

СТАЛКАМ: THE ROAD



S.T.A.L.K.E.R. -THE ROLE PLAYING GAME-

Overhauled by GOOHS (steamcommunity.com/groups/vstalker)
with the invaluable help of /tg/

Original System by Elliot Chadwick
(cheeserunner@hotmail.co.uk)

PDF, editing, and formatting version 1 by PSYDPope

Additional editing, formatting, rule additions and
changes by Maffo(<http://www.reddit.com/user/ImaffoI/>)

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Stalker wiki

V2.2



(You may spread and modify these rules as you wish, as long as you
mention the contributors mentioned here. You may not use this work
for commercial means nor sell it.)

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Note:

The RPG you are about to read is based on the d20 modern system and as such assumes you read some parts of that system. The following is recommended reading material from the modernsrd, findable for free on the internet:

THE BASICS p7	COMBAT p122-131
ABILITY SCORES p8	
ALLEGIANCES p9	
REPUTATION p13	
TOUGHNESS p16	
SAVING THROWS p17	
ACTION POINTS p18	
DEATH, DYING, AND HEALING p19-20	
CONDITION SUMMARY p21-22	
ENVIRONMENT & HAZARDS 23-25	
SKILL BASICS 60-	

Note: If this rulebook and modernsrd rules clash, this book takes precedence.

WARNING: This RPG is not playtested and vague at times. GM's should feel free to change/rule different over/remove anything in this rulebook. Use at own risk.

1) Background and History

After Chernobyl was evacuated, the area around it was silent - untouched by man and reclaimed by nature. Trees grew up amongst the concrete edifices of Pripyat and wildlife found new homes in among the ruins.

Without any reason to enter the area, mankind left it alone - a nagging thorn in the conscience that refused to go away.

But like any forgotten area of the world, stories began to be spread about the forsaken zone. Reports of strange creatures, twisted by the consequences of the accident became commonplace. Some even spoke of abandoned treasures within what came to be called "The Zone".

In 2006, disaster seemed to strike again. A bright light originated from the old reactor plant and speculation of a second explosion began. Military patrols increased as the authorities seemed more determined than ever to keep people out. However, human nature prevailed. Curiosity and greed led to the phenomenon of the "Stalker" - part explorer, part mercenary, part treasure hunter. These brave and foolhardy individuals started entering the Zone to see what could be salvaged. What they found was beyond imagination.

Stalkers found both wonders and horrors of equal grandeur. Strange irradiated objects called "artifacts" fetched huge sums on a thriving black market, finding that the objects had strange powers, and acted as excellent replacement minerals, often being used in jewelry. However, the risks involved in retrieving these were huge - mutant creatures roamed the landscape, ready to feed on anything they encountered and horrific pockets of energy known as "Anomalies" claimed the lives of many unwary Stalkers as if nature itself was trying to prevent human intervention.

But the zone offered more than just opportunities for profit. Researchers started to investigate the mysteries of the zone. Different ideas about the zone sprung up. Some see it as a gift to mankind while other want the zone to be destroyed. Stalkers within The Zone began to form alliances, waging a war within the irradiated wasteland.

It is now 2012. The Zone is full of wonder and death. Stalkers, mutants and the military roam the deadly landscape of the Zone. It is in this world that you will take the first faltering steps toward becoming a Stalker.

The life of a stalker is harsh and deadly. Many a night will be spend outside and the food is bad. But if you survive the harsh welcome of the zone, you might just unlock its secrets and wealth.

2) Character Creation

Step 0: create a general idea of yourself.

Rookie or experienced stalker, everyone has an image of themselves. Think about how you see yourself before you start creating your stalker.

Step 1: determine ability scores.

While the majority of combat stats are based around weapons and tactics, the zone is a dangerous place, and the player will need these skills to survive. They will also help determine a player's place on the battlefield: - a character with low reflexes would not last very long on point after all.

Initially, the character has ten points in each stat, with five additional points to distribute during character creation. Players may move points around as they like (7 (-3) being the lowest you can go in a stat, 15(+5) being the highest). There are a total of 65 stat points (10 in each stat and 5 extra).

Whenever the character needs to roll using any of these stats, they should **throw 1d20 +/- modifiers +skill mod.** Every point above 10 will be added on; any below will be deducted. (e.g. STR 9 would mean a -1 modifier).

I) Strength

Not to be confused with endurance, strength determines how much the character can lift in the short term, or how effective they are in melee combat. Strength also increases the distance the player can throw grenades or bolts.

Strength is recommended for players in the front - particularly shotgun users. **Strength affects melee damage, grenade throws, STR rolls. Each +1 in strength lets you carry 1 inventory slot more. Higher strength makes it easier to dual wield.**

II) Endurance

Endurance affects most of the things that would sap the common stalker. The rule of thumb is to ask, 'Is he tough enough?' Endurance can be anything from how long the character can sprint for, to how much radiation they can absorb before becoming poisoned - or even how long they can go without food or sleep.

Endurance affects movement across the battlefield. While it would not be particularly useful for a sniper, Endurance is recommended for mid-range weaponry - such as assault rifle users who may need to move in or fall back quickly. **Endurance has an effect on your innate Toughness bonus (1 Toughness per +1), fortitude saves and survival rolls.**

III) Perception

Staying alive in the Zone often requires stalkers to spot trouble before it sees them, whether it's sighting that Controller before it can start messing with your mind, or seeing that anomaly before you step on it.

Perception is an important stat for the scoped rifles. What good is spotting an enemy early if they are out of range? **Perception affects perception checks, and the PER bonus is added to accuracy rolls of scoped weapons.**

IV) Agility

Flips and Parkour are not necessary abilities of a stalker, but jumping over a fence before a dog rips your leg off is. Agility affects the way a stalker moves or interacts with an environment - mainly in urban or industrial areas. Let's face it... where do you vault in a field?

Agility is recommended for an SMG user. Anybody who needs to move around quickly - but it is still useful for characters who wish to avoid a fight. **Agility affects physical movement checks, climbing, jumping etc. Agility bonus is added to attack accuracy rolls. Agility also increases your movement speed.**

V) Reflexes

Sometimes Perception rolls just don't go your way. Reflexes affect the character's ability to react. This may be as harmless as grabbing the first slice of cake - or drawing a gun faster than a disguised bandit. Highest Reflex roll decides who goes first in combat. **Reflexes affect the initiative roll, reflex save, Armor Class.**

VI) Charisma

Charisma affects the player's ability to persuade, deceive or even enrage NPCs. Sometimes it can help you get a better deal on merchandise.

Although Charisma is largely useless in most combat scenarios, some situations might allow you to talk down the attacker. Perhaps you made a wrong turn at Duty? **Charisma affects charisma rolls and an amount of skills.**

Step 2: allocate skill points& feat

A stalker also needs skills in addition to abilities to survive. A beginning stalker has **5 skill points** to divide between the 9 skills under 3) skills/feats. Choose carefully, as experience and skill points are precious things, and you don't quite "level" as a stalker. You also get something special to your character, **a feat**. Choose 1. Your gm can give you additional skill points or even feats whenever he/she pleases. You also get **1 action point** per session.

Step 3: buy equipment

A stalkers best and quickest way to get better is to get better equipment. However, you start with almost nothing. Getting to and into the zone is expensive after all. You start with a knife, binoculars, 15 bolts, food and water for a day, a backpack and the clothes you are wearing. You have **3000 rubles** to spend on equipment (GM can choose to increase this budget), choose wisely. Do you get that basic detector, or do you prefer a better gun or protection? Determine where you keep all your equipment on your person.

Step 4: Expand yourself.

A stalkers look might or might not be important to himself, but it is still good to know. Fill out your description. It is unlikely for a rookie stalker to have a **reputation** or **membership** of a faction. If you do or are more experienced, fill these in.

Step 5: Fill in the rest.

Fill in the rest of your sheet stalker. Your Toughness, attack rolls, weapons, initiative and your remaining Rubles.

3) Skills/Feats

Skills:

1. **Athletics (str)** (Covers difficult situations you encounter while climbing, jumping, swimming or simply running.)
2. **Scavenging (per)** (Finding stuff in the zone.)
3. **Repair (per)** (Weapon and armor repairs and upgrades)
4. **Survival (end)** (surviving in the wilderness, like navigation, cooking and tracking.)
5. **Book smarts (cha)** (Knowing things you would learn in a book)
6. **Street smarts (cha)** (Knowing about the zone and its dangers. It also covers your intuition about situations.)
7. **Stealth (ag)** (Moving unnoticed, but also stealing, pickpocketing etc)
8. **Acrobatics (ag)** (Covers your attempt to stay on your meters in a tricky situation and of course acrobatic actions.)
9. **Persuasion (cha)** (Getting people to do what you want, with minimal gunfire.)

5 ranks available in each skill

Feats:

- **Anomalous Material** - your constant exposure to anomalies has rendered you very sensitive to the zones strange emissions. You can sense anomalies, DC10 perception check, within 20 squares.
- **Gravedigger** - you constantly find dead bodies and have grown quite adept at finding their hidden stashes on their person
- **Bullet Baron** - you have a better chance of finding ammo.
- **Firearms training** - +2 to hit/dmg for one specific type of firearms.
- **Specialization** - +4 to hit/dmg with one specific gun.
- **Knife Training** - Can attack twice in one turn with a knife, or four times a turn with dual knives, full action.
- **Dual Wielding** - Can dual wield with only a -2 main hand penalty and -4 offhand penalty.
- **Reload Training** - 5 free action reloads per encounter for weapons that usually take a half action to reload.
- **Throwing Knives Training** - Can throw knives with a 1d20+4 weapon accuracy, 1d20+10dmg. Free action to switch to next knife.
- **Mutant Mauler** - +8dmg to all mutants
- **Human Hauler** - +4dmg to all humans
- **Hunchback of Agropom** - Increased carrying capacity by 10 weight points.
- **Neurosurgeon** - +2 to hit on headshots
- **Strong Minded** - Can survive 100 mind damage instead of 50. You also get a + 3 on your will saves.
- **Hawk Eye** - +4 to spot anomalies or bloodsuckers at a distance.
- **ChikkiBrikki** - +4 to hit with flashbangs/grenades.
- **Snapshot** - 2 AoOs a turn (instead of 1).
- **Duck and Cover!** - Can survive up to 70 rads without dying.

