Darkness

Self sacrifice is considered a holy act and such actions followed by clerical actions can gain bonuses equal to sacrifice. Clerics may also burn mental attribute points like wizards.

# \$

While many have said “May fortune favor you,” \$ (pronounced Cash) is impartial and favors no man. The impartial goddess of barter and wealth, her priests are often called upon to mediate in trade negotiations and disputes. \$ worshipers get along well with Santa worshipers, as often rituals of Santa are preceded with worships to \$ though trade. Followers of \$ are not necessarily greedy, but are prudent with money and trade, understanding it’s role in society and their part in it. Like Santa, \$ worshipers most holy day is Black Friday, but their worship simply involves facilitating the purchasing of gifts.

## Special Rules

Priests gain +1 to resist being swayed by forms of non-magical or magical persuasion, as well as +1 to appraise the value of a product or service. However, priests tend to resist persuasion even when they wish to be persuaded.

## Weapons of Choice

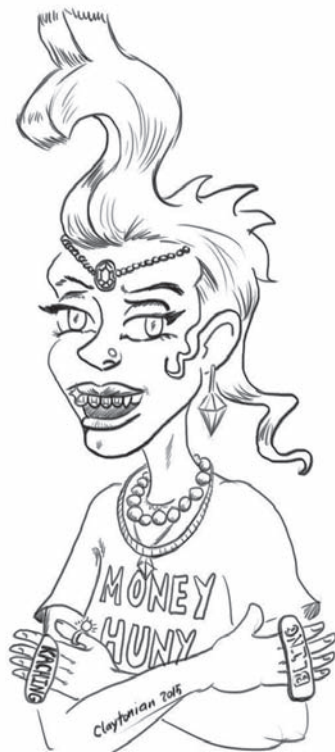
The Staff and the Sword tend to be favored by \$, whereas weapons that consume ammo tend to be frowned upon as uneconomical unless that ammo can be recovered later.

## Unholy Creatures

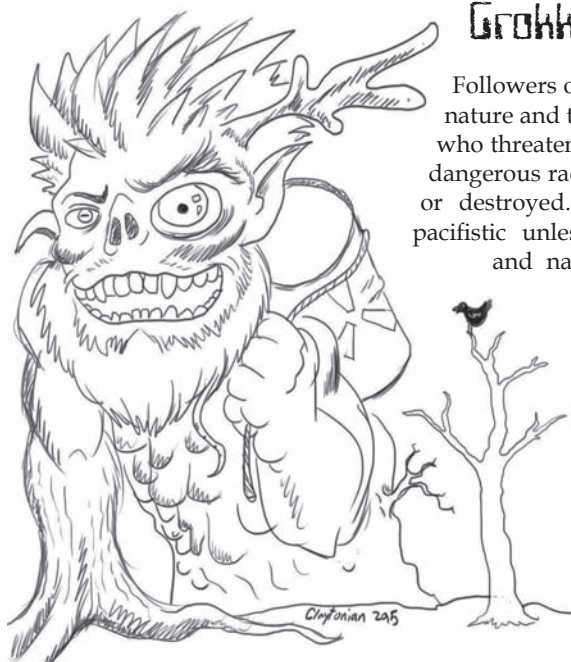
Mundane Animals, Thieves, Perversions of Nature, Wasteful Creatures, The Undead.

## True Value

Worshipers of \$ may perform trade in worship of their god, but any sacrifice made by the priest is valued at what it is worth. Fortunately, \$ understands the local markets, so items may be more valuable to \$ in markets where such an item would fetch a higher price.







## Grokk

Followers of Grokk seek to be one with nature and the universe, and view those who threaten their peace and serenity as dangerous radicals who must be stopped or destroyed. Followers are generally pacifistic unless their peace, tranquility, and nature is threatened. When such is threatened, there is no line most followers won't cross to keep the intrusion at bay.

### Special Rules

Grokk priests are considered trained in the ways of survival in the wastes and wilds, and thus roll a d24 on survival related checks in the wastes and wilds rather than the untrained d10.

Grokk priests may cast Summon Animal as a cleric spell, and may select it as one of their spells.

### Weapons of Choice

Weapons made from natural materials are preferred, such as staves, clubs, spears, or bows and arrows.

### Unholy Creatures

Devils, Parasitic creatures, The Undead, and Lycanthropes.

Perversions of Nature and Mundane animals can be controlled rather than turned, as per the Word of Command spell (DCC rulebook, pg 268) at the result level of 20.

### Call of the Wilds

Sacrifices are valued more when made within the natural cycle of the area as to not disrupt it and are considered twice as valuable.

# Kizz

Kizz takes center stage as a god who both unites and divides the other gods. Some stories have Kizz and Classica fathering Technos Discos, but many of the god's parentage is to be called into question when Kizz is involved. Kizz's worshipers live life loudly and awesomely in their search to attain "Enlightened Awesomeness".

## Special Rules

Worshipers of Kizz gain +1 on all casting roles when using amplified musical equipment.

## Weapons of Choice

The ax is the most holy of all weapons in the eyes of Kizz, but the use of any loud or flashy weapon is also smiled upon by the god. It is very often a case of not what you're using, but how you're using it.

## Unholy Creatures

The deaf, shadow creatures, parasitic creatures, electrical creatures, mundane animals, air and water elementals.

## Enlightened Awesomeness

In the search for "Enlightened Awesomeness", worshipers of Kizz are encouraged to make anything and everything a spectacle worth watching. The adoration of fans may be used to assist in calling on the god for spells and favors. Instruments, audio equipment, pyrotechnics, and amplifiers are favored as a sacrifice, as is memorabilia. Memorabilia blessed (IE, personalized) by the worshiper is considered especially valuable.



# Petroler

The worship of Petroler is the worship of petroleum and its products, the source of the god. Fuel is love, fuel is life, fuel is freedom. Many petrolheads pay heed to the god's ways in fear of disfavor, even if they don't worship it outright. Many of its worshipers still care for and maintain refineries, which is where most of the priesthood originates. Clerics of Petroler are welcomed in any settlement that relies heavily on vehicles.

## Special Rules

When casting Feast of the Gods, clerics of Petrolex may substitute 1 person fed to instead conjure 1 point of fuel (see CUaBM issue #6, pg 11). All other rules still apply, including it lasting only 24 hours. Using this ability wastefully or repeatedly can earn the cleric 1d4 or more points of disapproval per casting.

