

THE MUTANT EPOCH



TABLETOP ADVENTURE ROLE-PLAYING GAME

Quick Start Rules



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Rules Only
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The Mutant Epoch

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Introduction

The Mutant Epoch post-apocalyptic adventure RPG has been around for a few years now and every year we add one or two new books and an assortment of free and *pay what you want* adventures, creatures and other supplements. New adventures, source books and a novel series are in the works.

This Quick Start Rules book was long overdue and surprisingly challenging to put together. The main hub rules book is 246 pages long and packed full of freaks, mutations, implants, relics, robots and other valuable game content. Trying to condense it down to a magazine sized booklet was tough. Still, what you hold has just the right mix of character types, skills, cybernetic implants and mutations to run the game and get a feel for the rules system and setting. So too, the characters you and your fellow players create are fully transferable to the full rules should you purchase a copy of The Mutant Epoch hub rules book.

This is merely the rules only, printer friendly edition of the TME lite rules. The Game Master's full edition of this QSR book includes the town of Sandbarra, from the Crossroads Region Gazetteer, and the intro adventure *Muddy Mayhem*.

To play the adventure requires just these quick start rules, polyhedron dice, paper and a pencil, as well as a game master to run it. This is a low rank adventure for beginning characters and a dangerous, tough expedition. Casualties could be as high as 40% so we recommend each player start with two characters of different types (such as a pure stock human and a mutant, or a cyborg and a mutant, etc.). This adventure was also made for current fans of the game, some who might be very experienced with the rules and setting, and can easily have their PCs thrown into the muck and find it a challenge. In some instances in the adventure text, both the page number within the quick start rules (QSR) and main hub rules (TME) are included, but for the most part the focus is on referencing this rules lite edition.

Where this version and the hub rules differ is in the scope of character types, pre-game castes, and number of mutations, implants, skills, relics, creatures and typical humans. We have left out rank gain (leveling-up), flaw mutations, minor mutations, called shots and other methods of character trait determination (like trait buying).

While buyers of the TME hub rules get free membership to the Society of Excavators, and the trove of downloads found therein, those of you using these quick start rules can easily access a separate, public web bunker. All the player hand outs, maps, character sheet, game ready characters and the GM's handy reference sheet are all included in a publicly accessible page right here: <http://www.outlandarts/qsr.htm>

Unlike our other books which we don't want downloaded from some virus infested bit torrent site, we DO want you to freely share the rules only section of this PDF and spread it to your fellow gamers and players. The Quick Start Rules Only version lacks the Sandbarra setting and

Muddy Mayhem adventure; you'll want to keep those parts for the Game Master's eyes only. We've set up both a full color and printer friendly version of these rules.

We also encourage you to pass along this full PDF to GMs you think might want to try something new at their table. If you bought this book as a print version (at Amazon.com), you can snag PDF versions and bonus materials via the above noted QSR link.

Finally, at the end of this adventure, the characters may wish to explore more of the Crossroads Region, and dig deeper into the growing collection of source books, free supplements and 'pay what you want' products for The Mutant Epoch RPG. My hope is that you've enjoyed this offering and will explore our website, the TME forum, our social media, our PDF and mail or-





der bundle deals, or pester your local game store into stocking the game. We aim to make The Mutant Epoch the most popular, most played Post-Apocalyptic tabletop RPG available.



Welcome to the Epoch!
Will McAusland 'Mutant Lord'

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Character Generation Sequence List

Using a pencil, document all traits values, skills, mutations, implants, possessions, and character details on a **character sheet like the one on page 45**, which can be photocopied or downloaded from our website and printed.

Step 1 Character Type: Game Master (GM) has players roll for their character type using Table QSR-1, page 4, or, at the GM's discretion, players can pick a type.

Step 2 Trait Rolling: Roll the 8 character traits according to

Table QSR-3, however, pure stocks gain a further bonus to their randomly determined traits.

Step 3 Character History by Caste: Based on character type, use Table QSR-6 Character's Pre-Game Caste Determination, page 8, and apply any trait modifiers caused by the former career. The character's equipment, arms, armor, and more are all based on the player character's (PC's) caste, so too are the skills and silver coins a character starts with.

Step 4 Gender: Pick or roll the PC's gender: 50% odds either sex.

Step 5 Mutations and Implants: The character's type may mean mutations or implants are present. Implants for cyborgs are on page 13 while mutation determination tables are on page 15.

Step 6 Determine Height and Weight: Table QSR-19, page 20.

Step 7 Handed: Roll for the PC's dominant hand: Table QSR-20, page 20.

Step 8 Discover the character's Swimming Ability: Table 21, pg. 20.

Step 9 Establish character's Age: Roll 17+d8 years.

Step 10 Equip Character with from page 21 arms and armor

Step 11 Name Character

Step 12 Image: Make a sketch or symbol of the PC on the character sheet.

Step 13 Establish Defense Value (DV): The base for a human is '0'. Apply agility modifiers and any DV bonus from dodge skills, mutations, implants or armor worn.

Step 14 Establish Strike Values (SV): Most humans have a base value of 01-50. Accuracy trait modifiers, any weapon expert skill modifiers or individual SVs for a mutation, implant or weapon, are now all applied and should be noted on the character sheet in pencil.

Step 15 Damage Modifiers: A possible bonus or penalty is applied to the damage score potentials listed for each weapon on the character sheet, including damage done by offensive mutations and implants. A PC's possible weapons expert skill, as well as brawling skill points, etc., can affect both strike value (SV) and damage (DMG), however strength scores only add or subtract damage done to non-energy weapons, such as bows, crossbows, spears, axes, fists, swords, etc. Many mutations, such as crab pincers, are subject to a strength based damage modifier since they are muscle based attacks.

Complete! Character is ready for action.

Character Generation

Table QSR-1 Character Types

Character's Type Table		d6
1-3.	Mutant	
4.	Cyborg	
5,6.	Pure Stock human	

Note: In the Mutant Epoch Hub Rules there are eight character types: Pure Stock Humans, Mutants, Ghost Mutants, Cyborgs, Clones, Trans-Humans, Bioreplicas and a selection of 33 Bestial Humans.



Character Traits

Traits are determined randomly on table QSR-3 by rolling d100 cross indexed with a set value, possibly adding d20 for high rolls. In the case of pure stock humans, bonuses to traits can occur randomly plus the player get 10 points to assign to traits, either all to one trait or divided up. A character's pre-game caste, as well as some mutations and cybernetic implants also modify trait scores.

There are eight main character traits, which usually act alone in game play, but occasionally a pair are added together and divided by two to get a unique trait for a certain hazard check. There is no maximum to base (uninjured) trait values, but there is a minimum of 1 trait point.

Table QSR-3 Trait Value Determination

d100	Trait Value
01	d10
02	11
03	12
04	13
05	14
06,07	15
08,09	16
10,11	17
12-14	18
15-17	19
18-21	20
22-25	21
26-30	22
31-35	23
36,37	24
38,39	25
40,41	26
42,43	27
44,45	28
46,47	29
48,49	30
50,51	31
52,53	32
54,55	33
56,57	34
58,59	35
60,61	36
62,63	37
64,65	38
66,67	39
68,69	40
70-90	40+d20
91-96	60+d20
97-99	80+d20
00	100+d20

Table QSR-2 The Eight Traits

Name	Code	Description
Endurance	END	One's stamina, toughness, immunity, damage threshold prior to unconsciousness or death.
Strength	STR	This is one's muscular development. It applies to the amount of damage done from physical, non-energy or ballistic attacks, as well as the range one can hurl physical objects or projectile mutations.
Agility	AG	This is one's quickness, ability to evade attacks and affect one's defense value and movement rate modifier.
Accuracy	ACC	This trait affects aim with any sort of weapon, as well as hand eye coordination, therefore altering one's strike value.
Intelligence	INT	This trait encompasses memory, IQ, and basic smarts and is often used in mental mutation statistics.
Perception	PER	Perception is an overall sensory trait, combining visual awareness, hearing, empathy and reaction time. It affects initiative.
Willpower	WILL	This trait illustrates one's drive, motivation, self awareness and control. It is often used for or against mental mutations
Appearance	APP	One's physical looks, based on human standards. Occasionally a mutant's head could have a different appearance value than the body, which could be concealed. One's ugliness or attractiveness is often a factor when encountering beings with human ancestry.

Table QSR-4 Trait Value Modifiers

Trait Value	Endurance Healing Rate*	Strength DMG**	Strength Range***	Agility DV	Agility Move Rate	Accuracy SV	Perception Initiative Modifier
1-4	1	-4	-20%	+4	-0.5m	-4	-2
5-9	2	-2	-10%	+2	-0.25m	-2	-1
10-34	3	nil	nil	nil	nil	nil	nil
35-44	4	+2	+10%	-2	+0.25m	+2	+1
45-54	5	+4	+20%	-4	+0.5m	+4	+1
55-64	6	+6	+30%	-6	+0.75m	+6	+1
65-74	7	+8	+40%	-8	+1m	+8	+2
75-84	8	+10	+50%	-10	+1.25m	+10	+2
85-94	9	+12	+60%	-12	+1.5m	+12	+3
95-105	10	+14	+70%	-14	+1.75m	+14	+3
106-110	11	+16	+80%	-16	+2m	+16	+4 maximum
111-115	12	+18	+90%	-18	+2.25m	+18	+4 maximum
116-120	13	+20	+100%	-20	+2.5m	+20	+4 maximum
121-125	14	+22	+110%	-22	+2.75m	+22	+4 maximum
126-130	15	+24	+120%	-24	+3m	+24	+4 maximum
131-135	16	+26	+130%	-26	+3.75m	+26	+4 maximum
each 5 above	+1	+2 DMG	+10%	-2 DV	+0.25 MV	+2 SV	+4 maximum

*Amount of endurance healed per day.

**Strength modifiers to damage are only applied to physically wielded, thrown pitched or drawn weapons, such as clubs, knives, bows, axes, spears, even crossbows (A crossbow can be cranked or pulled further with greater strength). This damage (DMG) bonus also applies to punches and mutations involving physical attacks such as crab pincers, spiked tails, throwing quills, or fangs, etc.

*** Higher or lower strength affects the range one can throw, hurl or fire archaic weapons by adding or subtracting 10% or more to the meters range. It also includes relic pistol crossbows, compound bows and compound crossbows, etc.

Note: Normal human statistics are 25 for each trait, a basic unarmored defense value (DV) of 0 and a strike value (SV) of 01-50. He or she moves (MV) 3 meters per round walking and 6 running.



Character Types Explained

Pure Stock Human

Pure stocks are those humans who have not undergone any detectable mutations or other modifications. They are the ancestors of the old peoples of the earth, the former 'master race,' the creators of all those built in their image. About half are purists, while the rest are either indifferent to mutants or their supporters. 'Purist' is a broadly used term to mean a pro-genetic purity advocate, whereby the individual is either actively or secretly against the existence of mutants. The degree of how purist a pure stock is varies from those who see the growing power of mutants and feel threatened, to those who prescribe to a strong religious background that preaches the devilry within all mutant life.

Some purists, those typically found within free towns where the races mix, avoid publicly killing mutants, but rather, treat them as second class citizens, charge them more for food and services, make distasteful jokes about them, and make it clear they are pets not people. Many pure stocks are of the opposite mind on account that they may have been the rare child of a mutant parent, have mutant siblings or other relatives, lovers or spouses, or have mutant children of their own and will be advocates of racial equality. Pure stock player characters are often of this later group, pro-mutant supporters who don't go for all the religious mumbo jumbo about the ruins being taboo and that mutants are the spawn of sinners, etc. They are usually

the brothers or sisters of mutants, or have relatives with obvious mutations, alternatively, they may realize the scientific facts, know the history of the ancients, and understand that it was the pure stock greed for power, science gone mad, and genetic flukes that created the mutants around them. Certainly, they do see that mutant populations are growing, but what with the ever increasing numbers of terrible life forms arriving on the scene, they know that it often takes a mutant to stop a mutant, and that for the survival of mankind, in any form, mutants must coexist with pure stocks.



While pure stocks lack the awesome mutations of the deviants, they also lack flaws, not to mention the poor treatment by other pure stocks, and the inability for many mutants to use certain relics meant for the anatomy of a pure blood. In addition, many pure stocks have financial and relic assets that have been passed down to them generation to generation, as well as land, wealth, education, and skills. Because pure stocks do not have mutations or implants to rely on, many have trained in other areas such as unarmed combat, weapon use, technology, medicine or stealth.

Pure stock characters tend to come from the fittest, fastest, smartest and most adventurous among their community, and each starts out with somewhat more remarkable traits or skills than a normal 'generic' human. All pure stock player characters are given an extra 10 trait points to apply to any of the eight traits as the player sees fit, plus, each is permitted two rolls on the following table, with duplicated results being allowable; however, the player can elect to re-roll the second result if it is the same as the first roll.

Pure Stock Character Bonus Rolls: Each pure stock human gets 2 rolls on the following table at the time of character generation. Duplicated dice results are allowable or the player can elect to re-roll. In addition, and as already noted above, each character gets 10 trait points to assign to traits as he or she sees fit

Table QSR-5 Pure Stock Starting Bonus Roll d100 twice

01-05.	Brawling Skill
06-10.	Stealth Skill
11-15.	Weapon Expert Skill
16-20.	Dodge Skill
21-37.	+1 to Each Trait
38-44.	+2d6 Endurance
45-51.	+2d6 Strength
52- 58.	+2d6 Agility
59-65.	+2d6 Accuracy
66-74.	+3d6 Intelligence
75-83.	+2d6 Willpower
84-90.	+3d6 Appearance
91-97.	Martial Arts Skill
98,99.	+2 Each Trait
00.	+d6 Each Trait

Cyborg

The cyborgs described here are humans with mechanical augmentation, as opposed to an infiltration android covered in living tissue. A cyborg differs from a person with a false leg or hand, contact lenses or some other simple mechanical replacement part in that a cyborg's implants are wired to their nervous systems. Having electronic sensors and controllers attached to the subject's spine and brain, the augmented human has control, including subconsciously, over the function of most implants.

Due to this augmentation, the cyborg is at risk of serious damage from EM (electromagnetic) weapons, and takes damage as if the individual were a robot, yet can also be killed by poison as any other organic being. The great advantage of being a cyborg is that they are equipped with weaponry, armor and accessories that are often unavailable to a regular human. Usually a person is converted into a cyborg due to suffering amputations and debilitating wounds and wishes to be of continued use to one's squad or society, thus making cybernetic augmentation necessary. In The Mutant Epoch era, unproductive, unfit or seriously handicapped individuals



do not fare well, especially when one's survival is tested on a daily basis. Additionally, few communities can support a member who is unable to work, fight or otherwise be of service.

Typically, cyborgs will come from somewhat advanced societies, even from mecha factions who have brainwashed the cyborgs to serve them against mutant forces or pure stocks. Cyborgs are known by several names in the Mutant Epoch; among them are mecha-sapiens, tools, tech-skins, strap-on's, and iron-pigs. Cyborg PCs will have either escaped from their masters - those who hacked off their limbs and modified them to be more machine than human - or have been mercifully augmented by one's own community to continue a useful existence after suffering serious injury. **Cyborgs in the Quick Start Rules will be fitted with d3+1 implants from Table QSR-16 on page 13.**

Many of the listed implants have an additional weight to them which are added to the overall character weight, however, when listed, the implant may be serving as a substitute for a leg or arm or other body part, and so the actual added weight takes into consideration the lost weight of any amputated limbs.

Many cyborgs use parts looted from fallen cyborgs, even those who may have died a hundred years ago and are found in some sealed chamber below the earth. It is common for scavengers and cyborgs themselves to salvage certain implants from dead or even captive cyborgs. Nearly all weapon implants are fitted to the individuals' arm and can be removed, mixed, matched or traded with other cyborgs; however, armor, organs and other built in implants normally cannot be removed without killing the donor or host. Certain very advanced factions, mad scientists and robotic units can safely remove implants from unconscious subjects and then graft on new organs or implants without killing the patient, but only in the rarest, most technologically advanced facilities.

While most cyborgs are pure stock humans, there is no real reason why synthetic humans, trans-humans, ghost or even regular mutants can't be augmented as well. For the most part, cyborgs come from high tech cultures, possibly hold out factions who have existed since the great cataclysm

and wars of old and seek to keep the awesome power of implants out of the hands of their slaves and enemies. It is also quite true that the physiological structures of both mutants and bioreplicas is incompatible with the nervous system wiring requirements of most implants, making such augmentation ineffective and unreliable. Nevertheless, some new era factions have mastered techniques to correct these technical difficulties and field detachments of mutant-cyborgs.

Cyborg characters start with standard trait generation rolls and heal as normal humans. If a cyborg starts game play with any weapons expert skill points, these can be applied to any offensive implants.

Go To page 13 for a list and description of implants.



Mutant

In the hub rules book there are several degrees of mutant humans, including common mutants, flawed mutants, misery mutants, and the four degrees of character mutants: mild, typical, severe and freakish horror. In this set of Quick Start Rules, **mutant player characters have d3+1 mutations** and no flaws or minor mutations.

All mutants are the mortal enemies of 'purist' humans, and while many pure bloods are far from supporters of the extermination minded policy of the purists, most deviants are slow to trust any pure stock they encounter. In some cases, the pro-mutant Aberration Legion and it's doctrine of mutant supremacy appeals to a deviant character, and is expressed in everything he or she does.

Many mutants are poor, uneducated, barely more than savages, and lack opportunities to gain many skills prior to the onset of game play. In addition, they possess poor equipment and few family or material resources to back them up in times of trouble. Thus, they rely heavily on their mutations, training with them and pushing the limits of their application. Due to their poor education, they are often lower caste members in any mixed race culture, and servants to wealthy pure stock landholders and government officials, a state that often breeds rebelliousness and an urge to better oneself through other avenues, including ruin exploration.

Mutations and their descriptions can be found on page 15.

Sample Pre-Game Castes and Skills

Pre-Game Castes

The Character's type determines his or her pre-game caste from this short selection. In the hub rules, there are 30 starting castes. These skills reflect the sort of careers common to the player characters involved in the included adventure, Muddy Mayhem. Consider all pure stock characters as able to read and write and do rudimentary math.

Table QSR-6 Pre-Game Caste Determination

Roll a d6 to establish what your character did before becoming an adventurer.

Caste	Character Type		
	Mutant	Cyborg	Pure Stock
Militia Solider	1	1-3	1,2
Nomad	2,3	4,5	3,4
Farmer	4	6	5
Work Slave	5,6	-	6



Farmers are stout, hard working people who start with a +d6 bonus to their endurance, strength and perception scores. They own moth eaten wool clothing, leather boots and work gloves, d3+1 skill rolls on Table QSR-7, below. He or she will have d6 days rations, a canteen with one litre of water, d3 torches, d6 meters rope, rag poncho and sun hat, knife, d6 silver coins and a 3 in 6 chance of owning his or her own pitchfork. This agricultural laborer will also get a roll each of the arms and armor rolls on page 21 and if lucky, any additional weapons included with the Weapon Expert skill.

Work Slaves

don't belong to themselves. They are either undertaking an adventure as property of an employer, loaned out from one owner to another, or have slipped away to either escape or somehow earn enough silver to buy their own freedom (at a cost of 50+d100 silver coins). A work slave has been greatly mistreated as either a prisoner of war, debtor, kidnap victim, or being born into the lowest caste of any post apocalyptic society. Worked mercilessly, they are powerful, and gain +d10 to both their strength and endurance, however due to their sufferings lose -d10 intelligence, -d6 to both perception and willpower, and on account of scars and bruising, a -d10 to their appearance score.



Work slaves wear sandals, torn pants, filthy shirt, a patchwork blanket as a cloak, a sack for a backpack, an old plastic water bottle filled with 500ml of puddle water, d3 days rations, a dead rat for supper, a stolen knife, and a 1 in 6 chance of 2d6 silver coins stolen from his or her master. See tables QSR-22 & QSR-23 on page 21 for whatever weapons and armor this poor wretch might start with.

Caste Details, Benefits and Outfitting



Militia soldiers get +d6 to their endurance, strength and perception trait value and d4+1 rolls on the Skill Table. They have 3d6 silver coins, a backpack, tire-tread army boots, 6m or rope, d6 torches, tinder box, a knife, rain poncho, sleeping bag, 2d6 days rations, 1 liter water skin and whatever weapons and armor from the Arms and Armor outfitting tables on page

21, plus any weapons associated with having the Weapon Expert skill.

Nomads gain +d10 to their agility trait value and +d6 to their perception value, they can navigate by the stars, known to be accomplished horse and dog riders, and have d4+1 skill rolls on table

QSR-7, this page. They start with 2d6 silver coins, a sleeping roll, four person tent, cloak, dust hood, tattered cloak, d6 candles, tinderbox, knife, 2d6 days rations, two liters of water in two separate canteens, plus whatever arms and armor from the tables on page 21, as well as any weapon determined by possibly having the weapon expert skill.



