

CHARACTER CREATION

CHARACTER TYPE

A character type is a bundle of restrictions and a starting pool of attribute points. Restrictions based on character type only count for character creation. Once the character enters play, these restrictions are removed.

Matthew is making a character. Choosing the Lowlife character type, he wants to make a character that will enter play without the granted leeway of the Hero or Haut Monde character types. In so doing, he restricts all his traits to a maximum value of 8 and disables his character from buying any epics during character creation. Once the character enters play, traits can go higher than 8 and he can buy epics using experience points earned after playing a few scenarios.

Hero

Heroes build ideals and become icons. Heroes are what everyone strives to become or to better. They are the cream of the crop -- people that were born to make a difference. It's the suggested character type for most Mutant Chronicles campaigns.

Starting Attribute Points: 40
Restrictions: No Traits may be higher than 10

OTHER CHARACTER TYPES

Under most typical circumstances, the Hero character type is what you should use. Only if the chronicler has something truly spectacular or down-to-Earth in mind should you use either of the other two.

Under specific circumstances, such as portraying a more central main character and his cast of supporting characters, you can also mix a group's composition of character types.

Lowlife

Not necessarily a literal lowlife, but not exactly a sparkling hero

either. For anyone intent on playing a less spectacular character, this is as close to the ground as you'll get without crawling.

Starting Attribute Points: 20
Restrictions: No Traits may be higher than 8

Haut Monde

Heroes are truly remarkable. But they fade away beside the haut monde. Needless to say, a haut monde campaign will feature some of the most powerful characters imaginable. It is the character type of choice for all over-the-top heroism bordering on the insanely unbalanced.

Starting Attribute Points: 60
No restrictions

FURTHER RESTRICTIONS

If the campaign needs to be even closer to the ground than the Lowlife character type allows, the following alternate rules can be used.

*Allow no epics during character creation
Cap Gravitas and/or Social Standing at 6
Allow no increases to Gravitas and/or Social Standing
Don't allow players to choose Specialist and/or Elite professions*

Attribute Points

Once you've chosen or been given a character type, you are free to spend the attribute points you gain from it. You can spend these points in any way you choose following the restrictions of the character type in question, at a 1-to-1 cost ratio. I.e., one point in any attribute costs one attribute point. Before you continue, all of these points must be spent.

GRAVITAS AND SOCIAL STANDING

GRAVITAS

A character's Gravitas determines his contractor influence. Higher gravitas gives you more impact, more authority, more employees to rule over and more powerful allies. It's a sign of respect and authority. People don't necessarily like you, but they care that you're good at what you do.

In brief, a higher gravitas guarantees more solid ground under your feet.

Climbing the Ladder

Whenever you move successfully into a higher profession type, your Gravitas is automatically increased by 1. This only counts the first time you move up the ladder -- you can't jump between professions to earn this bonus several times.

If you went successfully from the Trooper profession, which is a basic profession, to the Field Officer profession, which is a specialist profession, you would increase your gravitas by one. If you would then return to the Trooper profession and make the same transition to Officer again, you would not be awarded any further gravitas.

GRAVITAS TRAIT LEVELS

- You are permanently relieved of your contract and must immediately begin play Unaffiliated.
- 0 People spit at you and dogs growl. Your family may even try to kill you.
- 1 Police harass you, no forms of service are available. Your family throws you out.
- 2 No one trusts you and a lot of people will completely ignore you.
- 3 You're the detested black sheep of society -- the name people choose to forget.
- 4 People don't like you, but they leave you alone.
- 5 You blend in with the crowd -- nothing more, nothing less.
- 6 Local advisor or influential worker -- you're one step up the ladder.
- 7 You're a boss, lieutenant or simply someone that people tend to listen to.
- 8 Prestige, authority, fame -- success means different things to different contractors.
- 9 You're the cream of the crop -- the smiling face on the propaganda poster.
- 10 Among your own, you're the one that the cream of the crop looks up to.

SOCIAL STANDING

This includes habitual expenses, living expenses, food, possibly a car and simply everything that belongs to a financial perspective. A higher Social Standing grants a higher quality of life and a higher quantity of abundance.

SOCIAL STANDING TRAIT LEVELS

- You must take a Debt angst epic (see page XXX) and immediately begin play.
- 0 You have a few old newspapers to sleep on, an empty bottle and bad breath.
- 1 Occasionally, the bottle is not empty. Sometimes, you even get to eat.
- 2 With a roof over your head and the rats to keep you company, life is smiling.
- 3 You don't only have a crappy apartment or shack -- you usually afford the rent.
- 4 Low standards include regular meals, a place to sleep and probably a crappy car.
- 5 The average Joe, with some meager resources, but debts to balance the scales.
- 6 You simply have more than the average Joe.
- 7 Cigars, fancy cars and a house become affordable as loans become reality.
- 8 The cigars you smoke cost more than the weekly food expenses of average Joe.
- 9 Expensive car, fancy apartment and seven-digit bank account. That's your backup.
- 10 Even your toilet has a gold-trimmed jewel lining.

WHY AND WHY NOT

Take your time to answer the following questions, to get to know your character. You can do this after the character is complete, of course, but at least consider some of them right now, to get a clearer image of what you want your character to be.

What does he think of the Darkness?

Is it an old fairy-tale gone out of hand? Is it as real as you and me, prowling the streets as we speak? Is it something he sees every day? Is it something he saw once and fears ever since? Is he on the same side as the Symmetry, trying his best to fit in with the dark crowd?

What are his views on the Solar System?

Is he convinced that Imperial are terrorists, or does he think that they are merely using the means necessary to further a worthy goal? Are Sundiata the new frontier of science or the Brotherhood nemesis, to be dealt with accordingly? What of the Big Five? The Cartel?

How does he survive?

Is he a spoiled brat with more money than brains? Is he forced to toil countless hours without seeing even a percentage of his own results on the paycheck? Does he work as a freelance private investigator, as tough as they come?

Who are his friends?

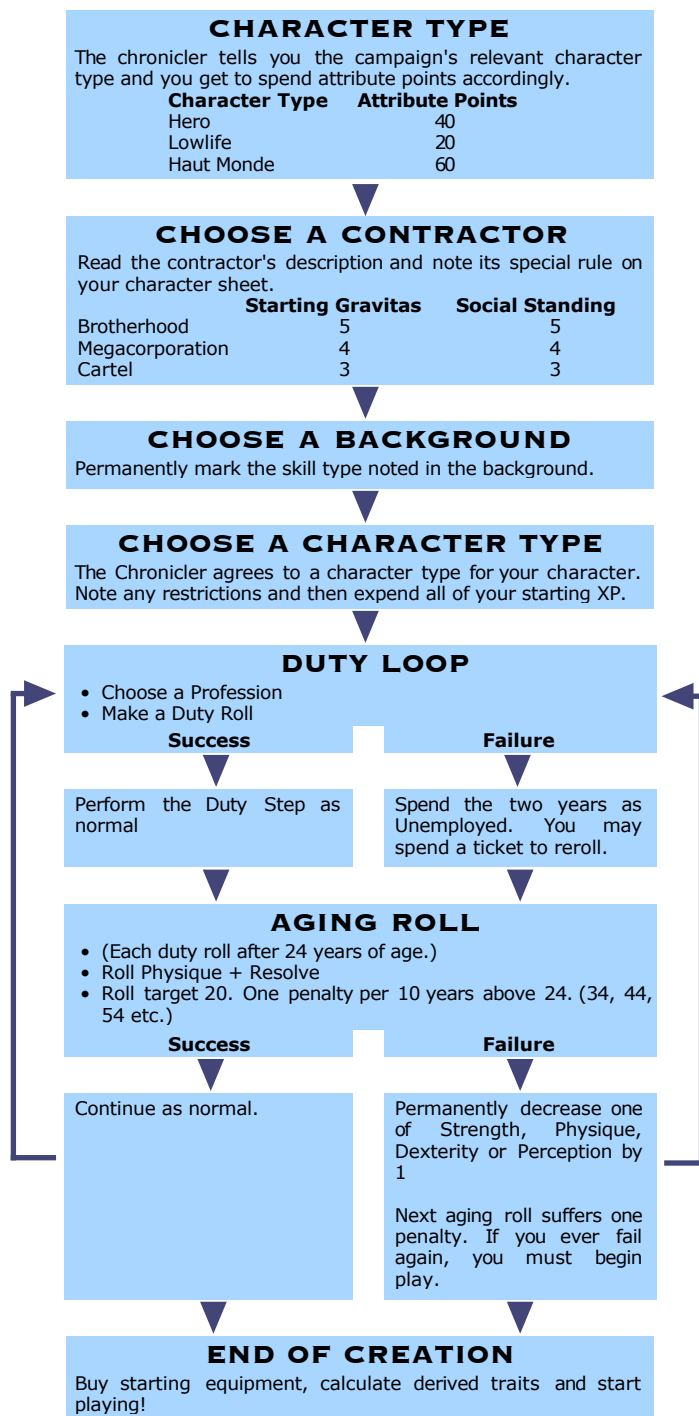
Are they his fellow entertainers in the touring band? The co-workers from the factory? Old-timers telling war stories? The soldiers with which he's bled, cried and fought? The countless fans and groupies that visit his parties? Or does he have any friends at all?

What are his goals?

Is he fond of just breathing for another hour and looking forward to the next meal? Is he planning to leave home and search for happiness? Does he want to settle down and start a family? Is he fighting to rid the world of some gruesome malice that he hates? Is he plotting to take over the world?

**BETA-TEST
VERSION**

CHARACTER CREATION



CONTRACTOR

A contractor provides health care, solid education and social security. It provides you with an apartment, a daily schedule, sense of purpose and barrier against harm. Hopefully.

CAPITOL MEGACORPORATION

You can cross out the gravitas field on your character sheet and must ignore all rules that either affect gravitas or are based on gravitas. If the rules ask you to make dice rolls based on gravitas, you use your social standing instead. If the rules tell you to increase or decrease your gravitas, you ignore those rules and continue character creation without applying them. Furthermore, your social standing is always decreased by 1 on a failed duty roll, but only increased following the normal rules for duty roll effect explained in the rules covering duty rolls.

Lydia Wayne is a tough stock broker plying her frantic trade in Luna City's stock market. Completely removing Gravitas from her character creation process by crossing it over, Lydia's player starts out by rolling Social Standing + Intellect as she jumps into college as a Business Student. As long as she continues to be successful with these dice rolls, she has a promising career ahead of her. But as soon as she would fail a duty roll, Lydia Wayne's social standing would decrease by 1.

Specific Epics: Capitol

Capitol Contact; Suave; Shareholder; Public Official

MISHIMA MEGACORPORATION

Whenever a Mishiman is working in a profession where the skill type of his background is available as a marked skill type, his gravitas increases following the same rules as social standing. Each duty roll performed in a profession where that skill type isn't marked, gravitas must be decreased by one. Finally, a Mishiman's social standing can never be higher than his gravitas. If gravitas is at any time lower than social standing, social standing must be decreased to match gravitas.

A Mishima character with an adverse background that is joining the armed forces as a Trooper, would earn a higher gravitas whenever the rules told him to increase his social standing, as the adverse background marks the Conflict skill type.

A Mishima character with an adverse background that tries his abilities as an Entrepreneur, on the other hand, would lose one point of gravitas per Duty Step, as the Entrepreneur profession doesn't mark the Conflict skill type.

Specific Epics: Mishima

Mishima Contact; Maserovka; Xxx

MEGACORPORATE CONTRACTORS

All megacorporate characters start with social standing and gravitas set to 4 but are by no means limited to 4. Both statistics can be modified during play and during character creation.

Mishima

(Page XXX)

You are what you do. Mishiman ideals are traditional, but

Bauhaus

(Page XXX)

Disciplined, hierarchical and powerful – Bauhaus characters tend to be physical, resolute and colored by an embattled past and a fine eye for machine engineering.

Capitol

(Page XXX)

Characters in Capitolian employment are more often than not either rich and popular or poor and detested. Whatever earns you more money than your neighbor makes you successful.

Sundiata

(Page XXX)

Sundiata characters can use technology in ways that have been long since abandoned following the corruption of the Dark Symmetry. They are as envied as they are shunned.

Imperial

(Page XXX)

Imperial characters are either aggressively reckless and suicidally daring or traditionalistic and slow. Contrasts between a monarchic heritage and struggling to win a losing battle.

INDEPENDENT CONTRACTORS

Independent contractors have no general bonuses.

The Cartel

(Page XXX)

Cartel characters are either freelancers operating as registered affiliates under Cartel legislation or they are employees of the Cartel Core or Collegium. The ideal choice for neutral characters as well as society idealists.

The Brotherhood

(Page XXX)

Brotherhood characters have a tendency to be loyal bordering on the fanatical. Many believe that they have little to lose, that the world is set against them and that the ends justify the means.

BAUHAUS MEGACORPORATION

Your starting gravitas after character creation permanently sets your lowest social standing. Even if a failed duty roll or other rule determines that your social standing must be decreased, it can never be decreased below your starting gravitas. However, if your gravitas' original value is ever halved, this rule no longer counts. It represents you losing your birthright privileges.

