

# THE MUTANT EPOCH™

TABLETOP ADVENTURE ROLE-PLAYING GAME



**DEMO**  
JULY 2014 VARIANT

Created by  
**William McAusland**

**Outland Arcs**.com

OUTLAND SYSTEM



# THE MUTANT EPOCH™

TABLETOP ADVENTURE ROLEPLAYING GAME

## Hub Rules

Created by  
**William McAusland**

### The Mutant Epoch™

Tabletop Adventure Role-Playing Game Hub Rules  
Published by Outland Arts

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"Putting YOU in the Game"

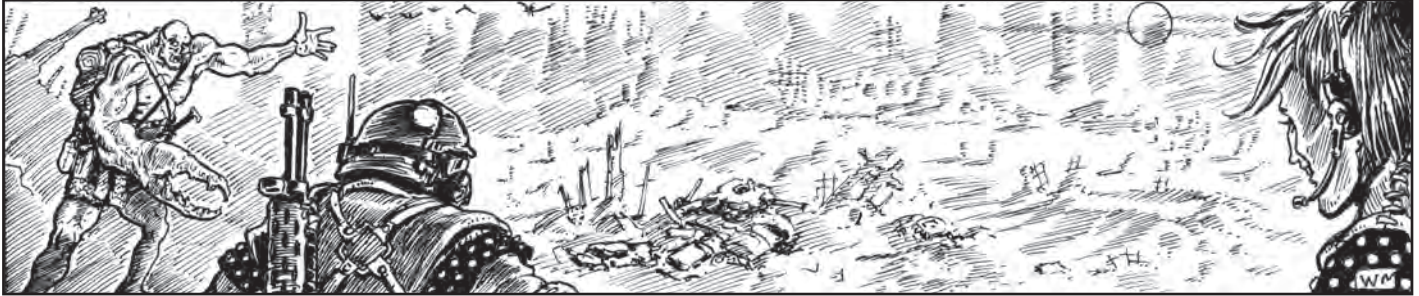
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# Table of Contents

<b>Introduction.....</b>	<b>4</b>	<b>Part Four: ENCOUNTERS.....</b>	<b>129</b>
Post Apocalyptic Setting and Time Frame.....	5	Encounter Checks (table TME-4-1).....	129
Player Objectives.....	6	Ancient Ruins Encounter Matrix.....	130
Becoming a Game Master.....	6	Wilderness Areas Matrix One.....	131
Dice Descriptions and Usage.....	6	Wilderness Areas Matrix Two.....	132
<b>Part One: CHARACTER GENERATION.....</b>	<b>8</b>	Robot Encounter Matrix.....	134
Character Generation Sequence List.....	8	Android Encounters.....	135
Character Type Selection.....	8	Humans Encountered.....	136
Character Traits.....	9	Typical Humans (table).....	137
Trait Generation Systems.....	9	Typical Human Descriptions.....	138-142
Trait Value Determination.....	10	Random Events (table and details).....	143-146
Trait Value Modifiers.....	10	<b>Part Five: CREATURES.....</b>	<b>148-176</b>
Character History by Caste.....	11	Alligators.....	148
Caste Based Details.....	11	Bats.....	148
Starting Skill Rolls.....	12	Bears.....	149
Caste Descriptions.....	13-15	Birds.....	150
Character Weight and Height.....	16	Cats.....	151
Character Hand Dominance.....	16	Cattle.....	151
Character Swimming Ability.....	16	Dogs.....	152
Character Age and Aging.....	17	Drader-kac.....	153
Description of Character Types.....	18	Fish.....	153
Pure Stock Human.....	18	Frogs.....	155
Bioreplica.....	18	Garnock.....	156
Clones.....	19	Horrlify.....	156
Trans-Humans.....	20	Horses.....	157
Cyborgs.....	21	Insects 1a, 1b, 1c.....	158-161
Ghost Mutants.....	22	Lizards.....	162
Mutants.....	22	Moaner.....	164
Bestial Humans.....	24-33	Narkanna.....	164
Rank Advancement.....	34	Pit Slime.....	164
Skills.....	35-57	Plants.....	165
Mutation Determination Tables.....	58	Rats.....	167
Prime Mutations.....	60-76	Reptilius.....	168
Minor Mutations.....	77-79	Scorpions.....	169
Flaw Mutations.....	79-83	Sharks.....	170
Implants.....	84	Skullock.....	170
Implants Descriptions.....	85-92	Snakes.....	171
Languages.....	93	Spiders.....	171-172
Character Outfitting.....	93	Urcellia.....	173
Trade Goods Listing.....	94-95	Warmort.....	173
Starting Packs.....	96	Wolves.....	174
Outfitting New Characters.....	98	Worms.....	175,176
Archaic Weapons Listing.....	99	<b>Part Six: ROBOTS &amp; ANDROIDS.....</b>	<b>178</b>
Relic Weapons Listing.....	100	Robots.....	178-181
Armor Listing.....	101	Androids.....	182-184
<b>Part Two: GAME PLAY.....</b>	<b>103</b>	<b>Part Seven: RELICS.....</b>	<b>186</b>
Time and Game Sequence.....	103	Weapon Relics.....	186
Movement.....	103	Relic Armor.....	191
Initiative.....	103	Protective Gear.....	194
Combat Rules.....	104	Explosives.....	195
Combat Sequence Procedure.....	104	Military Accessories.....	197
Exceptions to the Critical Strike and Fumble Rules.....	104	High Tech Devices.....	198
Strike Potential, Critical Strikes and Fumbles.....	105	Power Sources.....	199
Strike Value Modifiers.....	105	Ammo Relics.....	200
Random Deflection Determination.....	106	Illumination Relics.....	201
Random Body Location.....	106	Relic Optics.....	201
Combat Options and Resolution.....	106	Relic Vehicles.....	201-204
Called Shots.....	108	<b>Part Eight: TABLES.....</b>	<b>206</b>
Morale and its Affect in Game Play.....	110	Weapon Classifications.....	206
Injury, stun damage and Death.....	111	Valuables Classifications Tables.....	207
Healing.....	111	Possessions Carried Classifications.....	208
Chase Rules.....	112-116	Stationary Valuables Classifications.....	209
<b>Part Three: HAZARDS.....</b>	<b>118</b>	Gems and Jewelry.....	209
Hazard Checks.....	118	Relic Determination Tables.....	210-215
Traps.....	119-121	Treasure Table TME-HUB-1.....	216
Swimming, Drowning, Suffocation and Breath Holding.....	121	<b>Part Nine: Appendices.....</b>	<b>218</b>
Blindness.....	122	Appendix 1 Metric Conversion Table.....	218
Thirst and Starvation.....	122	Appendix 2 On-Line Resources, SOE, Word from Author.....	218
Hypothermia.....	122	Appendix 3 Common Vehicles of TME.....	219
Falling Heights and Damage.....	123	Appendix 4 Scrap Vehicles.....	223
Poison.....	124	Appendix 5 Barding.....	226
Narcotics and Alcohol.....	124	Appendix 6 Archaic Artillery and Siege Engines.....	226
Radiation.....	125	Appendix 7 Adventure Crafting and GM Tips.....	230
Insanity.....	126	Appendix 8 Graph Paper.....	236
Diseases.....	126	Appendix 9 Hexagon Paper.....	237
		Appendix 10 Character sheet.....	238
		Appendix 11 GM's Character & Reference sheet.....	239
		Appendix 12 Excavator Monthly Magazine Ad.....	240
		Appendix 13 Emergency cut and glue dice set.....	241-244
		<b>Index.....</b>	<b>245</b>





