THE MUTANT EPOCH™

TABLETOP ADVENTURE ROLE-PLAYING GAME

EXPANSION RULES

OUTLAND SYSTEM

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"Putting YOU in the Game"

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Table of Contents

Introduction

This is the largest and most important book in The Mutant Epoch RPG line since the Hub Rules came out in 2011. Besides having 13 new character types, a vast array of new cybernetic implants, mutations, and relic treasures, it also offers a few new and enhanced rules to cover encumbrance, outfitting, critical hits, and more. Although mutant monsters are not included in this book, the terrifying new robots, MAVs and drones can certainly see double duty as both treasures to uncover and foes to engage. Here too are optional rules for dimensional portals, travel, and beings, as well as relics associated with them, which offer an incredible way to expand campaign possibilities.

While creating characters with just the hub rules produces incredible freaks, especially among the mutants, with the addition of this book, the possibilities are truly endless. Consider the Mutant Epoch Expansion Rules to be part two of the hub rules, and indeed, this book often refers to tables and pages within that book, and is required for use with this tome. With the addition of plantoids, unique robots and androids, digital beings, parasites, abominations, rebuilt, grafters, nanoborgs, halfies, mutorgs, vat-brains, and 35 more bestial human strains, the entities that players and GMs will build using this book are going to be unforgettable. To see some examples of what the author created, go to this book's dedicated webpage and download the character sheet PDFs. These wasteland heroes and misfits can be used as examples, NPCs, or pre-generated player characters.

The sudden appearance of these new character types into an existing Mutant Epoch campaign setting might be hard to explain, just like the addition of new creatures after the release of a new bestiary sourcebook. One way to handle the influx of intelligent oddities is to suggest that they've always been around, but either kept their mutations, parent species, or creation hidden under the rags, furs and plastic covering that are so commonly worn by new era citizens. A game master might want to explain the arrival of some of the stranger beings, such as parasites, abominations, digital beings, and self aware robots and androids by having the existing, hub rules created characters uncover a facility, and purposefully or inadvertently free them. Or else, imply that some sort of migration happened, or that mechanical and digital beings, along with vat-brains, were the minions of a recently defeated AI overlord, and the now self aware, liberated high tech beings spread across the mutated world.

The recommended way to learn about and adopt these new player characters types is for the GM to create several and deploy them as NPCs, either as adversaries to the player characters, or else inhabitants who serve as guides, hostages to be rescued, important personages to be escorted, or patrons who recruit the PCs.

Some of the new character types in this book are straightforward, quick to generate, and great for new TME players and game masters alike. Others, such as digital beings, vat-brains, parasites and both android and robot characters, are more complicated and time intensive to create. Use table XR-1 on page 7 as a guideline on what character types are appropriate for beginner, intermediate and expert players of The Mutant Epoch RPG. This table includes all the player type possibilities from both the hub rules and this book. Of course, if the game master allows it, the players can simply pick what character type they want to play. As with the hub rules, there are 6 methods of character generation, from totally random, heroic, and all the way to a point buy system as described on pages 7 to 8. The Excavator Monthly Compendium book, incidentally, offers 6 more PC generation systems. The author prefers the 9 rolls system himself.

This sourcebook's table codes are shown as Table XR-14, Table XR-88, etc. or page numbers as XR-28, XR 50, or shown without a proceeding code such as page 36 or page 69, etc. Meanwhile, any page or table from the hub rules is referred to by Table TME-1-6 or page TME-22, etc. And going forward for all TME and Outland System RPG products, skill points are abbreviated as skp and not sp, since sp denotes silver pieces.

While you don't need a d30 at your table, you can either use a popular dice roller app on your phone, print, cut out, and assemble one from the link here, at the XR book's web page https://www.outlandarts.com/TME-Expansion-Rules/Outland_Arts-TME-d30-dice-industrial-texture.pdf, or roll a d6+d10*, but we recommend you buy a d30 as its use is called for with this book.

*1d30 Simulator: Roll d6 for the tens column: 1,2 = +0/ 3,4 = +10/ 5,6 = +20. Add a 1d10 roll for the one's column.

Delayed by plague, inability to stay away from three other books, and a full retinal detachment in my right eye, this sourcebook has been a long time coming. Over the last seven years, I doubted I could complete the XR book. That it was too vast, too complex, and that the illustration count of 1225 interior images alone would break me. Still, I pressed on, encouraged by the Epochian community both online and in person, as well as my family.