## Weapons of Choice

Anything that revolves around being on fire or explosives, such as flaming arrows, torches, flamethrowers, or traditional firearms.

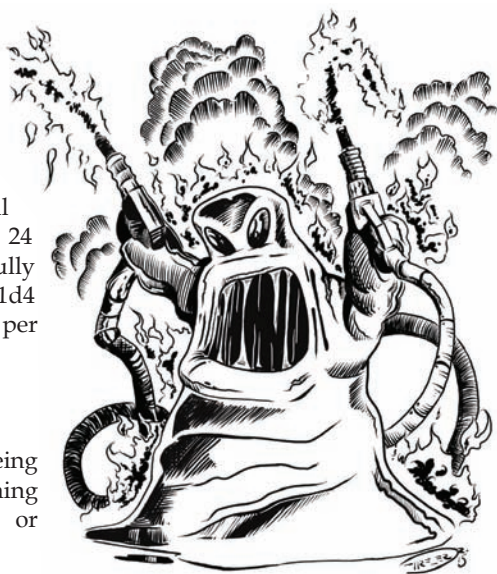
## Unholy Creatures

Aquatic Creatures, Water Elementals, Beasts of Burden, Electrical Creatures and Robots.

Fire elementals may be controlled rather than turned.

## Burn Stuff

Sacrifices made by lighting the items on fire are favored by Petrolex.



## Nuka

The Mother of Mutants is followed by many mutants, as well as those who live with radiation daily. Radiation is believed to be the holy touch of the goddess leaking into our world and guarding her followers, while blessing the chosen few with her gifts. Followers embrace radiation rather than run from it, though they treat it with respect knowing the power of their goddess's touch.

## Special Rules

Priests of Nuka gain a bonus equal to their level to resist radiation. If a priest of Nuka gains a random mutation, they may roll twice and pick

the mutation of their choice from the two rolls.

### **Weapons of Choice**

Unusual or exotic weapons, irradiated weapons, or weapons that use depleted uranium rounds.

### **Unholy Creatures**

Mundane Animals, Non-Mutant supremacists, Law primes, elementals, and Angels.

### **A Healthy Glow**

Irradiated items or items used in handling radiation are worth double their normal value.

## **Theszolokomodra**

Theszolokomodra is usually a neutral god, but he has so many heads that many can manifest as lawful or chaotic, thus his worshipers can be of any alignment. Followers are entrusted to seek out knowledge and experience. Being blessed by a Servitor Worm is not a requirement of clerics of Theszolokomodra, nor does being blessed require a cleric to follow Theszolokomodra, but many of the faithful have been blessed, or find a way to become blessed.

### **Special Rules**

Clerics of Theszolokomodra may be gifted with his Patron Spell(s). These gifts are granted only if Theszolokomodra favors the cleric, and do not count against known spells for the cleric. Clerics ignore patron taint, and instead gather disapproval as normal. However, for every spell learned in such a way, add 1 to the Deity Disapproval table rolls when made, as Theszolokomodra does not like being bothered by those he has deigned to bless.

### **Weapons of Choice**

Theszolokomodra prefers his clerics to use weapons with complex or multiple moving parts, weapons that generally require knowledge and skill to use rather than being simple and easy.



Flails (His most preferred weapon), Guns, Crossbows, Whips, Exotic Polearms, swords.

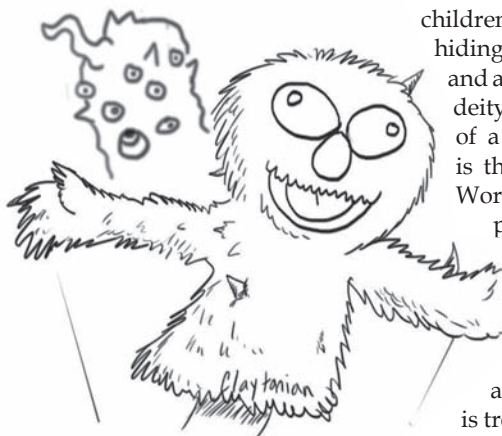
### Unholy Creatures

Mundane animals, un-dead, demons, devils, dumb humanoids (INT of 5 or less), lycanthropes, monsters (e.g., basilisk or medusa)

### The Search For Knowledge

Clerics of Theszolokomodra are seekers of knowledge, and may (and usually do) substitute study for prayer. Sacrificing objects of knowledge to Theszolokomodra can appease him as much as sacrifices of other things.

## Elmos



The Evil Puppet Master and corrupter of children, Elmo's is a master manipulator, hiding evil intent behind a pleasant smile and a friendly demeanor. Legend has the deity himself being a corrupted version of a once good ideal, but now Elmos is the epitome of corruption and evil. Worshipers often become involved in politics or child care, usually behind the scenes.

### Special Rules

Priest of Elmos get Charm Person as one of their cleric spells. The spell is treated like a normal cleric spell in all aspects.

### Weapons of Choice

Preferring to stay behind the scenes, clerics prefer range weapons or small, easy to hide weapons.

### Unholy Creatures

Law primes, angels, uncorrupted politicians, and creatures immune to charm effects (if temporary, turning simply removes this immunity).

### Corruption of the Young

Priest of Elmos are interested in manipulation and control, and it works best when they start young. Sacrificing young kids toys, or simply enthralling young kids



can be a sacrifice to their god. Sacrificing a young child to the god to become one of his demonic puppet minions is also a high sacrifice, and surely one child here or there won't be missed. Convincing others to make willing, painful sacrifices is just as good as the priest making it themselves.

## Silk

Followers of the Golden Lord of Lies are apt at lying and misdirection. So much so in fact that the truth is hard to flow from their lips. Followers enjoy everything from spreading falsehoods to simply watching people react when missing part of the truth. The goal is deception. Sometimes for deception's sake, sometimes for an end goal. Silks followers are also known for their vanity, maintaining their appearance at all times, perhaps as another lie.

### Special Rules

Despite being known as liars, Priests of Silk are effective in lies and gain +1 per level to convince others of their version of the truth when lying. However, priest often have trouble telling the truth convincingly and suffer a -2 penalty when telling others the whole truth. As a result, very little a priest of Silk says to an outsider is the whole truth, though how much is a lie is hard to tell.

### Weapons of Choice

Smaller, concealable weapons are favored such as pistols, knives, or the like. Also, weapons of high value or embellishment for ornamental purposes may be used.

### Unholy Creatures

Law keepers, Reporters, Law Primes, Angels, Mundane Animals, and Ugly things.