## Introduction to The Mutant Epoch

Welcome to the 24<sup>th</sup> Century, and a world undergoing metamorphosis. The ancient ones speculated their end would come suddenly, caused by one great war, plague or geological catastrophe, wiping out their entire race if not all life itself. Armageddon, of course, did come, and raged for centuries instead of a mere decade, and in some areas, the old wars go on, fought between humanity, mecha, mutant and the many slave races of clones, bio-replicas and cyborgs. The demise of the world's pan-global culture took place insidiously, leading to a final collapse of all nations, replaced by survival and expansion minded corporate and city states, and regions of total anarchy. Plagues, earthquakes, climate change, floods, starvation and civil unrest depopulated the world further. The end seemed near by about 2200 AD. From here, resources became still more scarce and regional wars erupted among ever smaller and more focused factional groups, groups which were often formed out of genetic, religious or technological allegiances. 'Hold out' corporations and other powers advanced their weapons programs, adding robotic, clone, bio-replica and trans human forces as well as bio-genetically engineered warriors and beasts to their arsenals. Mutagen agents used to wipe out enemy agricultural resources, or boost a government's own, produced increased yields but nightmares as well. The crossing of humans and animal DNA became commonplace, and the freakish results occasionally produced strains of sub-human deviants which formed their own racial standards and sub-culture, ultimately splitting off from their creators and claiming their own lands. Androids, having already taken over military direction for some corporations, rebelled and slew their creators, forming mecha empires of their own, many bent on the elimination of all humanity, while other mecha forces, still serving human masters, or developed by a competing manufacturer, waged war on their mechanical brothers for supremacy.

Hundreds of years of mutation, cultural collapse and reemergence, have left the earth a very different place than that of the pre-devastated world. In former times, humans ruled, and all their creations were their slaves and play things. In the Mutant Epoch, pure stock humans struggle to survive in a landscape of horrors, where their enemies lurk around ev-

ery corner, and many plot their final downfall. To survive, some humans have embraced their own mutant offspring, former clone and bio-replica slaves and now live among them, embracing their common homosapien lineage in a bid to merely survive. In other locales; however, pure stocks have attempted to weed out all mutant life, embraced fundamentalist Purist religions that see their genetic purity as a gift from God, and seek to burn or enslave all mutant life. Yet, elsewhere, pure stocks who are the direct descendants of intact corporate or political powers, have held on against hostile races and factions. Fortifying themselves in technologically advanced pockets of the old world, they communicate with each other as well as a few orbital space communities above the Earth and on other worlds, working toward a day when their kind can once again claim dominion of the earth.

For mutant humans this is an age of opportunity and personal power. In most areas they have thrown off the chains of their human masters, have used their awesome mutations to build pockets of their own culture, and decade by decade have grown in power, formed small regional nations, and commenced communication with other mutant dominated nations of Aberrationists. Their goal is to see all pure stocks phased out by inter-breeding with mutants, or by execution.

The most common settlements are the numerous free towns, also called trade or barter towns. Here, often with few laws, these old west style forts are the refuge of misfits, seeking protection from the terrible creatures of the wilds, the race wars between purist and aberration, or worse, the robotic mecha expansions. In free towns, engineered humans mingle with mutants and pure stocks, free willed android mercenaries and self aware robots, gathering to trade food, water, power cells, slaves, scrap material and relic treasures, as well as to form excavation teams to uncover the precious loot found in the ruins of the Ancients. Adventure teams, usually small crack units of between 4 and 12 members, are essential to the free towns both to act as scout and raiding parties, as well as to keep an influx of relic weapons and armor coming into their hands. Only through force of arms can small independent factions survive long against the barbaric humanoids such as skullocks, war-

morts, moaners, reptili and bipedal rats, not to mention the imperial aspirations of androids, pure stocks and aberrationist mutants.

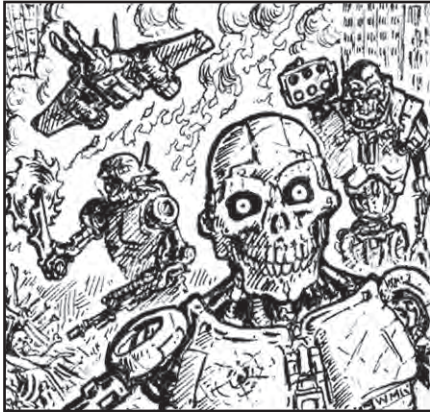
It is a time when helicopter gun ships, satellite guided missiles, tanks and orbital strike craft are exceedingly rare, when wars are fought by hand held weapons, axes and crossbows, muskets and swords, an age when the mutants, with their long ago engineered or hyper-evolved deviations, gain supremacy on the battlefield. It is a time when a new, freakish race is suddenly more populace than the pure blooded humans who manifested them; this is The Mutant Epoch.

For anyone who has played other role playing games, this RPG will be fairly straightforward, allowing the game master to teach the players the basic rules during character generation and actual game play, without pausing too much to break the pace of the story. For anybody new to the hobby, the quickest way to explain this form of entertainment is to describe it as cooperative storytelling with random outcomes. Said another way, RPGs are like being in a novel, where you, the player, decide what the character is going to say or do. For the referee, called the game master (GM), an RPG is like being the creator of a world, the writer of a book, the narrator, as well as an actor for all the non-player characters (NPCs). Nobody in this game is playing against the players, not even the GM. The GM is neutral but inclined to set challenges for the players rather than destroy their characters with the goal being an ultimate form of participatory entertainment. It is hard for anyone who has not played a tabletop RPG to image that by using some paper, a game book, graph paper, odd dice, and a pencil, that an exciting, immersive, movie-like experience can be had, one which makes one's palms sweaty, heart race, time speed by, and you eager for the next session.

This hub rules book, along with some polyhedron dice, paper and pencils, includes everything a GM and players need to begin a campaign in a world of discovery, adventure and danger, putting you in the game in The Mutant Epoch. To learn more about role playing games, see web resources page at the end of this book.



## The Post Apocalyptic Setting and Time Frame



The Mutant Epoch regional settings, adventure supplements and fiction take place in about the year 2364 and many of the published books happen to be set in and around the great megalopolis of former Las Angeles, California.

The collapse of the old civilization was not a sudden apocalyptic event, but rather the gradual erosion of human dominance, the spread of civil strife, anarchy and the rise of machines and mutants.

For nearly two hundred years, the chaos and war raged even as corporate nations, city states, religious and political factions grew; so too, technologies continued to advance. Due to the militarized nature of life in the twenty first and second centuries, a particular focus was made of biogenetic engineering, cybernetics, weapon systems, and robotics. Synthetic humans, mutants and robotic slaves of all manner were part of both civilian and military life. While the inevitable slave rebellions over the final decades certainly contributed to the demise of humanity, it is surmised by new era historians that the mecha, under the control of various evil artificial intelligences, initiated the final great global war. It was this final war which broke the era of human dominance on earth. After more than a century, human civilization has only barley recovered, existing in pockets where warlords, raider chieftains, cultists and extremist factions compete in a new dark ages with the feudal systems of old being the only form of law and order. It is a setting where humanity, in all its forms, strives to survive in a world of hostile machines, crazed mutant beasts, and barbarity amid the moss covered ruinscapes and wastelands, tangled forests and stinking, toxic swamps of The Mutant Epoch.