Sample Skills

Note, in the hub rules, there are 36 skills

Table QSR-7 Skills by Pre-Game Caste d20

Militia Solider	Nomad	Farmer	Work Slave	Skill
1-3	1-3	1-3	1-3	Brawling
4-6	4-6	4-6	4,5	Climbing
7	7-9	7,8	6-9	Dodge
8-10	10,11	9,10	10	Knife Fighter
11	12,13	11,12	11	Medic
12	14,15	13-16	12-15	Stealth
13	16,17	17,18	16-19	Wilderness Survival
14-20	18-20	19,20	20	Weapons Expert

Brawling

Often learned in the streets of new era cities and towns, slave camps, military barracks and the like, this skill implies dirty, artless, crude, and unpredictable fighting, and making only one melee attack per round. Other secondary scrapping talents of this skill include the ability to spit or throw sand in an opponent's face and fight with or throw a broken bottle, which is very handy in a saloon or tavern.



Table QSR-8 Brawling Table

Brawling Skill Points	Strike Value bonus	Damage bonus	Spit/Sand/Bottle Throwing SV*
untrained	nil	nil (d6)	-5
1	+3	+1	+2
2	+5	+2	+4
3	+7	+3	+6
4	+9	+d6+2	+8
5	+11	+d6+4	+10
6	+13	+d6+6	+12
7	+15	+d6+8	+14
8	+17	+d6+10	+16
9	+19	+d6+12	+18
each above	+2	add +2 DMG	+2

*A bottle has a range of 5 meters, but a brawler can throw it 8m and do d12 instead of d8 damage with it, including melee use. He can spit or throw sand, powder, spices, etc. 3 meters, and on a successful strike against a target with unprotected eyes, (such as not wearing a visor or goggles, etc.) force the victim to make a type B agility based hazard check of be blinded for d4 rounds (-50% SV and +40 to be hit, half movement).



Climbing

While many creatures can climb walls and cliffs with ease, humanoid need training and hours of practice to do so without ropes, climbing spikes, harnesses and footwear. This specialized skill implies gear-free climbing, except under the 'climb rope' action, using bare hands and flexible shoes, or bare feet. For this skill, strength and agility are added together and then divided by two to total a new trait value for purposes of use on the hazard check matrix. One hazard check must be made for every 6 meters height climbed, with a failure at any point resulting in a slip and partial fall, with another hazard check being required immediately to snag onto another hold d10 meters down the slope or wall. If this last chance hold is missed, then the climber falls. The Hazard Check Table is on page 28.

For these quick start rules, and where the Muddy Mayhem adventure doesn't cover falling damage, apply d6 damage per meter fallen.

A humanoid can ascend at half its normal move rate per round, so too can other creatures or robots which have appendages to allow climbing. Some beasts, on the other hand, such as spiders, most insects, apes, certain rodents and other life forms are natural climbers and move at their normal rate.

Table QSR-9 Climbing Actions table

Climbing Skill Points	Climb Tree	Climb Rope	Climb Cliff	Climb Stone Wall	Climb Concrete Wall
untrained	A	B	C	D	E
1	A*	A	B	C	D
2	A*	A*	A	B	C
3	A**	A**	A*	A	B
4	A**	A**	A**	A**	A
5max	A**	A**	A**	A**	A*

* Climber receives two hazard check rolls (attempts).
 ** Climber receives three hazard check rolls (attempts).

Dodge

This character has been well trained in the art of dodging all anticipated melee and ranged physical attacks. However, the character must be aware of the enemy to add the modifier to his or her defense value, since a round from a sniper rifle, which would arrive a few seconds before the sound of the gunshot if fired from several hundred meters away, could not be seen or heard in order to dodge for cover. Likewise, in a crowded saloon, a dagger thrust from a bar maid who the character had no reason to suspect, and also had his back to, would negate any chance at a dodge. Basically, when a character's agility modifiers can't come into play, also disallow the dodge skill.

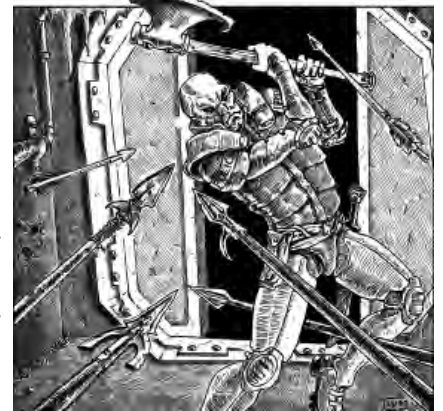


Table QSR-10 Dodge Skill Modifiers

Dodge Skill Points	Defense Value Modifier
1	-5
2	-8
3	-11
4	-14
5	-17
6	-20
7	-23
8	-26
each above	-2 more

Knife Fighter

This individual is trained to fight with knives and daggers in close quarter engagements, making two knife attacks per round. If the character is ambidextrous he or she can unleash a flurry of attacks, two per arm. A four armed character that is not ambidextrous is allowed to make two knife attacks per dominant arm's side, thus four stabs or slashes per round; however, an ambidextrous four armed mutant with this skill could make a devastating eight attacks per round.



A knife fighter gains a bonus to both his or her strike value and damage based on skill points attained. Unless starting game play as a work slave, this character begins with d3+1 knives.

Table QSR-11 Knife Fighter Table

Knife Fighter Skill Points	Strike Value Bonus	Damage Bonus
Untrained	nil	nil
1	+2	+2
2	+4	+3
3	+6	+4
4	+8	+5
5	+10	+7
6	+12	+9
7	+14	+10
8	+16	+11
points above	+2	+1

Reference note: A knife inflicts d8 damage while a dagger does d10.



Medic

Also called healers, this character is among the most sought after recruit for any expedition. Often, when all other captives are slain, only medics are left alive by their enemies, identified by the tell tale medic's bag with its red cross. Even as captives, medics are highly prized trophies, especially by very low intelligence humanoid like skullocks who have enough human ancestry in them to be candidates for advanced treatments. The skill of a healer allows for ever more complex medical procedures, as well as better healing rates for those organic beings in 'hospital' care. The healing rate bonus offered by a medic is only applicable to patients that spend their time in bed or wheel chairs, or at the very least, relaxing. In addition, these patients must be getting adequate food and water, their wounds stitched and cleaned, bones set properly, skin grafted on bad burns, and plenty of sleep.

A medic's healer bag contains bandages, antiseptic ointments and alcohol, stitching thread and needles, basic mechanical surgery and amputation tools, syringes, sample bottles, a splint stick for broken bones, dental tools (old west tech level), snake bite kit and plaster and cotton mesh to make casts. This whole kit costs 250+2d100sp to replace, but each character with this medic skill automatically starts with a medic bag if not starting as an escape prisoner or slave.

The main asset a medic offers in battle is to stabilize casualties who have slipped into unconsciousness and are dying from blood loss or other trauma, and hold them at that point until an evac team can get the patient out of harm's way.



Table QSR-12 Medic Procedures Table

Medic Skill Points	Daily Healing END Bonus	Extract Venom from Wounds*	Resuscitate Drowning Victim	Medical Procedures Medic can Perform
untrained	nil	18% chance	21% chance	Remove slivers & wood ticks, disinfect a wound
1	+2	79%	48%	Set bones, pull rotten teeth, deliver babies, stitch
2	+3	86%	68%	Amputations, Vasectomy, C-sections, root canal
3	+4	93%	81%	False Teeth, remove tumors, replace fingers/toes
4	+5	96%	92%	Attach/detach implants**, cataracts, heart surgery
5	+6	98%	95%	Organ transplants, brain surgery
6	+7	99%	97%	Cryo freeze heads and resuscitate
7 max	+8	99.5%	99%	Cryo freeze body and resuscitate

*Without a proper medic's snake bite suction tool, anyone can attempt to cut open a poisonous wound and suck out the venom, then spit it out, either from one's own injury, if it is located on an accessible body part, or if not, somebody else must perform the time sensitive procedure. If failure results, the poison is not extracted and the toxin affect takes hold, plus, the person extracting it might have ingested the venom in the effort, and must make an accuracy based type A hazard check or be exposed to the venom, which will normally result on another hazard check to ward off the poison's affects as per usual.

**See robotics technician table, page 54 of the TME hub rules, with a 4 skill point medic equal to a 2 skill point robotics tech as far as attach/detach implant to cyborg. In short, deduct 2 skill points to a medic when dealing with implants.

Stealth

All beings use stealth at one time or another to both avoid detection by enemies and to steal something without being caught. **Agility** is the trait used in accomplishing stealthy actions, but size also plays an important role. A tiny mutant humanoid, cat, spider or other being can move more silently and utilize cover better than a heavy warrior or garrack. For gaming purposes, use the following size groups, showing the height or length of a creature (using whichever is greater), to modify stealth skill when no special mutation or notes are already contained in the being or character type's description.



Being's height or length is under 1 meter: +1 skill point
 Being's height or length is over 1m but less than 3m: normal
 Being's height or length is between 3 and 5 meters -1 skill point
 Being's height or length is over 5 meters -2 skill points

Silent Action is applied to any action one wishes to pull off in total silence, often doubled up with other skills such as climbing, pouring poison into a sleeping person's water cup, letting loose a scorpion from a sack, drawing a weapon from a sheath or holster, removing the pin from a grenade, walking through the woods toward a camp fire to discover who is there, etc.

Pilfer is a cousin skill to pick pocketing, but less refined and does not involve bumping into a person or cutting anything. It is more akin to shop lifting, slipping a piece of paper off a desk when a clerk has turned her back, or lifting a set of keys off a sleeping guard's belly.

Conceal Self is hiding without moving at all, slightly easier than trying to move and still stay hidden, as in **Concealed Movement**, which is accomplished at one quarter normal move rate. Of course, certain individuals can't move silently at all, such as anybody wearing junk armor or full steal plate, or a robot with motors running its various leg and hip joints. The GM will make final judgment on the difficulty of any stealth action, increasing or decreasing the difficulty (hazard check letter code) as the situation warrants.

Wilderness Survival

Common among savages, hunters, nomads, bestial humans and humanoids, the wilderness survival skill is a one point skill. If this area of expertise is somehow assigned a second time through rank gain or at character generation, then re-roll for another random skill (or if the GM permits, players can pick any possible new skill or assign a point to an existing skill).

The character has gained wilderness survival know-how by either growing up in the wilds or having been taught the craft from a bush-wise instructor. Many new era paramilitary brigades hire primitives to train their new recruits in these skills, sometimes taking the warriors on month long excursions into the hostile frontier areas to acquire this useful and life saving knowledge.

For the most part, this character has learned to fend for him or herself by foraging for edible plants, fruit, nuts, invertebrates, fish and local game. He or she can find moisture in certain plants, locate springs, pools and hidden streams; use a plastic sheet, rocks and a cup to gather water from a hole in the ground via condensation; as well as purify tainted water through a process of boiling and filtering with whatever is at hand. This character also knows how to make snares, fishing rods, lures, nets and gather bait; what the tracks and scat of various common local animals look like; how to make lean-to and tree stand shelters; start fires with sticks and generally survive in various outdoor environments and conditions.

This character is also able to make a bow and 6+d10 arrows, a sling, javelin or spear, so long as he or she has access to a blade, vegetation and possibly some sort of wire or string to fashion the weapons. If able to bring down a deer or other large animal, he or she can spend an evening to make a suit of crude but effective leather armor, a wicker or leather shield, leather helmet, moccasins, water skin, hammock or other item.



Table QSR-13 Stealth Table *Agility trait based*

Stealth Skill Points	Silent Action	Pilfer	Conceal Self	Concealed Movement
untrained	D	D	B	D
animal	C	E	A	B
1	B	B	A	B
2	A	A	A	A
3	A*	A*	A*	A
4	A**	A*	A*	A*
5 max	A**	A**	A**	A**

* Stealth user receives two hazard check rolls (2 attempts).
 ** Stealth user receives three hazard check rolls (3 attempts).

Weapons Expert

This character has devoted hundreds of hours of training with this attack form, either under the tutorship of an experienced instructor, or alone by trial and error.

This skill applies to either a weapon category, such as bows or rifles, or to an offensive physical mutation or implant which the character either started game play with or chooses to enhance as a result of a rank gain bonus die roll. The player can only apply the skill point to an existing weapon category, or, start a new category of weapon as long as that weapon, mutation or implant was used in the last adventure.

If a character should have a weapon skill area that overlaps with a similar weapon's related skill, such as knife fighter, the two skills combine to make this character ultra deadly with such weapons. For example, the PC already has the knife fighter skill, but has lucked out and has two weapon expert skill points which he applies toward knives and daggers, improving his SV by an extra +6 and inflicting an additional +4 DMG on those he slashes.

At character generation, unless the individual's random history determination states he or she is an escaped slave or prisoner or otherwise unarmed, the character will start play with a weapon randomly rolled from within the category that is assigned from table QSR-14 to the right. Of course, the character is an expert with any weapon in that category.

Cyborgs pose a potentially confusing set of circumstances, since one may have an assault rifle built in and be a weapon expert with it, but later, find a mechanical hand attachment of some sort and then employ a regular assault rifle and wish to be a weapon's expert with a hand held rifle. While it is up to the GM to make the final decision on this rare occurrence, it would seem plausible that the ballistic expectations, range, kick and other aspects of the two rifle system weapons would be handled almost identically.



For mutations, only physical appendages and growths are eligible for the weapon expert skill, such as beak, bladed limbs, claws, crab pincers, fangs, gaping maw, horns, mandibles, paralysis tendrils, serpentine body, spines, tentacles, throwing quills, thrust spike, tusks, and wings.

Roll first for the category of weapon expertise, then the random roll beneath it to see what the PC actually starts game play with from those weapons in his or her field of expertise.

Table QSR-14 Category of Weapon Expert d100

- 01-16. Knives & Daggers d6**
1-3. knife
4-6. dagger
- 17-31. Swords d6**
1-3. machete
4-6. saber
- 32-47. Axes d6**
1-3. hatchet
4-6. battle axe
- 48-62. Spears d6**
1-3. javelin
4-6. spear
- 63-76. Bows d6**
1-4. bow
5,6. long bow
- 77-84. Crossbows d6**
1-4. crossbow
5,6. heavy crossbow
- 85. Sling**
- 87-92. Clubs d6**
1-4. club
5,6. pipe
- 93-96. Rifles d6**
1-5. musket (enough powder/shot for 2d20 rounds)
6. assault rifle (with 3d10 rounds)
- 97,98. Pistols d6**
1-5. musket pistol (powder/shot for 2d10 rounds)
6. auto pistol (with 3d10 rounds)
- 99,00. Shotguns:** pump shotgun (with 2d8 shells)

Weapon stats on pages 22 and 23

Table QSR-15 Weapon Expert Strike and Damage Table

Weapon Expert Skill Points	Strike Value Bonus	Damage Bonus
1	+4	+2
2	+6	+4
3	+8	+6
4	+10	+8
5	+12	+10
6	+14	+12
7	+16	+14
points above	+2 each	+1

Sample Implants & Mutations

Sample Implants

Roll d10 Select the result beneath any duplicated result. Cyborg characters start with d3+1 implants.

Table QSR-16 Cybernetic Implants d10

1. **Armor Enhancement**
2. **Force Field Generator**
3. **Manipulator Tendril**
4. **Optical Enhancement**
5. **Pincer**
6. **Power Arm**
7. **Retractable Laser Pistol**
8. **Surveillance Tendril**
- 9, 10. **Weapon Arm**

Note: The TME hub rules contains 68 Implants

Force Field Generator

Power Source: **power cell**

Power Duration: **200 rounds**

Defense Value: damage reduction of -10 per round

This device is usually housed within the user's torso with many subcutaneous wires running to various body parts and ending in small, coin sized energy emitter nodes. It can be activated in one round and places a faint green force field around the being's body. Each round, it will absorb up to 10 points of total damage from all cumulative damage it receives, not 10 points from each strike. There is a 1 in 6 chance that this implant will be of the advanced variety, which does reduce each strike's damage by 10 points, and appears as a golden force field. Appearance penalty -d4+1.



Armor Enhancement

Defense Value: **see table**

The technicians who outfitted this cyborg added special protective measures into the design, at a slight cost to movement, but occasionally it makes the punching damage of this being far greater than before. If more than one implanted armor is present, select only the highest punch damage rating for use. Roll d10 to determine the armor type. More than one implanted armor can be fitted for this being, but not the same type twice. APP stands for appearance, with a penalty being attributed to scar tissue due to implants insertion. Roll d10:



d10	Implanted Armor	DV	Move	APP	Weight	Damage	Notes
1,2.	Alloy plated skull	-8	-0.25	-d4	3kg	head butt, d10	+13 END
3.	Alloy enhanced skeleton	-10	-0.5	-2d4	22kg	2d10	+20+2d20 END.
4,5.	Steel carapace	-31	-1.5	-4d6	42kg	2d12	+10+d20 END.
6,7.	Ballistic under-sheath	-6 / -27vs bullets	-0.5	-d6	5kg	normal	nil
8.	Flame proof tissues*	-4/ -30 flame	-0.5	-d4	4kg	normal	-30 explosions*
9.	Acid proof tissues**	-4 / -30 acid	-0.5	-d4	4kg	normal	nil
10.	Reflective plating***	-6/ -38 beams	-0.5	-2d6	7kg	normal	50% of beam misses, deflects randomly

*Flame proof tissues also help protect the user from the blasts of explosions.

** Acid Attacks that do strike and harm the character do only half damage.

*** 50% of all energy beams deflect off in a random direction.

Manipulator Tendril

Power Source: **power cell**

Power Duration: **2 years**

Rate of fire/ Usage: **1**

Defense Value: **parry -8**

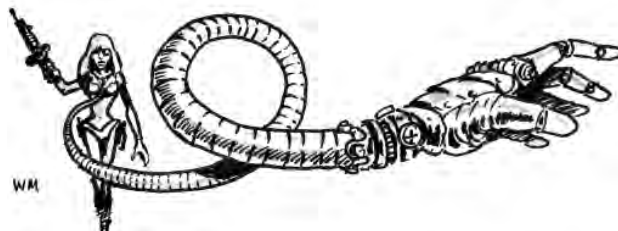
Range: **reels out 6 meters**

Strike Value: **+11**

Damage: **d6+3**

With this implant, the user can release a 6 meter long, snake-like tendril in total silence and use the mechanical human hand on the end to perform any task her regular hand could do, but with 30 strength. This tendril can wield a relic or archaic one handed weapon, and due to its length, gains +2 initiative in melee.

Most often this tendril is used to steal or explore objects at a safe distance, enter an area undetected, and replace a weapon arm when two hands are needed to use a keyboard or other technical device. This implant has no visual receptors of its own so at a distance, the cyborg must be able to see what the tendril is doing to conduct delicate tasks. This limb can be severed or blown off and has DV -30 and END 25. Torso scars reduce APP by -d6.





Optical Enhancement

Power Source: **mini-power cell**
Power Duration: **8 years**

One this cyborg's eyes have been replaced with an optical array orifice, and all his or her optical implants will cluster around this socket in a most gruesome fashion, reducing the subject's appearance by -d6+3 points. Roll below to determine which enhancement this character possesses. As this is a common implant, additional rolls on this list might occur; re-roll duplicated results until a new optical implant occurs; roll **d12**:

1. **Zoom lens:** can magnify distant objects 50 times.
- 2,3. **Flashlight:** large, as the relic, page 201.
4. **Night-vision optics:** vision as if it were day, plus infrared mode.
- 5,6. **Targeting optics:** contributes to the aim of all physical and energy weapons employed, including pincers, fists, etc., giving this character superior accuracy of +30 trait value points.
- 7,8. **Laser eye:** strike value +10, damage 2d6+10, rate 1, range 40 meters, and gets 60 shots per hip mounted power cell. Start game play with 20+d20 bursts remaining.
9. **Camcorder:** films what the character sees, complete with x20 zoom lens, sound recording and export jack to download video. Live streaming of image and audio files possible when a communicator is plugged in.
10. **Entity scanner:** tells cyborg if a target is organic, dimensional, illusion, robotic or a combination of any of these. Range is 1 kilometer and uses digital cross hairs to pinpoint specific target.
11. **Holographic projector:** can display miniature 3d movie or image of whatever the character has seen or imagines, assisting in relating information or tactics to associates. Can be transmitted 20 meters away and may distract an animal to attack it instead of the character. Animals must make an intelligence based, type A HC or go after the hologram. Once the beast reaches the illusion, it will realize it is inedible and return to the character or his companions. Special 3D movies can be loaded into or downloaded from the unit's data base via an access jack and played on other devices.
12. **Multi-function:** Roll for 2 different enhancements using d10.

Pincer

Power Source: **power cell**
Power Duration: **3 months**
Rate of fire/ Usage: **1**
Defense Value: **-5**
Range: **out 2 meters**
Strike Value: **+12**
Damage: **3d10+12**

A powerful, crab-like metal pincer replaces one of the being's arms, or, if both arms already bare implants, then this will be an additional limb built onto one shoulder, adding an extra melee attack per round.

This pincer, which has 90 strength, can hold a 90kg being in place once it strikes it, and can pull 90kg of weight off the ground. Once this pincer strikes and holds a victim, it can be set to automatically chop through the target for d10+12 damage per round. Foes can attempt to blast or hack off this appendage, which is DV -33/ END 30+d20. The user also gets a constant -5 bonus to his or her defense value for the shield-like presence of this appendage. In addition, like any melee weapon, rank advancement eventually means 2 attacks per round, per pincer (at 7th rank).