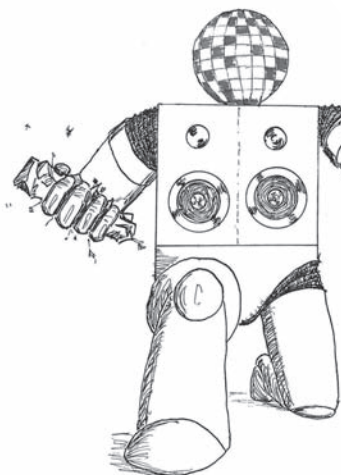
### A Matter of Perspective

Deception can be a form of sacrifice. Ornamental trinkets of little actual value are valued more by the god. Sacrifices are worth what the cleric has convinced others they are worth.

## Technos Discos

Technos Discos is the chaos god of music, also known as the terrible bringer of beats. His followers tend to be young, wandering souls who bring beats to places where there were none. Preferably to places where prohibited.

## Special Rules



Holy grounds for the clerics generally consist of illegal or abandoned locations not owned by the priesthood. Such holy grounds being used for the glory of Technos Discos can give an extra bonus for clerics attempting to call on their god's favor at such locations. However, such favors are harder to get from the same location a second time (a penalty equal to any bonus gained).

Technos Discos attracts followers twice as easily as other gods, as people are drawn to the hypnotic lights

and beats of the god's worship. However, they also fall away twice as fast, as they can quite easily be distracted, and the entrancement doesn't last for most.

### Weapons of Choice

Technos Discos prefers his clerics to use weapons that involve swinging, whirling, rhythm, or that simply light up.

Nunchucks (His most preferred weapon), staves, loud firearms, or any weapon that lights up in the dark.

### Unholy Creatures

Angels, Law Keepers, Law Primes, Classical musicians, the Deaf, and the Elderly.

### Ready to Party

Clerics of Technos Discos are in it for the party and the noise, and may participate in or throw parties rather than pray. Sacrificing objects of the party, such as things that glow, sound equipment and music, recreational drugs (drugs that "enhance" the party) which may be taken by the priest at double the effect, or other party fixtures.

## Yyaallaayy

The outer dimensional lord of madness and creature of chaos. Few understand if only the mad seek to worship Yyaallaayy, or if those that seek to worship him go mad. Worshipers are usually in chaos, often changing from one day to the next, embracing randomness and chaos in life.

## Special Rules

Priests of Yyaallaayy are in eternal chaos, much like their incomprehensible master. Each day, they roll a d6 for a random blessing, and a random taboo or curse.

Roll	Blessings	Curse / Taboo
1	May sacrifice a cleric spell to gain a wizard spell of equal level	Must speak in Rhyme or earn disfavor. -1 die step all to tasks involving speech.
2	Physically blessed, +1 die step to any physical tasks.	Amnesty - May not make turn attempts today.
3	Out of Phase, damage taken is reduced by 1d4-1	Irritable god, disapproval is earned at 1d3 per point earned.
4	Random stat modifier is increased by 1 for the day. Luck is permanently increased by 1d2 instead.	Random stat modifier is reduced by 1 for the day (can go negative). Luck is permanently decreased by 1 instead.
5	Intolerance - +1 die step to all turn attempts. If Amnesty is rolled, neither is in effect.	Vengeful God - Disapproval manifests as HP damage instead of normally.
6	Great healer - Lay Hands heals at one die step greater than normal for all dice rolled (a D6 HD rolls a D7)	Diminished healer - Lay hands heals at one die step less than normal. (A d6 HD rolls a D5)

Due to their ability to understand extremely inhuman concepts, such as alien or extra-dimensional concepts, they gain +1d4 when dealing with them and their sanity does not suffer any more than it already has worshipping Yyaallaayy.

## Weapons of Choice

Worshipers usually carry multiple weapons on them and randomly pick one when entering combat. If a cleric does not have at least 3 weapons (barehanded can be considered a weapon), he is not considered to be carrying a “favored weapon” and may increase the Cleric’s disapproval range for the day by 1-3, based on the infraction.

## Unholy Creatures

Creatures of pure Order and Law are considered unholy. Creatures of Pure Chaos are considered holy. For all other creatures, there is a 50% chance creatures of that type are considered unholy for the day. This chance can be adjusted based on a particular creature’s leanings towards order or chaos as the GM sees fit.

## Total Chaos

Yyallaayy best accepts random sacrifices. Some priests simply gather odds and ends in a random collection, others leave sacrifices up to pure chance (random belongings are sacrificed) and are blessed. Structured sacrifices are considered less valuable to the god.

# Racial Recast

By David VC



*New takes on the standard fantasy races via a post-apocalyptic lens*

## FERAL URCHIN

An alternative for Halflings in CUaBM.

No one is sure why some human children run away and genuinely never grow up - some blame mutation, others blame an obscure Patron that lives "*past the second star to the right and straight on 'til morning.*" But indeed they do, and there are enough of them to form tribes that are as naive as they are barbaric. Feral Urchin tribes tend to split off in groups by gender. There's usually a sportsmanlike rivalry between nearby boy and girl tribes, but when two tribes of the same gender get too close, it can lead to vicious teasing between girl tribes or bare-knuckle brawling between boys.

**Hit Points:** Feral Urchins gain 1d6 hit points each level.

**Weapon Training:** Feral Urchins learn to be proficient in boomerang, blowgun, chain, club, dagger, garrote, grenade, handaxe, javelin, shortbow, short sword, sling, slingshot, spear, shuriken, and staff. They will wear whatever scraps they can find if it makes decent armor, as long as the Fumble die is not greater than d8.

**Alignment:** There are three distinct factions of Feral Urchins based on natural talents and their choice of Alignment. Wildchildren tend to be Chaotic in alignment. Slingers tend to be Neutral in alignment. Nerds tend to be Lawful in alignment.

**Small Size:** A Feral Urchin is otherwise indistinguishable from a normal human child, though they usually have far more piercings, tattoos, and battle scars than one would expect.

**Slow:** A Feral Urchin has a base move of 20'.

**Stealth:** Feral Urchins add their Sneak die to all stealthy actions.

**Survival:** Feral Urchins have an unexplainable knack for surviving. Grown humans and even some humanoid tribes have been known to keep a Feral Urchin around for good luck.