Now it is done, and I can finally get to other endeavours. Indeed, the Expansion Rules book has been like a great dam in a colossal creative river. Behind this behemoth of post-apocalyptic gaming goodness, we've got several RPG books lined up and ready for art and play testing, the TME novel series, a third party publisher license and resource zone, short adventures, supplements and other surprises are all in the works.

While I've tackled all the art, layout and other publishing chores, and about 90% of the writing, I want to thank the many contributors to this tome. Some provided material many years ago on our forum or sent suggestions and game ready content via email, while others, especially Danny Seedhouse, have worked closely with me to write and test play new rules specifically for this book. Thank you all. I couldn't have done this without you.

Like what you see here? Why not share your thoughts on The Mutant Epoch Expansion Rules with fellow gamers or write a quick review wherever you bought it, or on tabletop gaming forums and sites? We sure would appreciate the signal boost, and truthfully, getting a review is a lot harder than getting a sale and has an enormous impact on spreading the word. Please let us know where you left a review so we can share it, too! Like the art from this and other Mutant Epoch books? It's all human made, like all our products with zero AI involvement. While much of the art is tiny, nearly all of it is up for sale either individually or as full pages cut from my stack of sketchbooks. Interested collectors can check out our originals for sale page here: https://www.outlandarts.com/mcauslandart4sale.htm

Finally, let's connect online via social media and other online venues. You can find the links to all the places Epochians gather from our website at mutantepoch.com. Please share your muties, relate your post-apocalyptic adventures, and your characters from both this book and the hub rules. Use the following hashtags when posting so others can enjoy your TME content and experiences, and so we can find you, too: #mutantepoch #tmeexpansionrules #expansionrules #postapocalyptic #themutantepoch #outlandsystem #outlandarts
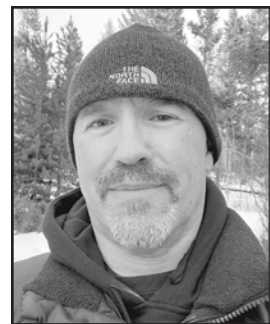
Happy gaming,
William McAusland

Character Generation
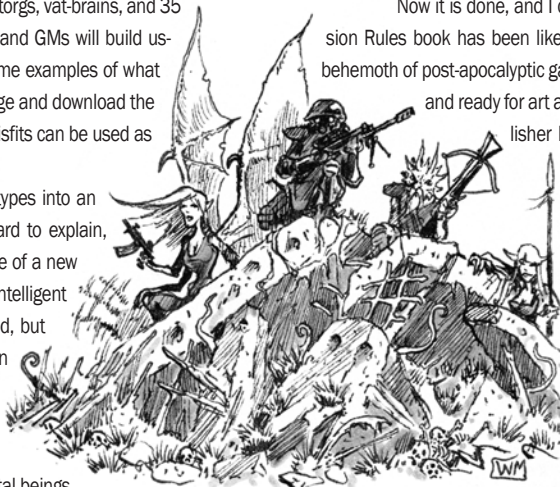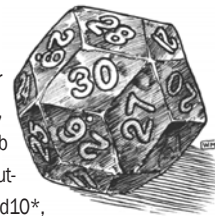
New Character Types

This book includes 13 new character types: Abominations, Androids, Bestial Humans set 2, Digital Beings, Grafters, Halfies, Mutorgs, Nanoborgs, Parasites, Plantoids, Rebuilts, Robots, and Vat-Brains.

Prior to creating a character, game masters are here reminded that there is an alternate character generation system in appendix 3 on page 501 whereby characters can start as 'Popsicle People'. These are individuals who've not grown up on the surface of The Mutant Epoch world and are instead cryo-frozen people who don't know what awaits on the surface. This system is perfect for introducing new players to The Mutant Epoch game and setting, players whose in-game persona's will have no idea about the varied creatures and perils of the twisted new era.

For standard character creation, which mirrors the method used in the Hub Rules book, first roll on the following table XR-1 for your character type based on your experience playing The Mutant Epoch.

Secondly, flip to the description of that character type in either the TME Hub Rules or this book. Most character types use the standard trait generation system, but a few use a combination of their own plus the standard table, or else an entirely unique system.

Third, most character types will then establish their pre-game caste on table XR-4. A few variants, such as more complicated PCs like unique robots and androids, use their own caste determination method. A pre-game caste will usually provide the character with several starting skills, an outfitting code, and other potential talents determined from themed random lists. After this, determine mutations, implants and other features for your new character.