- **Alcoholic** - Vodka heals 40 rads (instead of 20). Your needs also let you cook up some moonshine with clear water and a fire for own use. (same stats as wodka)
- **Light Sleeper** - Can sleep 6 hours instead of 8 per night while gaining the same benefits.
- **Smooth talker** - - 10% on all prices.
- **Medic** - medkits heal 1.5 times their normal hp restoration. You can also revive a player outside combat without using a medkit (bringing them back to 10 hp).
- **Thick Blooded** - bleeding starts after a hit of 25HP instead of a 15HP hit and your bleeding stops naturally after 3 turns.
- **Junkie** - Energy drinks give double the boost, but you lose two squares of movement next turn.
- **Average Cook** - You can combine foodstuffs to increase their combined hp restoration by 1.5. You are also better at cooking mutant meats.
- **Improvised Surgery** - You can use some torn armors of fallen enemies as makeshift bandages. Affected by perception.
- **Bro Grab** - If you're standing diagonally from a friendly player, you can do a reflex and strength roll to see if you can pull them out of enemy fire once during the enemy's turn.
- **Grenade Launcher** - If you successfully roll to dodge a grenade, you can do a reflex roll to see if you can throw it back at your attackers.
- **Liquid Courage** - drinking vodka cures 20 points of mind damage.
- **Alert**- The stalker gets a +2 bonus to perception when not actively looking around.
- **Animal Affinity** - This stalker has something with the many mutated animals around the zone. +2 to charisma when dealing with animals.
- **Runner** - This stalker can run 18 squares instead of 12 in a single full action.
- **Renown** - The stalkers actions in the old land precedes him. +3 to reputation.
- **Tough** - You are a rugged stalker and have an innate 2 Toughness.
- **Windfall** - You came upon some money before you went into the zone. Gain an additional 5000 Rubles.
- **Guide** - You were a guide before. You get a +2 to survival when used to move around and you easily remember routes to places you have already been to.
- **Skillfull**- You are a skilled stalker. You get an additional 3 skill points to spend.
- **Nimble** - You are quick and agile. You have a +2 reflex bonus against enemy attacks.
- **In the Zone** - You are completely at home in the zone. You get a +2 to initiative while in the zone.

4) Settlements

You would be hard pressed to find a fully functioning town in the zone; however, a number of settlements have flourished over the years. While they won't be as nice as your typical squalid hellhole, they do offer shelter from the cold and far more dangerous mutants and anomalies.

Most settlements are simply an entourage of stalkers defending an abandoned building. In some cases they will allow you to stay with them. Others will ask for a fee - some will refuse - and of course, some may try to rob you.

You can trade with any non-hostile NPC, but be careful to put away your weapons before approaching. Misunderstandings are often deadly in the zone. NPCs in the field will not very often have a good variety of stock, but can give you an excellent price on ammunition if they can afford it (and you can afford to give it away). If you want a real trader, then you must find them in one of the established settlements.

- ***Traders***

There are few neutral establishments in the zone - you will be starting in one of these, named Cordon. Traders have a greater stock than your average stalker - mostly because they have somewhere to put it all. They are also more willing to buy things that others won't need. In the field, choice of kit is important.

- ***Bankers***

Want to keep that RPG but don't want to lug it around all day? Bankers are established in almost every major community, and are willing to store your equipment for free - even move it to other banks in a matter of hours. You will however, have to pay a small fee to remove any items you've stored. You can also stash equipment anywhere you like, but you'll have to return to that spot to claim it. Make sure you hide it well: stalker code means finders keepers. Are you feeling lucky?

- ***Fight Club***

Spread the word! Several communities have started a battleground for stalkers. You can bet on fights or participate yourself. There is good money in victory, but the penalty for failure is death.

- ***Bars***

Bars are a good place to chat to other stalkers or soak up the day's rads in vodka. This is also the place you'll most likely find jobs or information. Note that in many settlements, the barman is also the trader.

- ***Duty Outposts***

Duty is a faction that wants to establish steadfast rules and a safer, albeit more tightly controlled zone. Don't expect to be let into a Duty settlement without permission first. They tend to be very defensive. Some methods of getting into Duty's good books include doing jobs for the gatemen, or getting permission from the local trader. Although not officially aligned with the military, they tend to get shot less by them, and work closer with the scientists.

Duty buildings are similar to those listed above (with no fight club), but Bankers will not charge members of Duty for service. Duty armories are stocked with some of the best Warsaw Pact weapons in the zone, due to their dealings with the military. Don't expect to find better equipment without strolling into Pripyat itself.

- ***Freedom Outposts***

Freedom wants the Zone to be open. Unlike Duty, Freedom allow stalkers to stay in their compounds unconditionally - so long as they behave themselves. They too have free of charge banks (though you must be a member) and do not condone Fight Clubs. Freedom armories are often supplemented by European and American mercenaries, necessitating a certain inclination to stock NATO weapons and ammunition.

Note: Duty and Freedom are rivals, and you cannot join both.

- ***Mercenary Outposts***

The mercenary groups in the zone sometimes setup temporary outposts. These are well defended places while the mercenaries are there. Cautious and wary as they are getting into mercenary outposts is difficult. Expect to pay or do errands to earn their trust.

5) In the Field

Now you know what to expect in settlements, here's a look at the dangers of the zone.

The Zone is a wasteland of crumbling houses, endless fields and forest, and vast pockets of radiation. There are a number of abandoned labs, military facilities and industrial warehouses that now hold many dangers and treasures. Some of these places are still occupied - sometimes by man, sometimes by beast.

- ***Anomalies***

Anomalies are essentially booby-traps created by the zone. There are many different kinds of anomalies, each with different signatures and effects. Most of them only appear through a strange looking rustle of leaves or distorted air. All you need to know is to steer well clear of them. Once a stalker has stepped into an anomaly, they have a split second to escape - otherwise, they will become another victim of the zone. In areas thick with anomalies, stalkers throw bolts through the air in order to activate them, revealing their position.

- ***Animals***

One would be hard pressed to call the packs of vicious dogs that roam the countryside 'harmless', but there are some who have witnessed creatures so deadly that they make the largest mongrel look like a household puppy.

Be aware, sometimes packs of dogs will flee once a few have been taken down.

- ***Bandits***

Bandits are everywhere and not hard to spot. They usually wear black leather armor that is reflective of their faction. Be careful when wearing this armor. It can allow you to infiltrate bandit strongholds; but everyone else will fire at you on sight.

Bandits are difficult to reason with, mainly because to them, there is little difference between killing you after taking your money or simply letting you walk. You will have to convince them that it is in their interest to let you walk.

- ***Loners***

There will be other stalkers scouring the zone. Most of them are friendly, and willing to trade supplies. If you run into trouble with other stalkers nearby, more often than not they will jump you your aid. If you see others in trouble, you are expected to join the fray. It is customary to reward people who have helped you with food, first aid or money. All stalkers are classed according to their experience and equipment. You start as a Rookie, and most end as a rookie.

However you can climb up to be Experienced. If you have been around the zone for a while you are a Veteran and some even rise to become a master.

- ***Zombies***

Nobody knows why their brains fried. All anybody knows about zombies is that they can still shoot, and they will never stop approaching until they lose their prey.

- ***Military***

You are not supposed to be in the zone. More often than not, the military will attempt to enforce this with lethal force. The good news is that they don't move around very often, and will be defending an area more often than going on raids of settlements. Depending on their rank, the military often have some of the best weapons in the zone. Some members of the military will let you pass through an area for a bribe. Be careful when attempting this, because it is not true of all checkpoints. If you heard it from a stalker though - it's usually true.

- ***Scientists***

Scientists usually stick to their labs. They research the many phenomena and features unique to the Zone. Most of the time they welcome or even employ stalkers to aid them in the fetching of artifacts for scientific study. You can get a good price on artifacts from this group - it is also the best place to sell mutated animal parts.

- ***Monoliths***

These people are crazy. They are the faction that guards Pripjat and Chernobyl NPP. They have been compared to a religious cult and have some of the best equipment in the zone. This faction is only present to the North of Freedom's Army Base.

- ***Mercenaries***

Mercenaries have always been lured by the zone. As a lawless area with plenty of potential contracts it is the perfect place to be. The mercenaries are a collection of individual groups with different equipment, missions and idea's. These groups come in a whole range from nice and reasonable to crazy and bloodthirsty. They might warn you or simply shoot you on sight, depending on the group. Be sure to be able to offer something when dealing with mercenaries.

- ***Artifacts***

Nobody knows the scientific reasoning behind the artifacts - all they can tell is that they are born in anomalies and give amazing beneficial properties to those who possess them. Some effects include the thickening of the user's skin, the coagulation of the blood, or the reduction of fatigue. Beware; these properties can sometimes come at great Cost.

These are the treasure of the zone. In the south, most have been harvested, or get quickly snagged after emissions. In the north however there is said to be an abundant crop, ready for any who dare face the Monolith.

- ***Blowouts***

Where anomalies are the zone's booby-traps, blowouts are its nuclear bombs. An blowout or emission is a sudden and powerful release of energy from the center of the Zone. It is almost always deathly to anyone unexposed, human or mutant. Most of the time blowouts are registered early by the scientists and most settlements and PDA's have an alarm. When you are outside and the alarm goes off, get into cover immediately.

- ***Radiation***

Radiation is an ever present threat in the lives of stalkers. Spread around during the original disaster it is present all over the zone. Radiation is a minimal danger in most of the zone, but there are pockets of high amounts of radiation. 50 units of radiation are deadly for a human, but the negative effects of radiation poisoning surface earlier. At 15 units of radiation, you lose 1 endurance, 1 reflex and 1 agility points as you are weakened. At 30 points, you lose another 2 endurance, 2 reflex and 2 agility points. These negative effects subside when you get treatment for it or drink some wodka. Keep an eye on your Geiger counter if you have one, it will warn you of pockets of high radiation. Many exposed metal objects are heavily irradiated, so be careful around those.

6) The Battlefield

Battle Mechanics

Should you come across a hostile, the battle will be played out as follows. Each human character has 50hp at all times and 50 rads to absorb before death. 15 rads is a minor injury while 30 is major.

The battlefield will be described by the GM, and then recreated on whatever format (digital, paper, whiteboard etc) used.

It is possible to fire on your first turn, but it is recommended you spend it getting into cover. If the enemy is not aware of your presence, you will have infinite turns until they are. Pre-emptive strikes do not score criticals, but allow a second attack. When a fight breaks out, initiative is rolled by all characters involved with a **1d20+ agility modifier**. Then whoever has highest goes first, then second highest etc, etc.

During each normal Round, every character gets a **Turn** to act. On his Turn, a character can take one or more Actions. There are five types of Actions in Stalkan RPG:

Full Action

A Full Action requires a character's complete attention to accomplish on his Turn. A character that takes a Full Action cannot take any Half Actions this Round. You can use a full action for:

Sprinting

Opening a locked or heavy door.

Climbing.

Loading an empty magazine with bullets.

Readying an action.

Applying a medkit.

Stabilizing a person.

Half Action

A Half Action is fairly simple, like moving or drawing a weapon. A character can take two different Half Actions on his Turn instead of taking a Full Action. **Note that you may not take the same Half Action twice.** You can use an half action for:

Moving at normal pace.

Shooting

Drawing a weapon.

Opening a simple door.

Reloading a weapon.

Using an item (flashlight, grenade etc.)

Kneeling, going prone or standing up.

Steadying your weapon against cover.

Clearing a jammed weapon.

Applying a bandage.