Rick Hartmann is a Bauhaus noble, born into privilege. Hartmann's player eventually increases Hartmann's gravitas from 4 to 8. As long as his gravitas is never decreased to 4 or lower, Hartmann's social standing can never be decreased below 8. If it would ever be decreased to 4 or lower, social standing can then be decreased even to 0 or a negative.

Specific Epics: Bauhaus

Bauhaus Contact; Honorbound; Thrall Militia; Noble Blood

IMPERIAL MEGACORPORATION

You can voluntarily decrease your gravitas by 1 in order to re-roll a failed duty roll. You may choose any of the two results, but your gravitas remains decreased even if you choose the first result and you can only do this once per duty roll and it requires you to have at least gravitas 1 before gravitas is decreased.

((As an Imperial, clan and kinship is everything. You will be punished dearly by your own kin if you fail your clan, even physically.

To represent this, whenever your gravitas is decreased for any reason, you must immediately take one angst epic from your current profession as if you had failed a duty roll. It doesn't matter how many points of gravitas you actually lose – you only need to take one angst epic.))

Luke Openshaw is an academic clansman, trying his best as an engineering student. If he would ever fail a duty roll, he could decrease his social standing by 1 to get a re-roll.

Let's say his first roll is a 6 on the D20, that his Gravitas is 4 and that his Intellect is 5. With these numbers, he'd fail the duty roll, as Gravitas + Intellect + 6 merely equals 15 and not the base roll target of 20.

If he would decrease his starting social standing of 4 to 3, he could make the roll again. If this second roll would be 11, with a total score of 21, the duty roll would be successful but his social standing would still be 3.

Furthermore, if his gravitas was decreased by a poor dice roll or by Luke being forced into unemployment, he would also be forced to take one angst epic from the Student profession, in addition to any other angst epics he's forced to take, as his clansmen shows him exactly what they think about failure by introducing him to a two-by-four.

Specific Epics: Imperial

Highlander; Imperial Contact; Zero-G Experience; Stalwart; Iron Stomach

SUNDIATA MEGACORPORATION

Your choice of background becomes solely cosmetic – you don't mark a skill type and you can't buy any background epics.

Instead, you begin the duty loop at 12 years of age instead of 16 and must perform four years as a Student of one single type. The skill type marked by your choice of studies is permanently marked and not temporarily, as would usually be the case, and you spend all of the XP given by those repetitions as if performed in an ordinary duty loop, except you don't need to meet any requirements and you don't need to roll any dice.

After these four years as a student, the duty loop begins as it would for any character at 16 years of age. The difference is that your choice of profession is restricted to professions that require either schooling or that you belong to a megacorp.

Lyca comes from an Industrial background. Usually, this would permanently mark her Technology skill type. But now, it's just a word on the character sheet to flesh out the character.

Instead, Lyca's player chooses to go to a Military University, during Lyca's Sundiata Indoctrination. She starts going to the university at an age of 12 and goes there for four years, permanently marking the Warfare skill type that would only be temporarily marked for a normal character, and then proceeding to the duty loop at the age of 16.

Her player wants Lyca to be a combat-oriented character and the only choices of combat professions is Trooper and the professions following a completed Terms of Service.

Specific Epics: Sundiata

Sundiata Contact; Bordertech Engineer; Sundiata Scientist; Shock Trooper

THE CARTEL

As a contracted member of the Cartel, you're in fact a freelancer free to ply any trade you like as long as you follow Cartel trade legislations. You begin play with gravitas and social standing set to 3 and follow the character creation rules as they are written.

If you desire a career within the Cartel Core or even the Collegium, you note this within parentheses in the Contractor field and you are allowed to choose professions that have the "Megacorp Only" requirement, except you are then working for the Cartel itself.

Timothy Vey is a private eye seeking to operate as a freelancer in Luna City. Setting his social standing and gravitas to 3, his player chooses the Investigator profession to begin with, hoping to continue as a Law Enforcer later on.

He follows the character creation system as-is, without exceptions or alterations to the standard rules.

Richard Wilbur Sachz is a Cartel Core employee aiming for a career as an Intelligence Agent within the Cartel itself. Starting his career, he chooses to become a Student at a Military University first, which is one of the paths that can lead to the Intelligence Agent profession.

Later on, he can move on to become an Officer, despite the fact that this profession has the "Megacorp Only" requirement, meaning that he is no longer a freelancer but employed directly by the Cartel. After serving as an Officer for the full terms of service, Richard Wilbur Sachz can finally move on into the Intelligence Agent profession.

Specific Epics: Cartel

Cartel Contact; Freelance Contact; Legal Immunity

THE BROTHERHOOD

When your congregation is accepted and you are received into the Brotherhood, you will immediately learn the difference between corporate contractors and the last bastion of human hope.

Your social standing is permanently set to 5 and you ignore all rules regarding increases or decreases to your social standing. Gravitas also starts at 5 and can only be increased by progressing between profession types.

Last, but not least, you are allowed to write the skill type The Art onto the character sheet and spend XP to add to those skills. Remember that it's not treated as a marked skill type.

The Art consists of the skills Aura, Exaltation, Codex and Lithurgy.

Sister O'Hara is a recently congregated member of the Brotherhood. She sets her gravitas and social standing to 5 and adds "The Art" to one of the empty skill type fields on the character sheet.

In this skill type, the character has the Aura, Exaltation, Codex and Lithurgy skills, but as the skill type isn't marked, each point in either of these skills costs 4XP.

Specific Epics: The Brotherhood

Brotherhood Contact; Pilgrimage

HERESY

The Dark Symmetry is not a contractor in the usual way. Heresy is something that you don't note on your character sheet, as it would reveal your secret to the other players.

Whenever you fail a duty roll, your failure exposes you to the world. For a heretic, this is even more troublesome than for anyone else.

You are allowed to add the Dark Symmetry skill type to your character sheet with the skills Enshroud, Liber, Theurgy and Void. The skill type isn't marked, however, so adding points to any of these skills costs 4XP per point.

Each XP from a current profession that you spend on skills in this skill type adds 1 to the roll target of the subsequent duty roll, making it more difficult to succeed as you are spending time on other things than work.

If you fail a duty roll, you must take an angst epic as normal, but if you already have one of the angst epics you can choose in your current profession, you are forced to take a Heresy-specific angst epic.

These are far more troublesome than the standard angst epics and will make it harder for you to blend in with the crowd.

Lyca opened one door too many during her years as a student. She met Professor Eli DeSargande, who was a Sundiata scientist first and foremost, but a heretic of the Dark Symmetry when no one was looking.

He made Lyca his apprentice, teaching her what he could and testing his mad Algeroth-inspired contraptions on her.

Because of this, Lyca's player is allowed to add the Dark Symmetry skill type to Lyca's character sheet. If she spends XP to increase any of these skills, she will have to add the same amount of points to the roll target of her next duty roll. Thus, purchasing Void 2 using 8XP, she would have to make her next duty roll against a roll target of 28. That is: 20 plus the XP spent on Dark Symmetry skills.

Specific Epics:

Heretic Contact; The Gift

Specific Angst Epics:

Stigmata; Flawed Mind's Eye; Symmetry Psychosis

BACKGROUND

All contractors have employees throughout the Solar System, even if they usually prioritize some of their holdings. Mishima's top priority is always Mercury, for example, just like the Cartel is usually connected to Luna City, even though it's system-wide in authority.

The skill types mentioned in the description of each background is marked permanently, but epics listed as available epics can only be bought by spending XP from an experience pool gained during the duty loop.

ACADEMIC BACKGROUND

You grew up reading and studying the written knowledge of the Solar System. Math, history, politics – everything you could get your hands on. Large parts of the human past is clouded by myths and inconsistencies, why your background has left you with a craving for answers.

Marked Skill Type: Knowledge

Available Epics: Xxx;

ADVERSE BACKGROUND

You grew up on the street, in a war zone or somewhere else where you had to fight to survive. With bloodied knuckles and gritted teeth, you bear the scars of your past either with pride or with shame. But they can never be washed off.

Marked Skill Type: Conflict

Available Epics: Aggressor; Brawler; Combat Experience

FARMER BACKGROUND

You grew up in rural Mars, in the wide crop fields of Venus, among Phaeton Belt asteroid miners or deep inside the bowels of Mercury. Wherever it was, you know your planet and the ways of the world far better than most, while the sprawling centers of the megacorporate world seem strange and uninviting.

Marked Skill Type: Talent

Available Epics: Lifestyle: Rural;

INDUSTRIAL BACKGROUND

Whether it was in the smog-covered industrial zones of Luna City or the oil drills in Venus Polar, you grew up where people work for a living. With a family that operated lifting cranes, Bulk Hauler cargo transports or other machinery, you learned to respect technology and its importance.

Marked Skill Type: Technology

Available Epics: Xxx;

METROPOLITAN BACKGROUND

It takes experience to live in the megacities of the Solar System. Growing up in Heimborg, San Dorado or even Luna City proper has a profound impact on your psyche. Once the city grabs hold of your soul, it will never let go.

Marked Skill Type: Communication

Available Epics: Lifestyle: Megacity;

UNKNOWN BACKGROUND

You have no idea about your past. It's clouded in mystery or voluntarily forgotten in favor of something else. This can be the result of experimentation, an accident or a mental disorder. The exact nature of your true background is reserved for the wisdom of the chronicler.

Marked Skill Type: None.

Available Epics: Art Prodigy; Dark Devotee; Chosen; Soulless

EXPERIENCE

The process of character creation is the "life" of a character's years before the beginning of play. To represent this, you use Experience Points (XP) to buy new statistics throughout the process.

Costs

During all phases of character creation, the same XP costs apply. These same XP costs are also used in a campaign where the characters are awarded experience during play. They are all available at the bottom of the main page of the character sheet.

Marked Skill Types

Sometimes, the rules ask you to mark a skill type, either temporarily or permanently. This is done in the large box to the left of the skill type title on the character sheet.

To simplify reference, you can make a full cross in the box of a permanently marked skill type and a single line in the box of a temporarily marked skill type.

While a skill type is marked, the lower cost applies to increases within that skill type.

Matthew wants to increase both his Firearms and Athletics skills to 5. The Firearms skill is in the Conflict skill type, which is not marked on Malcolm's freshly started character. The Athletics skill, on the other hand, is marked because of his background choice, "Farmer," that permanently marks Talent.

This means that the Firearms skill would cost 20XP to increase to 5, while the Athletics skill would cost only 10XP to increase to 5.

COMMON SKILLS BY SKILL TYPE

COMMUNICATION

Aesthetics: Singing, handling instruments, writing, fine arts and so on.

Analysis: Finding needles in an information haystack, whether corporate or other.

Bureaucracy: Understanding of legislation and social norms.

Interaction: Your ability to blend in, to mingle and manipulate.

CONFLICT

Combatives: Knife-fighting, brawling, wrestling and close-quarter fighting.

Firearms: Experience with pistols, rifles and other small arms.

Support: Machine guns, flamethrowers and other support weapons are included.

Tactics: Methodology used on the field of battle to outmanoeuvre the enemy on-site.

KNOWLEDGE

Lore: Wisdom of the Big Five, Cartel, Brotherhood and the Solar System in general.

Medicine: From first aid to brain surgery, but also anatomy and diagnosis.

Science: Drugs, poisons and the academic knowledge of their use and compounds.

Survival: Learning how to handle yourself in a less favorable climate.

TALENT

Athletics: All physical athleticism – climbing, swimming, sprinting; you name it.

Discretion: Hiding in the shadows, in a crowd or in the year book.

Navigation: Understanding of time, maps, directions and general geography.

Nerve: Combat experience and the ability to just grit your teeth and go on.

TECHNOLOGY

Crafts: Making things with your bare hands out of the materials you have.

Hardware: Electronics, more advanced technology and the science that drives them.

Mechanics: Understanding of the inner workings of mechanical machinery.

Vehicles: Properly driving and operating vehicles, from motorcycles to blimps.

RESTRICTED SKILLS BY SKILL TYPE

BORDERTECH

Fleshcraft: Maintenance, diagnosis and upgrades to existing Bordertech.

Grafting: Combining Bordertech with human flesh.

Oscillation: Employment of Sundiata Oscillation devices in practice.

Theory: Scientific knowledge of oscillation, its capabilities and restrictions.

DARK SYMMETRY

Enshroud: Controlling the Darkness and hiding its effects from prying eyes.

Liber: Occult literature and insight into circulating rumours of the Darkness.

Theurgy: Your ability to call the Darkness and your wisdom of Symmetry rituals.

Void: Passive defense against the Light and your strength with the Symmetry.

THE ART

Aura: Passive defense against the Darkness and your strength with the Art.

Canonization: Active defense against the Darkness and ability to manipulate Light.

Codex: In-depth knowledge of the Darkness, of the Codex Cardinalis and the Light.