*“NO you can’t help me! Get out of my laboratory”:*

Feral Urchins roll a Luck Die whenever they spend luck and multiply that total to the amount they spent to determine the bonus. However, there is a side effect: one item belonging to the person who benefited from the luck breaks or is lost permanently. It can be a weapon, piece of armor (-1AC) or other valuable item of the urchin’s choosing. If the person has no items left, a piece of a vehicle or piece of nearby scenery falls apart. After eight hours of sleep the Urchin regains one point of Luck.

**Table FU-1: Feral Urchin**

Level	Attack	Crit Die/ Table	Action Dice	Sneak Die	Luck Die	Ref	Fort	Will
1	+1	1d8/III	1d20	d3	d3	+1	+1	+1
2	+2	1d8/III	1d20	d4	d4	+1	+1	+1
3	+2	1d10/III	1d20	d5	d5	+2	+1	+2
4	+3	1d10/III	1d20	d6	d6	+2	+2	+2
5	+4	1d12/III	1d20	d7	d7	+3	+2	+3
6	+5	1d12/III	1d20+1d14	d8	d8	+4	+2	+4
7	+5	1d14/III	1d20+1d16	d10	d10	+4	+3	+4
8	+6	1d14/III	1d20+1d20	d12	d12	+5	+3	+5
9	+7	1d16/III	1d20+1d20	d14	d14	+5	+3	+5
10	+8	1d16/III	1d20+1d20	d16	d16	+6	+4	+6

**Wildchild:** Feral Urchin Wildchildren invoke their Patron (Zendakk) to fly into a berserk rage they call the Wild Rumpus for one combat encounter per level each day. During the Wild Rumpus, the urchin transforms into a child-sized Beast with an assortment of features from various predators. The Beast’s fur/feathers/scales are often garishly hued.

The Beast has glowing eyes that can see in the dark without penalty. Their claws cannot wield weapons, but their natural attacks are fierce and swift. The Feral Urchin adds its Beast Die to attack, damage, and Skill checks involving movement. The Urchin cannot use their Luck Die when in Beast form.



**Table FU-2: The Wild Rumpus**

Level	Base Move	Beast Die	Crit Die/ Table	Action Dice	Dmg	Ref	Fort	Will
1	25"	+d3	1d12/III	1d20	d4	+1	+1	+0
2	30"	+d4	1d14/III	1d20+1d14	d4/d4	+1	+1	+0
3	30"	+d5	1d16/III	1d20+1d14	d6/d4	+1	+2	+1
4	35"	+d6	1d20/IV	1d20+1d14	d6/d6	+2	+2	+1
5	35"	+d7	1d24/IV	1d20+1d16	d8/d6	+2	+3	+1
6	40"	+d8	1d30/IV	1d20+1d16	d8/d8	+2	+4	+2
7	40"	+d10	1d20/IV	2d20	d10/d8	+3	+4	+2
8	45"	+d10+1	2d20/IV	2d20	d10/ d10	+3	+5	+2
9	45"	+d10+2	2d20/IV	2d20+1d14	d10/d10/d6	+3	+5	+3
10	50"	+d10+3	2d20/IV	2d20+1d14	d12/d12/d6	+4	+6	+3

**Slings:** Feral Urchin Slings are deadly shots. When throwing or hurling any weapon (including slings, slingshots, and blowgun darts) they make an attack roll twice for each missile and take the best result. Furthermore, any roll of 18 or above is a Critical Hit.

**Nerds:** The Nerds are beloved of their Patron, a sentient algorithm named (Ur) K3L. Nerds often wear thick glasses and clashing prints. They maintain whatever artifacts the tribe finds. Due to the knowledge they gain from hoarding books and functioning computers they are the closest thing they have to a "tribal elder."

Nerds gain proficiencies in pistols and rifles of all eras. A Weapon Tinkering roll (DC8+) may be needed to modify a large weapon so the Nerd can wield it.

**Languages:** The Nerd gains one additional language for every point of Int modifier.

Nerd	1	2	3	4	5	6	7	8	9	10
Weapon Tinkering	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Bot Repair	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Computer Use	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Vehicle Repair	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
General Tech	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13

**Dust For All My Lost Boys:** With a special rite, an Urchin that reaches 10th level (Tribe Leader) can invoke the Eternal Pann to whisk himself and all his assembled tribe members into the night sky on a predetermined flight path. The length of the flight lasts from sunset to sunrise. If there is no safe place to land they instead land on the island of their Patron's pocket dimension.

# WEAPONS OF THE WASTELAND

## Common Armor Types

**Protective Sports Gear** - Several of the professional sports enjoyed during the pre-apocalypse required the use of heavily padded protective gear. Much of this has survived the centuries since and is now worn as armor. Most armor of this type found will have the attributes of Padded armor but rare finds may have a protective value of Hide armor.

**Biker Jacket** - These jackets are more than just fashionable apparel. They are usually reinforced with protective skid plates and were designed to take a beating. They give the same protection level as Leather Armor. Jackets created for stylish reasons instead of protection might function as Padded armor at best.

**Retread Armor** - Made from tire treads attached to heavy clothing, this is one of the most common types of true armor found in the wastelands. It has all of the same attributes as Studded Leather armor

**Ballistic Body Armor** - Also known as bullet proof vests, these armors grant the protection as Hide armor but the damage from ballistic attacks (bullets, arrows, sling stones, etc.) is halved.

**Scrap Mail** - An upgrade from Retread armor, this armor incorporates metal plating, chains, spikes, and other enhancements to make it much more protective. This armor has the same values as Scale mail.

**Riot Armor** - an upgraded, full body version of Ballistic Body armor, this provides the protection of Chain Mail and all damage from ballistic attacks (bullets, arrows, sling stones, etc.) is halved.

**Xenochitin Mail** - Many of the creatures that have crossed over from strange dimensions into Umerica have left corpses littered across the land. Their dried chitinous plates are highly prized by the armorers who know how to utilize them, and armor made from this chitin has the same attributes as Banded Mail. There is a 5% chance that any armor of this type will have natural extradimensional properties as well.

**Robohusk Armor** - From across all of time and space, robots are now common enough that more people have encountered at least one in their lifetime. For every functioning bot there are dozens laying dormant or destroyed. From these wrecks many enterprising tinkers have created suits of incredible armor. The



most common form of armor made robotic salvage has the attributes of Halfplate armor. It is rumored that Robohusk suits with the protection value of Full Plate have been seen as well. Since this type of armor requires technological know-how to make, There is a 5% chance that any suit encountered will have some additional built in gadgets or abilities that the maker installed.