Of course, The Mutant Epoch RPG could easily be adjusted to suit the needs of the Game Master and his or her players. While Outland Arts does have a modern day, near future survivalist role playing game rules set in the works, there is no reason the GM couldn't adjust these rules to reflect a world based on his or her own creation, or the setting based on a book, movie or computer game.

Basically, to make these rules work as a present day RPG, simply strip out all robotics, beam weaponry, advanced armor, androids, synthetic humans, cyborgs and their implants, and perhaps use unmutated creatures only.

Alternatively, the Game Master could place The Mutant Epoch in his or her home town or region, using a university campus or high school as a adventure or town site, either as a survivalist adventure or a more high tech, far future setting as these rules reflect.

Another option is to have several areas of the world, including orbital stations, where the old culture has survived in pockets and not only possesses enormous relic stockpiles but creates advanced gear, vehicles and robotic minions. Perhaps characters could be pure stocks from one of these advanced corporate fortresses, sent on some mission to ensure the survival of the community. A take off from this is that the characters



are ancient ones, such as scientists, special forces soldiers, or celebrities who wake from cryogenic sleep to repopulate a world which should have healed and returned to a unmutated, uninhabited Garden of Eden. Similar to this scenario is a returning colonization ship from the off world colonies, which wakes its sleeping passengers as they approach earth to reclaim it, only to have the initial ground party of pure stock PCs, encounter a freakish, hostile new world.

Finally, it is possible to set the game further into the future, say, the year 3450 or 6780, etc., with almost no ancient relics in circulation, the ruins all but dust and the reliance on mutations and archaic, medieval style weaponry the norm.

Other, non time based setting adjustments could include the following options:

The Mecha have crushed mankind and rule the world. All humans are either slaves or to be terminated on sight. Humans, cyborgs and mutants try to work together to survive in the ruins of the ancient ones, like rats, where the company of predators and disease is always present.

Aliens have invaded earth and won. Humanity is enslaved or on the menu and character survival is in doubt on a daily basis. Similarly, a zombie apocalypse could have occurred, and the PCs are forced to search for a cure with mutant creatures being converted to undead monstrosities.



A rip between the planes has opened another, darker dimension and allowed demonic, inhuman creatures to sweep across the world, waging a war of conquest and enslaving the people of earth. The characters, some mutated by the rip in dimensions, fight a guerilla style war to win back their planet and close the portal which permits the dark lord's legions to travel between realities.

Similar to the rip in dimensions, another scenario has a fantasy element to it whereby magic has returned to the world, perhaps due to some cosmic alignment, physical portal, or discovery of an artifact. Mutations might have occurred as a side effect of dark magiks, while the technology of robots and cyborgs developed as a counter measure against the legions of orcs, trolls, goblins and other invaders who also adopt the relic firepower of the human world.

Perhaps the best way for a game master to make The Mutant Epoch one's own is to set up a region someplace other than the one described in the Crossroads Region book, or the published adventures. By changing the names or locations in the published books it is easy to set adventures, NPCs, and other supplements in the GM's own region. Another option is to do both; provide the player characters with a method of going between the GM's setting and the published regions or time frame. This is often handled by way of a vehicle or portal of some sort and allows for countless adventure possibilities, especially with the dimensional, time travel or interplanetary portal option.





## Player Objectives

As a player of The Mutant Epoch RPG, it is your objective to get behind your character(s) and 'into' character. The first hour or so for a player new to RPGs is often a little confusing, but both experienced players and the GM will either point out where to note this and where to write that, when to roll a certain dice, and what all the jargon means. The most important things to remember are that the other players are not adversaries, nor are you playing against the GM; he or she is just a referee or a tour guide showing you the way through a messed up, imagined future, to whom you can put questions and relate your character's activities. Typically in RPGs there is no winner as in traditional board or card games. Furthermore, and a factor that makes RPGs so appealing is that the game need not end at the end of the session. If your character(s) survive, they will probably pick up the action in the next session, just like in a next chapter of a book, or sequel in a movie. Your characters from various adventures or ranks could all meet up in a bar someplace too, and undertake an epic adventure.

The basic goal of the game, is to have your character survive the session, gain skills and ranks, acquire relics, and some silver coins, perhaps enlist retainers, construct a settlement someplace, and rule it. Frankly, the goals of your character are not unlike the goals of any real person. An amusing mental exercise is to flip through the illustrations of this book, especially the creatures and robots, and think to yourself "Okay, what if I was living in this Mutant Epoch, what would I do to better my circumstances, my chances to survive?"

## Becoming a Game Master

If you've purchased this book, you're probably eager to become the Game Master for a session of The Mutant Epoch. This book contains everything you need to start an 'on the fly' adventure, including encounter tables, valuables, weapon and relic tables, listings for creatures, robots, androids, traps, hazards, some random events, a rich supply of relics, as well as links to download a sample, low rank adventure and other freebies. See web resources at the end of this book.

Becoming a GM allows you to be a storyteller, a narrator, a host to your imagination. It is your goal to keep the game flowing, to be the final judge of un-written rules, the arbitrator in possible player disagreements, the map maker, the casting director of all NPCs, the animal handler of blood thirsty fiends, as well as a scientist, making up new creatures, relics, your own mutations, and setting it all loose for your players to discover. A GM is not against the players, and only wins if the gaming session was a success and the participants enthused to set a time and date for the next meeting. Appendix 7 covers Adventure Crafting and some GM tips.

## Dice Descriptions and Usage

Most gamers will be familiar with polyhedron dice, lingo and the standard abbreviations used in this game. For anyone new to the hobby, what follows is a brief description of the six types of gaming dice. The Mutant Epoch requires the use of a four sided, six sided, eight sided, ten sided, twelve sided and twenty sided dice, and preferably a set for each player, as well as a separate set for the GM. If possible, a player should have 3 six sided dice and 2 different colored ten sided dice. These dice come in sets and are available at game stores and many comic shops which typically sell RPGs.

The first thing to clarify is the use of the lower case letter 'd' in front of any dice number in the rules. This letter simply denotes the specific dice to roll as opposed to some other game or trait value. If a number proceeds the 'd' that tells the gamer how many of that sort of dice to roll, for example, d8 means roll one eight sided dice, while 2d8 means roll two eight sided dice and add their scores together. d100 or even d1000 are possible by rolling two ten sided dice: the first roll is the tens column, the second the ones column. For example, John rolls a d10 and gets a 6, his second roll yields a 3, producing a value of 63. Similarly, d1000 is generated by the first roll being the hundreds, the second roll the tens, the third as the ones column. To get a hundred on a d100 roll, both dice throws must show a '0', thus appearing as '00' as shown in some d100 tables. Additionally, there will be many times when a percentage roll is called for, such as in a hazard check. A player may see a table or be asked to roll 67% or less to succeed in some task. In this case, roll a regular d100, with the chance to accomplish a chore or avoid a given danger occurring if you roll that specific number, or less. The most common dice rolls in the entire game are strike value rolls (SV), using d100, in which an attacker must first deduct the target's Defense Value (DV) from his or her Strike Value, and roll the resulting number or less, to impact a target. A system which may seem confusing for the first few scraps, but which becomes second nature in no time.

Sometimes a dice roll will be followed by one or more small letters, such as 2d6m, or d100sp. In the Outland Game mechanic, a small letter joined to a number denotes meters, as in 2d6m or 2d6 meters, while a small sp means silver pieces as in d100sp or d100 silver pieces. Gold pieces are shown as gp as in d100gp or d100 gold pieces, etc.