Reactions

A Reaction is an Action that is made in response to some event such as an attack. All characters receive one Reaction each Round, which may only be used when it is not their Turn. Examples:

Making an attack of opportunity.

Free Action

A Free Action takes but a split second and so can be taken in addition to any other Actions you make in a Round. There is no formal limit to the number of Free Actions a character can make in a Round, but a GM should use common sense to set reasonable limits on what can be done in a few seconds.

Extended Actions

Some Actions take more time than a single Round to complete. Once you commit yourself to an Extended Action, you are considered to be working towards completing that Action for as long as it takes. Should you be interrupted or if you stop, all progress towards completing it is lost.

- **Cover**

If a character is behind cover then the accuracy roll against that player has a negative modifier attached (-2 for soft cover, -5 for hard cover). Characters must be directly in cover for this effect (on the same square). It is also possible to flank enemies. Flanked characters lose cover bonuses.

- **Stances**

You can go prone or kneel as a half action to improve your dc against enemy firearms.

Kneeled you get a +2 to your dc but you can only move 2 squares in a half action and you cannot sprint.

Prone you get a +4 to your dc and you can only move 1 square in a half action and you cannot sprint. You can steady your weapon against cover (the ground) while prone. Melee attackers get a +3 against prone targets.

- **Movement**

Every Character can move 6 squares +/- agility modifier (minimum 3 squares) in a half-action, when sprinting can run up to 12 squares +/- agility modifier (minimum 6 squares) in a straight line (full action). Moving more than 5 squares in an open area allows enemies with sights on you to take an attack of opportunity with a ranged weapon, 1 attack of opportunity per enemy.

- **Range**

Each square represents 5 meters (or 10 feet). Every weapon has an accuracy penalty per square. Check the Weapon list for gun-specific range and penalties.

- **Attacking (accuracy)**

Weapon's Dice + Weapon Accuracy (+/-)

mods to determine a hit. Attacking takes a half action. Your Armor class (how hard you are to hit) is $10 + \text{Reflex Bonus} + \text{Cover} + \text{Distance}$ halved (so 4 squares gives a +2 bonus).

There are 3 ways to fire: from the hip, using ironsight and using a scope. Firing from the hip is instant (-4 to hit), ironsight is your normal way to fire and takes a half action and if your weapon is scoped you can use it with a half action for a +2 + Per modifier to hit. You can also steady against cover/prone (half action, +4 to hit, stacks with scope. The bonus stays while you do not move or change stance).

You can choose to fire once, or your weapons bullets per turn for a

bonus attack at -4.

- ***Attacking (damage)***

Roll Weapon's Dice + Weapon Power (+/-)

mods to determine damage to hp. After a hit of over 15 damage, the character will bleed, losing five health per turn until the bleeding is stopped with a medkit or bandage. **Your Toughness rating from armor and endurance** gets deducted from the final damage amount.

Example: Zulu wears a Duty suit giving him 16 Toughness and has +2 endurance, giving him another 2 Toughness, in total 18 Toughness. Zulu cannot dodge out of harm's way and gets shot for 40 damage. He will only take 22 damage from the attack. **You will always take 5 damage, regardless of your Toughness rating.**

- ***Bullets per Turn, Ammo and Reloading***

Each weapon has a different magazine capacity and fires a different number of bullets per turn.

You can choose to fire once, or your weapons bullets per turn for a bonus attack at -4.

Once the magazine number reaches zero, the player must reload their weapon. Reloading takes a half action. If the player runs out of ammo, they must move close enough to another player to receive ammo (within two squares). If the player has extra ammunition in the backpack, they can load one magazine per full action, and must then spend another half action to reload.

If every player runs out of ammo, they can attempt to loot any casualties of the battle, knife the opponents, or more likely, run for their lives.

- ***Items or Grenades***

You can use one item per half action. Players can throw Grenades 6 squares by default (minimum 3sq). Subtract or add five meters per Strength away from five.

- ***No-Go Areas***

The GM may specify a certain area is unreachable or radioactive. Players can enter a radioactive field, but they must use Vodka or AntiRad in their next turn or get irradiated.

- ***Stat Rolls***

Sometimes the GM may include events that need stats to be rolled for. These could include 'a grenade lands at your meters. You attempt to scramble over a log for cover - roll agility,' or, 'a Snork jumps at you from within a bush - roll reflex.' In these cases you should roll a 1D20 and (+/-) modifiers.

• ***Unconsciousness and Death***

If a player runs out of hp, then they fall unconscious and another player must use a med kit to revive them, Players wanting to use a health kit on a downed player must do so on the same square.

If there are no med kits, the player remains unconscious. An unconscious person can be stabilized by someone else with a dc10 book smarts roll as a full action. When stabilized a person takes 1d4 hours to regain consciousness and 5 hp. When unconscious a player has 10 turns before they actually die. After 10 turns the zone will have taken another life.

●***Aiming for specific body parts***

You can choose to try to hit specific bodyparts with your shots. This might give you an advantage but is harder to do. Uncalled shots are assumed to be aimed at chest.

AC+4 to hit head, 1d10+5dmg

AC+2 to hit arms, 50% chance disarm on hit

AC+2 to hit legs, 50% chance to reduce enemies movement speed by 4 for 10 turns.

Firing from the hip is instant (-4 to hit). Ironsights is your normal way to fire and takes a half action. If your weapon is scoped you can use it with a half action for a +4 to hit. You can also steady against cover/prone (half action, +4 to hit, stacks with scope or ironsight. The bonus stays while you do not move or change stance.).

Snipers firing from hip take a -12 penalty.

●***Armor and weapon degradation***

Weapon degradation:

0%: cannot be used.

25%: 1-17 weapon roll causes jam

50%: 1-9 weapon roll causes jam

75%: 1-4 weapon roll causes jam

100%: 1 weapon roll causes jam

Penalty applies at the % mark I.e. 51% only has 1-4 weapon roll.

Armor degradation.

A critical hit on armor causes 10% degradation.

0%: no damage reduction

25%: 25% of max damage reduction

50%: 50% of max damage reduction

75%: 75% of max damage reduction

100%: 100% of max damage reduction

Damage reduction is rounded up.

Special Conditions

- Every Jam causes a 5% weapon degrade.
- Clearing a jam takes an half action.
- Trader repairs return weapons to their max cond. Character repairs lower cap by 10% every character repair, Trader can return the cap back to normal for added price.
- Every day armor and weapons take 5% degradation while out in the wild. No degradation while in safety.
- A player can fully repair a weapon/armor while in a camp for a DC10 repair roll. Fail, no condition change, pass +20% (up to max) condition. Can hurry repair in the wild for a DC15 repair roll. Fail, -10% condition, pass +10% condition (up to max). Each repair attempt takes 4 hours.

• Attacks of Opportunity

If a character or enemy moves within line of sight of someone facing in their direction and they are moving within the range that their opponents weapon does not incur penalties for distance (I.E. before 4 squares for a PMm), that enemy gets an attack of opportunity as a reaction(1 per round only). If the opponent is out of ammo they may not take the AoO.

• Reloading

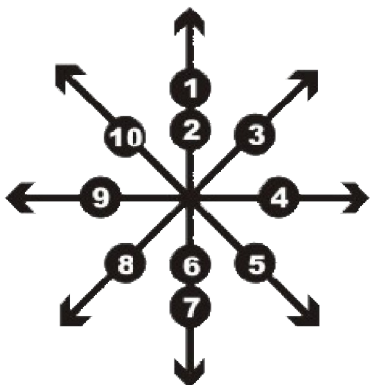
Reloading is a half action for all guns except Heavy Weapons, for which it is a full action. Dual wielding reloads of both guns take a full action, half an action for each gun.

• Dual Wielding

Dual wielding is only allowed with pistols. Dual wielding characters receive a -4 penalty on accuracy rolls for the main hand weapon and -8 for the offhand one. Strength bonus is added or subtracted from the penalty.

• Grenades and bolts

Grenades and bolts are thrown weapons. You can throw a grenade 6squares (+/-) Strength (minimum 3 squares) far. If you miss your grenade will scatter 1d3 squares using this compass, with intended target in center (roll 1d10 to determine direction):



7) Bestiary

This chapter is about the many mutant and supernatural entities one may find in the zone. Many of them are very dangerous, but may yield profits on their body parts. Not included are normal stalkers. They have the same stats as characters and use the same weapons, armor and intellect as players can. There are so many variations that GM's are better off making their own stalkers according to needs and circumstances.

Stats

The statistics are as follows:

HP: hitpoints, how much damage a creature can take.

AC: Armor Class, how difficult a creature is to hit. (do not forget normal cover and distance bonuses.)

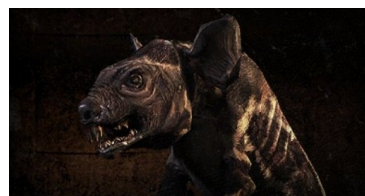
sqpt: squares per turn, how far a creature can move per turn (double for sprinting.)

Abilities: Any special effects, rules or moves a creature has.

Attacks: What kind of attacks a creature has, what it rolls to hit and how much damage the attack does.

creatures

Hamster



These mutated rodents - nicknamed "hamsters" - are vicious little creatures that often hunt in packs. While they are easily killed, their sheer number can be overwhelming to anyone caught by surprise. They are essentially bipeds, but may choose to walk on all four legs when undisturbed or resting, changing to a bipedal stance when they hunt, providing them with a greater field of vision, improved speed and the ability to use their front claws to attack the unfortunate prey. They are quite small in size which is why many stalkers carry shotguns in case they stumble upon Hamsters.

15 HP AC164sq pt

Attacks:

Bite:Half action accuracy: 1d20 damage: 2d4+2

Dog



Wild Dogs are constantly prowling for food about the zone. These creatures are starving and will attack a lone stalker without hesitance. In group scenarios, they will often judge you too much of a threat and leave you alone - but sometimes the hunger gets too much! So be careful.

35 HP AC14 8sq pt

Attacks:

Bite:Half action accuracy: 1d20 damage: 2d6+2

Boar



Unlike Dogs, these mutated Boars will usually only attack a stalker if they enter the Boar's nest. They are still deadly however, and it is always advised that you think twice before engaging one in a knife fight.

80HP AC136sq pt

Attacks:

Ram:Half action accuracy: 1d20+2 2d8+6

Flesh



These are the mutated cousins of pigs that have spent generations in the zone. They are not typically aggressive, but will defend themselves if provoked. Contrary to popular belief, Flesh meat is quite edible when cooked.

70HP AC114sq pt

Attacks

Flail:Half action accuracy: 1d20+1 2d6+4



Snork

These creatures were once thought to be human - now they walk along on all fours with mutated legs capable of making great leaps. They are extremely hostile, and thought to be among the more dangerous mutants of the zone.

60HP AC165sq pt

Abilities:

Double damage from flanking.

Can Leap 3 Squares and attack as a full action. 2 turnscooldown.