**Motorcycle Helmets** - These bulky helmets will increase the wearer's AC by 1 but reduce the action dice for any Perception tests by two die steps. Also, the wearer has either a Fumble die of d8 or their current Fumble die is increased by one die step. Any critical hit specifically targeting the head taken by the wearer has a 50% chance of being ignored but will always destroy the helmet.

## Rare Armor Types



**Silver Suits** - These jumpsuits are made of a thin, light metallic substance that makes no sound when it moves. The wearer of such a treasure will gain a +5AC, with only a -2 check penalty and a Fumble Die of d8. In addition, the alien nature of the material grants a +2 to all saves versus magical effects. Also, any punctures or damage the suit suffers will self repair in a matter of minutes.

If combined with a Bubble Helm, the wearer is protected from suffocation or vacuum for up to 24 hours at a time.

**Bubble Helm** - This appears to be a fish bowl like dome with a metallic rim. When placed over the head, the rim closes snugly about the wearer's neck and begins to filter all air exchange. This grants a +4 to save versus all inhaled toxins or vapors. It will also allow the user to breathe underwater or in other airless conditions for up to 24 hours at a time. If combined with a Silver Suit, even the effects of a total vacuum can be survived. The wearer gains +1AC and has either a Fumble die of d8 or their current Fumble die is increased by one die step. Any damage the helm suffers will self repair in a matter of minutes.

**Force Field Belt** - This high tech looking belt has a single activation button and an energy gauge on the buckle. When activated, it increases the wearer's AC by +3 and absorbs  $\frac{1}{2}$  of all damage inflicted upon the wearer. Once it has absorbed 30 total points of damage, it burns out and will not function again for 3d16 hours. In addition, the field is airtight and only holds 4d4 minutes worth of air each time it is activated. If left on after the air is used up, the wearer begins to suffocate (see Drowning in UX01, pg 3).

**Power Armor** - The most coveted of advanced armors, this armor incorporates servos to offset its heavy weight and enhance the wearer's might. It has an AC bonus of +9 with only a Check penalty of +5 and a Fumble die of d12. In addition,

the wearer's Str Mod is increased by +1 and their move is increased by 5. Many power armors will have additional built in weapons or gadgets. There is a 50% chance of 1d3 such features being incorporated in any suit found.

Heavier power armor suits do exist but are rarer. They have an AC bonus of +10 with only a Check penalty of +6 and a Fumble die of d14. In addition, the wearer's Str Mod is increased by +2 and his or her move is increased by 10. There is a 66% chance of 1d3+1 built in weapons or gadgets being incorporated in any suit found.

All power armors require some sort of energy to run. Most have a generator of some type but others require battery cells that need recharging. Cells generally will run the armor for 12 hours and require 2d3 hours to recharge. A spare cell can be used to keep the power armor in constant use. Heavy power armor requires 2 cells to function for 12 hours. Moving in a power armor suit that is unpowered is high impossible, Str check DC 20 per round.

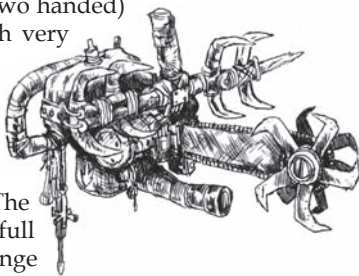
## Common Homemade Weapons

**Can Grenade** - (Era 2 - (1d5/10ft), see CUaBM #2, pg 12) Take an old can fill it with various nails and shrapnel then give it an explosive center with a fuse and you have a genuine Can Grenade. Some have pins to pull and others a fuse to light but they all go boom... most of the time. Due to its DIY nature, this grenade has a fumble range of 1-3. Cost : 8gp

**Chainsaw** - (2d7 damage, Crit range 18-20 or +2, two handed)

These tools are ready made killing machines with very few adjustments necessary, mostly just removing the safety features. Filling the gas tank will require 0.5 points of fuel (see CUaBM #6, pg 11) and 2d3 rounds. This will allow the saw to run for 40+1d20 rounds. Due to their unwieldy nature, the wielder's Fumble die is increased by +1 die step. The chain requires 2d5 minutes of maintenance for each full tank of fuel used. If this is skipped, the Fumble range increases by +1 for each maintenance session skipped.

Also, If the wielder suffers more than 5 points fire damage in one round, there is a 3% per point of damage chance of the fuel tank igniting and exploding, causing 4d4 damage to the wielder and 2d4 damage to anyone within 10 feet. Cost: 80gp



**Compound Bow** - (1d8 damage, range 80/160/240) This bow uses a system of cables and pulleys to increase the pull strength and stability of the bow compared to a standard longbow. The drawback to the complex system is that on a fumble the archer must roll under their Luck or the pulley system is damaged and will need 2d14 minutes of maintenance before it will fire again, in addition to any other fumble effects. Cost: 60gp

**Grill Tank Bomb** - (Era 3 - (1d10/15ft), see CUaBM #2, pg 12) These weaponized propane tanks deliver a big bang. While not technically a throwable weapon, a person with a Str of 15 or greater can attempt to throw it at a -1 die step penalty to the action die. Due to its DIY nature, this grenade has a fumble range of 1-3. Cost: 15gp

**Pipe Gun** - (damage varies by ammo type but is one die type less than normal, Range is 25% of normal) These guns are simple pipe and thrust rod devices that can fire normal ammunition. The shell is loaded in the butt end of the barrel and the barrel is inserted into another tight fitting cylinder with a nail mounted inside. To fire, the barrel is slapped forcefully into the cylinder, striking the primer against the nail. Due to its DIY nature, this firearm has a fumble range of 1-3 and cannot benefit from an aim action. Anytime a natural 1 is rolled when firing a Pipe Gun the gun will be damaged beyond repair, in addition to any other fumble effects. Cost: 30sp

**Pneumatic Bow** - (1d7 damage, range 40/80/160) These guns utilize pressurized air to launch bolts at high speed. They are generally employed from facilities that can generate high amounts of pressurized air, such as factories or large vehicles. Otherwise, canisters of compressed air must be used as propellant. A rifle butt sized canister would hold enough air for 10 shots. A scuba tank sized canister would hold roughly 50 shots.