More than one pincer can be present on a cyborg, each adding 40kg weight to the being. Appearance drops by -2d6.

Power Arm

Power Source: **power cell**
Power Duration: **4 months**
Rate of fire/ Usage: **1**
Defense Value: **-5**
Range: **out 1 meter**
Strike Value: **+10**
Damage: **punch 2d10+16**

A massive, robotic arm extends where another normal arm once was. This appendage has a very powerful metal hand on it as well as any arm mounted weapons. It has a strength of 110 and can lift or hold 110 kilograms on a strike. Once it grabs an opponent, it crushes it for d10+16 damage per round until it minces the victim. If a hand held melee weapon is used with this arm, the damage increases by d10+16 points per strike. The user also gets a -5 bonus to his DV for the shield like use of this appendage. Furthermore, more than one of these units could be present on a cyborg, growing from its back, each adding 35 kg weight to the user. Enemies could attempt to destroy the arm, which is DV -26/ END 17+d20. Appearance penalty is -d6+4. This arm is assumed to be the cyborg's non-dominant arm: however, it suffers no off-hand penalty.



Retractable Laser Pistol

Power Source: **power cell**
Power Duration: **60 shots**
Rate of fire/ Usage: **1**
Range: **200 meters**
Strike Value: **+10**
Damage: **d20+10**

Hidden behind a flesh colored iris hatch is a specialized laser pistol which, upon activation, darts out and fires at selected targets. It is aimed wherever the cyborg looks, fired by flexing a modified muscle-trigger, and mounted either in the chest, abdomen or wrist of the cyborg's non-weapon arm; otherwise, it is similar to the relic weapon by the same name.

d6: 1-3. wrist / 4,5. chest / 6. abdomen.



Surveillance Tendril

Power Source: **power cell**
Power Duration: **5 years**
Defense Value: **-20/END 11**
Range: **reels out 20 meters**
Strike Value: **normal**
Damage: **d12**

This implant sports a concealed, belly mounted, 20m cable and reel that allows a metal snake to pop out of an iris hatch and inspect around corners or through deep brush, at 6 stealth skill points. Using a small optical and auditory sensor cluster attached to its head, this unit reports, in real time, what it sees and hears. It reels in or out at 6m per round, and if the owner is hard pressed for a weapon, it can be used to bludgeon an enemy for d12 damage. It can be blown apart or severed if discovered, however, and is DV -20/END 11.



Weapon Arm



This implant replaces the non-dominant arm of the user and is fired by nerve and muscle tension control if no computer brain or targeting system is present. There is no off hand penalty to the cyborg's strike value for attacking with a non-dominant hand. The ammo is loaded manually using one's free arm, and the weapon can be detached and replaced with other weapons or a mechanical replacement arm and hand. Roll below to determine the weapon and any ammo or power cells accompanying the weapon.

As with all hand held weapons, this offensive implant gains accuracy based SV modifiers, and if it is a strength based attack mode, add strength modifiers as well. Implanted weapons of this sort have been heavily modified to be bolted and wired to a severed lower arm, below the elbow, and if the implant is cut off it can be re-modified with a trigger and stock mechanism by a three skill point or better mechanical technician for non-cyborgs to use. The great advantage of having a weapon bolted to one's arm is that it cannot be dropped nor knocked out of one's hand as can a hand held weapon. If the implant is an energy weapon, it can have a power conduit cable running within the being to a power generator or larger power supply unit. Arm weapons are the main implant for many androids, cyborgs and other intelligent beings.

Important Note: Characters who start game play with this implant, who also have the weapon expert skill, may choose to apply the skill point to this, or any other offensive implant.

Roll **2d6** to determine the weapon arm a cyborg starts with:

Table QSR-17 Weapon Arm Table 2d6	
2,3.	Stun pistol with d6 power cells
4,5.	Auto pistol with 60 round drum magazine and spare d20 rounds
6-8.	Pump shotgun d2 full 40 round drums plus d20 spare shells
9-11.	Assault rifle with d3 full magazines plus d100 rifle rounds
12.	Laser carbine with d6+1 power cells



Sample Mutations

All artwork in Muddy Mayhem and the QSR cover show mutations that are included in these quick start rules.

Roll **d20**, selecting the result beneath any duplicated dice rolls. It is a good idea to also re-roll mutations that are already present in other player characters, at least until all the mutations have been introduced to the game once. **Mutant characters each start with d3+1 mutations.**

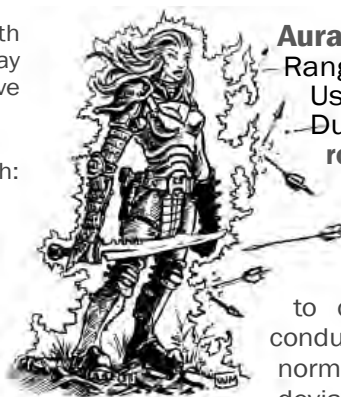
Table QSR-18 Mutations d20

1. **Aura of protection**
2. **Ballistic hide**
3. **Body disproportion (massive upper body)**
4. **Body Regeneration**
5. **Crab Pincers**
6. **Electrical Pulse**
7. **Heal Touch**
8. **Horns**
9. **Mental Screen**
10. **Mind Crush**
11. **Multi-Arm**
12. **Multi-Head**
13. **Night Vision**
14. **Poison Bite**
15. **Paralysis Tendrils**
16. **Reserve Heart**
17. **Shell**
18. **Spines**
19. **Stun Ray**
20. **Telekinesis**

Note: The TME Hub Rules contains 91 Prime Mutations, a wide variety of colorful minor mutations and 44 flaw mutations.

Aura of Protection

Range: **user**
 Usage: **twice per day per rank**
 Duration: **user's willpower in rounds**
 Defense Value: **-10 plus 10 pt force field**



This potent defensive mental mutation takes two rounds to charge up and employ, while conducting no other action except normal walking. While in effect, the deviant gains -10 DV, plus a 10 point per round, as opposed to per strike,

force field. Additionally, the mutant enjoys immunity from all mental attacks, dimensional beings, protection from gas, liquid sprays, dust-like hazards and radiation contamination during focus. Usage sessions are up to as many rounds as the mutant has willpower trait points. To use this mutation, the user must totally focus on the aura, and can do nothing else, except walk. If struck, the damage inflicted from all enemy attacks that round must exceed 10 points to break his or her concentration and force another 2 rounds to re-focus for another usage.



Ballistic Hide

Defense Value: **-4 regular, -20 vs. ballistics and blunt trauma**

Much like bullet proof armor, this mutant's skin acts to both absorb and block ballistic or blunt trauma damage. This tough tissue adds a basic -4 to his normal DV, but -20 against bullets, clubbing attacks, kicks or punches, stones, dropped objects, etc. as well as taking only half damage from falls. The skin is leathery and thick, reducing the character's appearance score by d4 points.

Body disproportion (Massive Upper Body)

This mutant's **upper body** is completely out of proportion, being incredibly over muscled, with her heart and lungs also twice normal size. All totaled, this hulking abomination's STR and END are both 20+2d20 points higher. On the downside, movement is -1m, agility -d10 points, appearance -2d4 points; plus, she weighs an extra 20+2d20kg.



Body Regeneration

While a normal human man heals at about 3 endurance points (or other trait value points) per 24 hour period, this mutant regenerates much faster. Each mutant will have his or her own bonus to his or her healing rate, determined at birth. Roll d100 once on the right hand table. Add the bonus to the character's current healing rate per day, or possibly per hour or per round if a truly rare specimen.

Roll d100	Healing Rate
01-12	+4 points per day
13-32	+7 points per day
33-40	+10 points per day
41-64	+15 points per day
65-87	1 point per hour
88-93	2 points per hour
94-96	4 points per hour
97,98	6 points per hour
99	10 points per hour
00	1 point per round

Crab Pincers

Strike Value: **variable, see below**

Damage: **variable, see below**

While called crab pincers, these appendages are 80% likely to be mere bone hooks formed out of a hideous hand, otherwise, they are virtually identical to crab or scorpion pincers in appearance, and imply some form of very advanced genetic cross-manipulation in this character's ancestry. These pincers have various strike values, damage potentials and movement penalties based on their size, as well as different formations. Unless a set of human arms are also present, this character cannot use triggers, keyboards or complex items, let alone dress himself properly. All SV and DMG values are subject to strength and accuracy modifiers, and are eligible for weapons expert



skill point enhancements. Crab pincers are considered unsightly, and each reduces the mutant's appearance by -d4 points if regular human arms are also present, and reduced by -d4+2 each if no arms are present.

d10 Pincer Formation on Mutant

- 1,2. 1 pincer replacing one of the mutant's arms.
- 3-6. 2 pincers replacing both human arms.
- 7. 1 pincer growing from shoulder, both human arms intact.
- 8,9. 2 pincers and both human arms.
- 10. 2+d2 pincers, 78% chance human arms remain.

d10	Pincer Size	SV	DMG	Movement	Weight Each*
1-3.	small	+2	d10+1	unchanged	+15kg
4-6.	medium	+4	d12+3	-0.25m per pincer	+20kg
7-9.	large	+7	d20+3	-0.5m per pincer	+35kg
10.	massive	+10	d20+10	-0.75m per pincer	+50kg

*However, minus 15kg for each human arm NOT present.



Electrical Pulse

Range: **user's willpower in meters times rank**

Usage: **three times per day per rank**

Strike Value: **+20**

Damage: **d20 organic beings, 3d20 machines**

By drawing upon internal energies, this mutant can unleash a lightning bolt from her hand with an effective range of the her willpower in meters times her rank (WILL x rank = meters). The +20 SV pulse must hit a target and if so does d20 damage to organic beings or other objects and 3d20 to cyborgs, robots, electronics and machines. This deviant can start fires using these lightning strikes, as well.

Heal Touch

Usage: **twice per day per rank**

Healer mutants can use this psionic gift on themselves or bestow healing energies on other organic beings by transmitting waves of rejuvenating power to alter the very molecular structure of damaged tissues and bones. The amount of damage healed per session is determined by the user's



willpower, and will heal wounded trait points for each characteristic by the given dice value shown.

Healing will take effect at once. For example, if the character is damaged from physical attacks and has reduced endurance, but has also suffered harm from certain mental attacks which have reduced his or her willpower or intelligence score, these other

traits are also given healing rolls. Trait value damage from radioactive contamination can be healed by the use of this mutation, but not the cumulative exposure nor other sicknesses or penalties. If the subject happens to have cancer, known or otherwise, the victim is allowed a Type B willpower based HC to remove each occurrence, and if so, all harm from the disease will reverse over 2d6 days.

Mutant's Willpower	Trait points healed
01-06	d8
07-14	d12
15-34	d20
35-64	d20+10
65-84	d20+20
85-105	d20+30
above 105	d20+40



Horns

Strike Value: +3 each

Damage: d10 each

The mutant's head supports d4 horns useful in melee to gore or slash opponents. This attack can be used alone or in combination with other melee attacks, with strength and accuracy modifiers applied normally, plus, any weapon

expert skill points adding to this mutation. For each horn, add +3 SV to the overall number and d10 DMG per horn on a successful strike. Relic helmets cannot be worn, nor shell class armor unless the mutant has the horns cut off permanently. Horns produce only a slight appearance penalty of -2 points per horn. Each horn adds 2kg to the mutant's base weight.

Mental Screen

Duration: variable

Hazard Check: see below

This mutant's mind has developed complex protective shielding from all forms of mental attacks, controls, mind readings, metal dominions, and the like. She gets to make three hazard checks from any mental attacks calling for a HC. Likewise, where either the defender's intelligence or willpower are used as a defending trait without being used for a hazard check, consider this character's trait scores triple for this purpose, plus, any damage from a mental attack is reduced to half. There is a 1 in 6 chance that this mutant will have the advanced version of this mutation, which reflects failed mental attacks directly back to the sender. In the case of a reflected *mental dominion**, the victim must make his or her own type C, willpower based hazard check, or drop into a coma for 3d6 days.

*Expansion Rules Book



Mind Crush

Range: willpower x3 in meters

Usage: three times per day per rank

Damage: d20 endurance, plus d6 intelligence

Hazard Check: intelligence based type B

Among the most common mental mutations encountered, this mental attack can both inflict serious brain injury and physical harm to organic beings who fail an intelligence based, type B hazard check. Often, even the largest animals have weak intelligence trait values, and a mutant of high rank, hurling several successful mind crush attacks in a row can bring down a behemoth whom would otherwise be unstoppable via endurance depleting. Any living being whose intelligence is reduced below zero is considered to be unconscious for 10+d100 minutes, but, could slip away and must make a type B willpower based HC to avoid death. Intelligence points of unconscious beings will heal one point per minute starting after unconsciousness ends.

Multi-Arm

This mutant has additional arms growing from his or her shoulders like an ancient East Indian Deity. Consult the character generation section to establish which hand is the character's dominant, with the resulting right or left side making all extra arms on that side also dominant. When the mutant has rolled



only one additional arm, or an odd number of extra arms, determine which side of the body the odd arm is on by rolling d6: 1-3. right side/ 4-6. left side. The total number of arms is discovered by rolling d100 on the following table, with a four armed mutant being the most commonly seen occurrence of this deviation. Due to the frequency of this mutation in humanoids, certain oversized weapons can be purchased, such as the formidable four handed sword (+7 SV, DMG 2d20+10, cost 60+d100sp). In some areas, individuals gifted with extra arms find the combination of using two longbows or two battle axes more appropriate, or even an assault rifle and two shields.

d100	Additional Arms
01-10	1
11-85	2
86-90	3
91-97	4
98	5
99	6
00	6+d6

Multi-Head

The mutant has one or more extra subordinate heads, each with a separate neck and adding 10kg weight to the mutant. Optionally establish unique personalities, intelligence, willpower, perception, and appearance scores for each head. These additional heads differ from the character's main head, in that they do not control the body unless the main head is severed, unconscious, or under



mental dominion or some other control; however, if the main head suddenly suffers from an insanity, the other head(s) can not take control. Each head will have an endurance score of 10% the character's total, and if targeted and killed by a radius attack, mental attack, called shot, or critical hit, the deceased head

will shrivel and eventually drop off after 2d4+1 months. Each head is 62% likely to possess one mutation (roll d6: 1. Heal Touch, 2,3. Mind Crush, 4,5. Telekinesis, 6. Stun Ray), which can be used independently of other heads allowing the main body to move around and fight, while each head employs mental mutations which may normally require concentration and stillness of body. The faces of each head may be attractive, but the overall appearance of the mutant suffers slightly. As with so many mutations which grow either on the body or the face, a player could record separate trait values for the appearance of each head and for the body.

The heads of this character will tend to sleep at different times, with those staying awake at night posing as guards for the body. Due to so many heads on the watch for danger, this character gains an increase in his initiative roll based on the number of heads to a maximum of +4. Due to possible personality differences between heads and the main character's own opinions, views, and morality, this mutant can often be a walking argument and annoy those nearby. It is not uncommon for the main head to threaten to behead the others if they cause trouble or put the main character at risk.

d100	Additional Heads	Appearance Value Drop*	Movement Penalty	Initiative Bonus
01-70	1	-d4	nil	+1
71-88	2	-d4+1	-0.25m	+1
89-95	3	-d6+2	-0.5m	+2
96,97	4	-d6+4	-0.75m	+2
98,99	5	-d6+6	-1m	+3
00	6	-d6+8	-1.25m	+4

* Of the character's body appearance value only, not each head.

Night Vision

Besides having normal daylight vision, this mutant can see as well at night as a regular person can in the day; however, there must be at least some light, including star light, for the character to see anything at all.

Poison Bite

Usage: **four times per day**

Damage: **d6 plus poison**

Hazard Check: **see table below**

This mutant will have small, vampire like teeth with hollow cores in them to allow venom to ooze into an opponent on a successful bite attack. The bite is a normal unadjusted attack doing d6 damage, modified by any strength, accuracy or weapon expert skill points, plus the poison's effect. Each deviant has been born with one specific, randomly determined type of poison, to which he is immune, which can be successfully injected four times a day. This poison can be expelled into a container into which arrow heads, darts, blades or other piercing devices can be dipped, with up to 4 arrows or one blade per injection's worth of poison. Poison tipped weapons will retain their venom for one day and be good for one inflicted wound each.



d100	Poison's Strength
01-54	A
55-84	B
85-97	C
98,99	D
00	E

d10	Poison Type
1-5.	Death
6-10.	Sleep

Death Poison: Any creature who fails its hazard check roll dies on the fourth round after being injected.

Sleeping Poison: After the third round, anyone who fails their hazard check from this poison promptly passes out. The duration of sleep depends upon the strength of the poison and nothing can wake the victim until the poison duration is up. Sleeping individuals can be struck at +80 SV in melee range, and +60 with missile attacks.

Poison Strength	Sleep Duration
type A	3d6 minutes
type B	20+d20 minutes
type C	d6 hours
type D	3d6 hours
type E	12+3d6 hours

Paralysis Tendrils

Range: **tendrils are 3 meters long**

Usage: **three times per day per rank**

Strike Value: **+10**

Damage: **d12 stun, 2d20 stun to machines and cyborgs**

Growing from the character's chest are d6 tendrils, each 3 meters in length and capable of shocking targets for d12 non-fatal stun points of damage. This damage will begin to heal after one hour at a rate of 1 END points per minute and leave only discolored bruises. Robots, computers, powered vehicles, androids and cyborgs will suffer a massive 2d20 points of electronic scattering damage from each of these tendrils. Ma-



chines inflicted with this damage recuperate at the same rate as organic beings. Considered hideous, each tendril lowers the PC's appearance by -4pts.

Reserve Heart

This is an undetectable mutation that is often exhibited by ghost mutants, usually unknown even to the character. Next to her normal heart, is another, which lies dormant and ready within the body. If she is deemed to be killed by poison or electricity, or a critical hit which specifically states a piercing of the heart, she will appear to be quite dead for 2d20+10 rounds. After this comatose period without a pulse or heart-beat, her back up heart will suddenly kick in and induce 2d10 endurance of healing, bringing the character slowly back to life. She will heal normally from that point, including her main heart. Once the character is fully healed, her reserve heart will return to dormancy until activated again.

Shell

Defense Value: see below

A calcium carbonate shell-like growth covers this mutant's entire body, making him appear very much like a bipedal crab, beetle or armadillo. Depending on the thickness rating of the specified shell, defense value, movement rate, body weight, and appearance are adjusted. Due to the way this armor folds at the joints, juts and curves, etc. no relic armor other than ballistic, riot and bomb squad armor can be worn, while combat armor can be modified if given d6+1 days to adjust it. A punch, kick, or head-butt from this character will inflict 2d6 base damage as opposed to d6.



d10	Shell Rating	Defense Value	Movement Penalty	Appearance Penalty	Added Weight
1-4.	Light	-10	-0.5m	-d4+1	20kg
5-7.	Medium	-20	-1m	-d6+2	30kg
8,9.	Heavy	-30	-1.5m	-d6+4	40kg
10.	Extra Heavy	-40	-2m	-d6+6	50kg

Spines

Defense Value: see below

Sprouting all over the mutant's body, except on his, face, chest, belly, front of neck and groin, are sharp, 10+d10cm long spines which improve his DV by -20+d10 points. While they are considered unappealing as far as one's good looks go (-2d4 APP), they are nevertheless handy when in melee; all unarmed attacks by this mutant do an additional d6 damage, (fist or kick thus does 2d6 damage). If the mutant is swallowed by an animal, the spines automatically cut and pierce the insides of the beast doing 2d6 damage per round while inside. If sawed off on a monthly basis, this character would be able to wear relic armor.



Stun Ray

Range: as user's willpower x2 in meters

Usage: three times per day per rank

Duration: stun damage remains for one hour

Strike Value: +10

Damage: 2d20 stun damage, x2 to machines

Three times a day per rank, this mutant can emit a beam of blue, paralyzing energy at a range of double her current willpower score. The energy pulse temporarily scrambles the nervous systems of struck targets for 2d20 points of non-lethal damage (double this to machines such as robots, tanks and androids, as well as cyborgs). This damage remains effective within the victim for about an hour regardless of whether or not the damage was sufficient to incapacitate the individual. Stun Rays are normally launched from one of the mutant's hands, but 17% of the time the beam is shot from the user's eyes.

Telekinesis

Range: as willpower in meters

Usage: four times a day per rank

Duration: instantaneous or as willpower in rounds

Strike Value: double willpower

Damage: by object

This mutant can lift and hurl objects at will, four times a day per rank. Objects are typically arrows, spears, axes, helmets, rocks, ruin rubble, and furnishings. Blunt objects are treated as rocks from the archaic weapons listing on page 22, with hurling range for all objects as the user's willpower in meters. One object can be thrown per round, with a SV double the character's willpower. A character's willpower determines the maximum weight of objects or individuals he can lift with his mind. The duration of a sustained lift is also dependant on his willpower trait value, with one round of telekinetic lifting per trait point.