Attacks:

Scratch/Kick:Half action accuracy: 1d20+ 3 damage:2d10+4dmg



Bloodsucker

Few stalkers have encountered a Bloodsucker and lived to tell the tale, but the corpses of those not so lucky are enough to keep any stories well in the hearts and minds of even the most veteran members of the zone.

The Bloodsucker stalks its opponent and is mostly invisible. When it finally descends upon you, a barbed tongue will piece your throat and drain you of blood. The husks of men are a fair warning of a nest.

150HP AC 13 6Sq pt

Abilities:

Double damage from flanking.

Can turn invisible Half actionDC15perception to spot.

Bloodsucker roar -Half action DC10 endurance save. Failing save causes character to lose its turn.

Attacks:

Claws: Half action Accuracy: 1d20+5 Damage: 1d20+10dmg when unspotted. 1d20+5dmg when spotted.

Controller



Thought for a while to be the source of the Monolith Faction's madness, Controllers attack their prey using powerful psi-emissions. They usually reside in dark caves and tunnels.

120HP AC12 Double damage taken from flanking 2sq pt

Abilities:

Controller Mind control:Half action

No reflex save unless hard cover is within one square. Reflex save would involve leaping behind cover, DC 15. Based on line of sight (if controller can't see you, you can't be damaged). Damage is 3d10 + 2, no Toughness deduction. Brain damage is 1d10 (you can take up to 50 before you become zombified).

Attacks:

Punch:Half action Accuracy: 1d20-2 damage: 3d6



Burer

These mutated dwarfs are a result of secret service genetic experiments on criminals under the program of human telekinetic abilities development. They are described as humanoid-type creatures of hypertrophied complexion clad in shreds of shabby overalls. Afraid of bright light, therefore dwells in dark and gloomy undergrounds and caves only. They Feed on dead bodies.

HP: 150 AC10 4sq pt

Abilities

Damage reduction: Half action. The burer can create a shield at times to protect itself from projectiles. Gives 50% damage resistance.(half action to activate)5 turn cooldown.

TelekinesisHalf action

The burer picks up an object with its mind and hurls it at you. Accuracy: 1d20 + 5 Damage is based on size of object thrown. Small (rocks, rubble, buckets, weapons, etc):

2d6 + 2

Medium (smaller wooden boxes, chairs): 4d6 + 4

Large (barrels, crates, tables, large chunks of rubble): 5d6 + 7

telekinetics:

Half actionThe burer will use its psychic abilities to inflict harm. No accuracy roll, no saving roll. Reflex save is DC 15 only if hard cover is available one square away from you.

Damage: 5d6 + 2

Attacks

flailing

Dwarves are limited in their physical capabilities. It will try its best to run away and use its psychic abilities when moved in on, but if cornered or desperate enough it will try to swipe at you.

Half action Accuracy: 1d20-2 Damage: 2d6 + 2

Pseudo-dog



The Pseudodog is a common mutant in the Zone. While they often travel in packs, along with Blind Dogs, they are stronger and more vicious, and thus inspire greater respect among stalkers. They have piercing, white eyes - almost as if glowing - and they feature large jaws full of sharp teeth. They often throw themselves at their prey without regard to their own safety.

Size: Small (-4 to hit) AC16 8sq pt

HP: 50

Abilities

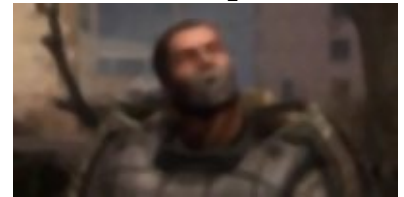
Copies

The pseudodog makes several copies of itself, resulting in the appearance of five pseudo-dogs. You roll a regular accuracy check, then you roll a % check (20% + 10% for every point of perception modifier) to see if you hit the real one. If it turns out to be a fake, no matter the damage, that fake copy disappears. All copies disappear if the original dies. A single copy lasts 5 turns. Pseudo-dog can create 1 new copy every turn.

Attacks

Lunge: Half action Range: 2 squares Accuracy: 1d20 - 2 Damage: 3d6 + 3-rupture resistance

Swipe/bite: Half action Accuracy: 1d20+1 damage: 2d8+2



Zombie

Stalkers who came under the influence of the Brain Scorchers or have been caught by emissions turned into "zombies" - mindless humans whose only purpose seems to eliminate everyone who dares to venture into the Zone.

While zombies retain only little of their former selves, they are always hostile and still capable of using firearms. They tend to stick to groups - possibly because the social needs of humans have not left them entirely - although lone zombies can be encountered from time to time. Zombies seem to be at peace with mutants and the two groups usually leave each other alone.

Size: medium AC 9 HP:70 2sq pt

Attacks

Half action whatever firearms they have at -5 (see firearms)

Zombies may wear stalker armor for increased Toughness.

Hitting their head deals an additional 10 damage to a zombie.



Izlom

An Izlom walks upright like most humanoid mutants, but will run on all four when attacking. It has one arm much longer than the other arm and has a very long neck. Izloms are not aggressive and tend to avoid engagement with stalkers. They rarely attack unless one is very close to them, when they do attack they are quite fearsome with maddening zombified moans and they use their large arms to both block and beat the target up.

Size: medium AC 12 HP:70 3sq pt

Attacks

Swipe: Half action accuracy: 1d20 damage: 2d10+3

Pseudogiant



The pseudogiant resembles a massive, drop-shaped abdomen with a pair of disproportionately large limbs. The limbs are arms and legs at the same time. The creature uses them to move around and grab its victim.

An adult pseudogiant can weigh up to two tons and stand 2 meters tall. Their clumsy appearance might be deceiving, since they can move very rapidly if needed. Their muscles are exceptionally powerful and their bones are as hard as steel. The creature's brain is protected by a sturdy (up to 10 centimeters thick) skull, while many complex functions are controlled by the spinal medulla. Another astonishing feature of the beast is its ability to create local shock waves, which damage all living things in the vicinity.

Size: Large HP: 350 AC 10 Speed: 4sq pt

Attacks

Quake: full action Everyone within 40' rolls a DC15 Reflex save to avoid the quake. Failing to avoid causes character to lose their next turn. Being 10' or less from the quake source causes the reflex save to be DC20 1d20+3 damage.

Stomp: Half action accuracy: 1d20+5 damage: 2d20+10dmg

Chimera



Just like the creatures of popular mythology, a Chimera's most noticeable feature is its two heads. Chimeras are nocturnal creatures preferring to hunt at night. They are quite large and muscular, and feature powerful legs that allow them to leap long distances. This is especially useful when they're out hunting, enabling them to close in on their prey or finish it off with a final sweep from its sizeable claws. It is uncertain how chimeras came to be, but it is very likely that several generations of mutations have led to its current form.

Size: Large hp: 250 6 sqpt AC 15

Abilities

Can Leap 6 Squares and attack as full action. 2 turns cooldown.

Attacks

Claw: Half action accuracy: 1d20+4 damage 3d10+4

Fearful presence: Chimeras are terrifying beings capable of intimidation. A DC10 will save lets you stand your ground. Failing it will shake you giving you -4 reflex for 10 turns.

Poltergeist



Supernatural in the eyes of some, poltergeists are invisible creatures haunting the deeper reaches of the Zone, usually haunting old, abandoned buildings. Nothing is known about their origin, although rumors in circulation claim they are spirits of stalkers hit by a massive wave of radiation. Their mysterious appearances and disappearances seem to correspond to the poltergeist legend, hence the same name. Known encounters with poltergeists are quite diverse in fact: from mischievous laughter and blood-chilling howling, to deadly fireballs appearing out of nowhere. Unfortunately, all information about the poltergeist phenomenon originates from unclear and contradictory stories of questionable validity.

Size:medium hp: 1004 sqpt AC 18

Abilities

Physic field: free actionThe poltergeist has a negative mental effect within a 10 square radius on any stalker. DC15 will save or take 5 damage. Repeated each turn the stalker is with the radius.

Attacks

Telekinesis

Full action The poltergeist picks up an object and hurls it at you.

Accuracy: 1d20 + 6 Damage is based on size of object thrown. Small (rocks, rubble, buckets, weapons, etc):

2d6 + 2

Medium (smaller wooden boxes, chairs): 3d6 + 4

Large (barrels, crates, tables, large chunks of rubble): 4d6 + 7.

Firegeist



It is uncertain what type of creature the Firegeist really is, but it has been established that it certainly is a sentient and intelligent being. While it apparently cannot see or hear, it is still able to detect movement in a large area around it; it seems like this creature is attracted to fire as it can often be encountered in or near some of the larger fire-based anomaly fields in the Zone. It has an inherent ability to control fire, and will often summon and shoot columns of flame when defending its territory against intruders; although it doesn't appear overly aggressive, most stalkers simply avoid this mutant to prevent any unnecessary confrontation.

Size:medium hp: 1004 sqpt AC 18

Abilities

Conjure fire: The firegeist conjures fire columns to defend itself. A dc 10 perception check lets you see the start of a fire column before it starts flaming. If you do not see it the firegeist will hit you with a firecolumn dealing you 2d10+6 damage halved if you succeed on a dc15 agility check.

Ignite: The firegeist might try to ignite especially fire prone items on its enemies. Things like ammo, gas canister etc. might be targeted. A dc10 perception/reflex check lets you throw the affected item away on you. If you fail you will take 1d20+10 damage. 4 turn cooldown.

8) Inventory, Items and Eating

This is how much you can carry at one time. There is a primary and secondary weapon slot. You can carry a third weapon if you wish; however, it will deduct 3 from movement points in battle if you do. Switching between primary weapons takes a half action - switching between primary and secondary is a free action.

Inventory Slots

Inventory slots represent both the weight and space an item has and takes in. You have a limited amount of inventory slots. You will always have space for a knife, binoculars, and 15 bolts (providing you own these) on your belt. There are **2 base artefact slots** (more can be bought). Then there are **8 small belt slots**. These small slots are used to carry weapon magazines (or 4 shotgun shells) and grenades (grenade launcher grenades are two per slot).

In your backpack, you will have **15 slots +/- strength modifier**. This is for example room for a day's food and water (2 slots), 3 Medkits (3 slots), 3 AntiRad (1 slot), 5 Bandages (1 slot) and half a backpack for anything else. Use your imagination and try not to cheat here. If you take too much stuff you will take a -2 reflex and agility penalty. Do you take the risk?

Healing Items

First aid restores a lot of health and stops bleeding. Bandages restore some health and stop bleeding. AntiRad remove most radiation. Vodka reduces some radiation (and gives -2 reflex per bottle if the character fights in the next half hour). Food recovers some health but does not stop bleeding.

Eating

Characters must eat at least two meals a day or suffer -2 to all stats the following day.

Sleep

You'll need to sleep eight hours a day or suffer -2 to all stats the next day. You can sleep outside, but you'd better post a watchman to look out for dogs or bandits. In settlements, you can sleep anywhere that isn't owned by somebody (namely, the buildings above). However, if a stalker already occupying an area asks you to leave, it is courteous to oblige - even though asking others to leave is considered rude.