Appendix 12 of this book includes a set of emergency cut, fold and glue dice. These and other paper dice are available for download for Society of Excavator members.



Part One

# Character Generation



William  
McAusland  
WM



# Part One: CHARACTER GENERATION

## 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 in the appendices on page 238, at the end of this book, which can be photocopied or downloaded and printed. This sheet, and variant character sheets and a huge selection of character portraits, are also available at [www.mutantepoch.com](http://www.mutantepoch.com) for free.

The following is an overview, each step will be further explained in the following pages.

**Step 1 Character Type:** Game Master (GM) has players roll for their character type using Table TME-1-1, or, at the GM's discretion, players can pick a type. Beginning players are encouraged to try the random, rolled system to allow for familiarity with the game via less complex character types prior to taking on more challenging roles.

**Step 2 Trait Rolling:** Most character types, pure stocks, trans-humans, mutants, ghost mutants and cyborgs all roll the 8 character traits according to Table TME-1-2, however, pure stocks and trans-humans gain a further bonus to their randomly determined traits. Some character types, clones, and bioreplicas for example, establish their trait values using unique systems found under their descriptions, while bestial humans generate trait values with a mixture of Table TME-1-2 and species specific dice rolls. Whatever the trait values, the modifiers are the same for any character type.

**Step 3 Character History by Caste:** Based on character type, use Table TME-1-4 Character's Pre-Game Caste Determination, page 11, 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) outfitting code, so too are the skills and silver coins a character starts with. One's pre-game past has a huge impact on his or her identity, motivations, wealth, gear, social status and general survivability.

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

**Step 5 Determine Height and Weight:** Table TME-1-6, page 16.

**Step 6 Handed:** Determine the dominant hand: Table TME-1-7, pg 16.

**Step 7 Discover the character's Swimming Ability:** Table 1-8, pg 16.

**Step 8 Establish character's Age:** Table TME-1-9, pg. 17 (usually age 17+d8).

**Step 9 Mutations and Implants:** The character's type may mean mutations or implants are present. Mutation Determination Tables start on page 58 while Implants for cyborgs are on page 84.

**Step 10 Name Character:** Available lists at [www.mutantepoch.com](http://www.mutantepoch.com).

**Step 11 Image:** Make a sketch or symbol of the PC on the character sheet, or download from a huge selection from [www.mutantepoch.com](http://www.mutantepoch.com).

**Step 12 Establish Defense Value (DV):** The base for a human is '0', while bestial humans may have unique natural armor and better DV. Apply agility modifiers and any DV bonus from dodge skills, mutations, implants or armor worn.

**Step 13 Establish Strike Values (SV):** Most humans have a base value of 01-50, while bestial humans usually have a bite, horn or claw attack that has a SV bonus. 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 14 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 and marital arts 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.

**Step 15 Purchase Extra Gear:** If game play starts in a trade town, and the PC has some silver coins handy, provisions, equipment, arms and armor can be purchased at the local market. See page 94 for a list of trade goods.

**Step 16 Complete!** Character is ready for action.

## Character Type Selection

A player will establish a character's type before any other generation activity, since the type often determines which trait value system he or she will employ. The GM decides whether the players will roll to determine their character types or if the players can pick a type. The latter system is best used for experienced gamers as new players would require considerable reading and decision time which would take away from the actual playing session. A GM may also decide that novice players start with pure stock characters or lightly mutated PCs to keep things simple and maintain a focus on the role playing's cooperative storytelling aspect before paying too much attention to details. When players are not picking their character's type, the following system, Table TME-1-1, randomly establishes character types suitable for beginning players, experienced players and master players.

**Table TME-1-1 Character Type Determination: d100**

Beginning Player	Experienced Player	Master Player	Character Type
01-32	01-21	01-14	Pure Stock Human
33	22	-	Clone, Comfort
34	23	15	Clone, Labor
35	24-30	17-21	Clone, Military
36	31	-	Bioreplica, Pleasure
37	32,33	22,23	Bioreplica, Industrial
38	34	24	Bioreplica, Clerical
39	35,36	25-27	Bioreplica, Infiltration
40	37-40	28-33	Bioreplica, Battle
41	41-45	34-37	Trans-Human
42-55	46-56	38-49	Cyborg
56-61	57-65	50-57	Bestial Human
62-68	66-73	58-66	Ghost Mutant
69-87	74-79	67,68	Mutant, Mild
88-98	80-90	69-81	Mutant, Typical
99,00	91-98	82-93	Mutant, Severe
-	99,00	94-00	Mutant, Freakish Horror

How to use table TME-1-1: A **Beginning Player** rolls a d100 and scrolls down to the resulting number, then reads row across to the right to locate the **Character Type**. Example: Beginning players rolls a 53, looks down under that column to see result in the 42-55 range. Player therefore has a cyborg character.





## Character Traits

For most characters, such as pure stock humans, mutants, cyborgs and ghost mutants, traits are determined randomly on table TME 1-2 by rolling d100 cross indexed with a set value, possibly adding d20 for high rolls. For other character types and unique species, such as clones and bioreplicas, traits are rolled using set boundaries stated under that character type or creature's listing, or, as in the case of trans-humans, a typical random roll plus bonuses to each trait are made. 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.

Name	Code	Description
<b>Endurance</b>	<b>END</b>	One's stamina, toughness, immunity, damage threshold prior to unconsciousness or death.
<b>Strength</b>	<b>STR</b>	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.
<b>Agility</b>	<b>AG</b>	This is one's quickness, ability to evade attacks and affect one's defense value and movement rate modifier.
<b>Accuracy</b>	<b>ACC</b>	This trait affects aim with any sort of weapon, as well as hand eye coordination, therefore altering one's strike value.
<b>Intelligence</b>	<b>INT</b>	This trait encompasses memory, IQ, and basic smarts and is often used in mental mutation statistics.
<b>Perception</b>	<b>PER</b>	Perception is an overall sensory trait, combining visual awareness, hearing, empathy and reaction time. It affects initiative.
<b>Willpower</b>	<b>WILL</b>	This trait illustrates one's drive, motivation, self awareness and control. It is often used for or against mental mutations
<b>Appearance</b>	<b>APP</b>	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.

## Trait Generation Systems

It is the Game Master's prerogative as to which system of character generation is used. The rules and encounter tables are set up to challenge characters generated using the standard system; however, the high mortality of low rank, poorly equipped characters might be frustrating to some players, or, if each player is asked to create two or three characters, the GM may allow one of heroic proportions to act as the player's 'self', with the other two player controlled characters acting as back up should the main character die. Normally one player will control one player character (PC).

There are dozens of possible systems to generating characters, but the following are some of the easiest to explain to new players and are the most balanced. Use table TME-1-2 for generating trait values for most character types, with clones, bioreplicants and bestial humans using their own systems.

**Standard System:** Roll each of the eight traits in order, as rolled, no value trades or switches, totally fate determined.

**Nine Rolls:** Generate the eight traits in order, plus one extra roll, which can be substituted for any one weak trait value. Clones, bioreplicas and bestial humans are thus allowed to re-roll any one low score in their fixed trait range.

**Shuffle Roll:** Roll eight trait values and place them as the player desires. Not usable for clones, bestial humans or bioreplicas.