Liturgy: Rituals, binding Light into objects and creating lasting effects of Art.

EXPERIENCE POINT COSTS

Trait	Cost
Epic:	10XP / 5XP (Marked)
Attribute:	10XP
Skill:	4XP / 2XP (Marked)
Ticket:	1XP

HOBBY SKILLS

Beside skills, attributes and epics, characters can also be given Hobby Skills. A hobby skill costs 1XP per point and is different from other skills in that it can never be used to affect other characters.

The definition of a hobby skill is that it has to be irrelevant to combat, interaction, manipulation, knowledge and so on, except on a personal or recreational level.

Samples are provided nearby.

Hobby skill examples

Celebrity Gossip
Cooking
Dancing
Guitar / Violin / Piano, etc.
Poetry
Singing
War Stories

DUTY LOOP

Each repetition within the duty loop is called a duty roll. This represents everything that the character has time to do during a period of two years.

Each successful duty roll gives you a pool of XP to spend on skills, abilities, epics etc. But if you fail, the consequences are severe.

The duty roll itself works the same way as any dice roll, with traits added into a mod pool and a roll target that you must beat to be successful. If you are successful, you can spend points as detailed in the description of the profession.

The characteristics to use for the duty roll are determined by the profession you've chosen and can be found in the profession's description.

The default roll target is 20.

Tickets

At any time during the duty loop, you can buy a Ticket at the cost of 1XP. Whenever you fail a duty roll, you can spend one ticket in order to reroll that roll. You must take the second roll, however, but you are allowed to spend any number of tickets on the same roll.

Failed Duty

If you fail the duty roll you must spend two years without employment. The Unemployed template is used for this purpose and can be found on page XXX.

Furthermore, you must decrease either Gravitas or Social Standing by one and you must select one Angst Epic from either the General list or the list specific for your profession.

You can spend a ticket in order to reroll the failed duty roll. If you fail it again, the same rules apply. There's no limit to the number of tickets you can spend on rerolls for the same duty roll, except the XP you've spent on tickets.

Duty Effect

The effect of the duty roll can be used to increase your gravitas or social standing (see Progression, described in the Professions section), to buy epics, buy off angst epics or even gain additional XP.

View the points as XP for purposes of buying epics or buying off angst epics. (I.e., ten points of effect buys one epic).

No matter how high your dice roll is, you can never spend more effect as XP than the experience pool of your current profession. I.e., in a basic profession an effect higher than 10 is wasted, in a specialist profession any effect higher than 14 is wasted and in an elite profession effects higher than 18 are wasted.

Terms of Service

Some professions can't be failed. They have a contracted service period that must be fulfilled and if you perform badly during that time, you'll simply be given more tedious or dangerous tasks. The military would be the natural example, where poor service or inability to follow orders would send you to the latrine with a shovel in hand – it wouldn't have you fired.

A profession with terms of service (noted as ToS in the profession summaries) doesn't lead to unemployment on a failed duty roll. If you fail your duty roll for such a profession, you are forced to take an angst epic as for any failed duty roll, but you still spend XP as if you succeeded with the roll.

You must complete your full terms of service before you can choose a new profession that requires it to be completed, but you can freely choose another profession between the terms of service years, as for any other profession.

All professions with terms of service (ToS) in their description require you to complete that many years before you can consider the profession *Completed* and may move on to a profession that requires such a completion.

If you fail all duty rolls in a terms of service profession, you must take one additional angst epic from the profession.

Lyca enters the janissary training program at 16 years of age. Her first profession is the Trooper profession, that has "4-Year Terms of Service" written in its description.

While these four years go by, it doesn't matter if Lyca's player fails the dice rolls or not, except that a failed roll means that an angst epic must be added to the character.

After the four years (which means two duty rolls), Lyca can enter service as a Field Officer. That profession has a requirement stating "Completed Trooper," meaning that Lyca must have completed all four years -- two duty rolls -- of the Trooper terms of service before she can choose the profession.

Aging Roll

Each duty roll after 24, you must make a roll using Physique + Resolve. If this roll fails, you must decrease one of the following attributes by one: Strength, Physique, Dexterity or Perception.

You must also take one penalty to the roll target of all subsequent aging rolls. Whenever you fail a second aging roll, you must immediately begin play.

CRIME SOMETIMES PAYS

When you fail a duty roll and is forced into unemployment, you can voluntarily spend the time as a Crook instead. If you do, you simply use the Crook template instead of the Unemployed template, but you are also forced to make a new duty roll for the same two years.

If this second roll fails, you must choose one more angst epic, the second one chosen from the Crook template, but you are allowed to spend XP from the Crook template and not from the Unemployed template.

ANATOMY OF A PROFESSION

Name: The name of the profession is written as the entry's headline and is also found in the summary known as List of Professions, nearby.

Requirements: If you can't meet a profession's requirements, you're not allowed to perform a duty roll within that profession. Requirements, if there are any, are listed within parentheses under the profession's title in the profession's sidebar entry.

Duty Roll: What the profession requires you to roll to be successful. The roll target is 20 on all duty rolls. If a type is mentioned within brackets, you are allowed to choose any one trait of that type when you make the actual duty roll. I.e., [Attribute] allows you to choose any one attribute, whereas [Conflict] means you choose one of your skills in the Conflict skill type.

Skill Marks: The skill types that you are allowed to mark temporarily as long as you work in the same profession. If you are forced to choose between two different skill types, you can make a new choice for each duty roll.

Progression: How much effect it costs to increase your gravitas or social standing in this profession. This increase is +1 to your current gravitas or social standing -- your choice. If you roll especially well, you can pay this effect cost several times to add multiple points to either or points to both gravitas and social standing.

Epics: The epics you can choose from if you want to buy epics for XP. Note that Lowlife characters are not allowed to buy epics during character creation.

Angst: The angst epics you are forced to choose from if you fail your duty roll.

PROFESSIONS

LIST OF PROFESSIONS

Profession	Duty Roll	Special / Requirements
Unemployed	-	-1 Social Standing; You must take one Angst Epic
BASIC PROFESSIONS		
<i>Experience Pool: 10XP</i>		
Civilian	Gravitas + [Attribute]	-
Crook	Strength + Personality	Can be chosen in place of <i>Unemployed</i>
Disciple	Gravitas + Resolve	Brotherhood Only; ToS (4)
Entertainer	Gravitas + Dexterity	-
Investigator	Gravitas + Perception	-
Trooper	Gravitas + Physique	Megacorp Only; ToS (4)
Student	Gravitas + Intellect	-
SPECIALIST PROFESSIONS		
<i>Experience Pool: 14XP</i>		
Criminal	Personality + [Conflict]	-
Doctor	Gravitas + [Knowledge]	Two years as <i>Humanities Student</i>
Engineer/Technician	Gravitas + [Technology]	Two years as <i>Engineering Student</i>
Field Officer	Gravitas + [Conflict]	Megacorp Only; Completed <i>Trooper</i>
Inquisitor	Gravitas + [Theology]	Brotherhood Only; Completed <i>Disciple</i>
Law Enforcer	Gravitas + [Comm.]	-
Mercenary	Gravitas + [Conflict]	-
Reporter	Gravitas + [Comm.]	Two years as <i>Media Student</i>
ELITE PROFESSIONS		
<i>Experience Pool: 18XP</i>		
Gangster	[Conflict] + [Comm.]	-
Intelligence Agent	[Conflict] + [Comm.]	Megacorp Only; Completed <i>Field Officer</i>
Mystic	[Theology] + [Theology]	Brotherhood Only; Completed <i>Disciple</i>
Professor	[Know.] + [Know.]	Four years as <i>Doctor</i>
Senior Officer	[Conflict] + [Know.]	Completed <i>Field Officer</i>
Special Forces	[Conflict] + [Conflict]	Megacorp Only; Completed <i>Field Officer</i>
Scientist	[Tech.] + [Tech.]	Two years as <i>Engineer</i>

UNEMPLOYED

Sometimes, you fall through the cracks. In a system built on cold-hearted competition from the ground up, these cracks are wide-open chasms sucking in the weak and unfortunate to make sure that the corporate success stories remain true.

You receive 5XP, but you must also decrease your Social Standing by one.

BASIC PROFESSIONS

Basic professions provide you with 10XP per successful duty roll, to be spent as you see fit, but they only allow you to temporarily mark one single skill type.

CIVILIAN

Whether you're stuck by the assembly line, sweeping streets or working retail doesn't matter. As a part of the mass of workers toiling for long hours at low wages, you know well that megacorporate wealth is the result of your work and not the constant wormongering. Without you, the megacorps would collapse.

*If you fail your duty roll as civilian, you are forced to take an angst epic as for any failed duty roll, but you still spend XP as if you succeeded with the roll. You must still decrease your social standing as if you'd spent the duty roll in unemployment.

Duty Roll: Gravitas + [Attribute]

Skill Marks: Knowledge or Talent

Progression: 12+

Epics: Any Lifestyle epic

Angst: Dull-Witted; Literary Deficiency; Illness; Crime Victim

CROOK

You're desperate to survive and ready to use any means necessary. Maybe because it's the only way to survive. Maybe because you must have cash beyond your usual pay for affording the surgery that can save your sick child. Or maybe just because you get a kick off the adrenaline.

*Can be chosen in place of "Unemployed," requiring a new duty roll. If the second duty roll fails, you must take one angst as *Crook*, but you also get the experience from this profession.

Skill Marks: Conflict or Communication

Progression: 7

Epics: Criminal Contact; Lifestyle: Criminal

Angst: Accusations; Abstinence; Reckless; Jailbird

DISCIPLE

Newly congregated and fresh from the Cathedral you represent the ground level of the Brotherhood. The old man in the soup kitchen, the young man handing out pamphlets for revival meetings and the ever-suspecting guard patrolling the Brotherhood cathedral. They're not merely your colleagues -- they're your brethren.

(Brotherhood Only; 4-Year Terms of Service)

Duty Roll: Gravitas + Resolve

Skill Marks: The Art

Progression: --

Epics: --

Angst: Beacon of Light; Coward; Flawed Mind's Eye; Emotional

ENTERTAINER

As an entertainer, you provide the masses with a refuge from the stress of everyday life. As a musician, stage actor, radio personality, circus artist, comedian or street performer you offer people a moment of relief from their burdens.

Duty Roll: Gravitas + Dexterity

Skill Marks: Communication or Talent

Progression: 10+

Epics: Acrobat; Soothing Voice

Angst: Emotional; Nightmares; Sour Spot; Debt

INVESTIGATOR

You're one of the pen-pushing Cartel office knights and trenchcoat-wearing private eyes, looking to root out bureau hackers and other trade criminals. A sharp wit, an even sharper tongue and quick reflexes are musts.

Duty Roll: Gravitas + Perception

Skill Marks: Communication or Knowledge or Conflict

Progression: 10+

Epics: Any [Contact]; Connecting the Dots

Angst: Crime Victim; Reckless; Gun Crazy; Mania

STUDENT

Studies are the last step before entering the world as an educated professional. Students attend the various universities in hopes of achieving a somewhat more glamorous career than that of a factory worker or farm hand. Some even succeed.

Duty Roll: Gravitas + Intellect

School

Business
Engineering
Humanities
Media
Military

Skill Mark

Communication
Technology
Knowledge
Communication
Conflict

Progression: --

Epics: --

Angst: Abstinence; Coward; Debt; Emotional

TROOPER

The fighting forces of the megacorporations don't need to know the vagaries of corporate affairs -- they are only taught how to maim, kill and destroy. Most of them will live to see their fair share of death, or they won't live long at all.

(Megacorp Only; 4-Year Terms of Service)

Duty Roll: Gravitas + Physique

Skill Marks: Conflict or Talent

Progression: 12+

Epics: Combat Experience; Unbreakable

Angst: Dull-Witted; Wounded; Gun Crazy; Sour Spot

SPECIALIST PROFESSIONS

Specialist professions provide you with 14XP per successful duty roll, to be spent as you see fit and they allow you to temporarily mark two skill types per repetition.

CRIMINAL

Almost everyone breaks the law in one way or another. Typically harmlessly or even unknowingly. But a few people choose to make this their living, looking for a career as smugglers, drug dealers, extortionists or other enemies of society. They're the real criminals.

Duty Roll: Gravitas + [Conflict]

Skill Marks: Conflict; Communication

Progression: 5+

Epics: Criminal Contact; Perfect Liar; Intimidating Presence

Angst: Jailbird; Abstinence; Criminal Demeanor; Debt

DOCTOR

Some aim for knowledge or just the additional recognition of a proper educational title. They are experts in specialized fields. Medical doctors, writers and wanton academicians are all doctors, with a decorative PhD in their titles.

(Two years at a *Humanities* school)

Duty Roll: Gravitas + [Knowledge]

Skill Marks: Knowledge; Communication

Progression: 8+

Epics: Connecting the Dots; Architect; Occultist

Angst: Mania; Nightmares; Physical Handicap; Deranged

ENGINEER / TECHNICIAN

Engineering is to put science to the test. When everything works, no one will notice. When it's not working, the sewage system will leak into the drinking-water and start epidemics or a train will derail and hundreds will die. This is to say that your job comes with a ton of responsibility.

