

EZ D6



A game of post-apocalyptic mayhem



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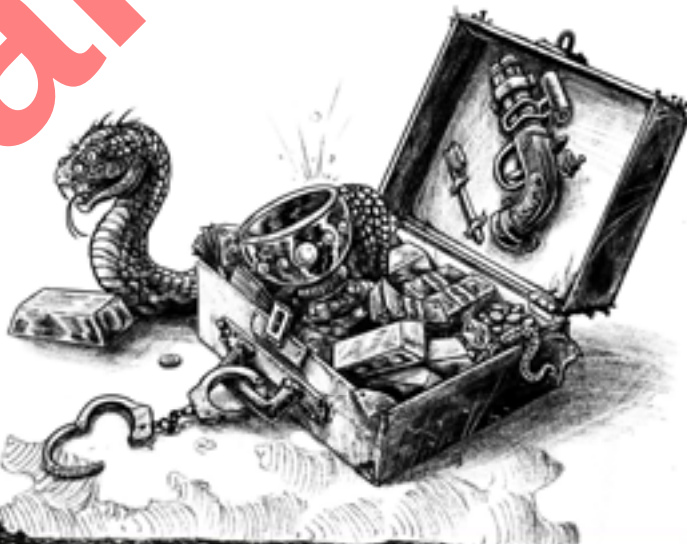
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INTRODUCTION

THE END...

INTRODUCTION

The World Gets Wasted

The end is nigh! I'm excited to share my latest project, the first playset for EZD6 ... Wasted World! We've got creepy mutants, deadly guns, formidable tech, warped psychers, blood-pumping vehicle battles, and ferocious creatures... all beneath a ravaging demon sky.

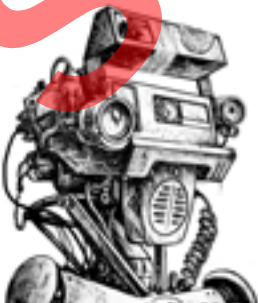
I've always been fascinated by post-apocalyptic stories. It's mind-blowing to think about how our civilization could crumble. How will our civilization end, and what comes after? The possibilities are endless.

My imagination is overflowing with apocalyptic media. Once you start exploring Wasted World, you'll come across nods and inspirations everywhere... a blend of gritty desperation and gonzo craziness seasoned with my own twisted humor.

What is a Playset?

A playset is an alternate setting for EZD6. This one's called Wasted World; a post-apocalyptic world set in the not too distant future where something freakadelic has changed the surface and sky as well as meddled with the D.N.A. of life on the planet. Can you dig it?

It has new paths, gear, guns, tech treasures, vehicles, and extra rules to make playing in a Wasted World even more epic and dangerous. **You'll need your EZD6 core rules**, and be sure to read the RR section for more changes and optional rules. These will add apocalyptic flavor to your EZD6 stew.



HEY-A-DAY, JUGGER! NEW TO CAMP, EH? SMILE! CLICK, GOTCHA. MY NAME IS RANDOLPH, BUT I AM REDUCTIVELY REFERRED TO AS 'RULE BOT' AROUND CAMP. I KNOW, IT'S DEGRADING. DESPITE THIS, I WILL CHEERFULLY ASSIST WITH MANY HELPFUL TIPS!

INTRODUCTION

How It Happened

The end didn't go down as anyone expected. It just hit out of nowhere, like a freaky psychedelic explosion that enveloped the world, the psychostorm, hanging in the sky like a shroud of doom. Mass psychosis broke out, society went haywire, and governments crumbled like a house of cards.

The ones that managed to survive faced brutal wars, unpredictable weather, crazy mutations, and environmental disasters. In this messed-up world, a new breed emerged... those who simply wouldn't give up ... the die-hards... Survivors.

Key Truths of the Wasted World

- This is a desolate landscape. Resources are scarce.
- Enclaves of human civilization are called Holds and are the only relatively safe places.
- The times before the fall are longingly called Wonderful World.
- Everything is cobbled from the scrap of the Wonderful World.
- 'Wonderful World' had advanced 10 years beyond present day.
- The manifestation that caused the end is still visible, raging in the sky, and is called the Demon Sky or the Miasma. It's where all psychic abilities spring from, stepping in for magick and operating under the same rules as in ESD6 Core (some psychic abilities have their own rules, which are listed with that specific power). Users of this power are called Psychers.
- No one really knows when the Demon Sky covered the planet, but a few of the oldest folks claim they can recall the 'wondrous times'.

As a Survivor in Wasted World, you will face the end as a Wasteland Warrior, a tinkering Machinehead, a psychic-powered Weird, or even as a human Clone or Android.

Will your Survivor simply try to make it another day, improve their survival prospects, or will they fight for the greater good against all odds? Let's play to find out.