Artifacts

Artifacts have both positive and negative effects - many are radioactive. Some reduce bullet resistance while increasing overall health. Everyone starts with 2 slots.

Radiation

50 units of radiation are deadly for a human, but the negative effects of radiation poisoning surface earlier. At 15 units of radiation, you lose 1 endurance, 1 reflex and 1 agility point as you are weakened. At 30 points, you lose another 1 endurance, 1 reflex and 1 agility point. These negative effects subside when you get treatment for it or drink some vodka

9) Items

All prices are averages. The zone does not have convenient and well stocked supermarkets and gun shops. Expect to pay according to supply, demand and availability. Selling price to traders will most likely be lower while buying prices will most likely be higher. 1 Dollar is worth 30 Rubles in Stalker.

First aid& drugs

	Price (Rubles)	effect
Medkit	200	Heals 15hp.
Army Medkit	275	Heals 20hp.
Scientific Medkit	325	Heals 30hp and 10 rads.
Bandage	50	Heals 10hp.
Vodka	150	Heals 20 Radiation units. -2 Reflex penalty for 30 minutes.
Energy Drink	100	Adds 3 to movement points for 30 minutes. Can substitute an hours sleep.
Anti-Radiation drugs	400	Heals 40 radiation units
Anabiotics	2500	Let's you survive an emission/blowout unprotected. Untested: may have unintended side effects.
Antidote	500	Drug that neutralizes dangerous chemicals. Protects you from chemical damage for 10 minutes.
Hercules	350	Steroid making you stronger temporarily. Gives you 10 additional inventory slots for 20 minutes.
Psy-block	800	Makes you emotionless but protects against psychic intrusions and fields. Lasts 10 minutes.
Radioprotectant	450	Provides protection against radiation up to 10 radiation units per hour. Lasts 10 minutes.
Vinca	300	Blood clotting agent that immediately stops bleeding. While affected by Vinca you will only start bleeding when at 10 hp. Lasts 5 Minutes.

Food

	Price (Rubles)	effect
Bread	80	Heals 5hp. Counts as a meal.
Sausage	65	Heals 5hp. Counts as a meal.
Tourist's Delight	120	Diverse canned food. Heals 8hp. Counts as a meal.
Fresh Water	50	1 bottle last you a day.

Animal Parts

	Price (Rubles)	effect
Dog Meat	80	Can be eaten if cooked. 3hp counts as a meal.
Flesh Meat	120	Can be eaten if cooked. 5hp counts as a meal.
Boar Meat	160	Can be eaten if cooked. 8hp counts as a meal.
Psuedogiant Meat	500	Can be eaten if cooked. 8hp counts as a meal. Gives +1 endurance for 2 hours.
Chimera Meat	800	Can be eaten if cooked. 8hp counts as a meal. Gives +2 Reflex for 1 hour.
Dog Paw	80	Some say it gives luck.
Dog Fur	150	Can be used to improve armor for +1 Toughness. Not stackable.
Boar Fur	200	Can be used to improve armor for +1 Toughness. Not stackable.
Pseudogiant fur	1000	Can be used to improve armor for +3 Toughness. Not stackable.
Flesh eye	100	
Bloodsucker's Tongue	500	
Snork's Meters	200	
Controller's Head	800	
Burer Hand	300	
Izlom hand	150	
Chimera horn	400	
Chimera claw	500	

Utility

	Price (Rubles)	effect
Gas cooker	2000	Let's you cook in the field or in a safe haven without a fire. Easy and quick to use. One gas canister lasts 6 hours before needing to be refilled. Refills costs 600 Rubles.
Communication device	1500	Radio's, earpieces or headsets used to communicate over a distance with other stalkers. 10km range. Batteries last 12 hours and can be recharged in a safe haven.
Flashlight	600	Gives you light in dark places when on. A flashlight lasts 6 hours on a battery. Batteries can be recharged in safe havens.
PDA	1500	A Personal digital assistant. It is used to store information, maps, contact people and store Rubles in a digital account.
Echo Detector	600	Basic artifact detector and Geiger counter. Detects common artifacts of up to 4000 ru.
Detector "Bear"	1500	standard artifact detector and Geiger counter. Detects uncommon artifacts of up to 10000 ru.
Veles Detector	5000	advanced artifact detector and Geiger counter. Detects rare artifacts of up to 20000 ru.
Svarog Detector Prototype	20000	advanced artifact detector and Geiger counter. Detects rare artifacts of up to 20000 ru and unknown/unique artifacts.

Artifact containers

	Price (Rubles)	effect
Lead container	2,000	Container for Artifacts. It will completely insulate your from any harmful effects from artifacts but any positive effects will be lost too. Cannot be put in your artifact slots. You can put up to 2 artifacts in this container.
Artifact application Container (AAC)	6,000	Container for Artifacts. It can be put in your artifact slots. It will insulate against radiation and hitpoint damaging effects from artifacts up to 5 points.
Artifact application Module (AAM)	10,000	Container for Artifacts. It can be put in your artifact slots. It will insulate against radiation and hitpoint damaging effects from artifacts up to 10 points.

Ammunition

	Price	effects
Pistol Magazine	150	Magazines for all pistols.
SMG magazine	250	Magazines for all Submachine guns.
AR magazine	350	Magazines for all Assault rifles.
Sniper magazines	400	Magazines for all sniper rifles.
9x18 mm rounds (50)	300	
9x18 mm +P+ rounds (50)	450	Let's you ignore 5 Toughness of target.
9x19mm FMJ (50)	375	
9x19mm JHP rounds (50)	825	additional 10 damage against unarmored opponents.
.45 ACP rounds (50)	900	
.45 ACP Hydrashock rounds (50)	1800	Additional 5 damage and ignore 5 Toughness.
12x70 rounds (10)	180	
12x76 slug rounds (10)	375	Ignore normal damage and accuracy penalties. -5 after 4 squares -10 after 6 squares.
5.45x39 mm rounds (60)	975	
5.45x39 mm AP rounds (60)	1650	Ignore 8 Toughness.
5.56x45 mm rounds (60)	1050	
5.56x45 mm AP rounds (60)	1725	Ignore 8 Toughness.
9x39 mm SP-5 rounds (30)	825	Ignore 6 Toughness.
9x39 mm SP-6	1100	Ignore 10 Toughness.

rounds (30)		
7.62 x 39 mm	700	
rounds(60)		
7.62 x 39 mm AP	1200	Ignore 5 Toughness.
rounds (60)		
7.62x54 mm 7H1	600	Ignore 6 Toughness.
rounds (10)		
7.62x54 mm PP	2000	Ignore 15 Toughness.
rounds (10)		
grenade launcher	500	
grenades		
OG-7V Warhead (1)	1500	

10) Weapons

In the zone there is only one thing you can truly trust upon: your weapon. Take good care of it and it will take good care of you. In this chapter you will find the many weapons commonly found in the zone and their statistics. You will find their name, fired ammunition, price, magazine size, damage and to hit rolls and their range here.

The range penalty repeats after the first penalty. So if you have a Makarov and you try to hit a person being 9 squares away, you take a -8 to hit as it is more than 8 squares (4+4) far.

Bought weapons come with a full magazine, so 1 magazine+munition.

Knife

Knives are highly dangerous, but difficult to use since they require you to get so close to the enemy. To knife an enemy, roll a 1d20+2+ strength modifier vs the enemies DC to hit. A natural 20 is an instant kill on anything (except vehicles) with a knife. A knife does 2d20+6+str modifier damage normally. Backstabbing an opponent does double damage. Double knifing incurs a -4 penalty for main-hand and -8 for offhand on rolls to hit.

Pistols

Makarov PMm (9x18 Makarov) 700 RU

8 magazine - 2 bullets/turn

Damage - 1D20 + 2

Accuracy - 1D20 + 2

Range - -4 after 4 squares



Walther P99 (9x19 Parabellum) 2,000 RU

16 magazine - 3 bullets/turn

Damage - 1D20 + 4

Accuracy - 1D20 + 4

Range - -3 after 4 squares.



PB1 Noiseless (stats WITH silencer, 9x18 Makarov) 900 RU

8 magazine - 2 bullets/turn

Damage - 1D20 + 2

Accuracy - 1D20 +2

Range - -4 after 4 squares.



Sig Sauer P220 (9x19 Parabellum) 2,300 RU

12 magazine - 3 bullets/turn

Damage - 1D20 + 5

Accuracy - 1D20 + 5

Range - -3 after 4 squares.



Colt 1911 (.45 ACP) 1,800 RU

8 magazine-2

bullets/turnDamage - 1D20 + 6

Accuracy - 1D20 + 6

Range- -2 after 4 squares.



Fort 12 (9x18 Makarov) 1,500 RU

12 magazine - 3 bullets/turn
Damage - 1D20 + 4
Accuracy - 1D20 + 8
Range - -3 after 4 squares.

USP Compact (.45 rounds) 2,800 RU

8 magazine - 2 bullets/turn
Damage - 1D20 + 6
Accuracy - 1D20 + 8
Range - -2 after 4 squares.

Desert Eagle (.44 magnum) 3,500 RU

8 magazine - 2 bullets/turn
Damage - 3d10+ 8
Accuracy - 1D20 + 4
Range - -4 after 4 squares.

Big Ben (9x39mm) 6,000 RU

8 magazine - 2 bullets/turn
Damage - 3D10 + 9
Accuracy - 1D20 + 7
Range - -2 after 4 squares.

Obrez (7.62x54) 3,000 RU

5 clip-fed - 1 bullet/turn (no bonus attacks)
Damage - 2D20+4
Accuracy - 1D20 + 6
Range- -6 after 4 squares.

Shotguns (Buckshot shells)

Sawnoff (Bm-16) 400 RU

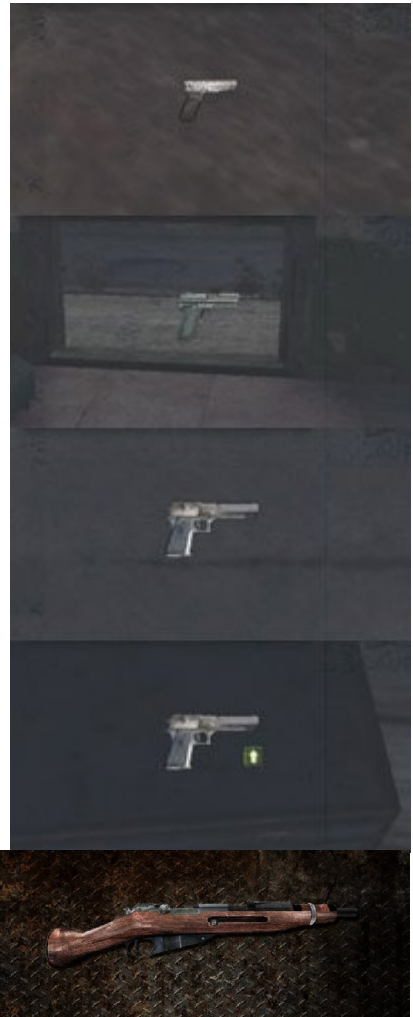
2 magazine - 2 bullets/turn
Damage - 3D10+ 10
Accuracy - 1D20 + 2
Range- -5 after 3 square, -10 on damage and accuracy after 4 squares.