(Two years at an *Engineering* school)

Duty Roll: Gravitas + [Technology]

Skill Marks: Communication; Technology

Progression: 8+

Epics: Ingenuity; Engineer; Mechanic

Angst: Mania; Accusations; Sour Spot; Illness

FIELD OFFICER

Your job is to yell orders, lay out tactics and keep soldiers in line in the heat of battle. An officer's line of work is to know when to give orders and when to follow orders. He must know when to set an example and when to praise the worthy.

(Megacorp Only; Four years at a *Military* school or Completed Trooper; 2-Year Terms of Service)

Duty Roll: Gravitas + [Conflict]

Skill Marks: Communication; Conflict

Progression: 8+

Epics: Intimidating Presence; Military Contact; Officer

Angst: Wounded; Nightmares; Gun Crazy; Grudgebearer

INQUISITOR

The holy Second Directorate is the muscle of the Light, flexed at the behest of the Curia and the commands of the Cardinal. Given the all-encompassing Mandate of Fire, members of the Inquisition is one of the most feared individuals in the Solar System.

(Brotherhood Only; Completed *Disciple*)

Duty Roll: Gravitas + [The Art]
Skill Marks: Conflict; Communication
Progression: --
Epics: Hawk-Eyed; Intimidating Presence; Eidetic Memory
Angst: Beacon of Light; Mania; Gun Crazy; Reckless

LAW OFFICER

Law enforcement follows the regulations of one corporation in particular, or of the Cartel. Usually, policemen are assigned to the patrolling of a small sector or serve as riot police ready to risk their lives to maintain law and order.

Duty Roll: Gravitas + [Communication]
Skill Marks: Conflict; Communication
Progression: 10+
Epics: Seasoned Investigator; Combat Experience; Unveiling Eye

MERCENARY

Guns for hire have existed for as long as anyone can remember. In *Mutant Chronicles*, they are soldiers outside of the megacorporations and must therefore focus as much on their commercial comfort as their ability to kill.

Duty Roll: Gravitas + [Conflict]
Skill Marks: Conflict; Talent or Communication
Progression: 6+
Epics: On the Move; Commando Training; Legal Immunity
Angst: Contract Refugee; Deranged; Debt; Code of Honor

REPORTER

Whether a broadcast news reporter, photographer or even newspaper editor, journalists stop at nothing to get their story. While megacorporations are experts at cover-ups, reporters are experts in uncovering. But while journalists might be the hard-hitting investigators of one megacorporation, they are usually employed by another. Due to this, journalists are usually no more than undercover public relations liaisons for a megacorporate employer.

(Two years at a *Media* school)

Duty Roll: Gravitas + [Communication]
Skill Marks: Knowledge; Communication
Progression: 6+
Epics: Seasoned Investigator; Connecting the Dots; Bona Fide Charmer
Angst: Nightmares; Nemesis; Reckless; Coward

ELITE PROFESSIONS

Elite professions provide you with 18XP per successful duty roll and allow you to temporarily mark two skill types per repetition. They also unlock especially powerful epics for your perusal.

GANGSTER

One step above the criminal ruffraff you find made men, making misery their living. Some of them lead criminal organizations that net more profits than small corporations and they're typically nestled so deep into their domains that they're virtually immune to legal interference. Until they make a mistake, that is.

Duty Roll: [Conflict] + [Communication]
Skill Marks: Knowledge; Communication
Progression: 8+
Epics: Intimidating Presence; Legal Immunity; Privileged; Famous Face
Angst: Deranged; Bigot; Nemesis; Grudgebearer

INTELLIGENCE AGENT

Intelligence agents are spies pure and simple. Whether sifting through classified documents, delivering microfilm to secret receptions or performing secret hits against opposing megacorps, these professionals work covertly and effectively.

(Megacorp Only; Completed *Field Officer*)

Duty Roll: [Conflict] + [Communication]
Skill Marks: Conflict; Communication
Progression: 6+
Epics: Commando Training; Bona Fide Charmer; Unveiling Eye; Impervious to Pain
Angst: Xxx; Xxx; Xxx; Xxx

MYSTIC

Mystics are the exalted scholars of the First Directorate. Whether digging deep into research of mystic phenomena or practising the Art, all mystics are brothers with unfettered access to the Art. Profound understanding of reality and spirituality makes the mystic's knowledge the cornerstone of the Brotherhood. Mystics are part of the Brotherhood's elite and valued as much for their insights as for their powers.

(Brotherhood Only; Completed *Disciple*)

Duty Roll: [The Art] + [The Art]
Skill Marks: Knowledge; The Art
Progression: --
Epics: Occultist; Historian; Eidetic Memory; Unyielding
Angst: Nightmares; Flawed Mind's Eye; Nemesis; Coward

SENIOR OFFICER

The prize for many years of service is to become one of the people in charge. Senior officers devise strategies and plan supply lines; they command thousands of soldiers across countless battlefields. And they're damn good at it.

(Megacorp Only; Completed *Field Officer*)

Duty Roll: [Conflict] + [Knowledge]
Skill Marks: Communication; Knowledge or Conflict
Progression: 6+
Epics: Officer; Intimidating Presence; Psychoanalysis; Privileged
Angst: Wounded; Bigot; Nemesis; Deranged

SPECIAL FORCES

With superior firepower and profound tactical awareness, the Special Forces are the heavy guns of the megacorporations. Requirements are met by few but those who meet them are as tough as they come, educated to perfection in the means of warfare, guerrilla tactics or whatever their specialty may be.

(Megacorp Only; Completed *Field Officer*)

Duty Roll: [Conflict] + [Conflict]
Skill Marks: Conflict; Talent
Progression: 6+
Epics: Commando Training; Hawk-Eyed; Quick Healer; Impervious to Pain
Angst: Wounded; Illness; Nightmares; Deranged

SCIENTIST

As a scientist, you are usually a respected member of society. Hard at work to perfect retrotechnology and learn more about the Solar System, scientists are regarded as people with advanced knowledge. Scientists tend to work for the megacorporations rather than as freelancers, for the funding and for the fat megacorporate paycheck.

(Two years as *Engineer/Technician*)

Duty Roll: [Technology] + [Technology]
Skill Marks: Knowledge, Technology
Progression: 4+
Epics: Scalpel Science; Oldtech Analyst; Retrotechnician; Surgeon
Angst: Sour Spot; Physical Handicap; Mania; Emotional

CHARACTER TEMPLATES

Some players are not as familiar with *Mutant Chronicles* or don't know the rules as well as other players. Sometimes, the character creation process simply takes too much time.

For specific circumstances that make character creation to bothersome to go through, you can always select a character template to play, instead.

All character templates

EPICS & ANGST

EPICS

Epics are different from other traits in many ways, most notably that they have no trait values. You either have an epic, or you don't.

Epics exist in positive and negative variations, called epics and angst epics, respectively. This section deals with the positive ones -- the epics. For information about angst epics, refer to the last section of this chapter.

The following section detail all the epics found in this book, not including angst epics. Some are given special rules and examples, while others are described only briefly. If at any time, an epic is up for discussion, the Chronicler has the final decision on its use.

ACROBAT

(Talent)

Requires: Athletics 6

You earn an additional +5 to the mod pool of all actions of extraordinary agility, such as cartwheeling, jumping between rooftops and so on.

AGGRESSOR

(Conflict)

Requires: Perception 6

In the first round of every combat, you are allowed to perform one additional action. This only counts for a round where you are allowed to roll initiative. An opponent surprise round cancels the effect of this epic for the entire combat.

AKIMBO

(Conflict)

Requires: Dexterity 5

You have learned to use both hands separately in combat. Whenever you have weapons in both hands, you are given an additional action in the corresponding phase. I.e., if you have a pistol in each hand, you are given an additional action in the firearms phase, whereas two knives gives you an additional action in the combatives phase.

AKKAD SCHOOLING

(Knowledge)

Requires: Science 6

You have studied with the mathematical geniuses of Akkad, adding an additional +5 to all mod pools regarding math and scientific research.

ART PRODIGY

(Background)

Requires: Brotherhood Only; Resolve 5

The words of the Brotherhood and the hidden powers of the Art come to you faster than it comes to others. You are allowed to permanently mark the *The Art* skill type on your character sheet.

BARRAGE

(Conflict)

Requires: Support 6

Whenever you're using a support weapon capable of sustained fire, you can designate two areas you're covering instead of one. Both of these areas will suffer the effects of your sustained fire and ammunition will be spent as normal.

BUREAU HACK

(Communication)

Requires: Bureaucracy 6

Many Imperial schools are specialized in a trade that other megacorporations have yet to master: learning how to abuse loopholes in Cartel legislation.

Using this epic, you always add +5 to your mod pool when trying to find loopholes in the laws of the Cartel.

COMBAT EXPERIENCE

(Conflict)

Requires: Nerve 6

You're accustomed to the loud noises, the painful shrieks and the rattling guns. So used to it, that your experience usually takes over.

You always add +5 to your Initiative in combat, but you still don't roll Initiative during an opponent's surprise round.

BACKGROUND EPICS

Background Epics can only be bought during character creation. Once a character is in play, they are permanently unavailable.

Public Official
Shareholder
Suave
Maserovka
Xxx
Xxx
Honorbound
Noble Blood
Thrall Militia
Highlander
Stalwart
Iron Stomach
Bordertech Engineer
Shock Trooper
Sundiata Scientist
Art Prodigy
Chosen
Pilgrimage
Dark Devotion
Souless
The Gift

REQUIREMENTS / RULES

Capitol Only; Personality 8 / Add +5 to all *Communication* rolls
Capitol Only; Social Standing 9 / Call on the support of Capitol proper
Capitol Only; Personality 6 / Reroll any failed *Personality* roll, once
Mishima Only; Personality 6 / Reroll any failed *Communication* roll, once
Mishima Only; Xxx / Xxx
Mishima Only; Xxx / Xxx
Bauhaus Only; Resolve 6 / Add +5 to any rolls saving your name
Bauhaus Only; Gravitas 8 / Choose one of the main families; apply bonus
Bauhaus Only; Physique 6 / Reroll any failed *Physique* roll, once
Imperial Only; Strength 6 / Add an additional +5 to Charge bonus
Imperial Only; Physique 6 / Reroll any failed *Talent* roll, once
Imperial Only; Physique 8 / You can eat anything; immune to poison
Sundiata Only; Intellect 8 / Permanently mark the *Bordertech* skill type
Sundiata Only; Physique 8 / Take the steps of Oscillation; no restrictions
Sundiata Only; Intellect 6 / Reroll any failed *Technology* roll, once
Brotherhood Only; Resolve 6 / Mark *The Art* skill type
Brotherhood Only; Exaltation 6 / Reroll any failed *The Art* roll, once
Brotherhood Only; Intellect 6 / You've experienced all inhabitet worlds
Heretic Only; Resolve 6 / Mark *Dark Symmetry* skill type
Heretic Only; Void 6 / Reroll any failed *Dark Symmetry* roll, once
Heretic Only; Personality 8 / The Chronicler chooses a Dark Gift for you

GENERAL EPICS

General epics always cost 10XP to buy, without exceptions.