Willpower	Kilograms that can be lifted	Object Movement*	'Rock' Size thrown as weapon**
below 10	1kg	2m	Rock, normal
10-60	As willpower	5m	Rock, normal
61-70	Willpower X 2	8m	Rock, large
71-90	Willpower X 3	12m	Rock, huge
91 and above	Willpower x4	16m	Rock, huge

* Object movement applies to controlled lifting and travel of an item or life form, such as keys, comrade across a lava stream, or oneself landing after a fall. Directional changes are possible. Movement rate is one tenth user's willpower trait value, rounded up.

** 'Rock' thrown as a projectile have a velocity of equal to the character's willpower score in meters per round. 'Rock' could be a bottle, candle holder, pot, frying pan, chunk of fire wood, whatever is handy. Once thrown, the object is out of the user's control and can't change direction or chase targets.



Additional Character Details

Character Starting Age and Aging

Starting Age

In the difficult, nightmarish reality of the far future, adventurous individuals often set out on their first quests at a young age. The larger world calls to them, prompting some to either throw down the pitch fork, flee a master's brutal whip or abandon the front lines of a senseless war.

Most organic human characters start game play at age **17+d8 years old**.

Character Weight and Height

In a world where great birds and bats can swoop down and lift a grown man off the ground, or rusted stairwells and crumbling walkways must be traversed, where air ducts and low ceiling caverns need to be explored, the height and weight of a character are very important details.

The following table provides a quick yet accurate way of determining the body weight of a being prior to the addition of extra kilograms added for any notable mutations, implants or substantial arms, armor and cargo carried.

Table QSR-19 Character Weight and Height

Character Type	Female Weight	Female Height	Male Weight	Male Height
Pure Stock	40+2d20kg	140+3d20cm	60+2d20kg	160+3d20cm
Cyborg	65+2d10kg	140+3d20cm	75+2d10kg	160+3d20cm
Mutant	40+2d20kg	130+4d20cm	60+2d20kg	150+4d20cm

Note: 1 kilogram =2.2 pounds/ 1 centimeter =.39 inches

Sometimes it is in the character's favor to be heavy, to avoid being carried off by winged predators, getting knocked over by a strong wind or wave. At other times, it is handy to be light, in order to make it up a set of rusted stairs or make one's way across an old rope bridge.



For height, there are times when being tall will allow a character to leap up and reach something, like a higher ledge, or peer over an object. Being short, meanwhile, can allow the character to travel down low tunnels standing fully upright and avoiding any penalties in combat or speed as would a taller person who must creep along on his hands and knees.

Character Hand Dominance

At first, determining the dominant hand of a character may seem like pointless detail; however, due to critical strikes and called shots, a character's good hand needs to be pre-established prior to any injury, especially the unfortunate amputation of one's arm. The following table is used to establish the character's dominant hand; however, ambidextrousness is quite common among excavators yet only occurs about 1% of the time in common folk.

Unless employing a two handed weapon in both hands, or due to some skill, implant, mutation or other factor, strikes made by the attackers 'off hand' (non-dominant) suffer a -20 strike value (SV) penalty.

Table QSR-20 Character Dominant Hand Determination

d10	Dominant Hand*
1-7.	Right Handed
8,9.	Left Handed
10.	Ambidextrous**



**Strikes made using one's off hand are made at a -20 strike value penalty.*

*** This character can use two, one handed weapons simultaneously with no penalty.*

Character Swimming Ability

As with height and weight, and dominant hand determination, it is important to know if your character will sink or swim when dropped into the murky waters of the new era.

For the purposes of these Quick Start Rules, a person can hold their breath for one minute (20 rounds) after which they begin to drown taking d6 stun damage per round thereafter. When reaching zero or less endurance from this stun damage, the victim succumbs, passes out, and will be dead in 4d6 minutes if not resuscitated by rescuers.

Table QSR-21 Swimming Ability

d10	Swimming Skill
1-3.	Can't Swim
4,5.	Poor Swimmer
6,7.	Fair Swimmer
8,9.	Strong Swimmer
10.	Excellent Swimmer



Outfitting, Armor & Weapons

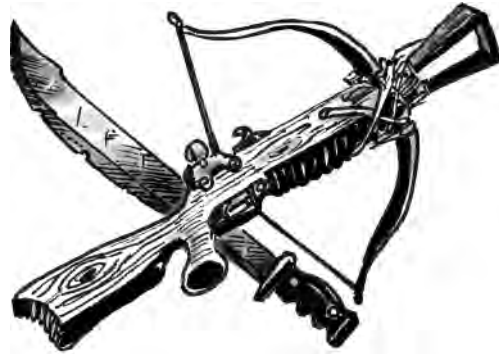
The gear portion of a character's outfitting is covered under their caste details back on page 8. For arms and armor, each character uses a different dice based on their pre-game caste, rolled once for his or her starting arms, and a second time for Armor:

Militia Solider roll d12

Nomad roll d10

Farmer roll d8

Work Slave roll d6



1. Pipe Club and d6 rocks for throwing
2. Dagger and a 3 in 10 chance of a javelin
3. Machete and a 6 in 10 chance of a sling
4. Dagger and bow with 2d6 arrows
5. Spear and dagger and a 4 in 10 chance of a crossbow with 2d4 quarrels
6. Machete, dagger and bow with 3d6 arrows
7. Sabre, dagger, and crossbow with 10+d20 quarrels
8. Battle axe, dagger and a 7 in 10 chance of a musket pistol with enough shot and powder for 2d6 discharges
9. Sabre, dagger, and musket pistol with enough powder and shot for 3d6 discharges.
- 10-12. Saber, dagger, and random relic from list below:

Random Outfitting Relic roll 2d6

2. Assault rifle with 3d10 rifle rounds
3. Automatic pistol with 2d6 pistol rounds
4. Fragmentation grenade plus an auto pistol with d3 rounds in magazine
5. Two fragmentation grenades
6. Fragmentation grenade
7. Automatic pistol with d6 cartridges left in magazine
8. Pump shotgun with d4 shells
9. Automatic pistol with 3d6 standard pistol rounds
10. Pump shotgun with 3d6 shot shells
11. Automatic pistol with two full 20 round magazines
12. Assault rifle with two full 30 rounds magazines, plus re-roll this table using 2d4.



1. No armor
2. Furs, Skins or Hides
3. Leather Jacket
4. Heavy leather
5. Part Plate
6. Junk Armor
7. Junk Armor and 6 in 10 chance of a relic Army Helmet
8. Part Plate and a 6 in 10 chance of a Junk Shield
9. Junk Armor and a 7 in 10 chance of a Ballistic Shield
- 10-12. Riot Armor plus 7 in 10 chance of a Ballistic Shield, and a 6 in 10 chance of an Army Helmet



Table QSR-24

Sample Archaic Weapons Listing

Weapon	SV	Rate	Damage	Effective Range ¹	Hands ²	STR ³	Ammo	Weight	Value ⁴
Human punch or kick	-	1	d6*	melee	1	-	-	-	-
Knife	-	1	d8	3m	1	-	-	250g	d3sp
Dagger/ Bayonet	-	1	d10	3m	1	-	-	500g	d6+1sp
Short Sword/ Machete	-	1	d12+1	melee	1	-	-	1kg	d8+10sp
Long Sword/ Saber	-	1	d20+2	melee	1	20	-	2kg	d12+16sp
Great Sword	+5	1	d20+5	melee	2	34	-	5kg	d20+30sp
Hatchet/ Axe	-	1	d12	4m	1	-	-	800g	d6+2sp
Battle Axe	- / +4	1	d20+2/ d20+4	3m	1 or 2	25	-	5kg	d12+14sp
Javelin	-	1	d12	20m	1	-	-	1kg	d6+2sp
Spear	- / +4	1	d20+1/ d20+4	15m	1 or 2	-	-	2kg	d8+4sp
Bow	-	½	d12	40m	2	-	arrows ⁶	1kg	d12+10sp
Long Bow	+5	½	d20	70m	2	22	arrows ⁶	1.5kg	d20+30sp
Crossbow	+8	1/3	d20+1	60m	2	16	quarrels ⁶	3kg	d20+40sp
Heavy Crossbow	+12	1/3	d20+5	100m	2	33	quarrels ⁶	5kg	2d20+60sp
Sling	-	1/2	d10	20m	2	-	stones ⁶	150g	d3+1sp
Club/ Torch/ Gun Butt	- / +2	1	d10/ d10+3*	3m	1 or 2	-	-	700g	d3sp
Shovel	-	1	d10*	2m	2	-	-	3kg	d6+3sp
Pickaxe	-	1	d12	2m	2	-	-	4kg	d8+4sp
Bottle	-	1	d8	3m	1	-	-	500g	d4sp
Pitch fork	-	1	d12+2	10m	2	-	-	2kg	d6+1sp
Rock	- / +2	1	d6/ d6+3*	10m	1 or 2	-	-	1kg	-
Large Rock	- / +3	1	d12/ d12+3	4m	1 or 2	26	-	2kg	-
Huge Rock	- / +4	1/2	d20+3	2m	2	34	-	5kg	-
Crowbar/ Pipe	- / +3	1	d10+1 / d10+4	3m	1 or 2	-	-	2kg	d4+3sp
Chain	- / +2	1	d10/ d10+3*	out 2m	1 or 2	-	-	4kg	d2+2sp
Whip	-	1	d8+wrap ⁸	out 3m	1	-	-	800g	d3+2sp
Musket	+14	1/3	d20+3	140m	2	-	powder & 1 shot ⁷	3.5kg	2d20+120sp
Musket Pistol	+7	1/3	d20	25m	1	-	powder & 1 shot ⁷	900g	2d20+90sp

¹ The range shown is the effective range, but all weapons can go double this with a reduction of half the shooter's total SV, plus, half the damage on strikes. Additionally, all physical weapons can be thrown or shot farther or lesser than the effective range shown, depending if the user's strength score is lower or higher than average. Example: A character has a strength of 45, which adds 20% to the range of his spear, thus 15m +20%=18m range. See table QSR-4 page 5, Trait Modifiers, for the strength modifiers to range.

² This is the number of hands needed to effectively wield the weapon, especially to load it in the case of bows and crossbows. A strong person can hold up and fire a crossbow in each hand; however, this feat requires a strength score of 50 or better, and the cumbersome weapon loses -10 SV, plus, the off hand (if the character is not an ambidextrous shooter) suffers an additional -20 SV.

³ User of weapon must have shown strength to employ or suffer a -20 SV penalty, however one could use 2 hands on a heavy 1 handed weapon to avoid penalty. If no number given, then STR is not an issue.

⁴ The value shown is the number of silver pieces needed to purchase or sell the item in a market place. The fluctuation is due to bartering and product availability, the mood of the vendor, etc.

⁵ Refers to pikes, included in the Hub Rules and not shown here.

⁶ Bows and longbows come with a quiver and 20 arrows. Crossbows come with a case and 20 quarrels. Slings come with a pouch and 50 rounded stones.

⁷ Musket weapons come with a powder horn and 24 rounds of shot in a leather pouch, plus ram rod and wadding.

⁸ Wrap: On a strike, user can coil whip around a log, weapon, limb, leg or other pipe-like shape. 70% chance wrap holds. Held victim needs to make strength based HC to pull free each round, with a victim of less strength than whip user forced to make a type E hazard check, while equal or stronger victims only a type B HC to break free. Person with a leg wrapped must make a type C agility based HC or fall over.

* Can be used to produce stun damage for non-lethal attacks using the same dice, modifiers, and skill bonuses as a lethal attack by this weapon

/ When shown for both SV and Damage the backslash differentiates between one handed or two handed use of a weapon, while a backslash under Rate shows a fraction, with 1/2 meaning one shot every second round, or 1/4 meaning one shot every fourth round, which reflects weapons that are slower to reload, cock, aim and fire. Pikes show normal SV bonus and then a close in, less than 1m range melee penalty.





Table QSR-25

Sample Relic Weapons Listing

Weapon	SV	Rate	Damage	Range ¹	Hands ²	STR ³	Ammo/Duration	Weight	Value ⁴
Pump Shotgun	+20	1	3d10	30m	2	20	8 shotgun shells	4kg	1300+d1000sp
Auto Pistol	+12	2	d20	250m	1	-	pistol ammo/ 20 round clip	1.1kg	1400+d1000sp
Assault rifle	+12	3	d20	900m	2	18	rifle ammo/ 30 round clips	5kg	2000+d1000sp
Stun pistol	+15	1	2d20 stun	200m	1	-	power cell/ 40 shots	1.9kg	1500+d1000sp
Laser carbine	+25	1	2d20+10	2km	2	-	power cell / 20 shots	3.5kg	5000+2d1000sp

¹ The range shown is the effective range, but all weapons can go double this with a reduction of half the shooter's regular SV, plus, half damage on strikes.

² The number of hands needed to effectively wield the weapon, especially to load it in the case of bows and crossbows; however, a strong person can hold up a carbine or shotgun in one hand and fire it, or possibly hold one assault rifle in each hand as she storms into a room. This feat requires a strength score of 50 or better, and the cumbersome weapon loses -10 SV. Plus, the off hand (if the shooter is not an ambidextrous) suffers an additional -20 SV.

³ The user must have sufficient strength or suffer a -20 SV penalty; otherwise, to avoid a penalty, the weapon requires two hands if it is normally a one handed weapon. If no number is given, then strength is not an issue.

⁴ The value shown for relic weapons is the silver pieces one gets for selling a relic weapon. These weapons are almost never available for purchase, and if so, are double the value an adventurer gets for selling it. This price reflects a workable, but empty relic; no sane adventurer would sell a loaded weapon. **Stun weapons** do non-lethal damage. Unconscious victims sleep for d100+20 minutes (20 rounds in a minute). When the victim wakes, the stun damage totally dissipates.

Note: The TME Hub Rules has 47 types of archaic and 49 types of relic weapons



Table QSR-26

Sample Armor Listing

Armortype	Defense Value	Movement	Weight	Cost	Comment
None	0	-	nil	nil	Either naked or in regular clothing
Furs, Skins or Hides	-3	-0.25m	1kg	d8+4sp	Flammable, add +1 dmg per round of burning
Leather Jacket *	-5	-0.25m	2kg	d12+8sp	
Leather	-10	-0.25m	4kg	d20+14sp	
Heavy leather	-14	-0.5m	7kg	d20+30sp	
Studded Leather	-12	-0.5m	5kg	d20+20sp	
Lizard Scale	-11	-1m	5kg	d20+18sp	
Brestplate*	-15	-0.5m	10kg	2d20+70sp	
Part Plate	-25	-1.5m	24kg	d100+140sp	
Junk Armor	-12	-0.5m	4kg	d20+14sp	
Heavy Junk Armor	-17	-1.5m	18kg	d20+70sp	
Scrap Relic	-20	-0.75m	3kg	2d100+400sp	
Sports Padding	-18	-0.75m	3kg	200+2d100sp	
Ballistic Vest *	-4 / -20 vs. bullets	-0.25m	1kg	300+d1000sp	
Riot Armor	-25	-0.5m	5kg	400+d1000sp	

*This armor can be worn over other tight fitting body armor, thus adding the DV and any movement penalty.

Shields	Defense Value	Movement	Weight	Cost	Comment
Standard Shield	-5	-0.25m	3kg	d10+4sp	
Junk Shield	-6	-0.5m	6kg	d12+7sp	
Ballistic Shield	-5 / -22 vs bullets	-0.5m	3kg	300+d1000sp	

Helmets	Defense Value	Movement	Weight	Cost	Comment
Junk Helmet	-3	-0.25m	1.5kg	d10+9sp	
Iron Helmet	-4	-0.25m	1.5kg	18sp	
Army Helmet	-5	-0.25m	2kg	200+d100sp	

Note: The TME Hub Rules contains 29 types of body armor, 10 shields and 11

Game Play

Time and Game Sequence

The smallest unit of game play time is a round, which is 3 seconds long, in which a character can make one action or one combined action, such as running and firing an assault rifle, climbing a ladder while talking on a headset communicator, or zig-zagging across a battle field under a hail of arrows while pulling a grenade from her hip pouch. Most actions are single attacks or strike rolls made using a mutation, weapon, or mental attack, but due to some skills, relic weapons, or rank gain advancements, more than one strike attempt per round is possible. A turn is when each side in the combat acts, with the side winning initiative getting the first turn to proceed with whatever actions the individuals wish to conduct, such as attack, run, use a mental mutation, draw a holstered weapon, surrender, etc. Occasionally, the d10 initiative roll each side makes, results in a tie, in which case the GM can call for a re-roll, or, both sides act simultaneously, potentially killing each other.

There are 20 rounds in a minute, and from here, all moments are measured in the same increments as normal time. It is important for GMs to note the passage of time during periods of travel, at night when the characters are at camp, or when players elect to post a guard at a passageway. Certain terrain areas are more heavily populated with dangerous life forms or enemy units than others, and the frequency of encounters increases here. Sometimes the GM must make an encounter check every minute, while at other times, such as in deserts, only once every hour, with the chance of an encounter increasing or decreasing by the type of terrain, or action taken by the players, such as if one team member is bleeding, if a fire is set at night, or when a gunshot or other loud noise has been made.

Movement

Normal humans walk at about 3 meters per round, or 3 kilometers per hour if they move cautiously, keeping an eye out for trouble. If a character is running, he or she can double this rate to 6m per round, or 6km per hour for a short time. Armor and other movement penalties, such as heavy mutations, are normally applied to a person's running movement rate, not the walking rate as well. Since an armored warrior can easily keep pace with a marching, unarmored archer, his or her walking speed is not affected by mutation or armor weight unless the total negative modifiers of such appendages and armor is excessive, and the person's running speed drops below 3m per round, in which case, a much slower rate is established. For example, a normal human wearing full plate armor* (-2m per round), who also

wears a full helmet* (-0.5m), and carries a tower shield* (-0.75m), now has a running speed of only 2.75m per round, which is less than a person who is walking normally.

**Found in the TME hub rules but used as an extreme example here.*

Base Human Movement Rates:

Running: **6 meters per round**

Walking: **3 meters per round**

Initiative

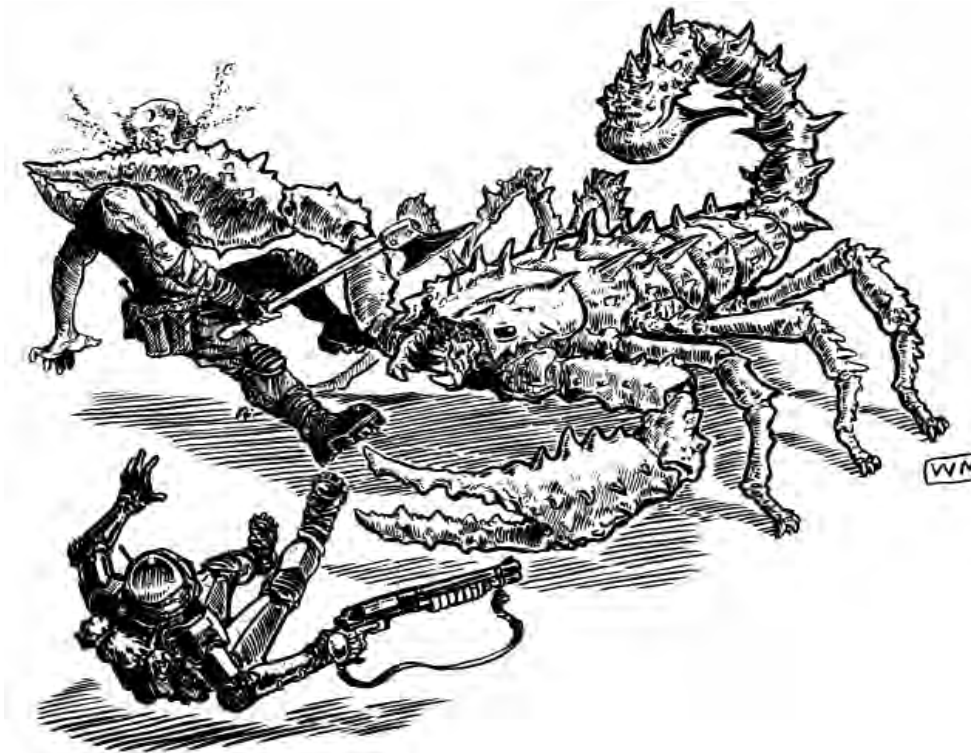
Initiative is established by each side or group in an encounter rolling d10. The side that rolls the highest score wins the initiative and can act first. An identical dice result, after any penalty or bonus to the initiative roll is applied, ends in a tie,



allowing simultaneous exchanges of attacks or leaping for cover, fleeing, etc. A penalty or bonus to the initiative is sometimes applied to the roll based on the lead character or NPC's trait of perception. Only the lead or on watch individual on each side may roll for initiative, unless otherwise directed GM, The initiative roller is the person 'on point' who is supposed to be observing the trail ahead, standing on guard in the direction strangers are coming from, or in other circumstances where a person is in a position to observe, hear or feel other beings or threats. See the traits table, QSR-4, page 5, to determine what, if any, perception modifiers are applied to the lead character's initiative. All creatures and robots have their own initiative listing included in their statistics.