Hunting Rifle 2,000 RU

2 magazine - 1 bullets/turn(no bonus attacks)
Damage - 3D10+ 5
Accuracy - 1D20 + 6
Range- -4 accuracy and -5 after 3 squares, -10 on damage and accuracy after 6 squares.

Winchester 4,000 RU

6 magazine - 2 bullets/turn
Damage - 3D10+ 15 (-10 after 2 squares)
Accuracy - 1D20 + 4
Range- -6 after 3 squares, -9 on damage and accuracy after 4 squares.



TOZ-34 2,000 RU

2 magazine - 2 bullets/turn

Damage - 3D10+ 15 (-10 after 1 square)

Accuracy - 1D20 + 8

Range- -3 after 3 squares, -10 after 2 squares for Damage, -7 after 6 squares for Accuracy.



SPAS-12 9000 RU

8 magazine - 2 bullets/turn

Damage - 3D10+ 15

Accuracy - 1D20 +8

Range -5 after 3 squares, -10 after 2 squares for Damage, - 7 after 6 squares for Accuracy.



Sub-Machineguns

AKM 74/u (5.45mm) 5,000 RU

30 magazine - 6 bullets/turn

Damage - 1D20 + 7

Accuracy - 1D20 + 8

Range- -3 after 4 squares.



MP5 (9x19 Parabellum) 4,000 RU

30 magazine - 6 bullets/turn

Damage - 1D20 + 6

Accuracy - 1D20 + 7

Range- -3 after 4 squares.



Assault Rifles

MosinNagant (7.62x54) 6,000 RU

5 clip-fed - 1 bullet/turn (no bonus attacks)

Damage - 3D10 + 5

Accuracy - 1D20 + 7

Range- -4 after 10 squares.



AKM (7.62 x 39 mm) 5,000 RU

30 magazine - 6 bullets/turn

Damage - 3D10+ 8

Accuracy - 1D20 + 4

Range) - -4 after 6 squares.



AKM 74/2 (5.45mm) 6,500 RU

30 magazine - 6 bullets/turn

Damage - 3D10+ 5

Accuracy - 1D20 + 5

Range) - -4 after 6 squares.

AN-94 Abakan (5.45mm) 10,000 RU

30 magazine - 6 bullets/turn

Damage - 3D10 + 6

Accuracy - 1D20 + 7



Range- -3 after 6 squares.

SIG SG-550 (5.56mm) 13,000 RU

30 magazine - 3 bullets/turn

Damage - 3D10 + 2

Accuracy - 1D20 + 10

Range - -3 after 8 squares.



G36K (5.56mm) 15,000 RU

30 magazine - 5 bullets/turn

Damage - 3D10 + 8

Accuracy - 1D20 + 8

Range- -4 after 8 squares.



Groza (9x39) + Grenade Launcher 16,000 RU

20 magazine - 5 bullets/turn

Damage - 3D10 + 8

Accuracy - 1D20 + 6

Range - -6 After 8 squares



ZM LR300 (5.56) 12,000 RU

30 magazine - 6 bullets/turn

Damage - 3D10+ 10

Accuracy - 1D20 + 8

Range - -4 after After 8 squares.



AS Val Special Assault Rifle (Built-in Silencer (9x39mm) 14,000 RU

20 magazine - 5 bullets/turn

Damage - 3D10 + 8

Accuracy - 1D20 + 7

Range - -3 after 8 squares.



Sniper Rifles (all have permanent scopes attached)

Enfield L85 (5.56mm) 16,000 RU

20 magazine - 2 bullets/turn

Damage - 3D10+ 6

Accuracy - 1D20 + 7

Range- -6 after 8 squares. -10 within three squares.



Vintorez (9x39) (Built-in silencer) 19,000 RU

10 magazine - 2 bullets/turn

Damage - 2D20 + 9

Accuracy - 1D20 + 8

Range- -8 after 10 squares. -10 within three squares.



Dragunov SVD (7.62x54) 25,000 RU

10 magazine - 2 bullets/turn

Damage - 3D20 + 2

Accuracy - 1D20 + 12



Range- -8 after 12 squares. -10 within 3 squares.

Heavy Weapons

RG-6 Grenade Launcher (grenade launcher Grenades) 35,000 RU

6 magazine - 2 bullets/turn

Damage - 3D20 + 20

Accuracy - 1D20 +8

Range - Cannot fire more than 8 squares. - 20 after 6 squares.



RPG 7 45,000 RU

1 magazine - 1 bullet/turn

Damage - 3D20 +20

Accuracy - 1D20+15

Range - - 20 after 5 squares. Characters within 2 square of blast are injured 10hp.



Gauss Gun ???

????

2 magazine - 1 bullet/turn

Damage 3D20 + 25

Accuracy - 1D20+20

Range - - 10 after 4 squares.

Grenade Launchers + Grenades

Attached Grenade Launchers 3,000 RU

1 magazine - 1

bullets/turn Damage - 3D20

+ 20 Accuracy - 1D20 +10

Range - Cannot fire more than 6 squares. - 6 after three squares. 10' radius, full damage at center, half at periphery.



Grenades 500 RU

Damage - Receiving player must roll Reflex/Agility attributes. Should they escape well, damage is nil. If they escape, the damage is 20 (regardless of armor). If they do not, damage is 60 (include armour mods).

Accuracy - 1D20 +10

Range - 6 squares (+/-) Strength (minimum 3)



Flashbangs 500 RU

Everyone within 30' of the blast of the flashbang must roll a reflex save, DC15 (DC25 if wearing NV goggles while flashed). If the save is failed the character is blinded for 1d10+1 rounds - Perception bonus (2 rounds of blindness minimum).

Scopes



Attaching a scope to a non-scoped weapon allows you to use a half action using the scope for a +2 + Per modifier to hit, and a -2 penalty when the target is closer than two squares. Cost 3000.

Silencers

Attaching silencers makes your shots quiet.
Cost 2500.



Weapon Upgrades

Extended Magazine - +1/2 of full magazine capacity. Cost 2000RU.
Extended Barrel - +2 to hit. Cost 8000 RU.
Polymer Stock - +2 to hit. Cost 6000 RU.
Internal part chroming- Allows a weapon to be up to 120% condition, making it more reliable. 5000 RU

Armor Upgrades

Superlight Kevlar - +3Toughness, Any Armor. **Cost 4000.**

Reinforced Body Armor - +6Toughness (stacks with Kevlar). **Cost 12500.**

Steel helmet - Gives +3Toughness and + 1 encumbrance (stacks with above). **Costs 2500**

Artifact Slot - 1 more slot for an artifact. (up to 8, base is 2). **Cost 4000.**

Closed cycle breathing module - No effects from airborne dangers, clean air supply for 10 hours. **Cost 9375.**

Gas mask - filters the air. Decent protection but not closed cycle and filter must be replaced every 4 hours of use. **costs 4000 filters 500**

Psy-Protection - No effects from Psy damage. **Cost 12500.**

Electric Dampeners - 20% Less Electricity Damage. **Cost 3000.**

Fireproofing - 20% Less Fire Damage. **Cost 3000.**

Superlight Lead Plates - -10 Radiation Taken per turn from outside sources (does not affect artifact radiation). **Cost 5000.**

Heavy Lead Plates - -25 Radiation Taken per turn from outside sources (does not affect artifact radiation). +2 Armor Encumbrance. **Cost 10000.**

11) Armor

While attack is truly the best Toughness in the zone some good armor might save your life. Toughness is the amount removed from damage (5 Damage is minimum taken). Encumbrance is removed from movement speed and may hamper movement checks.

Leather Jacket

Toughness-2
Encumbrance -0
Cost -1000 RU



Bandit Jacket

Toughness - 4
Encumbrance - 0
Cost - 3000 RU



Merc Suit

Toughness - 6
Encumbrance - 1
Flashlight
Cost - 7000 RU



Berril Armored

Toughness - 8
Encumbrance - 3
Flashlight
Cost - 10000 RU



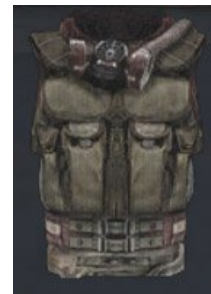
Stalker Suit

Toughness - 8
Encumbrance - 2
Flashlight
Cost - 12000 RU



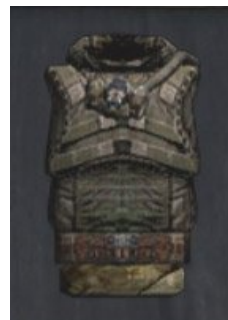
Monolith Suit

Toughness - 10
Encumbrance - 3
Flashlight
Cost - 16000 RU



Ghost Suit

Toughness - 11
Encumbrance - 3
Flashlight/Night Vision



Cost - 20000 RU

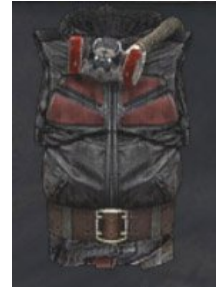
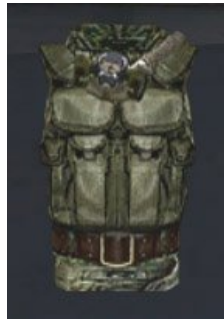
Modified Suit

Toughness - 14

Encumbrance - 2

Flashlight/Night Vision

Cost - 24000 RU



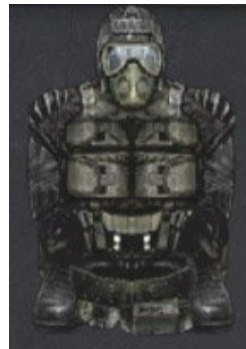
Duty/Freedom Suit

Toughness - 16

Encumbrance - 3

Flashlight/Night Vision

Cost - 26000 RU



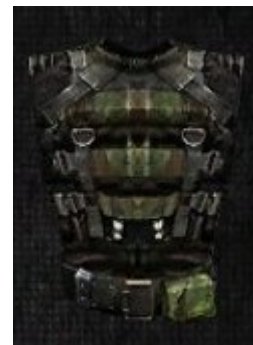
Military Armored Suit

Toughness - 20

Encumbrance - 4

Flashlight

Cost - 30000 RU



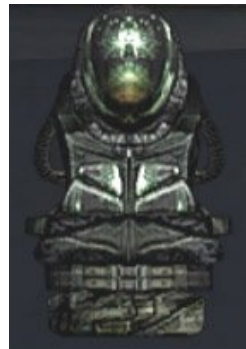
Windbreaker Suit

Toughness - 18

Encumbrance - 1

Flashlight/Night Vision

Cost - 32000 RU



SEVA Suit

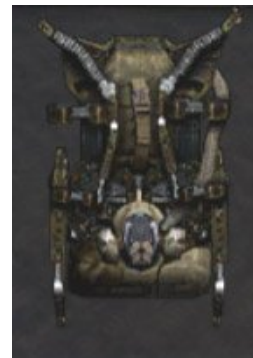
Toughness - 15

Encumbrance - 2

Flashlight/Night Vision/

Closed cycle breathing module

Cost - 40000 RU



Exoskeleton

Toughness - 22

Encumbrance - 3

Flashlight/Night Vision

Cost - 42000 RU

12) Artifacts

Artifacts make the zone go round. In addition to their value, they also have unique positive and negative features that might help stalkers get around the zone easier. Be careful, sometimes the positive effects come with negative side effects. - radiation means that it removes that much radiation per hour + radiation means you gain that much radiation per hour. Rupture resistance is Toughness specific to melee damage as bullet resistance is specific to well, bullets.