Hawk-Eyed
Impervious to Pain
Privileged
Quick Healer
Unyielding
Zero-G Experience

REQUIREMENTS / RULES

Perception 6 / You roll initiative in opponents' surprise rounds
Resolve 8 / Ignore injury-induced base roll targets
Social Standing 8 / Ask the Chronicler for anything -- you might get it
Physique 6 / You heal injuries in half the time it would take for anyone else
Resolve 6 / Add +5 to all rolls to resist Art and Dark Symmetry
Ignores the automatically incurred penalties caused by the absence of gravity

TALENT EPICS

Acrobat
Direction Sense
Forger
Lifestyle: Criminal
Lifestyle: Megacity
Lifestyle: Rural
On the Move
Remarkable Talent
Roll and Cover
Runner
Traceless
Unbreakable

REQUIREMENTS / RULES

Athletics 6 / Add +5 to acrobatic rolls
Navigation 6 / You can find your bearings with minimum aid
Discretion 6 / Add +5 to any document forgery attempts.
Discretion 6 / Reroll any failed Criminal lifestyle roll, once
Personality 6 / Reroll any failed city-specific rolls, once
Resolve 6 / Reroll any failed outdoor-specific rolls, once
Dexterity 6 / You get no penalties from moving in combat
Dexterity 7 / Permanently mark the *Talent* skill type.
Dexterity 6 / Allows you to integrate "Duck and Cover" into other actions
Athletics 6 / Add +5 to all your "Running for It" rolls
Discretion 8 / You leave no tracks, no hairs, no bullet casings -- nothing
Nerve 6 / You ignore psychological combat penalties (ex. Sustained Fire)

COMM. EPICS

[Any] Contact
Bona Fide Charmer
Bureau Hacker
Famous Face
Intimidating Presence
Legal Immunity
Perfect Liar
Psychoanalysis
Seasoned Investigator
Seasoned Merchant
Soothing Voice
Unveiling Eye

REQUIREMENTS / RULES

Personality 5 / Gain in-game advantages
Personality 7 / Permanently mark the *Communication* skill type.
Bureaucracy 6 / Add +5 to legal abuse rolls
Personality 6 / Add +5 to first impression rolls
Interaction 6 / Add +5 to rolls to intimidate
Bureaucracy 8 / You and your businesses can't be touched
Interaction 8 / You can make people believe anything, if you try
Interaction 6 / Allows you to analyze an individual's personality
Analysis 8 / Can spend XP and roll to ask the chronicler a "yes/no" question
Analysis 8 / Add +5 to attempts to evaluate an item's monetary value
Interaction 6 / Add +5 to rolls to calm people down
Interaction 8 / Allows you to learn if someone is lying, adds +5 to such rolls

CONFLICT EPICS

Aggressor
Akimbo
Barrage
Brawler
Combat Experience
Commando Training
Firearms Expert
Martial Artist
Martial Expert
Officer
Sharpshooter
Trench Rat

REQUIREMENTS / RULES

Perception 6 / +1 Action in your first round of combat
Dexterity 5 / Add the Damage of both weapons to successful attacks
Support 6 / You can target multiple areas with sustained fire
Combatives 6 / You add an additional +5 to your unarmed attack rolls
Nerve 6 / Add +5 to initiative
Combatives 8 / Counter-Attack with opponent's weapon
Firearms 8 / Reroll failed attacks with your personal firearm, once
Dexterity 6 / In combinations, you can target anyone within range
Combatives 8 / Reroll failed attacks with personal style, once
Tactics 8 / Allows you to distribute your actions to other characters
Firearms 6 / You add an additional +5 to your Aim bonus
Resolve 7 / Permanently mark the *Conflict* skill type

KNOWLEDGE EPICS

Akkad Schooling
Architect
Bookworm
Chemist
Connecting the Dots
Eidetic Memory
Field Surgeon
Historian
Occultist
Scalpel Science
Scrounger
Surgeon

REQUIREMENTS / RULES

Science 6 / Add +5 to calculations of any and all kinds
Intellect 6 / Add +5 to rolls finding information about a building
Intellect 7 / Permanently mark the *Knowledge* skill type
Medicine 6 / Add +5 to all chemistry-related rolls
Lore 6 / Add +5 to piece together unlikely information
Intellect 6 / You have perfect photographic memory
Dexterity 6 / Always allowed to bind wounds, even in extreme conditions
Lore 8 / You can spend XP and roll to ask the Chronicler setting questions
Lore 6 / Add +5 to analyzing worldly aspects of Dark Symmetry or The Art
Medicine 8 / Add +5 to rolls to piece together information from a dead body
Survival 6 / Add +5 to any rolls to find food in barren climates
Medicine 8 / Allows you to heal injuries at one point of damage per Effect

TECHNOLOGY EPICS

Aerospace Expert
Astrogator
Bomb Maker
Driving Expert
Engineer
Ingenuity
Mechanic
Oldtech Analyst
Retrotechnician
Wheelman
Xxx
Xxx

REQUIREMENTS / RULES

Vehicles 8 / Reroll failed control and action rolls with personal air vehicle
Hardwire 6 / +5 bonus to all dice rolls to plot courses with space crafts
Crafts 6 / +5 bonus to craft explosive devices
Vehicles 8 / Reroll failed control and action rolls with personal land vehicle
Intellect 7 / Permanently mark the *Technology* skill type
Crafts 8 / Allows you to craft objects from unlikely components
Mechanics 6 / +5 bonus to all dice rolls to repair mechanical machinery
Hardwire 8 / Allows dice rolls to understand pre-corporate war technology
Intellect 6 / +5 bonus to finding mechanical solutions to high-tech machinery
Dexterity 6 / Drive and perform actions in the same round, without penalty
Xxx / Xxx
Xxx / Xxx

COMMAND AND CONTROL

(Conflict)

Requires: Combatives 8

When you perform a counter-attack during the combatives phase, you are allowed to perform that attack using the opponent's weapon. If the opponent is using a firearm and hitting you with a bayonet or simply the butt of that weapon, you are allowed to shoot your opponent with that weapon, as a counter-attack, even though this occurs in the combatives phase.

The counter-attack still requires you to achieve a higher effect than your opponent. If you do, the attack is executed as normal, using the weapon of your opponent.

CONNECTING THE DOTS

(Knowledge)

Requires: Lore 6

Sometimes, you stumble upon the strangest correlations. The pieces of information that seemed unrelated at first and met with scepticism from your colleagues, but turned out to be true.

This epic gives you a +5 to any mod pool where you are trying to figure out whether two related pieces of information are connected to each other.

This epic can only benefit the same two "dots" once.

CONTACT

(Communication)

Requires: Personality 5

Contacts are invaluable in Mutant Chronicles. When you're stranded without fuel in the middle of nowhere, it can be good to know that the farmer nearby was a friend of your father's and would much like to help you and let you stay for a few days to make repairs before you proceed.

A contact is usually of a specific type and will only help you if it helps its own motifs, whatever they may be.

As a general rule, a contact can provide you with a +5 mod pool advantage when you want to acquire a certain item, locate a specific individual or similarly pull strings to achieve goals. At the Chronicler's discretion, they can sometimes provide more help as well, such as joining you for brief periods as firearm support, lending you their car, boarding you on a trip from Mars to Mercury or lending you a million crowns.

It's all about the nature of the contact itself, as detailed by its name.

- **Family Contact:** An old friend of one of your parents, of the whole family or even the whole bloodline. Someone that probably knows you well and will fully support you to the extent of his or her abilities.
- **Bauhaus Contact:** Bauhaus contacts can provide qualitative products, invitations to noble banquets, information concerning inheritance and megacorporate history and heraldry. They also know more than others about Venus; its history, flora and fauna.
- **Capitol Contact:** Capitol contacts know the neocapitalistic society inside out. They're likely to be the guys that can lend you money, hook you up with a car or piece of equipment or to provide other services. They're also likely to want something in return.
- **Imperial Contact:** The Imperial megacorporation is a multi-faceted organization, why a contact can also be anything from an asteroid miner that provides transport to Victoria to a bloodthirsty highlander joining you when you must face your nemesis.
- **Mishima Contact:** Whether it's a tong hitman, a black marketeer or an old friend from school, a Mishima friend is a friend for life. They're not as much service providers as they're companions -- if you're true to them, they'll die for you.
- **Sundiata Contact:** To be connected with the most secretive of all organizations in the Solar System is to have a valuable connection. Whether high-tech equipment, quality weapons or access to communication methods, it's most likely to prove useful.
- **Brotherhood Contact:** A brother or sister that will gladly aid you as long as what you do will further the struggle of the Brotherhood or strengthen his or her knowledge of your faith in one way or another.
- **Cartel Contact:** A bureaucratic contact inside the legal system of the Cartel proper that will be able to manipulate paperwork, provide certificates and approvals and similarly aid you inside the system of the Cartel, but only if you either provide something in return or obey the law.
- **Freelance Contact:** Someone -- anyone -- that is operating as a freelancer, independent of megacorporate legislation. May be able to supply you with contraband equipment inside megacorp territory, to perform specific duties following the specifications of their operations and so on. An independent on the right side of legal.
- **Criminal Contact:** Whether it's a black market asset, an influential bureau hack or someone else, it's a friend on the dark side of the law that can provide many services. Usually with the intent to get a monetary reward. Smuggling, gun running, illegal substances, sensitive information -- criminal contacts are valuable, but often dangerous.
- **Heretic Contact:** A cultist leader, a nepharite, an influential double agent in official service or anything else. A heretic contact can provide you with information and aid depending on its position in society. Generally, this can be anything from a megacorporate contact to a cartel legal contact, depending on the heretic in question. The contact must be specified before it enters play.

DARK DEVOTION

(General)

Requires: Resolve 5

Your devotion to the Dark Symmetry is greater than anything else. In fact, it's probable that your devotion is so intense that you'd gladly sacrifice yourself in the name of the Apostles.

Permanently mark the *Dark Symmetry* skill type on your character sheet.

DRIVING EXPERT

(Technology)

Requires: Vehicles 8

While using your own personal vehicle, you are allowed to reroll failed rolls to maintain control or perform vehicle actions of any kind. You can choose which result to keep, so it's suggested that you make the second roll with another D20.

This epic allows you to exchange an exceptional failure for a regular failure, if that would be the case. In such a case, you get no XP from the exceptional failure.

FAMOUS FACE

(Communication)

Requires: Personality 6

Reputation often precedes you. In a region where your field of fame is viewed with respect and possibly even worship, you receive a +5 mod pool to all social dice rolls.

FORGER

(Talent)

Requires: Discretion 8

You're trained or self-taught in the art of faking Cartel documentation. You gain a +5 bonus to the mod pool of any forgery attempt.

FIREARMS EXPERT

(Conflict)

Requires: Firearms 8

While using your own personal weapon in combat, tuned and outfitted to your exact specifications, you are allowed to re-roll failed attack rolls in the firearms phase. You can choose which result to keep, so it's suggested that you make the second roll with another D20.

This epic allows you to exchange an exceptional failure for a regular failure, if that would be the case. In such a case, you get no XP from the exceptional failure.

HAWK-EYED

(General)

Requires: Perception 6

You're allowed to roll initiative and participate in combat as normal during opponent surprise rounds.

HONORBOUND

(Background)

Requires: Bauhaus Only; Resolve 5

Whenever your loyalty to house or family is questioned, you earn +5 to your mod pool for any actions performed to prove your loyalty.

This bonus can be given in combat, if you are fighting an opponent that questions your loyalty by its mere existence. It can also be added to actions performed to prove the greatness of your house or family.

This only counts when your house or family is openly and directly questioned -- not merely because you as an individual and family member is threatened.

HIGHLANDER

(Background)

Requires: Imperial Only; Strength 5

You have fought in the tunnels of Imperial asteroids or across Imperial battlefields, with sword in hand. You have become adept at fighting in tight quarters and to rapidly engage your foes with your blade rather than firearm.

When charging into combat, you receive +10 in place of the regular +5 to your mod pool for the first attack in the combatives phase.

IMPERVIOUS TO PAIN

(General)

Requires: Resolve 8

As long as you succeed with your Resolve + Nerve roll to not fall unconscious after an injury, you disregard the effect of injuries to your base roll target. The Resolve + Nerve roll is always made against a roll target of 20.

You also ignore the results of massive damage injuries.

INGENUITY

(Technology)

Requires: Crafts 8

At a roll target determined by the object you are trying to craft, at the chronicler's discretion, this epic allows you to build an object from highly unlikely components. A player that can give a fair explanation of how to build the intended object should make the roll versus a lower roll target.

The description doesn't have to be scientifically correct as much as it has to be entertaining.

How long the item takes to craft should be determined by the chronicler on a case-by-case basis.

ANATOMY OF AN EPIC

Name: First of all comes the name of the epic, as a headline for its description.

(Skill Type): Under the name, within parentheses, is the skill type connected to the epic in question. If the character has this skill type marked, either permanently or temporarily, the epic costs 5XP to buy. If the character doesn't, it costs 10XP to buy. Epics with (General) written here always cost 10XP to buy.

Requires: Before you can buy an epic, you must meet all of its requirements. If an epic says "Strength 6" you must have Strength 6 or higher to be able to buy the epic. If you don't, you can't buy the epic at all.

Description: The text that sums up the epic describes how it is used, what rules apply and so on.

List Epics: Some epics, such as Contact, has several different alternatives. For Contact, a profession or contractor can tell you that you can buy Mishima Contact, for example. This is the epic you buy -- "Mishima Contact" -- and what you should also write on your character sheet. Such epics provide you with descriptions of all variations that occur in this book.

Using parts from her crashed car, Ellen wants to use her Ingenuity to build a motorcycle. Ellen's player explains that "tires and engine are already there -- it's just a matter of time," which sounds fair enough... The chronicler decides that a Mechanics + Crafts roll versus roll target 30 should make it possible to craft her motorcycle.

INTIMIDATING PRESENCE

(Communication)

Requires: Interaction 6

You can scare a roaring lion into obedience. Add +5 mod pool to all your dice rolls used to scare people.

LEGAL IMMUNITY

(Communication)

Requires: Bureaucracy 8

The network of legal protection and countermeasures around your person or an organization that you control is so immense or powerful that it effectively makes it immune to the Trade Police. As long no one makes a mistake, it can go on without outside interference. Of course, megacorporate and Trade Police intelligence agents may actively try to cause such mistakes and you're not immune to a bullet -- but this is as close to diplomatic immunity as anyone can come.

MARTIAL ARTIST

(Conflict)

Requires: Dexterity 6

Whether bound in traditions or based on brutal street fighting, you are effective against multiple opponents.