It is common for such weapons to have multiple barrels and fire volleys of bolts at a time. In such case, only 1 attack roll is made. On a successful hit a die is rolled equal to the number of barrels to determine how many bolts hit (i.e. for three barrels, a 1d3 is rolled). Unless some autofeed mechanism is employed, reloading takes one round per bolt. Cost: varies

**Saw Blade Slinger** - (1d6 damage, Crit range 19-20 or +1, range 20/40/60) This club-like sling bar can be used to launch circular saw blades with lethal speeds. Like a thrown weapon, the wielder can add his or her Str bonus to all damage. In addition, if wielded two-handedly the damage is increased by +2 but the attack action die is reduced by one step. The sling bar itself can be used as a club (1d4 damage). Cost: 10gp

Circular saw blades thrown by hand do 1d3 damage, range 10/20/30 and do full damage to the thrower on a fumble, in addition to any other fumble effects. Each time a blade is thrown or slung roll 1d7. On a 1 it is damaged and cannot be used again. Cost: 3sp

**Scrap Gun** - (3d3 damage, range 30/60/-) A more modern version of the blunderbuss, this rudimentary shotgun is usually made from scavenged industrial pipes and such. It is a single shot weapon where packages of explosive propellant and metal scraps are muzzle-loaded, taking 1d3 rounds per shot to be ready to fire. The firing mechanisms range from battery powered touch points to percussion caps. Due to its DIY nature, this firearm has a fumble range of 1-3 and cannot benefit from an aim action. Anytime a natural 1 is rolled when firing a Scrap Gun, there is a 10% chance that the gun will be damaged beyond repair, in addition to any other fumble effects. Making ammo requires one hour and the proper scavenged materials. A successful Int check (DC 10) will produce 2d3 loads. Cost: 20gp

**Slingshot** - (1d5 damage, range 40/80/160) Commonly called wrist rockets in the pre-apocalyptic days, these weapons can be found throughout Umerica. Like the slings of old, any small, weighty, and balanced object can be used as ammunition for a slingshot. If a wrist brace is attached, they can be aimed gaining +1 die step to the action die next round. Cost: 15sp / 30sp with brace



# Cheap, A.K.A. damaged, goods

Many times a character will be down on their luck and unable to afford a shiny new weapon or armor. Now they can buy used and bruised equipment for only a fraction of the cost! Most of the time, it works just like new!

There are three categories of cheap gear: Not Bad, Bad, and Total Crap. It is possible to repair or upgrade Not Bad equipment to normal. This would require an Int check (DC 13) and parts equal to 50% of the normal value of the item. Bad and Total Crap equipment can never be made as good as new again.

**Not Bad** equipment is usually poorly made or slightly damaged and has its fumble range increased to 1-2. Also, any fumble rolled has a 33% of the item breaking in addition to any other fumble results. If the item is used and no action roll is required, roll 1d20 and the item fails to function on a 1-2. The good news is the price of the item is reduced by 33% so at least it is a bargain.

**Bad** equipment is usually very poorly made or damaged and has its fumble range increased to 1-3. Also, any fumble rolled has a 50% of the item breaking in addition to any other fumble results. If the item is used and no roll is required, roll 1d20 and the item fails to function on a 1-3. The good news is the price of the item is reduced by 66% so at least you didn't pay much for it.

**Total Crap** equipment is generally considered unsafe to use and is usually heavily damaged or made from faulty materials. It has its fumble range increased to 1-5. Also, any fumble rolled has a 66% of the item breaking in addition to any other fumble results. If the item is used and no action roll is required, roll 1d20 and the item fails to function on a 1-5. The good news is the price of the item is reduced by 85%, which means you get what you pay for.

## Quick Fixes

Sometimes your weapon or armor breaks and you do not have time to fix it right. In order to get it working again, you will need to apply a quick fix. Each quick fix usually requires several feet of duct tape, instant epoxy, or other fast patching materials. The quick fix takes 1d3 rounds and has a base DC of 8 but can be modified by the situation. This is especially true if the fix is attempted in the middle of combat!



Due to its hasty application, the quick fix is only temporary. it will only last 2d14 rounds or until a fumble is rolled. After this the equipment is broken again. Each additional quick fix applied to an item increases the DC by +1d3. This penalty it also applied to any later attempts to properly fix the item.

# The Hologram

By David VC

*A new class that is virtually the best.*

A Hologram is an AI contained in a data disc the size of a Frisbee, laced with glowing circuitry and emblazoned with a symbol indicating the AI's original programming as seen in table HO-1, below. The disc projects an avatar of solid light that carries its housing around and interacts with its surroundings. In Ancient times these discs were stacked in machines called "servers" and connected through cables to a dimension called Cyberspace, where they performed tasks for their human creators. The Apocalypse all but destroyed Cyberspace, turning their digital universe into isolated hellscape of corrupted data. The surviving Holograms continued their assignments as best they could in their twisted microworlds, and over the centuries they gained sentience and devised ways to escape to the Fleshspace to find a better way of life.



**Hit Points:** Holograms gain 1d6 Hit Points each level.

**Weapon Training:** The data disc itself counts as a weapon and shield, propelling itself in conjunction with its projection to make it appear like it's being used to cut, parry, or thrown as a missile. When thrown it has a range of 10/20/30 and will always ricochet back to its wielder except on a Fumble. On a Hologram's turn it can choose to use its disc as an attack or defense. If the Hologram gets two actions that round, it can opt for one attack plus its defense bonus instead of two attacks.

Holograms may use other weapons as well, but only when they are fitted with the proper circuitry to interface with their holographic projections. This will take a Weapon Tech roll at DC 15 and 100gp worth of salvaged electronics to do correctly.

**Appearance:** Most Holograms resemble their Human creators from the last age, though some were built to be walking advertisements or resemble characters from the games they played. The Ancients forbade Holograms from masquerading as their creators, so all Holograms have glowing circuitry patterns covering their bodies that glow equivalent to torchlight. Corrupted Holograms will have a distorted, flickering, or staticky appearance.

**Energy Dependant:** Holograms do not need food, drink, or air. Instead they feed directly from energy sources. A disc can absorb six hours of sunlight during the day. If there is no sunlight it can be placed next to a battery or power grid to recharge for six hours while it enters sleep mode. If it goes 24 hours without a recharge it loses one die step on all rolls it makes. The Hologram continues degrading like this for every 24 hours afterwards. It can go one day without a recharge for every level

it has. After that the Hologram blinks out and the disc goes dormant (possibly for centuries!) until someone recharges it for a full 24 hours.

They are immune to poison. Radiation can corrupt their programming - they roll Data Corruption instead of Mutation.