**Value Trade:** After rolling as a standard character, or possibly in conjunction with other systems, the player takes 2 points from one trait to yield 1 point to another, or 10 points off one to give 5 to another.

**Heroic Proportions:** Combine the **nine rolls** system with the **shuffle roll**, plus, the **value trade** system and add an additional +10 value for each trait. Such characters are usually the prime character in a solo-play adventure.

**Point Buy System:** For those character types which would normally use dice rolls to determine their traits, this system instead allows players to assign points to each trait, with buying higher trait scores costing more points. Each trait has an average of 25 buying points, multiplied by 8 individual traits to yield 200 total points one can use to buy trait points as he or she sees fit. For values between 1 and 44, traits points are bought at a 1:1 ratio; however from 45 to 74, the ratio is 2 buying points to gain one trait point, while above 75, a ratio of 3:1 is applied. Example: Jason wants his character to have an endurance score of 55, so, the first 44 points are bought straight across, deducting 44 points from the starting pool of 200. Next, to reach endurance 55, he buys 11 more trait points at a 2:1 ration, thus deducting 22 additional points from his total buying points supply. It cost him 66 points to buy 55 trait points. He now has only 134 points to buy all remaining trait values, but has a character that can take some serious damage and stay in the fight. The GM may enforce a minimum of 15 or 20 traits points per trait, then allow players to add a random d10 to each trait after to stagger the numbers, or even allow characters to start with 200+d100 buying points.





The following table is for truly randomly generated character types, such as pure stock humans, cyborgs, mutants and ghost mutants, as well as trans-humans (who, along with pure stock humans, have trait additions applied). As noted before, clones, bestial humans and bioreplicas have their own trait generation systems based on their model type. See descriptions of character types, page 18, for details.



**TME-1-2 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

**TME-1-3 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. Bioreplicas add +2 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 an strike value (SV) of 01-50. He or she moves (MV) 3 meters per round walking and 6 running.



# THE MUTANT EPOCH™

TABLETOP ADVENTURE ROLEPLAYING GAME

## Downloadable PDF DEMO

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Summer 2014 Variant

### HUB RULES

246 pages, lavishly illustrated  
Black and white interior  
Available as PDF and Print

Free SOE membership and access  
to member's only resource bunker

8½ x 11"

Hardcover \$36.99 Softcover \$27.99  
PDF \$12.99



### Quick Overview of The Mutant Epoch RPG and Setting

*"The Mutant Epoch is about humankind's attempt to reclaim some semblance of civilization, calling upon its best and boldest to uncover the lost knowledge and power of the old ones."*

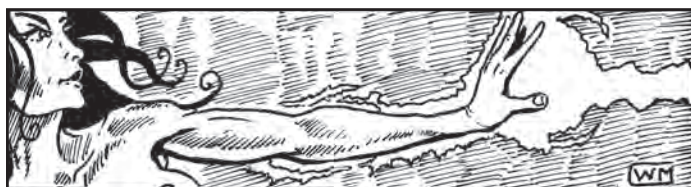
The Mutant Epoch™ post-apocalyptic RPG challenges your in-game persona to survive in an age of rediscovery, high adventure, savage conflict, and freakish mutants and machines. Characters work in small excavation teams making forays into ruined cities, through junk strewn wastelands, twisted forests, nightmarish swamps and across polluted seas. During their expeditions they must contend with mutant beasts, the environment, as well as raiders, cultists, and robotic forces, only to stake their place in the newly emerging barter forts and factional bastions of humanity.

Players can take on the roles of pure stocks, mutants, ghost mutants, cyborgs, bestial humans and an assortment of synthetic or engineered humans.

All you need is the TME Hub Rules book, dice, paper and pencils, a few friends and your imagination. The Mutant Epoch™ uses the Outland System™ game mechanic, which employs the full set of polyhedron dice, is easy to learn, logical, fast paced, and perfectly suited to the hard core action of post apocalyptic game play. Inside this lavishly illustrated book you will find all the rules, art and content to generate characters, challenge them with perils, and then reward them with potent relics. The Hub Rules book includes:

- 8 character types
- 30 castes
- 36 skills
- over a 111 mutations
- 68 cybernetic implants





- 104 creatures
- 9 robots and 10 androids
- complete encounter tables
- hazards, traps and insanity
- typical humans
- rules for called shots, parrying and chases
- 9 relic vehicles, 44 weapon relics, 14 armor relics and 70+ miscellaneous relics
- common PA vehicles and 10 scrap built Vehicles
- dozens of helpful tables
- character sheet
- GMs party record sheet
- grid and hex paper, and much more!
- Plus, there are numerous supplemental books, free and 'Pay What You Want' PDFs, fiction, art, and as an added bonus buying the TME Hub Rules book automatically grants the owner exclusive membership in the Society of Excavators.



We have divided this game overview into the following sections:

- **The Mutant Epoch Setting**
- **The Outland System Game Mechanic**
- **Dice Usage**
- **Character Generation**
- **Rank Gain** (character advancement)
- **Combat**
- **Objective of Game Play**

## Preview of The Mutant Epoch Setting

While a game master could take whatever sections of the TME rules and create his or her own setting at any time in the future, The Mutant Epoch as published, takes place in the mid 24<sup>th</sup> Century a couple of hundred years after the collapse of the former civilizations. It is a new dark ages for humanity, where might is often right, where nature has become twisted by ancient human science and accelerated evolution, where people live in small, often remote communities, fearful of strangers and growing eccentric in their isolation. It is a time when only a few hard pressed townships have formed factions, often in response to some external threat. Here, communities have taken on a more or less feudal system, employing technology more reminiscent of medieval Europe, mixed with the highly prized relics left behind by the ancients. In places, digger towns have emerged on the edge of great ruined cities of the oldsters allowing daily expeditions by excavators to pierce the dangerous junk heaps in search of wondrous treasures, as well as answers as to how and why the civilization of the old ones ended.

Beyond the relative safety of the scattered towns, are the vast wilds and shallow seas, broad wastelands where ancient battles took place, impenetrable woodlands, stinking

swamps, badlands and great dune wastes. All of these areas are littered with the remains of dead cities, bunkers, installations, and rusted machines of war, often buried under meters of ash or compacted mud and rock, but at other times, protruding kilometers into the sky in vast urban ruinscapes. Everywhere, newly evolved plants and animals, which seem as hostile and merciless as the landscape, wait to devour the unwary, the slow or the weak, even as emerging clans of fierce sub-humans and man-killing machines claim their own domains and plot annihilation of the old kind, the humans, and their off-shoots.

The creatures found in the Hub Rules and the forthcoming Mutant Bestiary One book, are basically of North American descent, when based on any present day animals at all. Furthermore, the fiction and published regional settings take place in south western United States, with the Crossroads Region located directly over a portion of the former megalopolis of Los Angeles.



The name of the game being The Mutant Epoch implies much about the setting itself, being 'an age of the mutants'. While mutants certainly do play a huge role in the setting, a variety of other astounding beings are also present, including synthetic humans, robots, cyborgs, digital beings, sub-humans, dimensional entities and portals, as well as plenty of unmutated peoples and species. In addition, there are pockets of the old culture still surviving, often in pure stock dominated fortresses or territories, including the numerous orbital colonies which survived the devastations and wars of old. These hold over complexes are often very advanced, and while their resources are few and their enemies many, they do manage to produce most of the synthetic humans and cyborgs found in the current age, as well as limited advanced weaponry and robotics. The Mecha, or mechanicals, are another element which greatly affects the new reality, whose androids and robot armies, often serving a like structure, continue their war of extermination

against their former human masters.