If you are successful with a combatives attack and want to benefit from the "Combination" rule, meaning that you are allowed to attack again with one penalty to your roll target, you are allowed to target any opponent within combatives range and not forced to attack the same target again.

MARTIAL EXPERT

(Conflict)

Requires: Combatives 8

While using your personally honed weapon or combat style in the combatives phase, you are allowed to re-roll failed attack rolls in the combatives phase. You can choose which result to keep, so it's suggested that you make the second roll with another D20.

This epic allows you to exchange an exceptional failure for a regular failure, if that would be the case. In such a case, you get no XP.

When you buy this epic, you must also choose a combat style or weapon that will allow you to use this effect. It can be a martial art, a specific sword (Bauhaus sabre, Mishiman katan etc.) or even some variant of improvised fighting. Only when you fight with this particular style will you benefit from the re-roll.

NOBLE BLOOD

(Background)

Requires: Bauhaus Only; Gravitas 8

You belong to one of the noble bloodlines in Bauhaus proper. One of the Elector Houses. With all the privilege and network that comes with it, but also the responsibilities and the fact that you will always answer to your seniors.

This epic is also treated as a Bauhaus Contact, in addition to the house-specific benefits.

- **Romanov:** Permanently mark the Conflict skill type. You never need to perform duty rolls for any profession with Conflict as a marked skill type.
- **Richthausen:** Permanently mark the Technology skill type. You never need to perform duty rolls for any profession with Technology as a marked skill type.
- **Bernheim:** Permanently mark the Communication or Talent skill type (your choice). You never need to perform duty rolls for any profession with the chosen skill type as a marked skill type.
- **Saglielli:** You can choose professions and epics with the "Brotherhood Only" note in their requirements. This doesn't make you a member of the Brotherhood -- it only shows the level of connection between Saglielli and the Brotherhood.

ON THE MOVE

(Talent)

Requires: Dexterity 6

You have learned to always keep moving in combat. For you, movement incurs no penalties, even if you choose to run. You can even move and aim in the same round.

ROLL AND COVER

(Talent)

Requires: Dexterity 6

When you perform a duck and cover, you don't forfeit the rest of the round. Instead, it costs you a single action and you are allowed to play the rest of the action round as normal, as long as you are successful.

RUNNER

(Talent)

Requires: Athletics 6

When you choose to "Run for It," you add an additional +5 to the mod pool of the roll to determine how quickly you are able to run.

SEASONED INVESTIGATOR

(Communication)

Requires: Analysis 8

You've developed a knack for narrowing your options and finding the truth. By succeeding with a reasonable dice roll at a roll target determined by the chronicler, you are allowed to ask the chronicler a single question with a yes/no answer that the chronicler then *must* answer.

You can only ask the same question once and you must ask the question before you roll. An alternative use is for the chronicler to roll the die secretly and answer accordingly, without you knowing whether the answer is the right one or not.

SHARPSHOOTER

(Conflict)

Requires: Firearms 6

In addition to the standard +5 to your mod pool for aimed shots, you add an additional +5, for a total of +10.

Normally, the aiming bonus is only given for the first shot, but in addition to the added +5, you are allowed a +5 bonus on your second shot, before the bonus is disregarded. I.e., your first aimed shot occurs at +10, the shot thereafter - in the same round - at +5 and subsequent shots would follow the rules as normal.

You must always expend additional actions in order to shoot more than once, however. This rule is not changed.

SOOTHING VOICE

(Communication)

Requires: Interaction 6

You add +5 to your mod pool when using your soothing voice and calming charm to have someone calm down. This can be used to stave off a hostile situation.

SOULLESS

(General)

Requires: Void 6

There's a void where your soul once shone. You add +5 to all mod pools to use Dark Symmetry, but must also add +5 to the mod pools of anyone trying to identify you as one with the Darkness.

THRALL MILITIA

(Background)

Requires: Bauhaus Only

You were trained in the Bauhaus Militia, educated to defend the lands of the Homebuilders. You are allowed to reroll any failed Physique roll once. You must stick to the second result.

During character creation, this treats the Trooper profession as *completed*.

UNYIELDING

(General)

Requires: Resolve 6

Due to an incredible psyche, an unusually stalwart morale or stubbornness, your mind seldom yields to powers beyond reality. You receive a +5 mod pool bonus to all rolls to resist the Art or Dark Symmetry.

VETERAN'S NERVE

(Talent)

Requires: Nerve 8

You're experienced enough to grit your teeth and get the job done in time for breakfast. Your experience gives you an additional action each action round.

ZERO-G EXPERIENCE

(General)

Requires: --

After working as an asteroid miner, ship maintenance operator or other spacewalker, you know how to operate in zero-G. Because of this experience, you disregard the automatically incurred penalties caused by a zero-G environment and use the standard base roll target of 20 for all dice rolls, unless the rules force you to take other penalties.

ANGST EPICS

Angst epics can be used either to trigger specific emotions in a character, such as a character with a *Sour Spot* running amok when you poke at that spot. They can also be used to hinder a character from acting as intended, such as a character that has a *War Wound* and tries to "Run for It" in combat.

In any case during play where an angst epic come into action, they award the character with one XP.

ACCUSATIONS

(Social)

Accused of committing a crime, heresy or some other grave deed. People that know of your accusations shun you like the plague, fearing that it may rub off.

Restriction: You are not allowed to use Communication skills with people that know of your accusations.

Override: You must convince the people you try to interact with of your innocence. Personality + Interaction.

ABSTINENCE

(Physical)

There's a substance you need. Without it, you're a hair trigger accident.

Restriction: If you don't have daily access to your particular substance, all rolls suffer one penalty until you can get your substance.

Override: You must either take your substance or pass a Resolve + Nerve roll. This must be done once every day, until you get your substance. Each week beyond the first, the roll suffers one penalty.

BEACON OF LIGHT

(Social)

Your truth to the Light is painfully obvious and makes you shine like a beacon to anyone looking.

Restriction: Anyone that tries to spot your Light in any way possible don't have to roll -- you are automatically spotted.

Override: To hide your Light, you must pass a Resolve + Discretion roll. If you pass, anyone trying to spot your Light will do so at normal difficulties. The effect of this override counts for one single attempt -- and the chronicler never has to tell you whether someone is trying to spot you. You must override this angst epic on your own initiative.

BIGOT

(Social)

Imperial? Bunch of lowlife terrorists. Bauhaus? Snobs and cigarguzzlers that deserve a good thrashing. Capitol? No-good thieves and political swindlers. Damn them all.

Restriction: You have a specific group, racial or otherwise, that you detest to the point where you refuse interaction.

Override: To force yourself to behave even around the people you hate, you must pass a Resolve + Interaction roll.

CODE OF HONOR

(Social)

You have a strict code of honor that you must always follow and that always gets in your way because of it.

Restriction: You must first make up a code of honor with at least three rules. Let's say that you play an assassin.

The rules for an assassin could be, "Rule #1: No women, no kids. Rule #2: Don't kill innocents. Rule #3: I work alone." This would be a terribly boring assassin to play, of course, given the "I work alone" gimmick. But if these would be your rules, you cannot actively pursue a course of action that breaks either rule. You have to protest and make sure that everyone else abides by the same rules.

Override: Whenever one of your rules come into play, you must pass a Resolve + Analysis roll to think of a suitable exception to why the given situation doesn't infringe on your code.

CONTRACT REFUGEE

(Social)

Hiding under the guise of another contractor than your actual.

Restriction: Anyone checking your papers or checking you up with your false contractor will find out that you're a fraud. This will always have dire consequences if your double nature comes out: Police interrogation, secret agents tailing you and so on.

Override: In order to continue your double nature, you must convince people of your truth when they try to find your identity. To do this, you must pass a Discretion + Interaction roll.

MENTAL ANGST

Coward
Deranged
Dull witted
Flawed mind's eye
Grudebearer
Gun crazy
Literary deficiency
Mania
Nightmares
Speed freak
Symmetry psychosis

RULES

xxx
xxx
xxx
xxx
xxx

PHYSICAL ANGST

Abstinence
Illness
Immune deficiency
Physical handicap
Stigmata
Wounded

RULES

xxx
xxx
xxx
xxx

SOCIAL

Accusations
Bigot
Beacon of Light
Code of honor
Contract refugee
Criminal Demeanor
Debt
Egocentric
Emotional
Jailbird
Nemesis
Orphan
Reckless
Sour spot

RULES

xxx
xxx
xxx

COWARD

(Mental)

When the stuff hits the fan, you're the first to bug out.

Restriction: Whenever you're left alone, forced to go alone into a place where there's a reasonable danger to be found or similarly left without safety, you'll take the first opportunity to bug out. If this means that you leave a guard post, lose a perp you've been chasing for a long time or any other truly troublesome consequences -- then so be it. You're simply too much of a coward to the job yourself.

Override: You are allowed to override *one* instance of your cowardice by passing a Resolve + Nerve roll.

CRIMINAL DEMEANOR

(Social)

No matter who you are, people always think the worst of you.

Restriction: You'll never come out as honest -- if you ever try to strike a bargain, haggle or interact in any way with honest people, they'll mistreat you or simply be too afraid to deal with you at all.

Override: In order to interact with people that think the worst of you, you must pass a Personality + Interaction roll.

DEBT

(Social)

Someone has something to collect from you -- a considerable something.

Restriction: Whenever you earn considerable money, dress in fancy clothes, use expensive equipment or similarly show that you've earned resources, the people you owe money will be there to take it from you. Within reason and at the chronicler's discretion, of course.

Override: There is really no override to this, until you've paid off your debt.

DERANGED

(Mental)

Some decisions you make are simply robbed of humanity.

Restriction: At times when the Chronicler tells you or you simply think to act on the impulse, you perform heinous acts of violence or inhumanity. At the worst, we're talking cannibalism. At the least, we're talking gun barrels shoved down the throats of people you're interrogating or killing someone's family right in front of them to "make a statement." It's an active and brutal exaggeration that will ultimately lead to a criminal path.

Override: In order to stop yourself from performing acts of deranged violence and sheer terror, you must pass a Resolve + Nerve roll.

DULL-WITTED

(Mental)

Some B:s in your head simply never connect to their A:s.

Restriction: You automatically treat all Knowledge-related dice rolls as exceptional failures, except that you don't earn XP under any other circumstances than due to the angst epic rules.

Override: You can only ever succeed with Knowledge-based dice rolls at two penalties.

ANGST OVERRIDE

Sometimes, an angst epic simply makes life a little bit too hard. When the *Cowardly* character is asked to stand sentry outside the bunker and the Chronicler reaches for his dice to make hidden rolls, you may want the character to simply grit his teeth and stand post no matter how weak he is. In any case where you want to override one of your angst epics, you are allowed to make a regular dice roll using a mod pool designated by you and the Chronicler. Typically, Resolve + Nerve or a similar combination that requires determination and concentration from the character.

If the roll is successful, you are allowed to disregard the consequences of your angst epic. If you do, you get no XP.

ANGST DURING PLAY

Angst points that you accumulate during play will build up as long as you continue to encounter supernatural opposition or other traumatizing events.

You can buy them off by spending one XP per angst point. If you don't, 10 angst points inevitably mean that you must buy a new angst epic for your character.

Angst epics gained in this way are chosen in consent with the Chronicler from the full list of angst epics and should relate to the incident that caused their effect.

There are other ways of having angst epics added to your character, including the powers of some Dark Symmetry creatures.

FLAWED MIND'S EYE

(Mental)
Your daydreams are the figments of a world beyond our own and to people around you, your detachment from reality can become truly menacing.

Restriction: As you observe reality, you reference it to the Darkness you have seen deep in the chasms of the abyss. Hope is lost. The Legion is descending on humanity. The Sun is fading away. And you can see it as it happens, right in front of your own eyes. You will always use the most outrageous explanation to a given situation.

Override: To shake yourself out of the maddening prophecies that take shape in front of your eyes, you must pass a Resolve + Nerve roll.

EGOCENTRIC

(Social)
Who cares about others? As long as you have more money, more popularity, more cars, more, more and more, everything's as it should be.

Restriction: Whenever you are about to give someone something that the person needs, you won't. Whenever there's a chance to take something that someone else really needs but you want to have, you will.

Override: In order to be able to give someone something that the person needs or refrain from taking what it is that you want, you must pass a Resolve + Nerve roll.

EMOTIONAL

(Social)
You exaggerate all emotion to the point of ridicule; anger, fear, regret etc.

Restriction: Xxx

Override: Xxx

GRUDGEBEARER

(Mental)
If people wrong you, you will eventually find the time and place to get your revenge.

Restriction: Whenever someone deliberately ruins one of your own plans, harms you or runs you over in any way, you should note this on your character sheet. Whenever the opportune moment arises for you to avenge the wrong, for example sell out the guy to his enemies or to hit the guy in the face, you must do so. Doesn't matter if it takes years. But once you have, you can remove the noted grudge.

Override: In order to not hold a grudge against someone or to stop yourself from fulfilling one (though it will still remain in the second case), you must pass a Resolve + Nerve roll.