**Killing a Hologram:** A disc projection can be disrupted by physical objects and energy weapons. They are extremely vulnerable to magnetic attacks and magical darkness. A magnetic attack has a chance of Corrupting the avatar (treat as a mutation attack). Contact with magical darkness will short out the hologram if it fails a Fort save, requiring a reboot. When a hologram reaches zero hit points, it flickers out and its data disc falls to the ground, inert. Any items it carried (wired for Hologram use or just carried) fall to the ground. A Rolling Over the Body roll can be made to reboot the disk. A tech-savvy PC can add their Computer Use bonus to the roll.

**Full Immersion:** At a DC 25 Difficulty on a Computer Tech roll the Hologram fully links itself to the system its hacking and transfers its projection into Cyberspace. The computer's network is now a pocket dimension for the Hologram to explore. For each round spent in Cyberspace, only one millisecond passes in Meatspace.

### **Corrupted Disc! - Roll Data Corruption Table. The Referee chooses the effect based on the roll.**

- 1 Faulty (any action roll of "0" shuts hologram down for 1d3 rounds)
- 2 Blinky (Hologram's light aura radius fluctuates +/- 1d4x10ft every hour)
- 3 Distortion (shrunk or lengthened)
- 4 Desaturation (upside-down, negative color pattern, black and white, green and black, 16 colors)
- 5 Deresolution (blurry, made of one-inch blocks, transparent and can't hold objects)
- 6 Audio (feedback, staticky, mute, overamplified, squeaky, wrong language, garbled speech, backwards speech)
- 7 Short Circuit (touch creates sparks automatically causing 1 HP damage and Hologram takes 1d4 damage per round itself if contacts water, a hologram, or organism)
- 8 Clocking Error (twice movement speed but speaks too fast to be understood, or slowed to half speed)
- 9 Programming Error (mental instability determined by Referee)

**Destroying a Disc:** A critical hit on a Hologram will damage the disc instead of the avatar. If the Hologram is brought to zero HP in this way the disc is destroyed - the technology to repair it is forever lost. Many holograms create a Backup Disc for this very reason.

**Backup Disc:** At 5th level, if a Hologram finds a blank data disk (such as from a destroyed hologram) it can imprint its programming on the second disk. The Hologram can use both disks in tandem, but does not gain any extra attacks or defense bonuses. If the hologram is brought down to zero HP or one disc is destroyed, the Hologram switches operations to the backup, regaining full hit points.

**Table HO-1: Hologram Occupations**

Designation	Disc Symbol	Purpose	Appearance	Tools
DotGAME	Smiley Face	Video Game character	Varies	Speed x2 or D8 weapon or D4 energy bolts
DotBIZ	Corporate Logo	Business/ Financial	3-piece suit	Briefcase, treat PER as 18 for all negotiations
DotLRN	Apple with happy worm	Educational	Sweater & Glasses	Yardstick (d6)
DotMED	Caduceus	Medical	White Coat	Medkit (syringe d4)
DotLAW	Scales	Judicial	Black Robe & Wig	Gavel (warhammer)
DotCOP	Badge	Law Enforcement	Uniform	Zipway (double speed)
DotFIX	Wrench & Pliers	Repairs	Jumpsuit	Toolkit (various d6 weapons)
DotDCC	Castle	Historical Reenactment	Varies	(Roll Occupation in DCC Book)
DotSPY	Black disc	Intelligence Gathering	Trenchcoat, Shades, Fedora	Silent Light Pistol
DotWAR	Military Insignia	Combat	Combat Uniform	Pulse Rifle
DotME	Person's face	Human mind stored as a Hologram!	Varies	Roll some other table
DotHCK	Counterfeit symbol	Criminal	As cover	As cover
DotBOD	Undescribed	Pleasure Unit	Undescribed	Undescribed Object d6

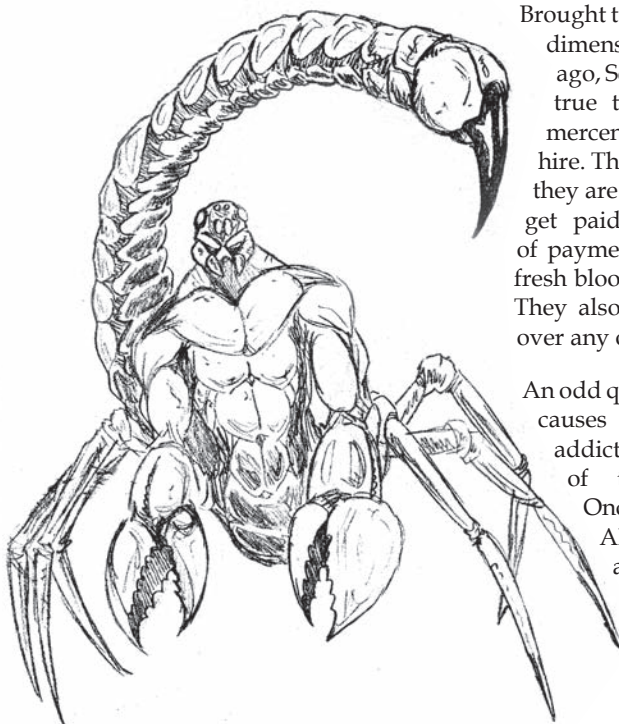
**Table HO-2: Hologram**

Level	Attack	Crit Die/ Table	Action Dice	Disc Dam	Disc AC	Computer Tech	Ref	Fort	Will
Value									
////////////////////////////////////									
1	+1	1d10/III	1d20	d4	+1	+3	+1	+1	+1
2	+2	1d12/III	1d20	d5	+2	+5	+1	+1	+1
3	+2	1d14/III	1d20	d6	+3	+7	+2	+1	+2
4	+3	1d16/IV	1d20	d7	+4	+8	+2	+2	+2
5	+4	1d20/IV	1d20	d8	+5	+9	+3	+2	+3
6	+5	1d24/V	1d20+1d14	d10	+6	+11	+4	+2	+4
7	+5	1d30/V	1d20+1d16	d12	+7	+12	+4	+3	+4
8	+6	1d30/V	1d20+1d20	d14	+8	+13	+5	+3	+5
9	+7	1d30/V	1d20+1d20	d16	+9	+14	+5	+3	+5
10	+8	2d20/V	1d20+1d20	d20	+10	+15	+6	+4	+6

# TWISTED MENAGERIE

## Scorpionoid

**Scorpionoid:** Init +3; Atk tail sting +4 melee (1d5+4 plus poison) or claw +3 melee (1d7+4); AC 14; HD 2d8; MV 25'; Act 1d20; SP Hide/sneak +6, backstab; SV Fort +2, Ref +3, Will +2; AL N.