To sum up, the world of The Mutant Epoch would hardly be recognizable to present day people, and is a unique era in human history, an era where pure stock humans no longer hold the reigns of power. In this new world there are now more mutant life forms than non-mutants. This is an age where new cultures rise upon the







ruins of the old and hold out corporate strongholds struggle against emerging factions. It is also a time when unlikely heroes rise up and make a stand against the onslaught of barbarian marauders, blood thirsty beasts, humanoid raiders, the Mecha hives and hostile new powers.

For many intelligent beings, especially mutant humans, it is the beginning of the greatest age in history, when the former dominance of the pure stocks has faded, and the opportunity to seize power and territory is within reach of the fit, the brave, and the adventurous. "No guts, no glory" shout the former slave races, as they make their forays into the ruins to claim their inheritance from careless, arrogant forefathers.



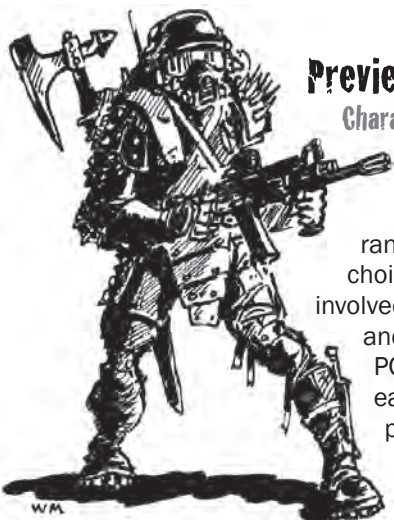
**Bestial Humans:** roughly man-sized, Half human, half animal hybrids which may or may not also exhibit mutations. Often feared by regular humans, but invaluable to an excavation team. Sometimes spelled as 'beastial' although old world English prefers 'bestial'.

**Ghost Mutants:** aberrant humans with no visible mutations, but, exhibit either hidden organs, abilities or mental powers, or all three.

**Mutants:** humans, possibly exhibiting both physical and mental mutations, appearing as mildly deviated individuals to freakish horrors which barely resemble humans at all.

## Preview of Characters

### Character Generation and Type



Generating characters is accomplished through a series of 16 steps, some random, some by the player's choice, a few steps quite involved and requiring several rolls and a bit of explanation. Other PC generation tasks are very easy, such as when players pick a name and gender for their new character.

Most steps require little more than a single roll on a table to determine dominant hand, swimming ability and whatnot, while establishing a character's 'type' is handled by a random roll from a selection appropriate to the gamer's own RPG experience, or, the Game Master can assign a type or even allow players to pick a character type once they become familiar with the game and setting.

A character 'type' can almost be viewed as a person's race, however in truth, all organic characters contained in the The Mutant Epoch Hub Rules core book stem from human ancestry, either by breeding or DNA sampling. The available types contained in the Hub Rules are:

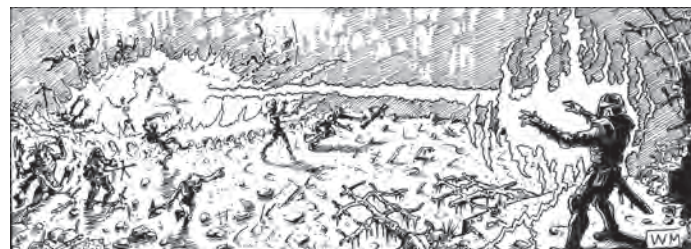
**Pure Stock Humans:** unmutated humans, with characters playing the smartest, fittest or fastest from among their kind.

**Clones:** copies of specific humans, born either in machines as adults or surrogate mothers.

**Trans-humans:** humans enhanced at pre-birth and selectively bred.

**Bioreplicas:** custom, bio-engineered beings, using human-inspired DNA and grown instead of born, emerging as adults.

**Cyborgs:** humans with nervous system augmentation and enhanced with both internal and external mechanical and digital implants.



Many other characters types and generation methods are available in Outland Arts' magazine archive titled [Excavator Monthly Compendium](#), as well as the upcoming Expansion Rules book, which will add androids, parasites, abominations, grafters, the rebuilt, plantoids, parasites, many more bestial humans and digital beings as new character types.

The actual generation techniques used for character creation vary depending on the type of character being made. Pure stocks, synthetic humans (clones, trans-humans and bioreplicas) are quick to generate while cyborgs and extensively mutated individuals take longer to roll up due to the vast assortment of mutations and implants available through random determination. Regardless of the character type, and including creatures, robotics and many plants, the same eight traits are almost always used for The Mutant Epoch.

The 8 basic traits are:

- Endurance**
- Strength**
- Agility**
- Accuracy**
- Intelligence**
- Willpower**
- Perception**
- Appearance**







These traits are most often determined by a d100 roll on a table, which uses a synthetic bell curve to usually get traits in the average range for an adult human, yet allowing for the occasional inferior trait, or, the remarkable and exceptionally high value

from time to time. Traits improve slightly during rank gain, but can also be permanently decreased through accidents, illness, combat or other hazards. Endurance is used as the individual character's toughness, ability to take damage, survive deeper levels of injury and incapacitation, and resist toxins.

## Rank Gain

People change, especially when pressed to their limits, exposed to new experiences, immersed in battle, or when forced to use all their skills, strengths, wits and guile in a daily struggle to survive. Many traditional role playing games have some sort of 'leveling' system, including the Outland System. In The Mutant Epoch RPG, going up in rank is helpful, but the alterations to the character are more subtle than other RPGs. For example, when going up in rank, from 1<sup>st</sup> to 2<sup>nd</sup>, one's character doesn't suddenly double his or her endurance, even though that PCs endurance trait does automatically increase per rank due to the fact that the surviving individual does become tougher. Other traits and skills can improve via results on a bonus table, with each character type rolling with different odds of gaining benefits.

Gaining ranks is of course beneficial and desired, but the rules encourage a more realistic, life-like feel than other RPGs. For example, being of 7<sup>th</sup> rank doesn't make the character practically invincible, and a well placed bullet or sword blow could still kill a character, especially if a critical strike is rolled.

## Explanation of Outland System Game Mechanic

The Outland System is unique and not derived from any other system, however, it is a traditional RPG system in that it employs many of the expected, successful and necessary elements to make for satisfying, fast paced adventure action while still playable with as much character to character interaction and story narrative as desired. The rules are in-depth enough to satisfy the experienced gamer, but not needlessly complicated or wordy that it would confuse or 'turn off' a new player. We've taken the same stance that works so well for well crafted fiction in as much as when one reads a book, the writer



and writing should not be the focus, but rather the story and characters involved. In developing the Outland System, a primary goal was to keep the focus on the role-playing instead of the rules, and while a game master should be familiar with the game mechanic, or at least know where to look for a specific rule, even first time players should be able to get into a session without having to do much, if any, reading beforehand or complex math during play or character generation.

## Dice Usage

Gamers love their dice, end of story. We also love dice, so over the years, we've made sure that every one of the polyhedron dice are called for. For the most part, however, where other games focus on the six or twenty sided dice, the Outland System mainly uses the ten sided or percentile (d100) dice for much of its combat resolution, character generation, task resolution and assorted tables. Of course, different mutations, weapon damages, encounter tables, outfitting tables and countless other charts, lists and matrixes require the use of the full dice set, so bring them all. It is recommended that each player have his or her own set of polyhedron dice.