There are circumstances where resolving initiative can become complicated, such as when a being starts off gaining initiative at a distance, but wishes to charge ahead and engage an opponent in melee range (3 meters or less). In this case, the advancing entity has chosen to use up its turn to move instead of fire missile weapons, flee, or whatever else, and upon reaching the enemy, both sides must make a new initiative roll to establish who acts first again. Another situation is the arrival of a third party into a battle that is already underway. In this case, all sides roll initiative again without any modifiers from perception, mutations or other aspects, except where one party is a lone individual, or whereby the initiative scores of one entire group are all the same bonus or penalty, such as skullocks who are +1 initiative by nature or moaners which are -3.

An optional rule for initiative is to have any resulting score of 10 or more always result in a tie, since any two beings of very high perception or alertness have a much higher chance of acting simultaneously, which makes for some very bloody, fast paced action.



Combat Rules

Combat Sequence Procedure

Step 1: Each side rolls to **establish initiative** using the lead or point individual's initiative rating, with any perception modifiers applied to a d10 roll. If one side is stationary, as when camped or dug into a fortified position, then the closest being on guard to the advancing intruders uses his initiative rating to determine who acts first. A normal initiative roll is a plain d10, with ties resulting in simultaneous action by both sides.

Step 2: The side that wins the initiative roll can **undertake action**, and if they elect to attack, have already drawn weapons, and are in appropriate missile or melee range of their foes, can set about attempting to strike enemies. If the battlefield is open, and both sides are approaching in broad fronts, all attackers can fire or engage in melee with either selected targets or an equal portion of enemies. For example, as part of a much larger battle scene, if four human excavators engage 12 skullocks in a melee, each human faces off against 3 skullocks in a sort of mini-battle of his own. Assign odd numbered opponents randomly. When it comes time for the defenders to make their strike rolls, the same number of surviving skullocks would then attack their assigned excavator. This process is repeated until one side in the mini-scrap is slain. Sometimes, such as on a narrow, cliff-side path or in a hall, doorway or other confined space, only one person can engage enemies at a time, which is a great tactic for a small unit of defenders facing off against far superior numbers. Typically, a path holder of great armament or skill holds the rear to allow comrades to escape.

Step 3: Actual combat is handled by the **attacker rolling her strike value (SV) or less to hit and inflict damage on the target**, with any penalties or bonuses applied to the attack based on the target's defense value, cover bonus, or inattention penalty, as when having its back turned, etc. (see Strike Value Modifiers table QSR-31, page 27). A roll of 02-05 always results in a strike, with a roll of 01 being a critical strike (see table QSR-28 Strike Potential Critical Strikes and Fumbles, page 27). Alternatively, a miss always occurs, regardless of the strike value bonuses and circumstances, on a dice roll of 96-99, while a fumble or mishap occurs on a roll of 00. The target's overall defense value is a combination of his ability to duck, dodge and sidestep blows using agility or skills, plus any armor worn, or any cover provided as noted again on the Strike Value Modifiers table, QSR-31. The basic combat rule is to minus the defender's defense value (DV) from the attacker's strike value (SV), and whatever number is established is the number needed to be rolled, or less, to inflict damage on the target.

Step 4: Damage occurs on a successful strike. Each weapon has its own base damage range (usually determined by a straight dice roll), but it often has an added value. Some weapons allow a bonus due to the strength of the weapon's user, but only if physical strength can be applied to the attack, such as with clubs or bows, etc.. At other times, a skill may apply to the damage, such as when a character has



some sort of lethal training that allows him to better injure vital areas of an opponent's body. There are also cases in which afflicted damage may be minimized, such as when force fields absorb damage or when reflective suits bounce off laser or other beam attacks.

Step 5: When a target is **reduced to zero or less endurance**, he is considered out of action, if not dead or destroyed. Depending on the endurance of an organism zero endurance need not mean death, but rather unconsciousness or critical condition requiring immediate medical attention to stop blood loss. See the rules for injury and death below.



Injury, Stun Damage and Death

Upon reaching zero endurance or less, a creature is out of action and is either incapacitated, dead or stunned.

If **stun damage** constitutes any portion of the total damage inflicted on the being, that stunned amount is the lower range of any negative endurance value. For example, a character with 56 endurance takes 46 points of regular damage from a series of claw attacks, and later, is impacted by a stun beam for 16 points damage. He is now -6, but since 16 points of his damage is stun, he is really at 10 points as far as proximity to death goes. When the stun damage wears off he once again finds himself at 10 points endurance.

Table TME-27 Injury and Death

Endurance plus Willpower	Incapacitated but Conscious	Incapacitated but Stable	Incapacitated and Dying*	Dead
2-4	-	0	-1 to -3	-4
5-9	-	0	-1 to -4	-5
10-34	0	-1	-2 to -5	-6
35-54	0	-1,-2	-3 to -7	-8
55-74	0-1	-2 to -5	-6 to -9	-10
75-94	0 to -2	-3 to -7	-8 to -12	-13
95-110	0 to -3	-4 to -9	-10 to -15	-16
111-125	0 to -4	-5 to -11	-12 to -19	-20
126-135	0 to -5	-6 to -13	-14 to -23	-24
Over 135	0 to -6	-7 to -16	-17 to -26	-27

An **incapacitated but conscious** casualty is unable to act physically, other than mutter a few words, but she can employ any mental mutations. An **incapacitated but stable** being is completely out, but, his wounds are not bleeding enough to make him continue sliding into further negative endurance and eventual death. An **incapacitated and dying** victim loses one more endurance point per minute (20 rounds) unless medical attention is given at once. The medical attention need not be from a trained healer, but must be from a being intelligent enough to know to apply pressure to a bleeding wound, or tie it off with a rag or bandage. A dying character who is given first aid, which takes a round, becomes a stable ca-

sualty at whatever point of endurance loss he is at, and heals at the normal rate. Should he be struck again, dropped or mistreated, his bleeding begins once more and he commences dying again. Table QSR-27, found on this page, works by adding a being's base willpower and base endurance together.



Healing

Organic life-forms are capable of healing, which is a huge advantage over mechanical beings such as androids and robots which must be consciously repaired. It is their ability to heal



themselves which made many ancient militaries employ synthetic, bestial humans and mutant humans as frontline slave troops. Many creatures and mutant beings have unique rates of healing, as do human bioreplicas, but in general, all creatures heal at a set rate based on their uninjured endurance trait value (see table QSR-4, page 5).

If the wounded being is unable to sleep, or is suffering from either dehydration or starvation or both, he or she is unable to normally heal any lost trait points, except stun damage. Alternatively, certain relics, mutations and the attention of a medic at one's bedside can increase the daily healing rate, even on individuals lacking sleep, food and water.

Handling Stun Damage

One of the many ways to handle and record stun damage on a character sheet is by noting the amount of stun damage in parentheses with the following number being the remaining endurance score. Mark the stun damage with a small 's' or 'stun dmg' if space is available. For example, **Endurance: 46/ (-14s) 32/ 27**. In this instance, the character has taken 14 points of stun damage from a blow to the head by a club, reducing his overall END to 32, The next strike against him is normal and inflicts 5 points normal damage, reducing him further down to 27 endurance.

Unless otherwise stated, all stun damage heals at the character's healing rate per hour, instead of per day. Additionally, healing bonuses offered by a medic, heal touch mutation, or other trait point recuperation relics, mutations, and methods also fix stun damage more rapidly and repair the stun depleted trait points at double the rate of lethal damage.

Table QSR-28 Strike Potential, Critical Strikes & Fumbles

d100 Strike Roll	Strike Potential
01	Critical strike, see table QSR-29, below
02-05	Automatic strike
06-95	Normal striking and missing range
96-99	Always a miss regardless of attacker's SV
00	Fumble, see table QSR-30, below

Table QSR-29 Critical Strike Results d10

d10	Result of Critical Strike
1,2	Double random damage by this attack mode
3,4	Maximum damage by this attack form, plus random damage by attack
5,6	Maximum damage by this attack, plus stuns* opponent for one round
7	Maximum damage by this attack, plus stuns* opponent for d4 rounds
8	Maximum damage by this attack, plus stuns* opponent for d6 rounds
9	Double maximum damage
10	Double maximum damage by this attack, plus stuns* opponent for 2d10 rounds

*Stun results in the target falling back d4 meters, if possible, and staggering about trying to stay conscious and upright. If the stun duration is more than 10 rounds, the victim collapses and slowly tries to get up. In all cases, he or she is +30 SV to strike. A stunned being cannot use mental mutations.

Table QSR-30 Fumble Results d10

d10	Result of Fumble
1,2	Thrown off balance, bad footing, bad approach; next round, all attacks are -20 SV.
3,4	Delay* due to slip, over swing, stumble, weapon jam, etc; lose chance to strike next round.
4-6	Long delay* as delay above, but lose next two rounds
7,8	Mishap! Due to a fall, impact, error, mental lapse, mistaken identity or another reason, this attack is re-rolled but made against a random friendly target or innocent bystander within range. If no such target exists, then the strike is accidentally made against yourself.
9	Exposed! Left wide open, or moved from cover, dropped guard, distracted. Enemies strike on their next attack at +20 SV.
10	Disaster! Roll as a Mishap, 7,8 above, plus Exposed, 9.

* Delay results apply to physical attacks only, and not to the use of mental mutations.

Table QSR-31 Strike Value Modifiers

Melee Combat (range 3m or less):	Strike Value Modifier
Target has back turned and is totally unsuspecting	+40
Target has back turned, but is already engaged in combat	+30
Target is unconscious or sleeping, tied down, immobilized, etc.	+80
Target is blinded	+40
Target is sitting down	+15
Target has fallen on ground	+10
Target fleeing from attacker, back turned	+20
Target is on moving machine or animal mount	-10
Target defending from wooden wall	-20
Target defending from stone or metal wall	-25
Attacker making fighting withdrawal (moves backward half movement rate)	-10 SV/ +10 SV to be struck
Attacker using off-hand	-20
Attacker using a two handed weapon in one hand (requires STR 50+ to avoid penalty)	-10

Missile Combat:	Strike Value Modifier
Target with back turned and unsuspecting	+40
Target unaware of attacker's presence	+30
Target in arrow slit, stone or metal construction	-40
Target in arrow slit, wooden construction	-30
Target defending from wooden wall, palisade, wagon	-20
Target Defending from stone or metal wall, behind vehicle	-25
Target using vegetation for cover	-10
Target in fox hole, trench or ruin rubble, firing at you	-20
Target prone	-15
Target around corner and is exposing head and shoulders to fire	-15
Target is fleeing or charging in straight line away from or toward shooter	normal
Target dodging away or toward shooter, half movement rate	-20
Target is zigzagging, somersaulting, dodging, etc. move quarter rate	-40
Target is unconscious or sleeping, tied down, immobilized, etc.	+60
Target is blinded	+40
Target is sitting down	+15
Firing while walking	-10
Firing from moving animal or ground machine	-10
Firing while running or dodging	-15
Attacker using off-hand	-20
Attacker using a two handed weapon in one hand (requires STR 50+ to avoid penalty)	-10
Firing from stable machine, such as hover car, stabilized helicopter	normal





Besides the harm done by physical damage, such as that inflicted by bullets, axes, clubs, acid, and beam weapons, inhabitants of the Mutant Epoch can encounter many other threats, including mental attacks, poison, radiation, diseases, and a wide range of mutations with special attack modes.

Often, merely walking into a contaminated area or breathing the same air as a diseased person is enough to risk one's life, yet at other times, one must first be struck by an attacker and then be exposed to some sort of injected venom, stun, mind control or other hazard in order to be harmed.

A hazard check (HC) is often called upon to determine if a given hazard or chance of a game event occurs or not. Some hazard checks are made to achieve a goal, such as leaping a canyon, and at other times, to avoid a peril, such as an injection by poison after being bit by a snake. Often the GM, knowing the player character's trait values, secretly rolls a hazard check and does not relate the outcome, such as if a character spots a glint of metal on the far horizon or not, hears footsteps approaching from behind, or becomes exposed to a disease.

In these Quick Start Rules, hazard checks difficulty ratings go from **A** (easy) to **E**, however in the hub rules, the severity of hazards goes from A to the exceedingly challenging **M**.

This is one of the most frequently used tables in the game, with a detailed explanation to follow.

Explanation of Hazard Check Matrix

Trait Value: This normally implies the use of the target being's current trait value, not his or her starting or totally healed value. 0 or less is used when poison is injected into an already incapacitated victim, or when one is trying to walk a narrow rope bridge and simultaneously shot at and incapacitated. Thus, use the 0 trait value, as the victim cannot employ his or her normal agility or strength trait to hold onto the bridge, and instead of falling to certain doom, has a faint chance of landing on the bridge deck or tangling in the ropes, unconscious. Most creature, weapon and mutation descriptions mention the sort of trait used to make the hazard check against, but when no information is given, the following standards are the rule:

Endurance is used to avoid poison, radiation, disease, and some stun attacks.

Strength is used to see if a character can pry open a door, bend bars, leap across a chasm, or maintain hold on a ships rigging during a storm, etc.

Agility is called upon to avoid falling objects, walk a narrow ledge or pipe, climb down an elevator shaft or across slippery rocks, etc.

Accuracy is necessary when attempting to grab a branch, toss an object up into a narrow window, stick a plug into a socket while in a crashing, spiraling aircraft, etc.

Table QSR-32 Sample Hazard Check Matrix

Trait Value	Hazard Type				
	A	B	C	D	E
0 or less	10%	9%	8%	5%	3%
1-4	20%	17%	14%	12%	7%
5-9	40%	35%	31%	26%	16%
10-16	50%	44%	39%	31%	25%
17-25	60%	52%	46%	40%	33%
26-34	70%	61%	58%	52%	42%
35-44	75%	68%	66%	59%	49%
45-54	80%	76%	72%	67%	56%
55-64	85%	81%	78%	73%	62%
65-74	90%	87%	83%	77%	68%
75-84	95%	90%	88%	81%	74%
85-94	97%	95%	92%	89%	84%
95-105	98%	97%	94%	90%	88%
106-110	99%	98%	95%	92%	90%
111-115	99%	99%	96%	93%	90%
116-120	99%	99%	97%	95%	93%
121-125	99%	99%	99%	98%	95%
126-130	99%	99%	99%	99%	97%
131-135	99%	99%	99%	99%	99%
each 5 above 135	99%	99%	99%	99%	99%



18%, 65%, 97% etc.: These percentages denote the chance one has to avoid a given hazard's effects. Roll this number or less to succeed or avoid a hazard.

Trait to use for Hazard checks

Intelligence is used when defending against some mental attacks, figuring out a rare relic, using some technician skills or win at gambling, etc.

Perception is useful when trying to spot cheaters at the gambling table, notice a land mine or trip wire in one's path, or see a sniper on a roof.

Willpower is used to defend against most mental attacks, fend off insanity, not run when hearing the roar of certain beasts, exhibit self control, etc.

Appearance is called upon when trying to coax an official to divulge sensitive information, get passed guards, be spared from death by humanoids who like pretty or handsome slaves, etc.

Sample Typical Human NPCs

Table QSR-33 Sample Typical Humans

Human Type	DV	Armor Worn	END	MV	SV	Weapon Code	Valuables	EFs	Morale	Note Code
Commoner, man	-3	furs /skins	20+d20	5.75	50	LA	VP	15	Avg.	nil
Commoner, woman	-3	furs/ skins	15+d20	5.75	50	SC	VP	13	Avg.	nil
Commoner, teen	-7	furs/ skins	10+d20	5.75	43	LA	VP	10	Poor	nil
Commoner, child	0	none	2d6	6	30	60% knife	ni	3	Poor	nil
Militia, Soldier	-13	leather /h	20+d20	5.5	50	SM	VP	19	Avg.	nil
Militia, Officer	-27	scrap relic/h	45+d20	5.5	54	SM/R	M	34	Firm	AGI-2/ACC-2/STR-2
Raider	-10	leather	20+d20	5.75	50	SS	P	16	Poor	nil
Raider, Boss	-26	scrap relic	40+d20	6	56	SS/ SC/ 57% RC	M	35	Firm	ACC-3/ AGI-3/ STR-4
Bounty Hunter	-36	scrap relic/h/ c-vest	40+d20	5.5	58	EM/ SC/ 33%R	M	32	Firm	AGI-3/ ACC-4/ STR-3
Scavenger	-20	scrap relic	25+d20	5.25	50	SM/ 41%RC/ 32%R	A	30	Avg.	Stealth/ 56% Wild
Trader, Town	-7	chainmail vest	20+d20	5.75	50	SC/ 36% RC	W	23	Poor	INT+d20
Trader, Nomadic	-20	scrap relic	30+d20	5.25	52	EM/ SC/ 52%R	M	28	Avg.	ACC-1/ INT+d20

Table Notes: See applicable code(s) for this person

h wearing junk helmet

s carrying standard shield

c-vest wearing a chainmail vest

ballistic wearing a ballistic vest

***second DV** is used against bullets

ACC-1 Accuracy trait of 40 (+2 SV)

ACC-2 Accuracy trait of 50 (+4 SV)

ACC-3 Accuracy trait of 60 (+6 SV)

ACC-4 Accuracy trait of 70 (+8 SV)

STR-2 Strength trait of 50 (+4 STR based damage)

STR-3 Strength trait of 60 (+6 STR based damage)

STR-4 Strength trait of 70 (+8 STR based damage)

INT+d20 Add d20 to any random intelligence trait value

Stealth d6 stealth skill points

Wild: Wilderness survival skill

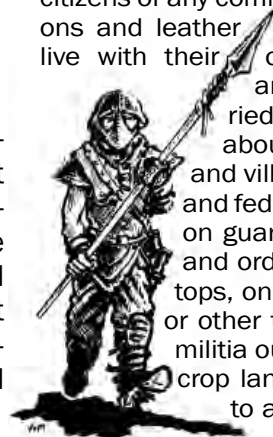
Typical Human Descriptions

Commoners: These people are also called civilians, civvies, peasants, mudders and serfs, and make up about three quarters of the pure stock and mutant human populations of the new era. They differ from other semi-free peoples in that their daily focus is on labor as opposed to trading, pillaging, stealing or military operations. Most male commoners are farmers, fishermen, loggers, miners or are employed in construction, while females and children tend to the family homes, livestock, gardens and

fields but occasionally act as servants to wealthier households. About half of all civilians have had previous careers as militia troopers, prostitutes, or scavengers and a scant few were once excavators and have either given up the former business to raise a family, or suffered an injury which prevented further adventures. During times of war, like all humans, these people, men, women and children alike, arm themselves and fight fiercely to save their homes and crops.



Militia Soldiers: Either as conscripted young men or women of the settlement, volunteers, or hired outsiders, these fighters are usually the most common of armed citizens of any community. Normally, their low tech weapons and leather armor are their own. They typically live with their own families instead of in barracks and are most often the adult, unmarried eldest offspring in a household with about 80% of them male. In most towns and villages, they are paid 2d6sp per month and fed by the townspeople. They tend to stay on guard at the settlement and provide law and order as well as man the walls and roof tops, on rotating watch for raiders, predators or other threats. Rarely, a large center sends militia out on horse or riding dog to patrol the crop lands or trade routes, or to give chase to any law breakers or infidels who have



fled town. Militia troops tend to lack coordination in real battles, have average morale and often break and run when faced with enormous monsters or foes who are using powerful mutations or relics. Their knowledge of local law is sketchy and their enforcement of it unpredictable and often involves excessive force when 'arresting' people from out of town.

Militia Officers: Usually appointed by community leaders to the post of militia officer based on their family status instead of personal merit, these men and women are nevertheless well armed and are often feared by lesser ranking militia soldiers and citizenry; they act as sheriff, judge and executioner all in one. It is a known fact that troublesome, rowdy or drunken visitors to a town had best be respectful and polite when dealing with this individual. Furthermore, having money on hand is wise since bribery is often the only way to avoid the local stockade where being stripped, beaten and robbed is the norm. While not all militia officers are corrupt thugs, many are; they occasionally employ their troops to raid neighboring villages or passing caravans, taking food, water, slaves and valuables back to their own settlement to better ensure the survival of their people. Travelers, especially relic rich excavators, should steer clear of approaching militia units when in the wilds.



Raiders: The term raider is a catch all name for any sort of bandit, pirate, thug, ruffian, criminal gang member or other outlaw. These men and women might actually have been decent, community minded folk at one time, but have been reduced to marauding due to the loss of their own lands, persecution by religious or racial intolerance, starvation, or merely greed. Large groups are lead by a raider leader, bounty hunter, slaver, crooked merchant, assassin or other strong commander. These rag-tag criminals prefer to simply hold up other humans, especially traders, merchants or common folk, instead of outright

killing them, since by setting these robbed people free with basic gear, crude weapons, food and water, they might survive the remainder of their journey to recoup their losses, and travel another day, only to be robbed once again. Nothing hurts a local gang of raiders worse than having a reputation for killing everybody who comes down their road or through their section of woods. Such behavior only brings bounty hunters, troops and other hirelings out to butcher them, and worse, no sane person would travel thereabouts again, leaving nothing to steal. However, raiders of course kill those who resist being robbed, show disrespect, or in order to weaken a caravan by shooting a few guards before approaching it.