GUN CRAZY

(Mental)
You have a tendency to pull your gun when you run out of arguments.

Restriction: Whenever an argument isn't going your way after one or two sentences, irrespective if the situation is hostile or not, you'll draw your gun and solve it by force. No matter the consequences.

Override: In order to stop yourself from pulling a gun, you must pass a Resolve + Nerve roll.

ILLNESS

(Physical)
Under unfavourable conditions, the coughing gets worse and everything will become a lot harder.

Restriction: You must always take extra precautions not to get ill. Your immune system isn't what it could be.

Override: Xxx

IMMUNE DEFICIENCY

(Physical)
Diseases strike you harder than most.

Restriction: Xxx

Override: Xxx

JAILBIRD

(Social)
You've done time and you're in the Cartel crime registry for all time to come.

Restriction: Xxx

Override: Xxx

LITERARY DEFICIENCY

(Mental)
Reading and understanding written words was never for you.

Restriction: Xxx

Override: Xxx

MANIA

(Mental)
There is something that you pursue with such fervor as to be nothing else than fanaticism.

Restriction: Xxx

Override: Xxx

NEMESIS

(Social)
At some point in your life, you angered the wrong individual. Maybe you revealed the scoop that had him hung out for crimes he'd committed. Or you stepped on the wrong toes in some other way. No matter what, he'll be at your heels for the rest of your life.

Restriction: Whenever something goes really well for you, your nemesis will show up to destroy the situation. If you earn a lot of money, he'll somehow take it from you. If you land a good deal, he'll compete you out of business. Always with the most terrible of timing and at the Chronicler's discretion.

Override: Whenever the Chronicler tries to "activate" your nemesis, you must pass a Personality + Nerve roll to cancel that activation.

NIGHTMARES

(Mental)
Not sure what reminds you -- but sometimes it's too much.

Restriction: Xxx

Override: Xxx

ORPHAN

(Social)
In a society where heritage is capital, you're in deficit.

Restriction: Xxx

Override: Xxx

PHYSICAL HANDICAP

(Physical)
Stiff leg, sore arm. At times, the handicap restricts you.

Restriction: Xxx

Override: Xxx

RECKLESS

(Social)
Your philosophy: "What you didn't try, you'll regret."

Restriction: Whenever you phrase anything that may be interpreted as a "what if," the chronicler can force you to pursue it.

Override: In order not to pursue an enforced "what if," you must pass a Resolve + Nerve roll.

SOUR SPOT

(Social)
You don't take lightly to reminders of a previous failure.
Restriction: Whenever someone pokes at your nerve, you'll get mad. You may even resort to violence. In all circumstances, you'll be unable to rationalize until the person is not around or until you've injured that person.

Override: Xxx

SPEED FREAK

(Mental)
You love the thrill of the ride and you'll take every chance you get.

Restriction: Xxx

Override: Xxx

STIGMATA

(Physical)
Your flesh bears the taint of the Dark Symmetry.

Restriction: Xxx

Override: Xxx

SYMMETRY PSYCHOSIS

(Mental)
An encounter with the Dark Symmetry sends you into psychosis.

Restriction: Xxx

Override: Xxx

WOUNDED

(Physical)
Injured in battle or after a pub brawl or stray car chase, with the scars to prove it. And never will you forget it.

Restriction: Xxx

Override: Xxx

RULES BASICS

When you start playing, it's important that the chronicler knows the rules fairly well. The players will typically learn after a few sessions of play, but the chronicler should have read this game at least once.

THE ROLES

There are two roles to play in any Mutant Chronicles group - Chronicler and Player. Where the chronicler tells the story, the player portrays a character within that story. Usually, there's only one chronicler, but there can really be any number of players.

The Chronicler - the Game's Referee

All role-playing games usually ask a lot from the chronicler. He has the role of god for the setting of the game, asked to be judge and opposition at the same time.

His role is to describe the scenes, come up with a storyline and to make sure that every player has a good time, irrespective of what they want. A tough role, as you can tell. It concerns knowledge and interpretation of the game rules as well - not just the telling of a story.

Players - the Game's Actors

By describing and impersonating their characters, the players form the main cast of the storyline. The players react and respond to what the chronicler puts before them.

This is the bare essential of role-playing. How it is played and what it is all about. The chronicler describes the scene - the players react and respond.

Character - the Player's Role

Each player impersonates one character in this role-playing game. It is the role being played, so to speak. An individual that comes to life in your imagination during the adventures, but remains a mere piece of paper in reality.

The next part of this section details how the piece of paper itself is shaped and interpreted.

TRAITS

Traits are what measure a game character in the game system. They determine how strong, nimble, articulate and simply well-versed the character is in whatever it is that the character is supposed to do.

There are two types of trait: attributes and skills. Each type is described more thoroughly in this section.

Value	Description
1-2	Poor. An unusually bad score, reserved for cripples and elders.
3-4	Weak. Typical score for the anonymous gentry.
5-6	Decent. Average for the typical hero.
7-8	Good. Impressive score bordering on the superhuman.
9-10	Extraordinary. Reserved for the top brass and athletes.
11+	Superhuman. Above and beyond what is normal for a human.

DICE ROLLS

Dice rolls provide life and suspense to the role-playing experience by adding randomization. Whenever a player wants his character to perform an action where failure would cause trouble, a dice roll is required to see whether the character is successful.

The D20

Whenever the rules tell you to roll a die, it's a twenty-sided die you should roll, noted as a D20 throughout this book.

The Mod Pool

The chronicler determines a suitable combination of traits to add together. It may be a single attribute, attribute + skill or skill + skill, depending on the roll.

The sum of all traits that you can possibly add to a single dice roll is referred to as a Mod Pool and is added to the result of a D20 to determine if you are successful or not.

Success

If the total of a roll is equal to or higher than the roll target, you succeed. If the total of a roll is lower than the roll target, you fail.

The typical roll target is 20. It's known as the "default" roll target. Thus, generally speaking, the D20 and mod pool added together would need to be 20 or higher for a dice roll to be successful.

Untrained Rolls

Sometimes, the Chronicler wants you to make dice rolls where you don't have the necessary skills. Specialist rolls, where two skills would usually be combined into a mod pool, cannot be performed if you have a value of zero in either skill.

For educated rolls, you're allowed to try the roll even without the skill, as a natural roll. The natural roll simply means that you try to use your raw talent to perform the action, adding only the attribute as a mod pool.

ROLL TARGET

The typical roll target for the absolute majority of all dice rolls is 20. Only two specific circumstances will modify this: penalties and injuries.

Penalties

You can be forced to increase the roll target because of penalties to your roll. Might be because you are trying to do something under pressure, because you are working under adverse conditions or just because you're not equipped with the right tools for the task.

Whenever the game mentions a penalty or several penalties, each penalty represents a 5-point addition to the roll target of the affected roll.

At the chronicler's discretion, some extreme rolls can suffer several penalties at once.

Trying to climb without climbing gear or picking a lock without proper lockpicks would increase the roll target from 20 to 25.

DICE ROLLS

Natural Roll: D20 + Attr.
Educated Roll: D20 + Attr. + Skill
Specialist Roll: D20 + Skill + Skill

WHEN NOT TO ROLL

When you as GM feel that a particular roll will slow the story down or that a particular roll is unnecessary you shouldn't ask the players for one. A good Chronicler should never ask a player to roll to start a car or to use a vending machine.

Sizeable mod pool

If a player has an extremely high mod pool and no stress or substantial difficulty to the task, the Chronicler may judge that no roll is necessary.

Andy "Fingers" Smythe is attempting to hot-wire a car. Andy is not stressed or hurt and the difficulty to hot-wire this kind of car is unimportant under the circumstances - he's done it countless times before.

He has Dexterity 11 + Discretion 8 making his mod pool 19 (11+8=19).

The chronicler deems that there is no roll necessary. Should Andy have had to hot-wire the lock in a gunfight or had just a few seconds to do it, the chronicler would rightfully have demanded a dice roll.

Smart solutions

If a player has an exceptionally clever idea that leaves everyone else in the group gasping for air at its sheer brilliance, the chronicler may deem fit to skip the roll.

Andy flips the sun flap on a whim. The chronicler (and the group) finds this cinematic and totally in line with the character so the chronicler deems no roll necessary and the key simply drops down into Andy's hand.

Menial tasks

If the task is so menial that anyone can do it, the chronicler should require no dice rolls.

Looking up a number in a phone book, using an elevator, driving a car in regular traffic or casual small-talk -- no dice rolls should be required.

REROLLS

A reroll should be allowed whenever something changes. The player may suggest a slightly different mod pool, the character may use new equipment or receive assistance from another character or the situation may turn from calm and friendly to frantic and hostile, necessitating an increased pace.

Be advised that this generous rule should not be taken advantage of. It can only be allowed at the Chronicler's discretion.

Injuries

The most definitive form of penalty is an injury. It's so definitive, in fact, that it alters the base for your roll target. These alterations are noted on the character sheet. For the first step of injury, the base remains the same, at roll target 20. For each subsequent stage of injury, you add 5 to the roll target.

A character with Physique 6 and Resolve 5 that had received 20 points of damage would be Dying, with only 3 points left before utterly dead.

All rolls made by the player of this character would occur at a base roll target of 35, as indicated on the character sheet.

EFFECT

For a successful roll, your effect is the total number above the roll target for the roll in question. The effect can be used to compare two rolls, to calculate damage and to succeed with very specific actions.

If your roll target is 20 and you roll 13, adding a mod pool of 12 to the roll, your effect would be 5. In other words, 13 + 12 - 20 (dice roll + mod pool - roll target) = 5.

EXCEPTIONAL DICE ROLLS

Both of the D20's highest and lowest results - 1 and 20 - are called exceptional dice rolls. A natural 1 is always an Exceptional Failure, irrespective of the dice roll's effect.

In the same way, a natural 20 is always an Exceptional Success. Both kinds of exceptional dice rolls award you with one XP that you can add to your pool of XP right away.

This point can't be used to reroll the same dice-roll, but any XP you already had can be used in such a way.

Exceptional Success

Whenever a D20 roll turns up a 20, the player should roll again. The second dice roll is added to the result of the first roll (20) for a total sum. If a 20 is rolled again, the same rule applies. But if a 1 is rolled on the second roll, the total becomes 21 - there is no exceptional failure on the second roll.

Naturally, an exceptional success can create dice roll effects far above the capacity of a normal character. The exact nature of such a success is up to the chronicler, but should always be spectacular on the border of exaggerated.

The action is done right both quicker and better than intended. The character's rare moment of clarity, if you will.

Exceptional Failure

On the natural roll of 1 on a D20, the roll becomes an Exceptional Failure. An Exceptional Failure involves dangerous mistakes.

The chronicler decides the details, if there are no special rules in the current situation. The effect is always the worst thinkable. During a car chase, it may result in a life-threatening crash. When hot-wiring a car, it may set off the alarm or even damage the wiring.

ATTRIBUTES

A character's Attributes constitute his natural talents. Both hereditary and developed in the character's environment, these traits represent raw potential. Refer to the Skills section for sample dice roll uses and to the rest of the rules chapter for other ways of using attributes.

Attributes normally range between 1 and 10.

STRENGTH

Might, brawn and muscle. A character's strength signifies the ability to lift things and hit people. While different traits are necessary in different parts of the Mutant Chronicles society, physical power is valued everywhere. Might means right – if you are strong, you have worldly consent to impose your will on the weak.

PHYSIQUE

Stamina, fortitude and physical resistance. A character's physique represents the ability to withstand physical abuse, disease and poison. A character's threshold for sustaining damage in combat derives mostly from his physique.

Whether to withstand the trials of nature or endure forced march over desert plains, survival in the harsh world of Mutant Chronicles requires a fit physique.

DEXTERITY

Speed, agility and flexibility. There is the quick and there is the dead. Which one are you? A character's dexterity score is paramount in calculating his movement and reaction time. It also represents coordination and is the attribute used for shooting and fighting, as well as sneaking, hiding, driving a car or flying a helicopter.

INTELLECT

Memory, reasoning and logical ability. Intellect is what separates us from the animals and great intellect is what separates the mob from the elite. Whether it is through extensive education or wisdom derived from experience, the smart will usually have the upper hand.

RESOLVE

Power of will, mental stability and courage. Resolve is what keeps you sane and on your feet even under terrible circumstances. Someone with a low resolve is constantly at the verge of a breakdown and someone with a high score is steadfast even under very trying circumstances.

Whether you're caught in the endless maze of a Symmetry-infested nullzone or under an inquisitor's thumb, resolve is what gets you out with your mind intact.

PERSONALITY

Charisma, presence and the air of authority. Personality tells how well a character draws attention. Whether it is oratory talent, manipulating a conversation or seduction, the personality attribute is a character's natural ability to do so.

While a character with a low personality isn't necessarily boring, he comes across as uninteresting. Someone with a high score would seem original, trustworthy or even resemble a natural leader.

PERCEPTION

Cognitive and sensory qualities. A character's capability to comprehend what is going on around him. A character with a low perception may miss subtleties in a conversation or suffer from poor night vision, while characters with high perception are more or less impossible to surprise or trick.