## Combat

The Mutant Epoch is a dark, survival focused setting, where combat is brutal, bloody and swift, using clear, logical rules that even a new player can grasp within his or her first engagement.

The rules for combat can be simple or complex, depending on the form of attack, modifiers due to cover, moving targets, firing while running, taking careful aim as well as 'called shots'; such as "My character tries to shoot the gun from the raider's hand."

The actual method of inflicting harm on an opponent is a two step process, familiar to many who have played other RPGs. In the Outland System, one uses his or her Strike Value (SV), minus the target's Defense Value (DV) to get a resulting target number or strike range. Roll the target number or less on a d100 roll to strike the target. Damage is inflicted on the victim and deducted from its endurance (END) value. When a being reaches zero endurance, it is incapacitated, but depending on its overall size (starting endurance) it may only be uncon-







scious, slowly dying or outright dead.

A defender's agility trait value modifier, armor, using cover, zig-zagging, or using the dodge skill if acquired by the character, will make a person harder to strike, while the attacker's skill, rank, accuracy trait value modifier, weapon modifiers and additional technology and tactics will all improve the attacker's chance to 'strike' the defender.

For the average human, a single sword thrust or gun shot or two will dispatch the subject, or at least put him or her out of the fight and in need of first aid. In addition, the presence of submachine guns, chain guns, pulse rifles and multi-projectile mutations which can unleash more than one attack per round, make combat a lethal undertaking. Without decent armor, quick thinking, use of cover or other tactics, character death is to be expected.

## What's the Mutant Epoch about?

### Objective of Game Play

In The Mutant Epoch, the goals of play, beyond the obvious ones of having fun, cooperative storytelling, entertainment and camaraderie with fellow players, is for your character to survive. Often, the meaning of survival goes beyond just seeing your character make it through the session, but rather, that his or her faction, community, family, friends, and strain of humanity survive. From all sides, there are enemies which strive to see your kind wiped out and they would do so were it not for the brave few who stand in their way. Of course, players may think of their characters as anything but heroes, at least at first, considering them to be little more than grave robbers, salvagers and looters of the ancient places. At low rank, this is often a true appraisal of an adventure team; however, as the PCs grow in prowess, recover better gear, make alliances and secure strongholds, they will see their role shift. As mentioned above, they will see their objectives changing from personal survival to the survival of their community or faction, their role changing from selfish survivor to heroic champion.



The twisted new era is exceedingly dangerous, and even the most independent, robust and well equipped digger or squad of excavators needs a place to retreat to, where they can heal up,

buy food and water, trade their unwanted loot, gather regional news, enlist replacement adventurers, get assignments from patrons, and form mutually beneficial alliances. Without these communities, the characters would have little hope of survival, thus it is their main motivation, at higher rank, to protect and improve their home town, or even to establish their own fortified base camp and reclaim a few square kilometers of the lawless, wild lands which cover much of the world.



The objective of playing the Mutant Epoch will of course differ from person to person, and also between players and the game master. Each person sitting at the table will have different goals depending on their own life experiences, exposure to popular books, films, computer games, other RPGs and what they want to get out of the campaign. Some players are more interested in combat action, while some prefer exploration and uncovering ancient sites, still others are into interaction with fellow player characters or GM controlled non-player characters.

The game master, or GM, will have the most challenging and rewarding role in the game, as he or she must be the 'window to the world' for the players, speak and act on behalf of all the NPCs (non-player characters) and creatures, control the weather and create the necessary elements for a memorable and exciting gaming session. Given the duties the GM must perform, he or she will obviously have a separate set of game objectives, paramount of these is to see his or her efforts at adventure crafting well rewarded, entertaining for all, fun to host and open ended enough to inspire calls for further sessions.



# Outland Arts Insider

OFFICIAL NEWSLETTER FOR OUTLAND ARTS.COM

## Join Mailing List

If you would like to be informed of when new merchandise for The Mutant Epoch is released send us an email at [info@outlandarts.com](mailto:info@outlandarts.com) with something like 'add me to the mailing list' or 'send me your newsletter', etc. and we'll add you to the Outland Arts Insider newsletter list.



If you want more information, why not check out our blog at [www.themutantepoch.blogspot.com](http://www.themutantepoch.blogspot.com) or our twitter account <http://twitter.com/#!/mutantlord> and subscribe to the feed.

## Society of Excavators? What's that?

The Society of Excavators or SOE is an online club of purchasers of The Mutant Epoch Hub Rules. Every copy of the Hub Rules book, either print or PDF, has a SOE membership password in it. This password is emailed to Outland Arts at the specified email address within the book, and a digital login ID and password is issued to the purchaser after registering his or her name and other optional details. The Outland Arts supplied password is used by the SOE member to access the enormous and growing resource collection within the member's area.

Only the purchase of the Hub Rules book grants SOE membership, and membership remains in effect for as long as the person owns their copy of the Hub Rules.

The reason for this policy is that normally only the game master or one planning to become a game master would have the Hub Rules book, and many of the supplements within the Excavators Society member's area are for the GM's eyes only.

GMs can download sections to either email or print and show players outside the member's area. Also, if a player is keen to get access to the member's area, he or she is likely a fan of the Mutant Epoch milieu and for about the cost of a movie ticket, can buy and download the game and then register him or herself separately from the GM.

## Preview of SOE Membership

What is contained within The Mutant Epoch Hub Rules is everything you need to start running a TME campaign, however it is also only the tip of an iceberg as far as available materials go. Three other sources of material are available to a purchaser of the TME Hub Rules, including source books, supplements and adventures, free public downloads such as the Creatures of the Apocalypse series, and the GM and player created creations being another and more important resource. The third

resource is online within the member's area of the Mutant Epoch website as well as our publicly accessible and very active TME forum at <http://mutantepochforum.boards.net/>.

By buying a copy of the TME Hub Rules, you are automatically eligible to join the Society of Excavators and receive free access to the vast storehouse of gaming goodness contained behind the password protected area of our site.

Here is a short list of just some of what is available in the SOE member's area:

- NPCs
- Mutant Bestiary area
- Fiction
- Kids area
- Greeting cards
- Mature Content 18+ area
- Free adventure: The Crevice
- Generic PA town encounter tables
- Miscellaneous Maps
- Character sheet variants
- Character name and personality tables
- Pitford Lite free Town Setting (full paid version here)
- Dead Pile
- Tutorials
- TME glossary
- House Rules
- Fan fiction and Art
- Contests
- Player Submitted Downloads
- Game ready PCs

## Products

### Available Now

- The Mutant Epoch, hub rules
- The Mall of Doom, Adventure TME-1
- Beyond Red Crater, Adventure TME-2
- Pitford: Gateway to the Ruins
- Excavator Monthly Magazine Compendium
- The Crossroads Region

### In Production

- Mutant Bestiary One (due out early fall 2014)
- The Flesh Weavers, Adventure TME-3
- The Mutant Epoch, Expansion Rules
- Nuke Tower, Adventure TME-4
- Blood Road, Adventure TME-5