Every gang of raiders is unique in some respect, usually operating according to the whims of their current leader. Some units are reluctant to incur casualties of their own and retreat after only one of their number is killed, and still others are courteous to their victims, especially the women and children. Reports of captives being blindfolded and taken to the raider's camp for the night, fed, entertained, then later let go, are not uncommon. Just as there are humanitarian raiders who steal to survive, there are also truly wicked gangs, who pass through an area once every couple of years, and whom kill and defile, torture and humiliate their captives, leaving them impaled on stakes or hanging from trees.

These murderous sorts of gangs are often of a different race or religious background from those they accost, and see their victims as mere animals to kill on sight. At other times, raiders are debased, cannibals, or from some sort of cult, and take captives to either sacrifice to their gods, or serve as unwilling mates, possibly even as hostages to ransom off to the local authorities.

For the new era traveler, avoiding any sort of raider while in the wilds or back allies of a town, is wise; since it is difficult to tell if the thugs are mere greedy opportunists, or psychopathic joy killers.

Raider Boss: These individuals are either the toughest gang members, the smartest, or both, and have typically fought their way to the top of the pecking order and maintained their status only by beating back any challengers, keeping a good supply of loot coming in, and providing entertainment for the unit.



Bounty Hunters: Cold, calculating men and women fill the ranks of this profession, They are universally feared and hated by everyone they meet except when hired by a settlement or patron who needs an elusive person tracked down, arrested or killed. Members of this caste often act as assassins or guardians to their employer, but are more brutal and flashy about their mission objectives and caste. Both regular and elite bounty hunters are always on the look out for anybody on their long list of wanted persons and whenever a printed or hand drawn likeness sheet is provided, one of these hunters can easily spot a wanted subject when meeting them.



A character's history may have a 'mark' on it, and a chance that each encounter with a bounty hunter met, that the player character is identified and pursued. Most bounty hunters are either under orders to bring a person in, dead or alive, or strictly alive, such as in the case of a pleasure slave, escaped technician or important person, but in many cases, where the status is not specific, a bounty hunter simply kills a target, cuts off the head and either pickles it or sticks it in

a sack and takes it to whomever posted the wanted notice. If a client does not pay up on a bounty, the loose knit association of bounty hunters in a region take great offense and either kill and rob the cheating employer, or simply not honor any bounty offered by the faction or individual again. Bounty hunters usually hire raiders or primitives to aide them in a hunt and are often well known in the wilds from frequenting the same range month after month, getting to know the locals and trading with even the most savage humanoid. It is not uncommon for a tribe of skullocks or warmorts to share a camp with a brutal bounty hunter; get drunk together, trade relics, food stuffs and information, as well as work for each other. Excavators in particular, due to their own sordid histories and profession, bare extreme animosity toward bounty hunters, and try to bring about their demise at every opportunity.

Scavengers: While similar to excavators in many respects, these salvagers, recyclers and junk collectors are far less likely to undertake any task that is heroic, noble, or helpful to a community, or anything that doesn't involve the search for ancient debris. As is often the case, these people are fixated on the old world culture, and so gather things of no practical value and hoard it in secret stashes.

While most are typically loners and shun contact with regular society, they often trade with each other; gathering in small bands if the vicinity is dangerous and create secret barter forts to socialize and exchange food, water, slave-spouses, to mate, share information, and possibly organize a major raid on a tempting target.



They are best described as the children of lone survivalists of a bygone era, taught to distrust the inhabitants of the new, emerging communities.

They are not above ambushing and robbing passersby, kidnapping an attractive member of the opposite sex to make into an unwilling spouse, looting the dead and dying after a battle, or setting traps for the unwary excavator who might happen by, but for the most part, they are harmless or even helpful to other humans. Occasionally, when the need for food, water, supplies or carnal encounter is great, a scavenger may enter a small trade town to sell off some merchandise, but he or she rarely stays the night and leaves quickly, heading for whatever underground hole or fortified tree fort he or she calls home.

These folk are not known to be malicious nor murderous, even to their robbery victims, and usually just let their prisoners go free after liberating them of ancient items, food, money and weapons.

Traders There are two sorts of commonly encountered traders in the new era; those who set up a permanent shop behind the safety of a town's walls, and those who travel about with wagons and mules, offering their goods to whoever has the valuables to purchase them.

Town traders often have a booth in a marketplace or a mere tarp strung over a hand cart, selling everything from fish, meat, furs and junky relics, bits of useless but pretty plastic, shoddy weapons and curiosities. They make a fair, safe living, and don't usually attract unwanted attention from thieves, as do merchants, but they must always be watchful of street urchins who pilfer their produce.

Nomadic traders are rough and ready, adventuresome sorts who frequent the back country, all the while moving water, food, and an assortment of common trade goods from town to mining camps, from shanty cities to prison forts, to military garrisons, sub-human encampment and everywhere in between. When travelling, they are always accompanied by at least $d3+1$ militia soldiers, who are all on horses and have $d3+2$ pack mules loaded with $20+3d100sp$ in merchandise each. The members of these trade expeditions are wary when approached by excavators or other armed units, yet it is their job to meet people and trade with them, and so they are abnormally trustworthy and gladly camp with diggers, mercenaries, or nomads to gain mutual protection from raiders, humanoids and other threats.



Ten Sample Creatures

Note: In the Mutant Epoch Hub Rules there are 104 creatures, while the Mutant Bestiary One contains 173 monsters and the Creatures of the Apocalypse Codex covers 20 very detailed specialty freaks.

Aberrant Rat

Defense Value: **-10**
 Endurance: **20+d10**
 Movement: **8m**
 Initiative: **normal**
 Attacks: **1**
 Strike Value: **01-55**
 Damage: **d8**
 Strength: 24
 Agility: 38
 Accuracy: 35
 Intelligence: 9
 Willpower: 30
 Perception: 43
 Valuables: nil
 Experience Factors: 20
 Morale: firm
 Size: 1.6 meters long
 Weight: 85kg
 Mutations: 1
 Implants: nil

Aberrant Rats are man sized, freakishly mutated rodents, with each rat having a unique aberration from the list below. They are the most aggressive rats of all, launching attacks on humanoids and other prey with little hesitation, and no concern whether or not they outnumber their intended targets. It has been reported that these rats often merely kill and dismember their victims, not bothering to eat them, a fact that makes many scholars insist they were designed as bio-weapons to be deposited in enemy cities, to multiply and terrify.

d100 Rat Mutations list

01-06. Six legs, add +d3m move.
07-13. Poison bite, type A paralysis.
14,15. Poison bite and blood, type A death.
16,17. Spits digestive acid, once daily, 6m, as bite attack for SV and DMG, burns victim for d6 rounds.

18-25. Giant mouth, -1m MV but double bite damage.

26-31. Amphibian (can breath underwater, swim as normal speed).

32-36. Hopper, can leap up to its normal move rate in height.

37-42. Shooting quills, one per round up to 10 daily, as bite attack for size of rat, range 9 meters.

43-48. Two heads, double bite attacks.

49-58. Barbed tail (as per bite attack, but extra).

59-63. Bone and spike plated (add -10 to DV, -1m MV).

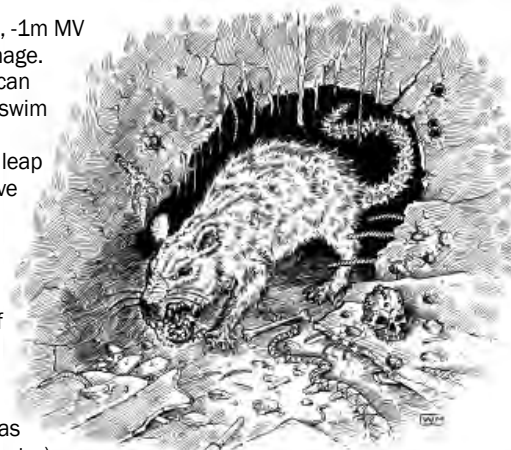
64-68. Shelled (add -20 to DV, -2m MV).

69-76. Very fast (add -10 DV, +d6+1m MV, x2 rate of all attacks).

77-81. Poisonous bite (type B sleep, make END based type B hazard check or pass out for 4d6+10 minutes).

82-92. Bat wings (can fly double ground rate).

93-00. Enormous (END x2, +d6 MV, + 10 SV, +3 DMG).



Alligator, Large, Mutant

Defense Value: **-8**
 Endurance: **30+2d20**
 Movement: **4m land/9m water**
 Initiative: **normal**
 Attacks: **1**
 Strike Value: **01-65**
 Damage: **d20+5**
 Strength: 80
 Agility: 32
 Accuracy: 29
 Intelligence: 6
 Willpower: 22
 Perception: 25
 Valuables: skin worth 1sp per point of END
 Experience Factors: 30
 Morale: firm
 Size: 3 to 4 meters long
 Weight: 410kg
 Mutations: 58% chance of d2
 Implants: nil

New era alligators, both mutated and non-deviated, inhabit the smallest streams, underground pools, swampy bogs and the greatest oceans. They are more aggressive than their pre-devastation era cousins and are more likely to actively hunt humans. The above statistics can also apply to both salt and freshwater crocodiles.

d100 Alligator Mutations

01-05. Body Regeneration, heals 1 END per round.

06-09. Mental Screen (see page QSR 17)

10-15. Paralysis Tendrils, d4, (see page QSR 18)

16-20. Crab Pincers, d3 treat as extra bite attacks.

21-29. Shell, increase defense value by +22 (DV now -30)

30-35. Shooting quills on tail, shoots d6 per round, range 15m, SV 01-60, Damage d10, max quills 60 per day.

36-40. Electrical Pulse (see page QSR 16)

41-45. Poison bite, victim must make type C hazard check, using their endurance, or pass out for 3d6+6 minutes.

46-56. Extra tough hide, +2d6 DV.

57-68. Massive head for its size, damage is +5.

69-74. Longer limbs, add d4 to land speed.

75-84. Head on long, snake-like neck, +2d8 SV.

85-91. Two headed, two bite attacks.

92-00. Massively built, add 20% endurance and +3 damage.



Blood Flyer

Defense Value: **-0 / -10 flying**
 Endurance: **4+d4**
 Movement: **1m ground/8m air**
 Initiative: **-1**
 Attacks: **1**
 Strike Value: **01-36**
 Damage: **d3 per round**
 Strength: 3
 Agility: 16
 Accuracy: 22
 Intelligence: 2
 Willpower: 24
 Perception: 13
 Valuables: nil
 Experience Factors: 5
 Morale: firm
 Size: 50cm
 Weight: 2.1kg
 Mutations: nil

Blood Flyers are huge mutant mosquitoes, which move noisily in an awkward up and down flutter and are easy to hear or see coming (-1 initiative). They do, however, form large swarms and attack with sharp claws and a bone proboscis outstretched for exposed skin. On a successful strike, a blood flyer attaches itself to the flesh of a victim and bloats itself on blood automatically (for d3 END DMG) each round up to a maximum of 16 endurance points ingested before detaching and flying off at half speed. While attached, these blood suckers can still be attacked, but any miss is 50% likely to result in a stray blow (roll against one's own DV to determine if the blood flyer's victim produced a self-inflicted injury). This rule also applies if another person tries to remove the insect with hacking, clubbing or missile weapons. The best removal tactic is flame; running a torch under the insect is 75% likely, per round, to force it to detach and fly off momentarily.

**Garnock**

Defense Value: **-10 (thick hide)**
 Endurance: **200+d100**
 Movement: **5m**
 Initiative: **-1**
 Attacks: **1 weapon or fist or bite**
 Strike Value: **01-80**
 Damage: **club 3d20+18/ fist or bite d20+18**
 Strength: 115 (+18)
 Agility: 18
 Accuracy: 24
 Intelligence: 2d4
 Willpower: 73
 Perception: 22
 Appearance: 2d4
 Valuables: well off
 Experience Factors: 125
 Morale: excellent
 Size: 4.5 meters tall
 Weight: 530kg
 Mutations: 12% 1 QSR page 15
 Implants: nil

Garnocks usually band together in small family units, or are encountered as loners, hunting or patrolling. They require a great deal of food each day and see humans as a healthy choice to much of what is found in the ruins. Typically, these monsters avoid open ground where their slow speed is a disadvantage, but can be found in all other terrain and environments. 12% have a random mutation from the list on page QSR 15.



Garnocks are giant, rust red humanoids with thick hides, toothy mouths and massive muscles. They are mutated, carnivorous off shoots of construction slaves, and while dumb and slow, are still dangerous adversaries when unleashing an ambush. They fight using enormous tools, iron beams, or other club-like weapons. Even unarmed, these brutes can pulverize a human with their fists or tear them in two in one bite.

Hydra Worm

Defense Value: **-0**
 Endurance: **50 body/10+d20 per head**
 Movement: **5m**
 Initiative: **-1**
 Attacks: **2d4 bites**
 Strike Value: **01-60**
 Damage: **d10 each**
 Strength: 43
 Agility: 31
 Accuracy: 44
 Intelligence: 4
 Willpower: 19
 Perception: 43
 Valuables: nil
 Experience Factors: 95
 Morale: firm
 Size: 4.4m
 Weight: 680kg
 Mutations: nil

Hydra Worms are non-burrowing terrestrial invertebrates, that hunt alone in damp climates or ruins. Like all worms, they are slow to react and have an initiative penalty, but their slimy skin acts like glue and all manner of local trash, vegetation, dust and debris clings to its hide, allowing it blend in well with its surroundings. If a hydra worm does win the initiative in an encounter, it means the passerby has practically stepped on the beast which is already in melee range and striking with its 2 to 8 heads (2d4), each attached by a thick, snake-like neck of 3m length.

Killing a hydra worm is tricky, as to slay it, each head must be cut off from the main body (each head has 10+d20 END). If the main body is killed or suffers 50 endurance, the heads continue to fight on, but are unable to pursue the victims beyond their reach. In a matter of an hour, a hydra worm with a dead body absorbs one head to become a new body, and slithers off again.



Mutant Dog

Defense Value: **-10**
 Endurance: **15+d10**
 Movement: **9m**
 Initiative: **normal**
 Attacks: **1**
 Strike Value: **01-60**
 Damage: **d12**
 Strength: 23
 Agility: 38
 Accuracy: 48
 Intelligence: 7
 Willpower: 38
 Perception: 39
 Valuables: nil
 Experience Factors: 18
 Morale: firm
 Size: 1.6m
 Weight: 30kg
 Mutations: d2

cific area. They always look very different from one to the other, have some hint of the parent species, such as Doberman, German Shepherd, Terrier, bull mastiff, etc., and often follow a dominate dog who is either more powerfully augmented by mutations and or implants, or is simply bigger. Skullocks often ride mutant dogs into battle.

d100 Dog Mutation List

01-37. Mutations from list on page QSR 15
31-37. Back covered in throwing quills, -5 DV, shoots 2 per round, range 15m, SV 01-60, DMG d8 ea.

38-43. Bat-like wings, can fly double their ground speed.

44-52. Bone studded hide, increase DV -10.

53-61. Two headed dog, two bite attacks.

62-66. Bipedal, human hands on front legs and smarter, +2d6 INT, can use crude weapons and has WC-P (pg. 39), it can't talk.

67-73. Crab shell-like armor, -d3m MV/add -20 DV.

74-81. Massive Jaws +4 DMG.

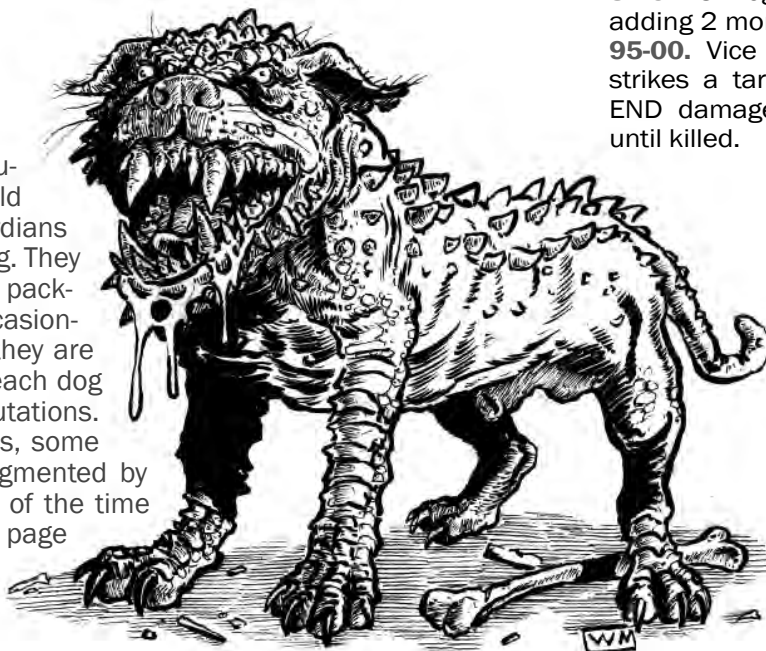
82-84. Massive hound, x2 END, weight and STR/ +6 DMG.

85-88. Poison Bite, Type A death. Victim must make a type A endurance based hazard check or drop dead in d8+2 rounds.

87-94. Six legs, first two are long clawed, adding 2 more strikes.

95-00. Vice jaws, lock in death, once strikes a target continues to do 4 pts END damage per round automatically, until killed.

Mutant Dogs are usually either found as a wild pack or as trained guardians to some intelligent being. They often have the same pack-wide mutations, but occasionally (33% of the time) they are seen in groups where each dog exhibits its own d2 mutations. In addition to mutations, some animals have been augmented by intelligent beings (28% of the time with 1 implant from page QSR 13) and trained to serve, often set loose to guard a spe-



Reptilius (Also called: Reptili, Reptos, hissers and lizard men)Defense Value: **-12**Endurance: **12+d12**Movement: **7m/ swim 6m**Initiative: **Normal**Attacks: **bite or weapon**Strike Value: **01-50**Damage: **d10 bite or by weapon**

Strength: 22

Agility: 43

Accuracy: 34

Intelligence: 8+d8

Willpower: 32

Perception: 21

Valuables: Type PT each

Experience Factors: 12

Morale: firm

Size: 1.4 meters tall

Weight: 55kg

Mutations: 36% chance of 1

Relics: 7% chance of 1 weapon

Implants: nil

Shorter than humans, the **Reptilius** are cold blooded, tribal, carnivorous lizard men who dwell deep in woodlands, swamps, jungles and ruins, in brutal, sometimes cannibalistic warrior societies. They are xenophobic, arrogant and consider all other beings as livestock, torturing and eating prisoners without any notion of interrogating them or selling them as slaves. When a strong leader

takes control of the tribe by killing his or her predecessor, the first order of business is to invade and devour some other species, preferably humans who often have relic weapons. These lizard folk are not smart enough to reload shells or make muskets, but they can certainly grasp the basic principle of loading and firing a gun or laser weapon.

In battle, they wear bone or sea shell armor, throw javelins, and close in with stone axes or other primitive weapons. Those with powerful mutations or relic weapons hold back from the fray and fire from the safety of cover. Mutant lizards are often employed as mounts or attack beasts, but reptilius do not consider them brothers, just as humans don't consider horses or cows as more than meat or transportation. These beings don't fare well on the surface during the winter months, or whenever the temperature is 12.2 Celsius (10 Fahrenheit) or lower, since cool weather makes them sluggish and dull witted; enemies gain +20 SV on all attacks, while the reptilius move at 5 meters per round instead of 7.

To protect themselves from mammal adversaries during the winter months, these lizard men ensure that

they have large amounts of meat on hand, hanging from trees or in underground pens. Often human captives are taken in the fall and kept alive until they are needed late in the winter. If characters are

taken prisoner, usually after being knocked unconscious, they wake in a wooden cage,

hands bound behind their backs, and are kept alive until a random winter month, when they will be fed well for a week, then butchered. Reptilius worship cruel gods, which demand sacrifices of blood and organs from any intelligent beings, even reptilius from other tribes or misfits from their own.

Occasionally, a reptilius is a loner, a true individual of superior intelligence or vision, who does not buy into the superior race talk, nor the ridiculous religions and pointless wars. This reptilius may attempt to unite with other misfits and outcasts from other species, and seek adventure and wealth.

Reptilius are expert swimmers and can hold their breath for up to fifteen minutes before drowning.