Brought to Umerica by a failed extra-dimensional invasion centuries ago, Scorpioniods have remained true to their nature as greedy mercenaries and assassins for hire. They do not care who or what they are fighting for as long as they get paid; their preferred method of payment being large amounts of fresh blood and raw sugar or honey. They also love copper and favor it over any other precious metal.

An odd quirk of scorpioniod biology causes them to become easily addicted to soda pop, especially of the caffeinated variety. Once addicted, they will do ANYTHING to get more and shift their alignment to Chaos. Several warlords have used this fact to create hit squads of very loyal cola-addicted scorpionoid assassins.

Soda junky scorpionoids

increase their Init and Ref saves to +5 but suffer -8 to Will saves versus being tricked or bargained with when soda pop is involved.

By nature, scorpionoids move quietly over just about any surface. They use this to their advantage when they can to make surprise backstab attacks (as a thief, DCC rulebook, pg 34) with their tail stings.

The poison delivered on a successful tail sting attack causes the victim to make a Fort save (DC 12) or have all action dice lowered by one step and suffer -5 feet to movement due to paralysis. These effects last for 3d8 rounds. Additional poisonings have a cumulative effects and any victim that has all of their action dice reduced to d10 will die of heart failure. The poison of a soda junky scorpionoid is much more potent and the paralysis effects lasts for 1 turn instead of 3d8 rounds.



# BY THE WAY...

## WHEN DEITIES CALL IN A FAVOR

Many times clerics are played with the idea that their gods are just power batteries to be accessed with only the occasional consequence of Disapproval. Since clerics are supposed to be paragons of faith that are granted special powers by their deity, it only makes sense that those deities would like a return on their investment from time to time. When that happens, the following table can be consulted to determine what the deity in question may want. Use the alignment column most appropriate to the deity.

Failure to comply could result in rolling  $1d3 + \frac{1}{2}$  caster level times on the disapproval table at (caster level)d4 with any duplicate results being compounded in durations of weeks instead of days. In addition,  $1d3 + 1$  Luck points may be stripped from them as well.

Those who take up their task with exuberance and zeal may be rewarded with points of Luck, wealth, artifacts of power, or a nice fruit basket. This assumes, of course, that the cleric is successful in their appointed task. Any of the cleric's allies that choose to also join the holy quest will most likely be rewarded as well.

**Table DR-1: Deific Requests**

Roll 1d10 on the column of the Deity's alignment

	Law	Neutral	Chaos
1	Travel d100 miles to admonish a fellow Cleric who has strayed in their faith. This must be done within the next 1d5 days.	Travel d100 miles to aid a fellow Cleric in need. This must be done within the next 1d5 days.	Travel d100 miles to kill a fellow Cleric who has failed one too many times. This must be done within the next 1d5 days.
2	Re-consecrate a previously sacred place. Teleportation to the location happens in 5d30 minutes.	To protect a sacred place from being desecrated. Teleportation to the location happens in 5d30 minutes.	To desecrate a location involved in the deity's grand plan. Teleportation to the location happens in 5d30 minutes.
3	Travel 2d20 miles to convert a settlement to worship the deity. This must be done in the next 3d8+8 hours.	Travel 2d20 miles to protect a settlement important to the deity. This must be done in the next 3d8+8 hours.	Travel 2d20 miles to punish a settlement that has angered the deity. This must be done in the next 3d8+8 hours.
4	Escort the yearly contribution to the nearest (4d20 miles away) temple. You have one day to prepare.	Escort a great tribute to the nearest (4d20 miles away) shrine. You have one day to prepare.	Escort a special living sacrifice to the nearest (4d20 miles away) sacred site. You have one day to prepare.

5	Travel to specific, desolate place (3d100 miles away) and erect an altar there at least 3d10 feet in height.	Travel to specific, desolate place (3d100 miles away) and meditate with the other priests there for 3d10 days.	Travel to specific, desolate place (3d100 miles away) and ritually destroy what you find there over the course of 3d10 days.
6	Go to the nearest large city and find a specific person. They must be converted to worship the deity within the next 2d14 days.	Go to the nearest large city and find a specific person. They must be convinced of the error of their ways within the next 2d14 days.	Go to the nearest large city and find a specific person. They must be ritually killed for crimes against the deity within the next 2d14 days.
7	Travel 4d12 miles to the campsite of a great army. Preach peace to them to prevent the coming war over the next 2d3 weeks.	Travel 4d12 miles to the campsite of a great army. Aid them in whatever non-combative way you can for the next 2d3 weeks.	Travel 4d12 miles to the campsite of a great army. Infiltrate them and cause discord and mutiny over the next 2d3 weeks.
8	In a settlement 2d16 miles away, there is a plague. Go there and spend the next 1d5 weeks healing any who will repent and convert.	In a settlement 2d16 miles away, there is a plague. Go there covertly and spend the next 1d5 weeks healing any who ask you for help.	In a settlement 2d16 miles away, there is a plague. Go there covertly and spend the next 1d5 weeks healing any who will pay the right price to the temple.
9	Go to the nearest large city. There you will find an abomination seeking power. Stay there for 3d8 days and assist those seeking to publicly expose it and destroy it.	Go to the nearest large city. There you will find an abomination seeking power. Stay there for 3d8 days and aid those who are caught in the conflict but do not take sides.	Go to the nearest large city. There you will find an abomination seeking power. Stay there for 3d8 days and assist it in overthrowing the local authority and securing control.
10	Travel (random direction) for 1d7 days and enter the settlement you find. restore the small chapel there and serve the community until you have 3d3 faithful members.	Travel (random direction) for 1d7 days and enter the settlement you find. Build a small temple there and preach until you have 3d3 faithful members.	Travel (random direction) for 1d7 days and enter the settlement you find. Take over the derelict shrine there and domineer the community until you have 3d3 "faithful" members.

## Coming Next Issue!

The lore of Buddy O'Burger, the beneficent burger god of feasting, customer service, and cannibalism.

- ▶ Full deity and patron information including patron spells
- ▶ Cult organization and restaurant data.
- ▶ A new class for those blessed by the gloved hand of Buddy.
- ▶ Descriptions of Buddy's hench-creatures and servants.
- ▶ And much, much more!

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