*Please contact us with questions*

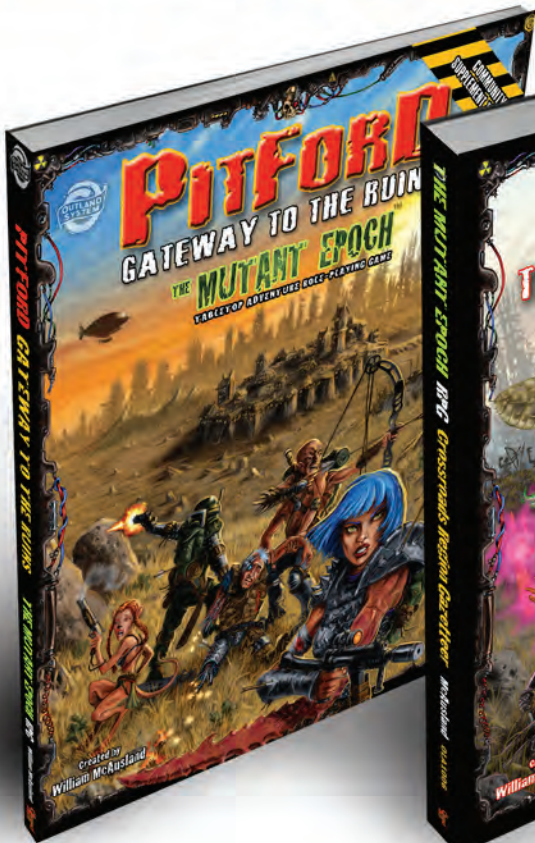
*Happy Gaming,*

*The Outland Arts Team*









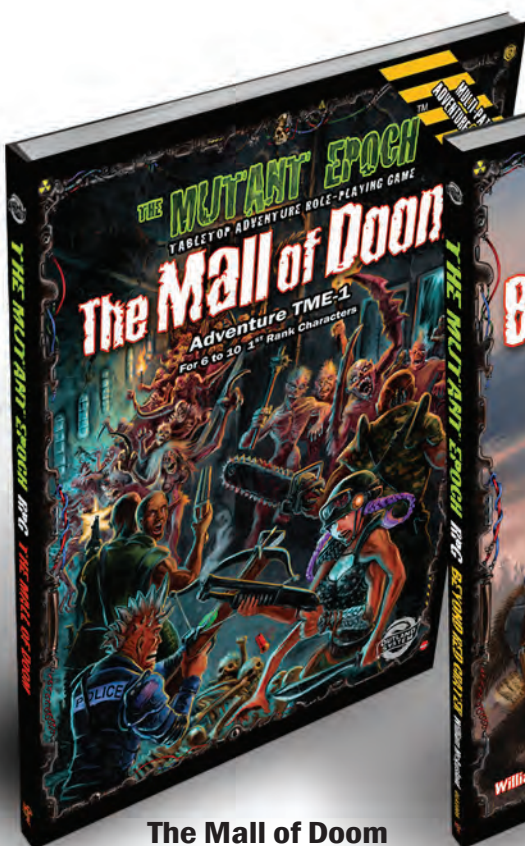
**Pitford: Gateway to The Ruins**  
Community Setting CS-1



**The Crossroads Region**  
Gazetteer One



**The Mutant Epoch**  
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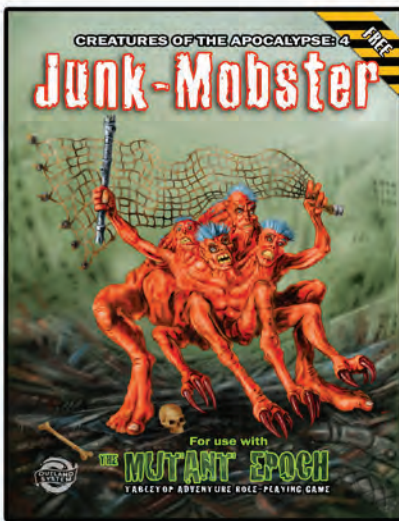
**Beyond Red Crater**  
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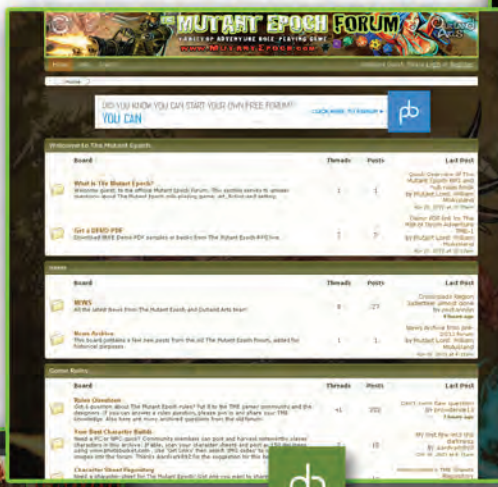
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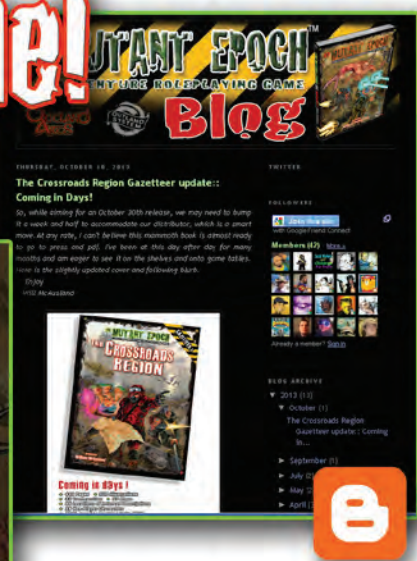
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<http://mutantepochforum.boards.net>



<http://themutantepoch.blogspot.ca/>

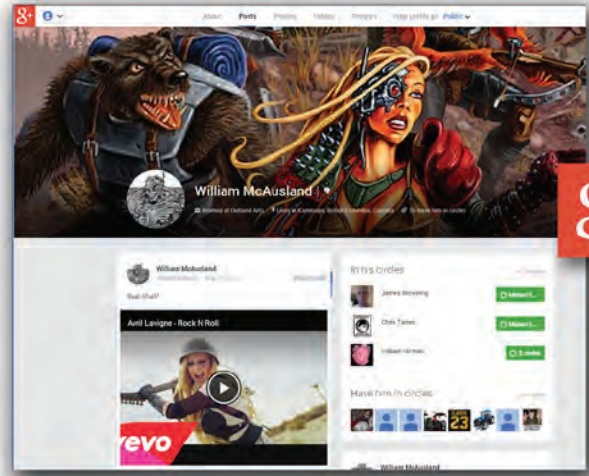


<https://twitter.com/mutantlord>

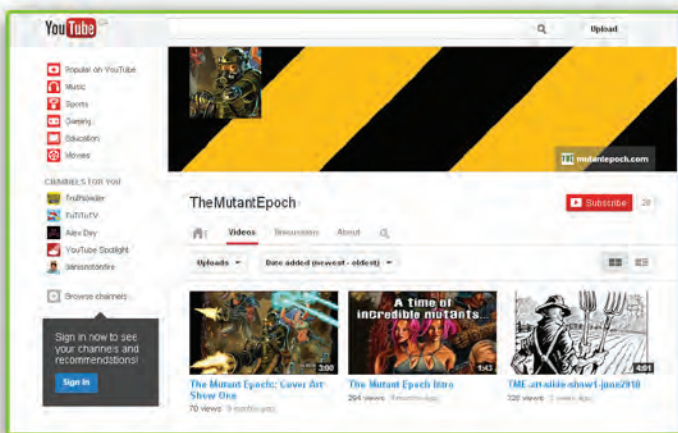
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<http://www.youtube.com/user/TheMutantEpoch/videos>

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