**d100 Reptilius Mutations List****01-16.** Bigger (+10 End/+10 SV/ +2 DMG).**17-23.** Long legs, (increase movement +d6m per round).**24-27.** Spits digestive acid, (once per hour, range 12m, SV 01-60, DMG d4 per round, for d6 rounds).**28,29.** Warm blooded specimen, (can operate at night or in cold climates as if it were day, faster -2d6 DV, +d3m MV).**30-32.** Four eyes, (+2 initiative).**33-39.** Four arms, carries extra javelin and shield (DV bonus -5).**40-46.** Bat Wings (fly 12m).**47-50.** Huge bat wings (fly 22m).**51-55.** Elongated jaw with razor teeth (+10 SV, DMG 2d6+2).**56-59.** Bone plated body (-1 MV/ improve -2d6 DV).**60-64.** Shell and spike Plated Body (-3 MV, improve -3d6+3 DV).**65-67.** Poison bite (type C sleep).**68,69.** Poison bite (type D paralysis)**70-72.** Poison bite (type A death)**73-77.** Huge Specimen (END d20+20,+2 MV,+10 SV,+3 DMG)**78-83.** Spiked tail (extra attack DMG d10)**84-89.** Massive claws (fights with two claws and bite, DMG d10 ea.)**90-92.** Sickle Arms, fights using two sickle arms, SV +10, DMG d12+2 each)**93-96.** Horn on head (can gore SV +10, DMG d10)**97,98.** Massive! (END d20+40, +4 MV, +20 SV, +6 DMG)**99,00.** Wise-One (+2d20 INT, +d20 WILL) Roll d6 for mutation: 1,2. Mind Crush/ 3,4. Electrical Pulse/ 5. Stun Ray/ 6. Telekinesis

Rubble Spider

Defense Value: **-25**
 Endurance: **10+d20**
 Movement: **7m**
 Initiative: **+3**
 Attacks: **1 bite**
 Strike Value: **01-55**
 Damage: **d8 +poison**
 Strength: 16
 Agility: 56
 Accuracy: 32
 Intelligence: 6
 Willpower: 38
 Perception: 57
 Valuables: nil
 Experience Factors: 25
 Morale: average
 Size: 1.1 meters
 Weight: 52kg
 Mutations: nil

Rubble Spiders, also called Cement Crawlers, drop down from trees or ruined structures, gaining +3 initiative when they are first encountered. If they win the initiative, they land among the travelers and try to bite them. These concrete colored spiders are built tough, with studded carapaces and curved spikes growing from their abdomens and leg joints, giving them considerable protection but also slowing them down. They often live in groups, weaving webs across pits and passages, between ruined skyscrapers and in ancient elevator shafts. Their webs are not usually a threat to man-sized beings, but if a person happens to fall or run into a new web, he is stuck to it until he either breaks free with a type E, strength based HC, or uses a blade to cut through the web. The web can be hit automatically, but takes 40+d20 endurance of damage to cut through. The spider's main attack is its poisonous bite, which is often enough to knock a human out, (type

B, sleep poison, duration d6 hours). Unconscious prey is wrapped in a cocoon of web, hoisted 2d20 meters off the ground and later (3d6 hours), swarmed by all the rubble spiders and drained of body fluids at a rate of d6 endurance per round per spider. The cocoon can only be broken out of by someone with either great strength (type D, strength based hazard check, one try per half hour) or by a mutant using a beam mutation to blast apart the web shell (auto strike, endurance 30+d20).

**Skullock**

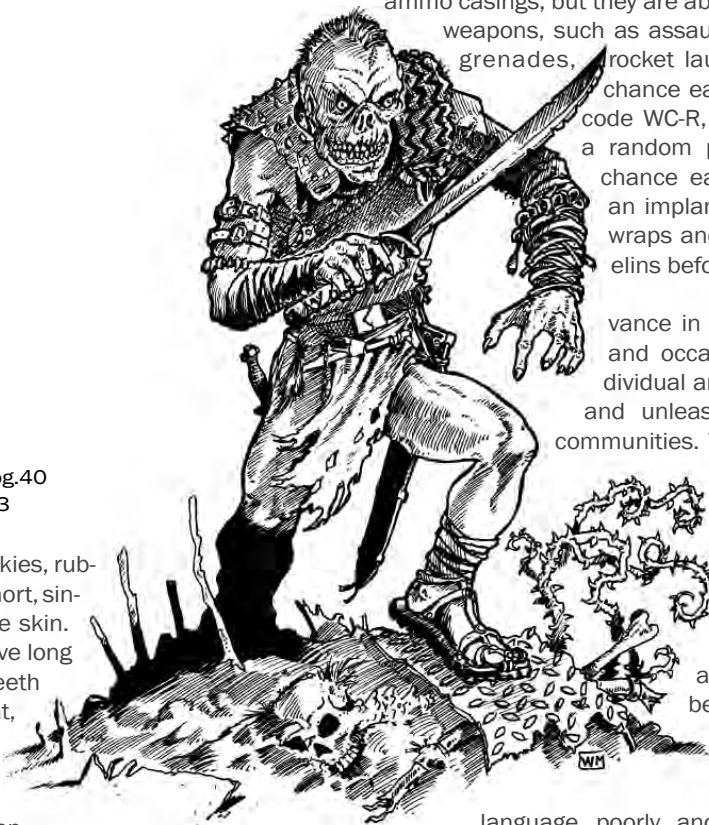
Defense Value: **-12 (junk armor)**
 Endurance: **10+d20**
 Movement: **7m**
 Initiative: **+1**
 Attacks: **1 weapon**
 Strike Value: **01-50**
 Damage: **d12 javelin/ d8 knife**
 Strength: 24
 Agility: 33
 Accuracy: 30
 Intelligence: 2d6
 Willpower: 40
 Perception: 45 (+1)
 Appearance: 3d6
 Valuables: VP (Very Poor)
 Experience Factors: 20
 Morale: average
 Size: 1.3 meters tall
 Weight: 50kg
 Mutations: 10%/1 mutation
 Relics: 1 in 20 chance of WC-R each, pg.40
 Implants: 1 in 20 chance of one, pg. 13

Skullocks, also called gremlins, peskies, rubble robbers, and nuke goblins, are short, sinewy, savages, with pale gray or olive skin. They stand just over a meter tall, have long arms, beady red eyes, blunt ears, teeth like a dog, a stench like rotting meat, and are the most common humanoid in The Mutant Epoch. It is believed they were bio-engineered as expendable troops by ancient human factions. While their size and weak minds don't make them the same sort of threat as more advanced foes, their numbers, hyper-reproduction, and savagery make up for it. Since they often inhabit ruins and underground areas, they have uncovered

a great many artifacts and can use relic weapons and modified scrap relic armor. Skullocks are too ignorant to program robotics or use computers, advanced weapons or even reload spent ammo casings, but they are able to employ more basic relic weapons, such as assault rifles, auto pistols, SMGs, grenades, rocket launchers, etc. There is a 5% chance each has a relic weapon from code WC-R, page 40, a 10% chance of a random prime mutation, and a 5% chance each one is augmented with an implant. They typically wear fabric wraps and junk armor, and throw javelins before closing in with knives.

Individual skullocks can advance in rank, like other humanoids, and occasionally one exceptional individual among them masses an army and unleashes an invasion on other communities. This war typically lasts for a few weeks before greed, tribal in-fighting and religious disagreements pull the coalition apart. Smart or misfit skullocks have been known to split from their kind and join human adventure teams, trying their best to conceal their racial identity with makeup, wigs, cloaks, and perfume. They speak the common area

language, poorly, and in some regions have established trade with human settlements. Half skullock, half human crossbreeds have been encountered with greater frequency in recent decades.



Winged Slasher Lizard

Defense Value: **-5 / -25 flying**

Endurance: **50+d20**

Movement: **6m/ 14m flying**

Initiative: **+3**

Attacks: **1**

Strike Value: **01-64**

Damage: **d20+5**

Strength: 37

Agility: 67

Accuracy: 64

Intelligence: 7

Willpower: 34

Perception: 87

Valuables: skin worth 65sp

Experience Factors: 45

Morale: excellent

Size: 7m wingspan

Weight: 47kg

Mutations: nil

Winged Slashers are odd reptiles, much like pteranodons of the Cretaceous period on earth, except that instead of a normal tail, these leathery winged terrors have a bone blade that they use to slash prey, often from behind. If winged slashers win the initiative, they attack from someplace above and behind, disallowing the target any shield, dodge or agility DV modifiers on the first attack. Reptilius can ride these creatures which move at -3m flying speed (11m when mounted). Should the winged slasher be unable to employ its bladed tail, such as when its on the ground, it can bite for d12+2 damage.



Ten Sample Relics

Anti-toxin-injector: This single dose, self administered needle and chemical soup array, was intended for front line troops. It is to be injected either prior to or just after exposure to toxic substances such as bio-weapons, poisonous gas, venomous animal bites and such. The chemicals and anti-bodies injected into the skin protect against a great many venoms and toxins, counteracting them as best as they can, taking affect within d6 rounds with a 84% success rate.



Assault Rifle: Second only to the automatic pistol, this weapon is the most common relic found in the new era. Its design, either traditional or 'bull-pup' (magazine behind trigger group), has undergone little change since 1960. However, the few changes common to all is in their corrosion resistant alloy and plastic parts, their overall reliability and ease of maintenance. They take standard rifle ammo, although high cal-



iber, and pistol calibre variants exist. Modern versions also accept 100 round drum magazines, belt fed ammo, night scopes, and other accessories. The typical weapon found is standard 73% of the time, otherwise a bull-pup configuration. An attached under barrel grenade launcher is also discovered 9% of the time, loaded with d3 fragmentation grenades. This M203 style launcher uses pump action to shoot one grenade, 100m, per round, and holds up to four grenades (found with d4 frag grenades unless otherwise stated). Stats on page 23.

Auto Pistol: This standard automatic pistol has been the work horse sidearm for criminals, police and military personnel for hundreds of years. It is the most commonly found relic weapon, even more so than the assault rifle. The typical version has an impressive 20 round dual feed magazine, but 4% are officer issued 'deluxe models' which have a large 30 round clip ex-



tending from the grip, and a superior, 3 shot per round rate of fire. All auto pistols can be fired at their maximum rate as well as single shot mode. Stats on page 23.

Ballistic Shield: Used by SWAT teams of old, this blue or black, square shaped, slightly curved relic offers some protection from cut and thrust attacks, but offers exceptional cover from bullets, (DV -5/-22



vs. bullets). This shield has a tiny 5 x 10cm wide slide open window to permit a user to aim pepper spray, a stun pistol or other gun barrel from within the protective barrier.

Combobot, Light

Defense Value: -25

Endurance: 40

Movement: 7m

Initiative: normal

Attacks: **laser carbine or spring-spike**

Strike Value: **carbine 01-80 / spike 01-62**

Damage: **laser carbine 2d20+10/ spike d12+12**

Strength: 80 (+10 dmg)

Agility: 40

Accuracy: 54 (+10)

Intelligence: 34

Willpower: 110

Perception: 34

Experience Factors: 50

Morale: not applicable

Size: 2.1 meters tall

Weight: 120kg

Power Supply: This unit employs 2 power packs, 1 for weapons and the other for continuous operation for 8 years before a recharge is needed. In sleep mode, it can maintain minimal operations for 79 years, waking within 2d12 rounds to full power and awareness.

Light Combobot: Hundreds of models of this most common robot were built, with the above statistics for an Erickson 3000 Infantry Trooper being the most typical. These units were mass produced and designed for use against human foes as opposed to larger robotic units. They have one laser carbine arm, while the other ends in a human-like hand capable of holding any regular relic, operating a keyboard or

performing other tasks. This same hand has a spring spike built into the forearm and is used when in melee range or its carbine is out of power. The laser carbine can be removed and replaced with a more advanced weapon or another robotic hand by a mechanical or robotics technician. The programming of these units was simple: kill anyone not broadcasting the specific alpha numeric code of an ally. Or, if the combot is reprogrammed by an intelligent master, it carries out whatever the new controller commands.

The laser carbine can fire 40 shots per day from onboard power, or accept additional energy from power cells, power packs or external supplies via cables and extension cords.

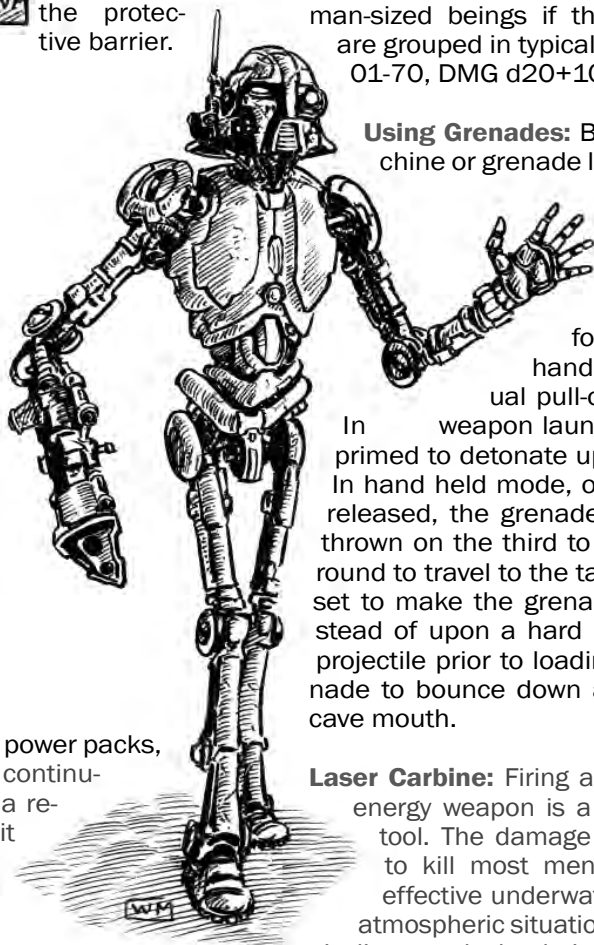
Fragmentation Grenades are more powerful than the classic 'pineapple' grenades of old. This fist-sized explosive has a 4 meter blast radius, usually sufficient to harm 8 man-sized beings if the victims are grouped in typical ranks. SV 01-70, DMG d20+10.



Using Grenades: Besides those launched by a machine or grenade launcher, these explosives can all be thrown like a rock, 20m, plus or minus any strength based range modifier noted on the trait modifier table, page QSR 5. Grenades were designed for weapon based launching or hand throwing applications via a manual pull-out pin and grip release system.

In weapon launch mode, the grenade is usually primed to detonate upon contact with a hard surface. In hand held mode, once the pin is pulled, the grip is released, the grenade can be held for 2 rounds and thrown on the third to detonate on impact, taking one round to travel to the target. A grenade launcher can be set to make the grenade go off on the third round instead of upon a hard impact by manually priming the projectile prior to loading and firing it, allowing the grenade to bounce down a distant stairwell, hatchway, or cave mouth.

Laser Carbine: Firing a single red beam per round, this energy weapon is a very effective, long range killing tool. The damage from a single strike is sufficient to kill most men. Laser carbines are somewhat effective underwater (half range and DMG), in non-atmospheric situations as well as against such foes as pit slimes and other beings unaffected by bullets or blades. Stats on page 23.





Riot Armor: Providing excellent body protection, especially when accompanied by a riot helmet, this suit is made of layers of plastic and fiber, but it is not ballistic grade nor is it designed to withstand beam weapon and explosions. Its main purpose was to deflect stones and baton strikes during riots, as protests in the old world were widespread, particularly near the end of the pan-global civilization.

Stun Pistol:

This handgun fires a blue laser beam of neuron scattering, muscle freezing, circuit locking energy. Those hit suffer 2d20 stun damage, which remains in effect for one hour before healing at a rate of 1 point per minute. Those rendered unconscious remain so for 1 hour + 4d10 minutes.



Pump Shotgun: The design of this simple, reliable and brutal weapon hasn't changed much in hundreds of years. It was widely used as a civilian home defense weapon, and one of the few allowed to common peoples of earlier times. Because of its popularity, reliability and toughness, a great many have survived into the post apocalyptic era. Most versions hold 8 shells, but a police version exists, found 6% of the time, which holds 10 shells.



Useful Tables

Weapon Classifications

Many tool-using creatures and typical humans employ weapons of one sort or another, and while an adventure supplement or listing may give a specific armament for a species or group, the following tables provide a random selection for quick determination. GMs can use these tables as a guide or create their own codes. All weapon codes start with the prefix WC- to denote it differently from any other of the many reference codes used in the Outland Game System.

Weapon Classification	Code	Examples
Primitive	WC-P	Club, javelin, flint axe
Standard Street	WC-SS	Sword, axe, bottle, chain, staff or club
Laborer	WC-LA	Axe, pitchfork, shovel, chain, club
Standard Military	WC-SM	Bows, axes, sword, spear
Elite Military	WC-EM	Crossbows, rapier, poleaxe
Standard Concealed	WC-SC	Knife, dagger, sling
Unconventional Concealed	WC-UC	Poisoned dagger, needles
Relic Concealed	WC-RC	Auto pistol, sub-machine gun, dart pistol
Relic	WC-R	Assault rifles or shotguns

d10 Primitive* (WC-P)

1. Spear
2. Axe
3. Javelins, d4
4. Bow & club
5. Sling & club
6. Bow & axe
- 7,8. Club
- 9,10. Spear & club

*plus dagger



d10 Standard Street* (WC-SS)

- 1-4. Machete
5. Hatchet
6. Club
7. Staff
8. Chain
9. Roll d8 plus crossbow
10. Roll d8 plus bow

*plus knife

d10 Laborer* (WC-LA)

1. Club
2. Hammer (DMG d8)
3. Shovel (DMG d10**)
4. Pitchfork
5. Staff
6. Chain
7. Crowbar (DMG d10 or +2 SV/ DMG d10+3**)
8. Sickle (DMG d8)
9. Scythe (DMG 2d8)
10. Hatchet

*plus knife

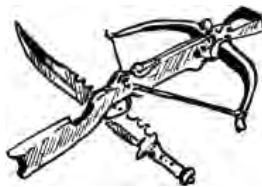
** Two handed use





d10 Standard Military* (WC-SM)

1. Machete
 2. Long sword
 3. Hatchet
 4. Battle axe
 - 5,6. Spear
 7. Battle axe
 8. Bow & sword (no shield)
 9. Sword & javelin
 10. Sword & spear
- *plus knife*



d6 Elite Military* (EM)

1. Greatsword & bow
 2. Longbow & machete
 3. Crossbow & saber
 4. Heavy crossbow & machete
 5. Machete & musket with 30+3d6 rounds
 6. Machete & musket pistol with 30+2d6 rounds
- *plus dagger and no shield*



d4 Standard Concealed (WC-SC)

1. Knife
2. Sling & knife
3. Dagger
4. Dagger & sling



d8 Unconventional Concealed* (WC-UC)

1. Dagger coated with type A, death poison
 2. Dagger coated with type B, death poison
 3. Needle ring coated with type C, sleep poison
 4. d4 knives coated in type A, death poison
 5. Fold out double crossbow
 6. Food & drink type B, sleep poison
 - 7,8 Musket pistol & 10+2d6 rounds
- *plus a regular knife*

d6 Relic Concealed (WC-RC)

- 1-3. Auto pistol with 3d6 pistol rounds
4. Pump shotgun with folding stock & 2d8 shells
5. d4 Fragmentation grenades
6. Stun pistol with 2d12 shots remaining



d20 Relic (WC-R)

- 4-7. Assault rifle with 2d20 rifle rounds
9. Pump shotgun with 2d6 shells
10. d3 Fragmentation grenades



Metric Conversion Table

Approximate conversions

Length
 2.5 centimeters (cm) = 1 inch
 30cm = 1 foot
 1 meter (m) = 3 feet
 1.6 kilometers (km) = 1 mile
 1000m = 1 km = 0.62 miles

Weight
 2.8 grams(g) = 1 ounce
 0.45 kilograms (kg) = 1 pound
 0.9 metric tonnes = 1 imperial ton

Volume
 28 millilitres (ml) = 1 fluid ounce
 0.57 Litres (L)= 1 pint
 1.14 Litres = 1 quart
 4.5 litres = 1 gallon
 0.03 cubic meters (m³) = 1 cubic foot

Temperature
 boiling points: Fahrenheit 212° Celsius 100°
 freezing points: Fahrenheit 32° Celsius 0°
 convert to celsius: Fahrenheit temperature minus 32 x 5 divide by 9= Celsius

Possessions Carried Classifications

Possessions Carried Classifications	Code
Very Poor	VP
Poor	P
Moderate	M
Well-Off	WO
Wealthy	W
Very Wealthy	VW
Adventurer	A
Advanced Adventurer	AA
Primitive Trophy	PT



Many humanoid creatures, as well as all typical humans, carry some sort of personal wealth with them, and for most of these beings, what they carry represents all their worldly wealth. While many pre-written adventures state what a person is carrying, many on the fly or random encounters don't, and for the busy GM, the following possessions carried classification tables greatly speed up the process of establishing what somebody has on them when robbed or looted. The code prefix VC usually precedes a valuables classification code, as in VC-A or VC-EX, etc.