Droplets 3,000 RU

- 10 Radiation
- 2 Endurance

Fireball 5,200 RU

- 20 Radiation
- 2 Endurance

Crystal 7,000 RU

- 30 Radiation
- 2 Endurance

Sparkler 1,600 RU

- +2 Endurance
- +10 Damage with Electric Shock

Flash 3,200 RU

- +3 Endurance
- +10 Damage with Electric Shock

Moonlight 4,800 RU

- +4 Endurance
- +10 Damage with Electric Shock

Jellyfish 3,200 RU

- +5 Radiation
- +2 Bullet Resistance

Night Star 4,800 RU

- +10 Radiation
- +5 Bullet Resistance

Mama's Beads 10,000 RU

- +5 Bullet Resistance

Wrenched 2,000 RU

- +5 Radiation
- +2 Rupture Resistance

Goldfish 3,500 RU

- +10 Radiation
- +5 Rupture Resistance

Kolobok 6,000 RU

- +5 Rupture Resistance

Slug 2,000 RU

- 2 Strength
- 3 Bleeding



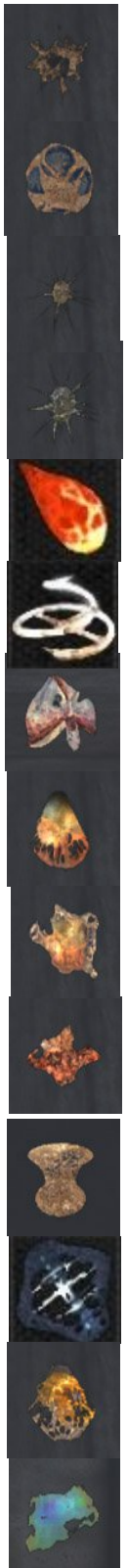
Slime 3,500 RU
 -2 Strength
 -5 Bleeding
Mica 8,000 RU
 -5 Bleeding
Thorn 5,000 RU
 -10 Radiation
 + 3 Bleeding
Crystal Thorn 13,000 RU
 -20 Radiation
 + 3 Bleeding
Eye 18,000 RU
 -30 Radiation
 + 3 Bleeding
Glowdust 8,000 RU
 +5 Radiation
 +5 Available inventory slots
Beacon 10,000 RU
 +10 Radiation
 +10 Available inventory slots
Fallen Star 20,000 RU
 +10 Available inventory slots

Stitch 15,000 RU
 +5 Radiation
 +2 Reflex
Snake 20,000 RU
 +10 Radiation
 +3 Reflex

Hourglass 25,000 RU
 +3 Reflex

Battery 15,000 RU
 30% Resist Electricity

Spring 15,000 RU
 30% Resist Drop
Gem 15,000 RU
 30% Resist Fire
Pellicle 15,000 RU
 30% Resist Chemical Burn



13) Anomalies

Anomalies are a plethora of localized "distortions" unique to the zone. They are both a danger and a blessing to stalkers, spawning the artifacts that are the main drive of zone economy and appeal. There are many different anomalies but they can be grouped based on damage types.

Flame-based anomalies

- Burner
- Comet

Gravity-based anomalies

- Vortex
- Springboard
- Whirligig
- Chasm

Chemical-based anomalies

- Fruit Punch
- Burnt Fuzz
- Ooze
- Acid mist

Electricity-based anomalies

- Electro
- Tesla
- Pulsar

Un-typed anomalies

- Psychic Energy Field
- Radiation Field
- Teleport
- Freezer
- Web

Artifact spawns

Anomalies give birth to new artifacts after emissions. Different anomalies spawn different artifacts. Most of the time the artifacts spawned have benefits related to the anomaly. Anomalies have a small chance to spawn an artifact. Gm Rolls a 1d20, on a 20 an anomaly has spawned an artifact. Find out what class of anomaly it is then roll on its respective table to find out what artifact has spawned.

Flame-based anomalies		Gravity-based anomalies	
1d100		1d100	
1-60	Droplets 3,000 RU	1-30	Jellyfish 3,200 RU
61-80	Fireball 5,200 RU	31-50	Goldfish 3,500 RU
81-96	Crystal 7,000 RU	51-60	Wrenched 4,000 RU
97-100	Gem 15,000 RU	61-70	Night Star 4,800 RU
		71-80	Kolobok 6,000 RU
		81-90	Glowdust 8,000 RU
		91-95	Beacon 10,000 RU
		96-98	Mama's Beads 10,000 RU
		99	Spring 15,000 RU
		100	Fallen Star 20,000 RU

Chemical-based anomalies		Electricity-based anomalies	
1d100		1d100	
1-40	Slug 2,000 RU	1-50	Sparkler 1,600 RU
41-60	Slime 3,500 RU	51-75	Flash 3,200 RU
61-75	Thorn 5,000 RU	76-90	Moonlight 4,800 RU
76-90	Mica 8,000 RU	91-94	Battery 15,000 RU
91-95	Crystal Thorn 13,000 RU	95-96	Stitch 15,000 RU
95-98	Pellicle 15,000 RU	97-99	Snake 20,000 RU
99-100	Eye 18,000 RU	100	Hourglass 25,000 RU

Anomalies

Whirligig

The anomaly snatches its victim and spins them around at breakneck speed. The anomaly can be spotted by a light whirlwind above the ground. 1 dc15 reflex save to escape unharmed, 2nd dc15 reflex save to escape with 10dmg. 30Dmg for every turn afterwardsdc 15 reflex save.



Springboard

A gravitational abnormality which inflicts Shock damage. Air fluctuations are above the abnormality. 20Dmg per hit. 1 reflex save to escape unharmed. DC15 agility to avoid.



Burnt Fuzz

Looks like a see through sheet hanging from a tree. It reacts to rapidly moving beings by shooting projectiles at them. Reflex save to escape damage. Burnt fuzz rolls a 1d20+10 to hit vs normal character AC. DC15 agility to avoid (no reflex save necessary to pass through).



Electro

An anomaly that accumulates electricity and discharges it as soon as anybody comes near it. 20Dmg per hit, does not cause bleeding. 1 dc15 reflex save to escape unharmed.



Ooze

A pile of green slime that greatly increases the rads of those who step in it. +10 radiation units per hit. DC 10 agility to avoid only (jump over).

Vortex

This anomaly looks as though it is simply a pile of leaves swirling in the breeze. Anybody sucked into this anomaly is crushed. 1 dc15 reflex save to escape unharmed. Death if failed. DC 15 agility to avoid.

Burner

This anomaly distorts the air around it in the same way as a fire. Anyone who steps into it will trigger a pillar of flames. 10Dmg per hit, does not cause bleeding.

Web

Nearly invisible strings of spider web that grow inside abandoned buildings. Almost impossible to escape from, aside from water dissolving the web completely. DC15 agility to pass through, failing the check or accidentally walking into the web causes the character to be stuck in the web until the web is dissolved.

Chasm

Indicated by a cracked and dry patch of brittle ground. enough weight is put on the patch of ground it opens up, dropping anything on it down into a bottomless pit. Characters who fall into a chasm can roll one DC10 reflex check to grab the edge, and then DC 10 strength check to keep their grip. Failure of either check causes the character to fall deeper into the pit (one foot in), they can roll a second reflex and strength check. If a character fails both checks they fall to their death. DC 15 agility to avoid the chasm (stepping around it).

Comet

The Comet appears as a large ball of fire, approximately three meters in diameter, floating above the ground. It is unknown what causes them to move around, or how their path is determined, which is one of the reasons why stalkers should always scout unexplored territory thoroughly - a Comet makes for a nasty surprise. DC10 agility to avoid. Take 20 damage if hit by a Comet.

Freezer

Can be spotted by frost on nearby surfaces. When activated, a wave of frost radiates from the center of the anomaly, the wave of frost does cold damage to anyone hit by it. 20Dmg from freezing per hit, does not cause bleeding. If hit by 50+dmg from freezing a character will be flash frozen, and unable to move until thawed. DC15 reflex to avoid damage. DC15 agility to pass through.



Pulsar

A basketball sized bluish-gray ball. When activated the ball rises into the air a few meters up and releases a pulse of blue energy in a sphere around the ball, 10' diameter. When hit by the spheres energy a character takes 10dmg and is pushed out of the spheres range. DC15 reflex to jump out of the range of the pulse. DC15 reflex and agility to avoid.

Psychic Energy Field

An invisible field of psychic energy, the only indicator that one is nearby is the possible presence of zombies. 10 Psychic damage per turn while inside the energy field. No reflex roll to escape.

Radiation Field

An invisible field of radiation, the only indicator is the beeping of a characters Geiger counter when within 10' of the radiation field. Radiation damage intensity can range from 5 per turn to 40 per turn (this will be indicated by the Geiger counter). No reflex roll to escape.

Acid Mist

A deep green foggy mist of acidic particles. 10Dmg per turn while inside. No reflex to escape.

Teleport

Teleport Anomalies are partially transparent black spheres that are easy to see. Anything that moves into the teleport anomaly is transported to another teleport anomaly. There is no distance limit, but the two linked teleport anomalies are usually near each other. An object must pass fully into the teleport anomaly to be teleported (i.e. Putting your head partially into the anomaly will not allow you to see to the other side, you just won't teleport).