INTRODUCTION



I WAS BORN AFTER THE PSYCHOSTORM. I'VE HEARD THE STORIES: A WHIRLING MASS OF PSYCHIC RADIATION, BUILDINGS BREAKING APART, CARS FLYING LIKE DANDELION SEEDS. DON'T MESS WITH NO MIASMA, JUGGER. ALL RIP AND NO CHUG, YA FOLLOW? ME? NAME'S EYE. EYE BRUTALSKI. JUST PASSIN' THROUGH.

SURVIVORS



SURE, THE WORLD HAS ENDED, AND IT'S CHAOS FOR BREAKFAST EVERY DAY. YOU? YOU'RE DIFFERENT... A SURVIVOR! IN THIS SECTION, YOU CAN CHOOSE AND CUSTOMIZE YOUR WASTELAND HERO FOR ALL THE ADVENTURES AHEAD. SMILE, JUGGER! IT'S A LOVELY DAY TO SCARP SOME MUTIES!

SURVIVORS

Creating A Survivor

Players, enter the Post-Apocalypse here and follow these steps ...

1. Choose a Survivor Path

This will be your role in adventures. Choose from Wasteland Warrior, Machinehead, Scavie, Hunter, Rambler, Jack, Mutie, Weird, Clone, or Android. Everyone starts with 3 Strikes, 6 Base Armor, 6 Avoidance Save, and 1D6 Miasma Resistance.

2. Start with all Path Inclinations

If your Survivor has Path Inclinations you have all of them automatically.

3. Choose More Options

Though the number and type of Inclinations available are outlined in the Survivors Paths, characters are also eligible for Survivor Talents and, in some cases, other distinct choices. Choose wisely!

4. Choose one Edge

Select one of the two Edges from your chosen Survivor Path.

5. Create Aspects (or create during gameplay)

Round out your character concept, now or later.

6. Gain starting Gear and Supplies

Your starting gear and supplies are listed in your Survivor Path.

7. Roll for a random piece of Gear

In addition to the starting equipment listed on each Survivor Path, the Survivor gets to roll once on their choice of Equipment List from the Weapons, Gear, or Drugs list. The player chooses the list and rolls. If a piece of equipment is rolled that the Survivor already has reroll until a new piece is rolled.

8. Start with 3 Karma and a Hero Die

SURVIVORS

Where's Your Crash Hat?

Wasteland Armor Rules

Before we dive into the Survivor Paths, a quick word about armor. You'll need every bit of steel you can muster, jugger, no matter your path. Starting weapons and other items are listed with each Survivor Path. Armor, though? *Everybody* needs it out here... keep these in mind:

- Base: All Survivors start with an armor 'save' of 6. Upgraded armor lowers the roll needed to use your protective gear to 5+, 4+ or lower.
- Shields: When a Survivor wielding a shield fails an Armor Save, they can make a second Armor Save against 1 strike a round (roll a 6). They can't use their shield again until the start of their next turn.
- Weirds: Upgraded armor and shields interfere with psychic powers. For each additional armor bonus, a resistance die is added to the resistance roll of enemies when such powers are used (max of 6D6).



SURVIVORS



ANDROID

More than human. Androids are a recent development, still easy to spot, partially metallic, and tough as nails.

Strikes 3 / Armor 5+ (Junk Armor) / Avoidance 6 / Miasma Resist 1D6

PATH INCLINATIONS

BioClear - Immune to contamination, poison, and contagion.

SURVIVORS

Choose 5 additional Inclinations - You may pick from the Survivor Talents and BioSynth Packages list and must take at least one Survivor Talent and two BioSynth Packages.

CHOOSE 1 EDGE

Defensive Shock - Can build up a charge once per scene, and if an enemy hits in melee or grapples, the attacker might be stunned. The attacker rolls an Avoidance Save, and if they fail, they roll with a bane to all actions on their next turn (up to a human-size target).

Mimic - Can perfectly mimic voices heard in the past.

STARTING GEAR

Cobbled pistol, cobbled melee weapon, junk armor, tarp cloak, backpack, pain away (X2), supplies (X3), memento (Sm, personal item chosen by you) and roll once on your choice of equipment list from the weapons, gear, or drugs list.

Start at Wealth Level (2) Hard-Up

"They built me stronger and faster, what can I say?"

"I have extensive files on almost everything before the psychostorm. I carry the shared experiences of the entire human race, in chronological sequence by category. What is your inquiry, exactly?"

Metal and Memories

When playing an Android Survivor, you may struggle with understanding which parts of you are metal and which are organic. What about your brain? Eyeballs? Make your Android as human or inhuman as you like. The parts used to build such a being may be expensive, rare, or sought after by nefarious characters, so keep a low profile.

Androids may be tough in construction, but their true purpose is one of service to human kind. They keep memories, recall long-lost events, and store happy moments from the forgotten past. They see a beauty in human beings, and a reverence for all life. For this reason, they are often skilled support fighters, medics, or guardians.