Currency Note: 10 silver coins = 1 gold coin



d8 Very Poor (VP)

1. A dead rat, saved for dinner
2. Lucky rabbit's foot
3. Silver pieces d3
4. Silver pieces d6
5. Silver pieces d10
6. Plastic bits d20sp worth
7. Semi-precious gem worth d20sp
8. Stone jewelry item worth d20sp



d8 Poor (P)

1. Plastic scrap worth d6sp
2. Silver pieces d12
3. Silver pieces d20
4. Silver pieces 2d20
5. Silver pieces d100
6. Gold coins d6
7. Small gem worth 2d20sp
8. Plastic bits worth 2d20sp



d6 Moderate (M)

1. Silver pieces 2d20
2. Silver pieces d100
3. Gold coins d10
4. Tiny gems, d6 worth d100sp ea.
5. Furs, d6 each worth d100sp
6. Plastic bits worth d100sp



d6 Well-Off (WO)

1. As 'moderate' rolled twice
2. Silver pieces 100-600
3. Gold coins d20
4. Coins: d20 gold, d100 silver
5. Gems d6 worth 100+d100sp ea.
6. Plastic items worth 2d100sp



d6 Wealthy (W)

1. As 'well-off' rolled twice
- 2,3. Gold coins d100
4. Coins: d100 gold, d1000 silver
5. d6 gems, d6 jewelry worth 200+d100sp ea.
6. As 'very wealthy' rolled once

d6 Very Wealthy (VW)

- 1,2. Coins: 2d100 gold, d1000 silver
- 3,4. Gold coins 3d100
5. 2d4 gems, d6 jewelry worth 300+2d100sp ea.
6. As "wealthy" rolled twice



d6 Advanced Adventurer (AA)

1. d100 gold coins, d1000 silvers
2. d20 gems and d12 jewelry items worth 400+3d100sp ea.
3. 1000-6000 silver pieces
4. Plastic items worth 1000-8000sp
5. Gold and silver nuggets worth 1000-8000sp
6. Roll 3 times on classification (A)



d20 Adventurer (A)

- 1,2. d20 gold coins
- 3,4. d100 silver pieces
- 5,6. d12 gems worth 100+d100sp ea.
- 7,8. d6 jewelry worth 200+2d100sp ea.
- 9,10. 1 empty relic weapon from classification (WR)
- 11,12. d1000 silver pieces
13. Plastic items worth 2d1000sp
14. Furs, tusks, pear ls worth 3d1000sp
15. 2d6 Gold nuggets worth d100gp
16. Full power cell
17. 3d6 rifle rounds
18. 2d6 shotgun shells
19. 3d6 pistol rounds
20. Re-roll twice, using d12



d20 Primitive Trophy (PT)

1. Tusk necklace worth 2d10sp
2. Fine Fur cape worth 4d10sp
3. Scalps, human, worth nothing
4. Gold nugget necklace worth 3d100sp
5. Glass bead bracelet worth 2d6sp
6. Bone dice in pouch, worth d4sp
7. Jade Knife, functional, worth 20+d20sp
8. Shrunken Head, worth 2d8sp
9. Gemstone necklace worth 300+d1000sp
10. Diamond on neck string, worth 200+2d100sp
11. Dried human body bits, (ears, fingers, penis, teeth) worthless
12. Narcotic: gebrull joy beans, 2d4, 100sp ea., see narcotics and alcohol on page 124 (TME Hub Rules).
13. Narcotic: kicker berries, 3d20, 10sp ea., see narcotics and alcohol, on page 124 (TME Hub Rules)
14. Mini power cell, full, worn on necklace
15. Power cell, full, worn on necklace
16. Standard rifle rounds, 3d6 tied on necklace
17. Fragmentation grenade, worn on necklace
18. Fruit alcohol, in skin, d3 liters, worth 25sp/L
19. Rare feathers in headdress, worth 3d20sp
20. Hell-cougar pelt, worth 1600sp



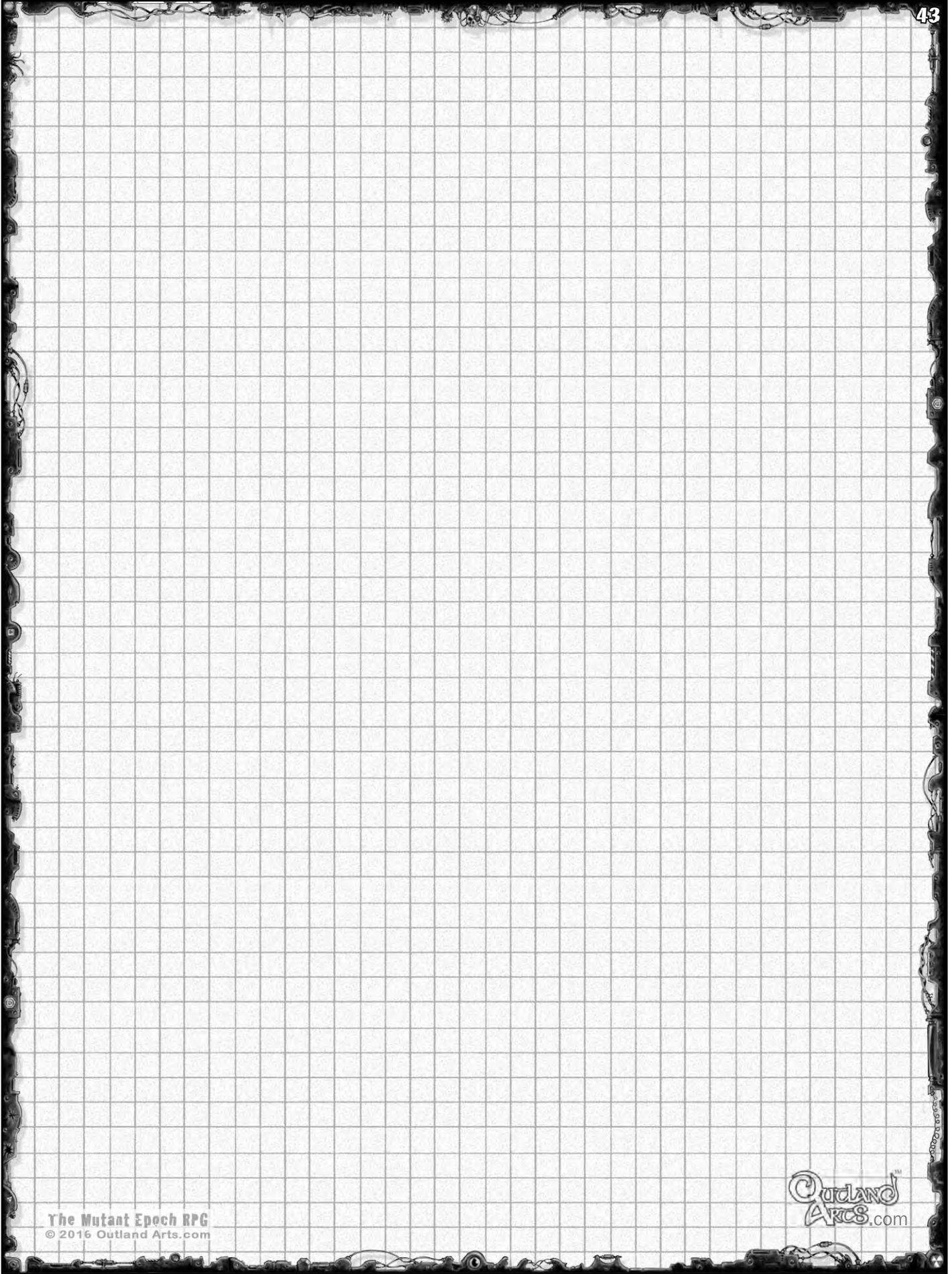
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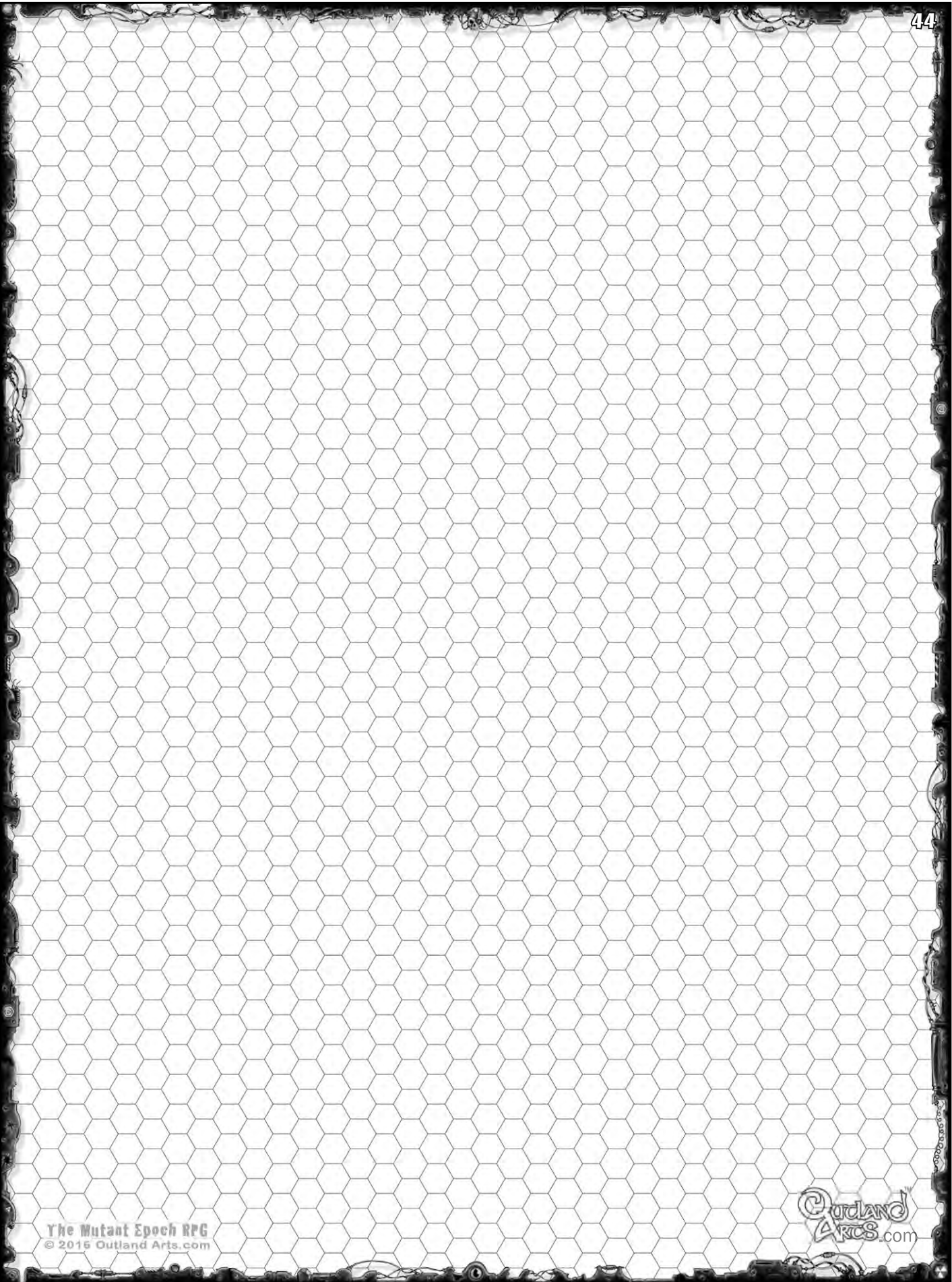
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Treasure Table TME-HUB-1 Roll d100

01. Child's scooter, operational, bright pink, +3 movement rate on flat ground for child-sized riders, +6m move downhill, no bonus going up hill, worth 80+d20sp
02. Child's plastic bucket with handle, worth 10+d10sp
03. Baby stroller, bright blue and steel, folds up and in good condition, worth 30+d20sp
04. Wood axe with bright yellow composite plastic handle, +2 SV, +2 DMG otherwise normal hatchet, worth 70+2d20sp
05. Nylon bag of 12 tough plastic tent pegs, yellow, worth 20+d20sp
06. Child's bright pink flip flop sandals worth 10+d6sp
07. Folding nylon and steel camp chair, US flag pattern worth 90+d100sp
08. Plastic doggy bowl, large 4L, purple, worth 6+d6sp
09. Nylon dog leash, 2m green, worth 7+d8sp
10. Aquarium net, 10cm opening, 20cm long, blue, worth 5+d6sp
11. Clip on flashlight for baseball style cap, range 10m drained, uses 1 pill power cell, worth 50+2d20sp
12. Flask, stainless steel, max cap. 300ml, holds 3d100ml scotch worth 30+d20sp
13. Life-size, flexible plastic adult doll, female, appearance score 60+d20, worth 100+d100sp. Not a robot. Non-responsive. Pose-able, will accept a mini-power cell to make life-like noises, heats up and vibrates
14. Nylon 4 person dome tent, blue, fiberglass poles, water and bug proof, worth 30+d100sp
15. Plastic wine glass, worth 4+d4sp
16. Plastic wash basin, 40cm diameter, yellow, worth 5+d6sp
17. Toaster, white, plug-in style worth 50+d20sp
18. Small, cartoonish toy horse, pale blue with pink mane, worth 12+d20sp
19. Blow dryer, black, plug-in or accepts mini-power cell for 10 hours of use, black, worth 40+d20sp
20. Toy, automatic pistol, has removable orange tip, worth 12+d20sp
21. Nylon duffle bag, black, 60cm long, holds 50kg, worth 70+d20sp
22. Hard plastic suitcase, brown, 40cm long, holds 40kg, worth 50+d20sp
23. Plastic lawn chair, tan, bulky, 2kg, 20+d10sp
24. Plastic toy dinosaur, T-Rex, 12cm tall, worth 18+d20sp
25. Baby teething ring set, many colors, plastic, worth 20+d20sp
26. Fake flowers, six daisies, worth 24+d12sp
27. Child's toy ring, silver plastic with huge fake purple gem, worth 18+2d20sp
28. Nylon shotgun shell holder, 5 shell capacity, slips onto butt stock of shotgun, worth 20+d20sp
29. Wrap around black sunglasses in case, like new, 30+d20sp
30. Child's toy piano, 1kg, red, 12 keys, actually works, worth 35+d20sp
31. Bright red plastic clown nose, worth 4+d4sp
32. Nylon afro costume wig, black, worth 7+d8sp
33. Plastic sign, 10cm wide by 20cm tall, Men's Washroom plus man symbol, worth 4+d6sp
34. Plastic travel mug, thermal, red, for 12oz coffee or tea, worth 12+d20sp
35. Alloy scuba knife in bright green plastic sheath, floats, +1 SV, +1 dmg knife, worth 50 +d100sp
36. Silver cross on fine chain, worth 100+d100sp
37. Plastic Samurai sword, cheap, sheath, looks fake only when drawn, worth 6+d6sp
38. Bag of dark green army men, 7cm tall, quantity 3d6 each worth 2sp
39. Bag of plastic spoons, white, 100 count, worth 30+d20sp
40. Bright blue nylon gift wrap, 1m wide by 6m long, worth 20+d20sp
41. Nylon body suit, woman's medium, zipper crotch, black, worth 50+d100sp
42. Plastic box containing 24 oil pastels, like new, worth 30+d20sp
43. Music mini disc collection of all Elvis, Johnny Cash, Buddy Holly, and other 1950s and 1960s hits, 100 albums worth 200+2d100sp
44. Nylon military action figure, 15cm tall, holding assault rifle, wearing body armor, worth 30+d20sp
45. Plastic school binder, zippered with pockets, red, worth 10+d12sp
46. Soapstone sculpture of weasel, 10kg, worth 40+2d20sp.
47. Bronze statue, 30cm tall, of bearded man nailed to a cross, worth 100+2d100sp
48. Backpack-carried water purification pump and filter set, worth 140+2d100sp
49. Box of plastic straws, assorted colors, 200 count, worth 20+d12sp
50. Scuba fins, tethered together as set with price tag still attached, blue, men's, +4m swimming movement rate, worth 40+2d20sp
51. Snorkel and diving mask, yellow, worth 30+d100sp
52. Blow-up, 1 man plastic boat (dinghy) clear, 5kg, worth 100 +d100sp
53. Blow-up 2 person air mattress, gray, worth 30+d20sp
54. Toy military helicopter, US Army, 10cm long, worth 18+d8sp
55. Puzzle cube, multi-colored worth 15 +d20sp
56. Dark green plastic garden hose, 10m long, no holes, worth 40+d20sp
57. Fold-out book light, silver, needs pill power cell for 72 hours continuous use, worth 100+2d20sp
58. Hot pink, woman's purse with strap, worth 10+d20sp
59. Pair of woman's knee high fashion boots, red, nylon, worth 30+d20sp
60. Policeman's truncheon, nylon, club +1 SV, +1 DMG, worth 70+d100sp
61. Hand crank light (10m range) with radio receiver, yellow, worth 200+3d100sp
62. BB rifle, single pump, 20m range, SV +3, rate 1, DMG d4, found loaded with 2d100 steel BBs (max capacity 300 BBs), worth 300+2d100sp
63. Solar powered electric desk fan, with 6m cord between solar array and fan. Will hold charge after sunset for 6 hours use, worth 100+d100sp.
64. Magnet with sunflower decoration, worth 2+d6sp
65. Plastic mixing bowl, white, 2L, spout, rubber grip bottom, worth 5+d6sp
66. Ceramic piggy bank, baby blue swine, worth 11+d8sp
67. Small, fake, tropical plant, 50cm tall, 3kg, worth 20+d20sp
68. Plastic jewelry box, pink, wind-up ballerina, mirror, worth 70+d100sp
69. Plastic toilet plunger, black, worth 6+d6sp
70. Clear plastic aquarium tubing, 2d6m, worth 10sp per meter
71. Bright hunter orange nylon ski-mask toque, worth 6+d8sp
72. Dayglow lime green rain poncho in bag, worth 12+d12sp
73. Plastic pancake flipper, blue, worth 3+d8sp
74. Elvis deity bust sculpture, resin plastic, faded paint, worth 50+d100sp
75. Plastic Baseball cap, trucker style, camo print worth 14+d20sp
76. Stainless steel, 500ml alcohol flask, empty worth 25+d20sp
77. Plastic pill bottle, 3d6 mild painkiller tablets inside, altogether worth 10+d10sp
78. Toothbrush, like new, purple, worth 5+d6sp
79. Ski goggles, black with lime green details and strap, worth 30+2d20sp
80. Alloy hub cap, can be made into buckler style shield (with -1 DV extra bonus) worth 30+d20sp
81. Umbrella, black fabric, plastic handle, compact folding style, 500g, worth 40+d100sp
82. Red tail reflector off vehicle, 10cm x 4cm, worth 6+d6sp
83. Nylon hammock, US flag print, plus tree line cords, 3kg, bulky, in case, worth 60+2d20sp
84. Roll of plastic food wrap, 12m long x 30cm wide, clear, worth 14+d20sp
85. Electric flyswatter, mini power cell drained, auto kills insects, spiders, etc., if under 5 END undamaged trait value, +5 SV, worth 70+d100sp
86. Box of 3d6 glow in the dark stars with peel and stick backings, each worth 2+d6sp
87. Golf ball, worth 1+d4sp
88. Desk flag, worth 10+d20sp 20cm tall flag pole, 15cm long flag, faded, roll for version, d6: 1. Canada/2. California/3. Mexico/4. Australia/ 5. UK/ 6. EU/ 6. Japan/ 8. China/ 9-12. USA
89. Plastic sign, "Open" other side "Closed, please come again", worth 3+d4sp
90. Gun magazine in plastic wrapper, worth 5+d20sp
91. Pair of reading glasses, men's, black frame, x4 magnification worth 30+d20sp
92. Stainless steel water bottle with flip lid and strap, 1L, worth 18+3d6sp
93. Pair of men's waterproof boots, yellow, worth 10+d20sp
94. Large scented candle, simulated cinnamon smell, red, worth 3+d6sp, burns for 12 hours
95. Pack of sandalwood scented incense, 24 sticks, pack worth 10+2d10sp
96. Plastic wallet, black, full of an ancient person's ID, credit cards, and 3d100 dollars in US cash, wallet value 15+d8sp
97. Glow in the dark plastic toy bat, 20cm wingspan, worth 3+d6sp
98. Solar powered calculator in case, worth 100+d100sp
99. Solar powered radio with antenna charge lasts 48 hours, receives broadcasts only, can't send, worth 200+2d100sp
100. Cleaning kit for pistols, rifles, and shotguns, like new with swabs, oil and rods, worth 200+d100sp







The Mutant Epoch TM

Role Playing Game

Name: _____

Player: _____ Game Master: _____

Date Rolled: _____ Generation System: _____ Character Type: _____

Pre-Play Caste: _____

Experience Factors: _____ Rank: _____ PC's Faction: _____



Endurance *i* Healing Rate

Strength *DMG Mod:* *Range Mod:* %

Agility *MV Mod:* →

Accuracy *SV Mod:*

Intelligence

Willpower

Perception **Initiative:**

Appearance

Defense Value:

Protection	DV	Move	Type
Agility Mod:			
Armor Worn:			
Helmet Worn:			
Shield Used:			
Dodge Skill?:			
Other Skill?:			
Other Mods:			

Base Strike Value: _____

Movement Rate: Base: _____ Armored: _____ Other: _____

Attack Mode	SV	Rate	Range	Damage	Ammo or Uses	Skill pts.	Skill Adds SV Mod.	DMG

Mutations, Implants & Skills

Personality: _____

Gender: _____ Sexual Orientation: _____

Age: _____ Birthday: _____

Weight: _____ kg Height: _____ cm

Skin Color: _____ Hair: _____ Eye: _____

Other Features: _____

Handed: _____

Swimming Ability: _____

Read & Write?: _____

Do Math?: _____

Religion: _____

Languages Spoken: _____

Diseases or Parasites?: _____

Cancer?: _____

Radiation Exposure: _____

Equipment

Starting Pack Code: _____

Days Rations: _____ Liters Water: _____

Bounty on PC's Head?: _____

Debts: _____

Valuables Carried: _____





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