Avoiding/Passing through Anomalies

Avoiding an anomaly involves passing a perception check to see it, once you have seen it you can avoid its area of effect. If you have no other option but to pass through a location with an anomaly in it, you must roll a check to see if you correctly avoid damage from it while passing through. Some anomalies can be activated, meaning they are triggered by outside stimuli to release their energy momentarily and dissipate while regaining that energy. Other types of anomalies are constant, meaning that their effect is constantly applied to the area they cover, instead of releasing and recharging. Most constant effect anomalies cannot be avoided, they must be either navigated around or passed through directly, with no way to avoid their effects aside from certain artifacts or armor upgrades. Activated anomalies can usually be passed through without great trouble by throwing a bolt into the anomaly to activate it, roll a reflex save to enter the anomaly at the correct time (when it is still recharging) and an agility save to avoid setting off the recharging anomaly while passing through it. Failing the reflex save causes a character to rush into the anomaly before it is fully discharged, causing them damage or some effects from the anomaly. Failing the agility save means a character did not properly navigate around the anomaly while trying to pass through it, they may still avoid the damage due to the reflex save, but they do not pass to the other side of the anomaly and are forced to stay inside the anomaly at that point. Different anomalies have different DC's to pass for attempting to navigate through them, and different DC's to spot them.

The Basic Reflex DC to pass through an anomaly unharmed after activating it is 10, the basic agility DC to pass through to the other side of the anomaly is also usually 10. There are exceptions which are listed in the anomalies description.

Spot checks for anomalies

Different anomalies have different effects on their environment that make them easier or harder to see.

DC10 perception check anomalies

Freezer, Pulsar, Electro, Acid Mist, Fruit Punch, Teleport, Comet

DC15 perception check anomalies

Chasm, Vortex, Springboard, Burner, Burnt Fuzz

DC20 spot check anomalies

Web, Psychic Field, Radiation Field



CHARACTER RECORD SHEET

ABILITIES		ABILITY MODIFIER
Strength	<input type="text"/>	<input type="text"/>
Endurance	<input type="text"/>	<input type="text"/>
Perception	<input type="text"/>	<input type="text"/>
Agility	<input type="text"/>	<input type="text"/>
Reflexes	<input type="text"/>	<input type="text"/>
Charisma	<input type="text"/>	<input type="text"/>

HIT POINTS		RADIATION	
maximum	Current	maximum	Current
50	<input type="text"/>	50	<input type="text"/>

RUBLES	
Electronic	Physical
<input type="text"/>	<input type="text"/>

REPUTATION	ACTION POINTS
<input type="text"/>	<input type="text"/>

SKILLS			
Max ranks: 5	Raak		Rank
Athletics (str)		Book smarts (cha)	
Survival (end)			
Repair (per)			
Scavenging (per)			
Stealth (ag)			
Acrobatics (ag)			
Street smarts (cha)			
Persuasion (cha)			

REPUTATION		ACTION POINTS		
DEFENSE				
	Reflex bonus	Cover	Distance	Toughness
		+2 soft +5 hard	(in squares halved)	
	= 10 +			
MOR WORN				

SAVING THROWS

Fortitude

Endurance

Reflex

Agility

Will

Charisma

BASE

ABILITY

MODIFIERS

MISC

TEMP

INITIATIVE

TOTAL

DEX

MISC

SPEED

Normal

Running

ATTACK ROLLS

MELEE

RANGED

Attacks

Primary	
First	Second (-4)

Secondary (dual wielding)

First	Second
(primary -4 secondary -8)	(primary -8 secondary -12)

WEAPONS

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes		AMMO				
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes		AMMO				
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes		AMMO				
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes		AMMO				
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes		AMMO				

[illegible]

Item	Location	Wt
Total Weight Carried		

Artifacts carried				
effects				

[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]

15)Maps

Here are some maps some Stalker: shadow of Chernobyl that you can use in your game:

Cordon

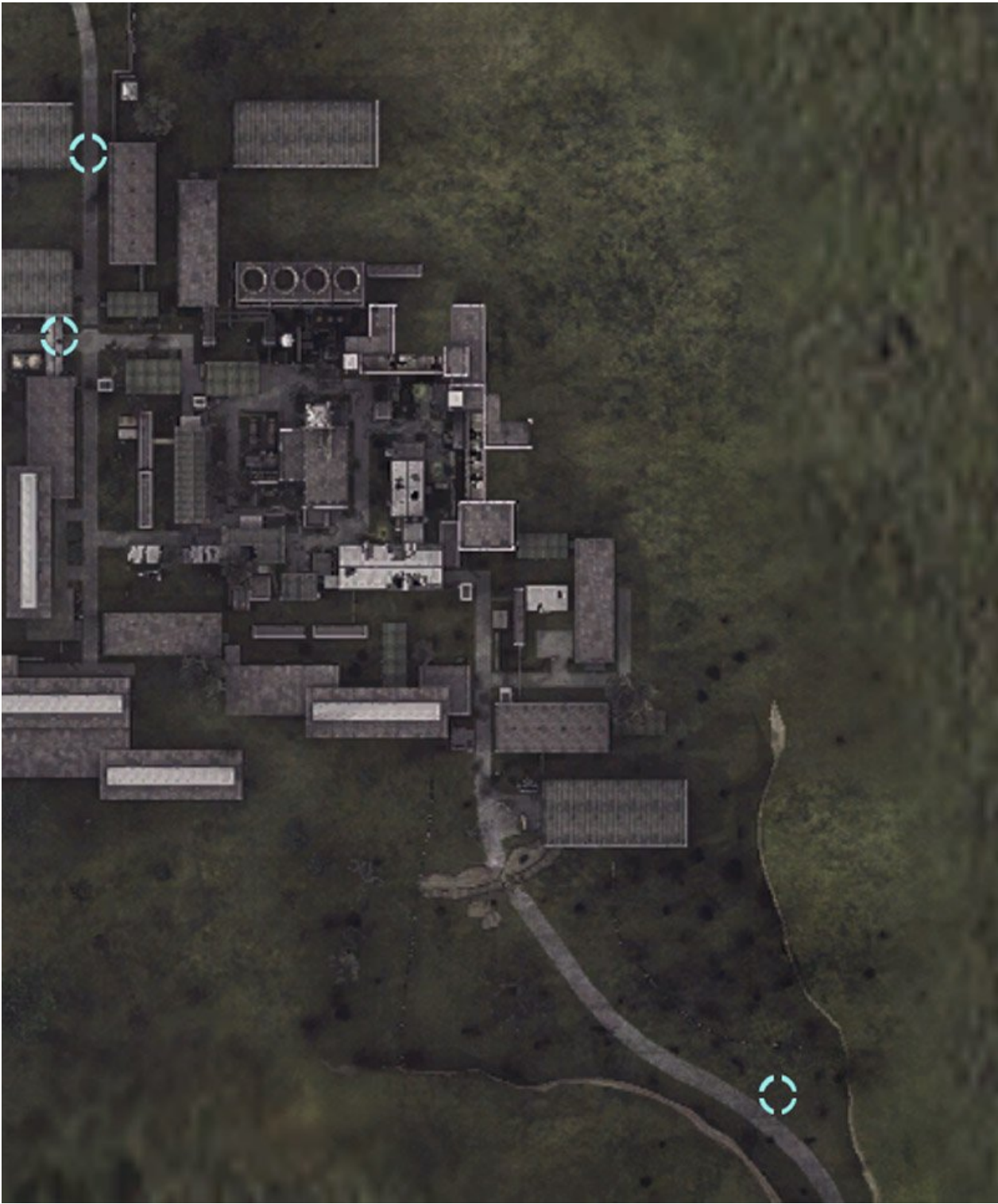


Garbage



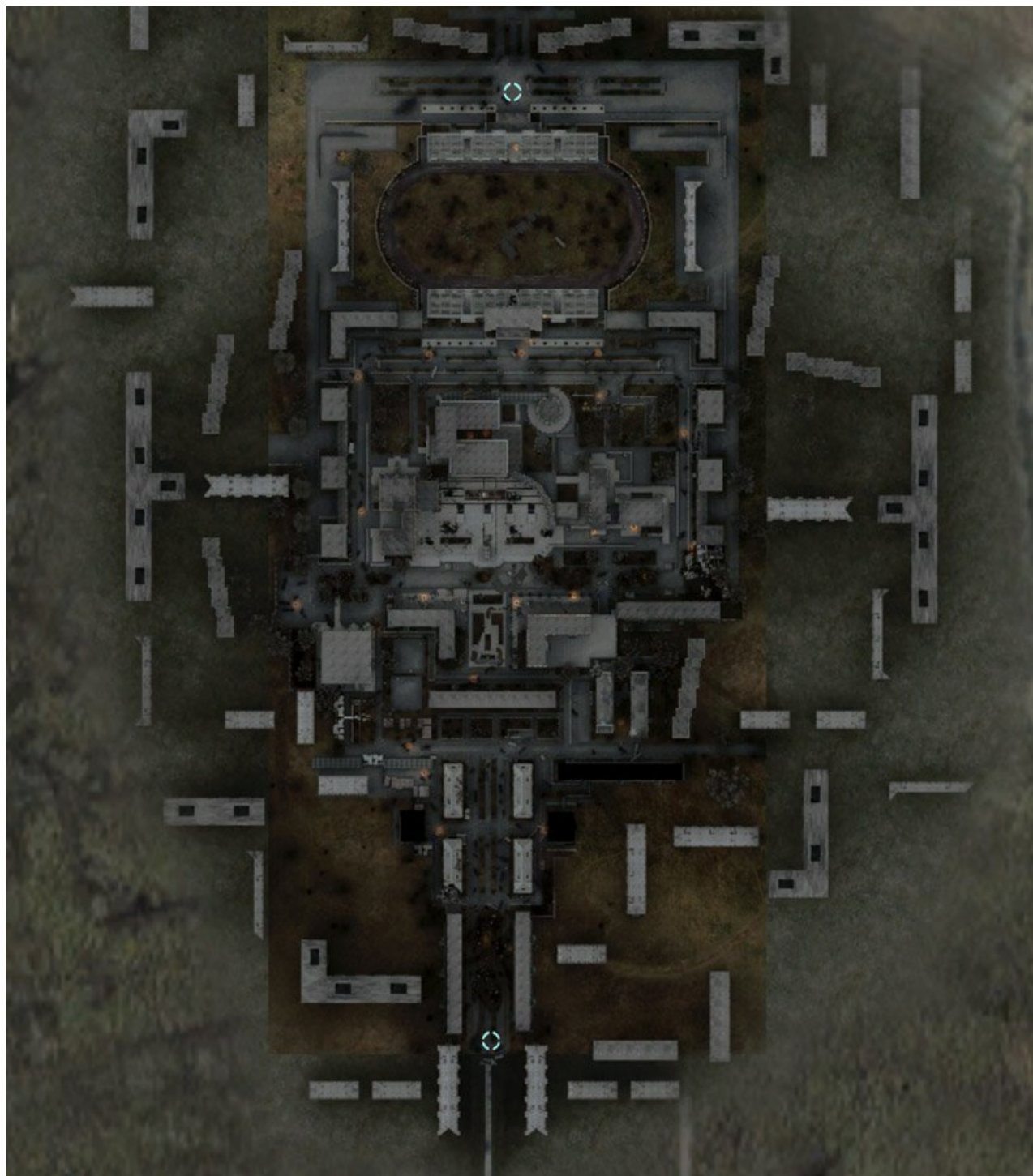
Dark valley





Army warehouses







Red forest