Table XR-1 / Character Type Determination Expanded   Roll 1d100

Beginning Player	Experienced Player	Master Player	Character Type	Book Page
01,02	01-04	01-03	**Abomination**	XR-25
03,04	05-07	04-08	**Android**	XR-29
05-11	08-12	09-10	**Bestial Human, set 2**	XR-58
-	13,14	11-14	**Digital Being**	XR-66
12-15	15,16	15,16	**Grafter**	XR-85
16-18	17-19	17,18	**Halfie**	XR-93
19-22	20-23	19,20	**Mutorg**	XR-99
23,24	24,25	21,22	**Nanoborg**	XR-100
-	26-28	23-27	**Parasite**	XR-106
25-32	29-34	28-32	**Plantoid**	XR-114
33-35	35-37	33,34	**Rebuilt**	XR-142
36-38	38-40	35-41	**Robot**	XR-151
-	41,42	42-48	**Vat-Brain**	XR-187
39-50	43-49	49-53	**Pure Stock Human**	HUB-18
51	50	-	**Clone, Comfort**	HUB-19
52	51	54	**Clone, Labor**	HUB-19
53	52,53	55,56	**Clone, Military**	HUB-19
54	54	-	**Bioreplica, Pleasure**	HUB-18
55	55	57	**Bioreplica, Industrial**	HUB-18
56	56	-	**Bioreplica, Clerical**	HUB-18
57	57	58,59	**Bioreplica, Infiltration**	HUB-18
58	58,59	60,61	**Bioreplica, Battle**	HUB-18
59,60	60-62	62-66	**Trans-Human**	HUB-20
61-70	63-69	67-72	**Cyborg**	HUB-21
71-77	70-75	73-75	**Bestial Human. Set 1**	HUB-24
78-83	76-81	76-82	**Ghost Mutant**	HUB-22
84-88	82,83	83,84	**Mutant, Mild**	HUB-22
89-98	84-92	85-89	**Mutant, Typical**	HUB-22
99,00	93-98	90-96	**Mutant, Severe**	HUB-22
-	99,00	97-00	**Mutant, Freakish Horror**	HUB-22

Table Use: A Beginning Player rolls a 1d100 and scrolls down to the resulting number, then reads the row across to the right to locate the Character Type. Example: Beginning players rolls a 63, looks down under that column to see result in the 61-70 range. Player therefore has a cyborg character.

Character Traits Revisited

For most characters, such as pure stock humans, mutants, mutorgs, rebuilt, ghost mutants, cyborgs and others, traits are determined randomly on table XR-2 by rolling 1d100 cross indexed with a set value, possibly adding 1d20 for high rolls. For other character types and unique species, such as robots, abominations, vat-brains, 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, unique androids, and bestial humans, a typical random roll plus possible 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
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.

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.

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, bestial humans and other types are 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, bioreplicas, vat-brains, androids, robots, or other types using an alternate character generation method.

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 ratio, 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+1d100 buying points.

Six other character generation systems are also included in Excavator Monthly Compendium on pages 100 to 121 of that book. Check them out, too.

Table XR-2 / Trait Value Determination

1d100	Trait Value
01	1d10
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+1d20
91-96	60+1d20
97-99	80+1d20
00	100+1d20

Table XR-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 a strike value (SV) of 01-50. He or she moves (MV) 3 meters per round walking and 6 running.

Character History By Caste

This is an expanded collection of pre-game castes for new characters and adds to the assortment included in the Hub Rules. Here is a list of the new castes found in this book:

- Aeronaut • Animal Herder • Blacksmith
- Bounty Hunter • Bunker Dweller • Caravaneer
- Carpenter • Cultist • Fuel Keeper
- Healer • Hooch Brewer • Hooker
- Junk-Doctor • Repairer • Scavenger
- Teacher • Technician, Cybernetic
- Wastelander • Wastrel • Water Keeper

What a new era person did prior to setting out on an adventure is as important as their character type, and reflects one's ability to read or write, do math or what starting arms, armor and gear they may or may not possess. Also, some Hub Rules castes start with automatic skills that might now include skills from this book. For example, a hunter will now have the trapper skill, a fisher would have the fishing skill, and a street urchin would have the streetwise skill. Check any existing characters from before your gaming group acquired this book, to see if their pre-game caste is eligible for any of these new automatic skills. Use table XR-6 Caste Based Details, on page 12 for this purpose.

Going forward, use the all new Pre-Game Caste Determination tables on the next page to establish a new character's caste, with table XR-4 used for character types from this book, and table XR-5 for those character types from the Hub Rules. Both of these tables combine all pre-game castes.