SKILLS

Skills represent schooling, training, personal development and lessons from life. All knowledge learned, skills developed and talents honed through the harsh life that working for a megacorporation means.

All skills are divided into skill types, each corresponding to a broad spectrum of abilities. The headlines in the following descriptions describe each skill type, followed by its skills.

You are never allowed to attempt a dice roll in a skill which's skill type you don't have access to. This counts mostly for Bordertech, The Art and Dark Symmetry. Without either of those skill types, you can't use the skills and you can't spend XP to add points to them.

Skills normally range between 1 and 10.

COMMUNICATION

Knowledge is power. It can get you arrested, mugged or even killed. But knowledge is nothing if it can't be conveyed via communication. From journalists to propaganda officers, the fine art of separating juicy secrets from fiction or hearsay is what makes or breaks a career.

AESTHETICS

Side-by-side with the fine arts in galleries and museums are the street musicians, graffiti artists and the medic in the trenches that plays his flute to soothe his wounded comrades.

An important skill to all artists, musicians, stage actors and art critics.

- *Personality + Aesthetics = Singing, stage performance and impersonation.*
- *Dexterity + Aesthetics = Dancing, juggling and some instruments.*
- *Analysis + Aesthetics = Assessing the market value of a painting.*

ANALYSIS

Putting the pieces of a puzzle together requires more groundwork than wits. Whether it's sifting through criminal records or scouring the public library, Analysis gives you a clue of what you're up against.

An important skill for anyone that wants to find something out, from the lone detective searching through a crime scene to the corporate trader.

- *Intellect + Analysis = Reducing a mountain of data to a few key points.*
- *Perception + Analysis = Quickly finding incriminating evidence in a littered office.*
- *Bureaucracy + Analysis = Determining a reasonable price for a corporate deal.*

BUREAUCRACY

The legal system is mostly represented by the Cartel, but is more often referred to as "bureaucracy" out of tradition. It's a derogative term coming from many years of slow paper-pushing and countless remissions between meetings. Today, it's a legal system that has plenty of bite and more than enough punching power, if you can learn how to best its ups and downs.

An important skill to judicial clerks, Imperial bureau hackers, corporate businessmen and suits in general, but also criminal elements and their enemies.

- *Personality + Bureaucracy = Acting out the etiquette and style of a bureaucrat.*
- *Perception + Bureaucracy = Spotting and understanding a bureaucratic loophole.*
- *Vehicles + Bureaucracy = Knowing whether a certain vehicle is legal or not.*

INTERACTION

For most people, social interaction is partially a must and partially a pastime. But there are a chance few that have made it an art form. Etiquette, fashion, knowing the right phrases and simply dressing aptly for a given occasion – there are more layers to social interaction than there is to an onion.

An important skill to everyone that wants to dig up facts, find new friends or simply fit in.

- *Personality + Interaction = The typical combination for social manipulation.*
- *Intellect + Interaction = Trying to get facts about a person through social interaction.*
- *Bureaucracy + Interaction = Talking the talk of the corporate climate.*

CONFLICT

Most people carry a gun or other weapon, if not for actual protection then at least to defend against people that believe to be protecting themselves. It's just the way things work. The more advanced techniques and technologies are reserved for military use and restricted to those that are either part of the military or desperate enough to steal from the military.

COMBATIVES

Bare-knuckle fighting, wrestling, grappling and other martial arts stand beside knives, swords and other weapon techniques as a basic and highly functional means to mutilate, maim and otherwise injure people that more often than not have the same intention against you.

An important skill to everyone that wants to wield a claymore, punch faces or simply know how to defend himself from those that do.

- *Dexterity + Combatives = A typical combatives attack mod pool.*
- *Perception + Combatives = Assessing an opponent's fighting ability.*
- *Discretion + Combatives = Shoving a knife in the back of someone, without notice.*

FIREARMS

Sub-machine guns, pistols, scoped sniper rifles – the language of the gun has more depth of terminology than a standard dictionary. Knowing your gun is more than pulling the trigger. You must also know how to properly reload, grease up, modify, stow and take care of your firearm.

An important skill to all soldiers, gangsters, law enforcers, private eyes and paranoid ordinary people.

- *Dexterity + Firearms = A standard shot during combat.*
- *Perception + Firearms = An aimed and more effective shot during combat.*
- *Crafts + Firearms = Modifying a firearm beyond its standard capacity.*

SUPPORT

Belt-fed machine guns, rocket launchers, portable cannons and so on. There's a long list of hardware that you'd normally classify as overly violent in case you stared down the wrong end of their barrels. But under some circumstances, a flamethrower or gatling-fed Charger is guaranteed to make you feel a little bit safer.

An important skill to people that intend to aim, fire or otherwise handle support weapons of one kind or another.

- *Dexterity + Support = Firing a machine gun, flame thrower or other support weapon.*
- *Perception + Support = Firing a scoped canister rifle or portable cannon.*
- *Tactics + Support = Assessing how to employ a weapon for maximum effect.*

TACTICS

Where strategies meet the battlefield, it's not always love at first sight. More often than not, circumstances such as weather or the fact that the opponent happens to have more artillery than expected can mean that an ad hoc tactical solution must be employed for the casualties to be minimized. Tactics is all about finding such solutions.

An important skill to military officers on the field and people that want to analyse situations as they arise, either to decide what to do or just when to run and hide.

- *Intellect + Tactics = Remembering how the old general's anecdote was and applying it.*
- *Perception + Tactics = Figuring out what the opponent is planning.*
- *Discretion + Tactics = Hiding your actual plan behind a feigned tactic.*

KNOWLEDGE

The educational sphere of Mutant Chronicles society is as important as ever, if not even more important. As the scales are tipping once again towards production, evolution and a somewhat more hopeful future, the need for educated personnel is higher than it has been in a long while.

LORE

All forms of knowledge that pertain to the prior ages of man are often hushed down or marginalized in one way or another. This is the human way of letting ignorance deal with dilemmas. To those who dare delve deeper into old ledgers or technical manuscripts, there is a wealth of information that awaits their taking.

An important ability for Cartel reclaimers, scavengers, treasure hunters and those that are simply too nosy for their own good.

- *Intellect + Lore = Knowing the difference between beer and ale.*
- *Personality + Lore = Correct etiquette and mannerisms under given circumstances.*
- *Firearms + Lore = Knowing the details about a specific organization's weapons.*

MEDICINE

The human body can be considered a puzzle in its own right. Surgery, anaesthetics, dental procedures and a wide plethora of other crafts are included in medicine, though most will know only the most fundamental basics.

An important skill for medical doctors, field surgeons, physicians and also to the military sniper who wants to learn where to aim his shots.

- *Strength + Medicine = Using a bone saw for some necessary surgery.*
- *Intellect + Medicine = Performing diagnostics on a patient's ailments.*
- *Analysis + Medicine = Knowing the price of a drug or medicinal herb.*

SCIENCE

Though the most advanced technologies and scientific techniques are reserved for the Sundiata, everyone still performs research and development within a wide variety of fields. The methods remain the same – empirical experimentation, subject-specific hypothesis and a whole lot of trial and error.

An important skill for all forms of scientists, imperative for their experimentation as much as understanding of their results.

- *Intellect + Science = Trying to create a solution to a logical problem.*
- *Personality + Science = Explaining a scientific theory to a layman.*
- *Interaction + Science = Convincing another scientist of the truth in your theories.*

SURVIVAL

Whether you are the Martian farmer supplying the Solar System with food or part of a band of Chain fugitives trying to survive outside the boundaries of civilized Venus, there are plenty of harsh climates that have survived for far longer than anyone can imagine and will survive you even if you learn how to cope with them.

An important skill to everyone that needs to have a closer understanding of survival in nature.

- *Dexterity + Survival = Walking so that you avoid a Venusian bush's poisonous thorns.*
- *Resolve + Survival = A "we'll get through this," based on knowledge and willpower.*
- *Navigation + Survival = Plotting a route that bypasses local hazards.*

Talent skills represent the human animal. Moving, hiding and finding our way through the world. Abilities that are necessary for everyone, though sometimes forgotten in the sloth of modern society.

ATHLETICS

Running, jumping, swimming, climbing and other outdoor activities largely forgotten by the city-dwelling majority. For the adventurous, many of these skills will come in handy when least expected.

An important skill for athletes and ordinary people alike, depending on how you go through your average day.

- *Strength + Athletics = Weight-lifting and generally applying muscular force.*
- *Dexterity + Athletics = Determines your movement speed in combat.*
- *Lore + Athletics = Imitating the moves of sports heroes of bygone years.*

DISCRETION

To be discrete is to avoid attention. For the guard not to take notice when you try to sneak up behind him or to shoplift without getting caught. It's also to remain inconspicuous in a crowd when someone's searching for you.

An important skill for everyone that wants to avoid attention while doing something, be it cutting throats, planting car bombs or shadowing heretics.

- *Dexterity + Discretion = Moving silently and without attracting attention.*
- *Personality + Discretion = Making sure not to leave a lasting impression.*
- *Hardwire + Discretion = Planting an explosive device so that it isn't noticed.*

NAVIGATION

Overland navigation, abilities of orientation and wisdom of space navigation are all included in this skill. If you want to plot courses across Venusian seas, plan logistics or supply lines in San Dorado proper or if you are plotting an approach vector from Luna City to Fukido, you need this skill.

An important skill to naval navigators, space navigators, war commanders and soldiers in the field – everyone that need to identify what spot it is that X actually marks.

- *Resolve + Navigation = Trying to get a place from memory onto a map.*
- *Intellect + Navigation = Finding out whether Mercury or Venus should be closer.*
- *Hardwire + Navigation = Setting a space ship's systems to a plotted vector.*

NERVE

There's a first time for everything. Tank shock, circulatory shock, combat psychosis – even getting shot. Once you've seen, done and experienced it all, even combat becomes a routine. At that point, you've earned a considerable edge over the rookies you are most likely to face in a fight. But you have probably earned your fair share of scars as well. Mental and physical.

An important skill to everyone that has seen his share of combat travesties on either end and survived to tell the tale.

- *Physique + Nerve = Forcing yourself into continuing to fight, despite injury.*
- *Resolve + Nerve = Gritting your teeth and staying calm, no matter what.*
- *Interaction + Nerve = Calming someone by referencing how much worse it could be.*

TECHNOLOGY

Before the Dark Symmetry, civilization was largely ruled by technology based on electronics and wireless transmission. But that was a very long time ago. As the Dark Symmetry corrupted all of the old technology – the oldtech – the new order was more dependent on comparatively primitive low-tech equivalents. Mechanics. Blacksmithing. Bulky wired electronics.

CRAFTS

To people in the megacities, that can simply purchase whatever they need in a store, the concept of building something with your own hands is long since abandoned. But blacksmithing, carpentry, masonry and other crafts remain as important as ever for a species that is dependent on a steady flow of tools, appliances and comforts.

An important skill for those that want to make something out of something else or to repair what has been done already, be it furniture, housing or even guns.

- *Intellect + Crafts = Designing a new tool or machine part.*
- *Perception + Crafts = Realizing what caused something to break.*
- *Hardwire + Crafts = Building your own home-made pipe bombs.*

HARDWARE

Pure unshielded electronics is a thing of the distant past. But electric currents are still used in bulky wired appliances, with thick cables, robust fail-safe couplings and multiple layers of thick metal and ceramic shielding. Knowing how to build and repair such devices is invaluable to anyone working with industrial tools, weapons technology, scientific instruments or – truly – any form of modern retrotech machinery.

An important skill for maintenance personnel, technicians, Sun-diatia scientists and everyone that wants to dabble with electronics in its Mutant Chronicles form.

- *Resolve + Hardware = Cutting the red wire with just two seconds to go.*
- *Intellect + Hardware = Figuring out how to re-power a grounded hovercraft.*
- *Mechanics + Hardware = Connecting powerlines to an electro-powered vehicle.*

MECHANICS

Mechanical solutions are by far the dominant form of technology. Cogs turn, compression engines and steam-powered trains roar beside gas-propelled Zeppelins, pumping pistons and steaming pressure valves. To work with these kinds of technology is to be an integral part in what keeps the Mutant Chronicles society above barbarism.

An important skill for anyone working in a car shop or battle tank factory. Also to anyone operating any kind of mechanical machinery – in other words, any machinery.

- *Strength + Mechanics = Repairs in the old-fashioned sled-gehammer way.*
- *Perception + Mechanics = Finding out which part of an engine isn't connected right.*
- *Support + Mechanics = Repairing a dysfunctional cannon.*

VEHICLES

Learning to drive a car is common, but everyday driving is just like a walk in the park. Whenever you need to pull something off that takes a little more skill or determination, driving becomes a more demanding practice.

An important skill to delivery people, stalkers, truckers and really anyone that would ever have a professional need to go somewhere a little faster or fancier than expected.

- *Strength + Vehicles = Muscling the steering wheel, so the car won't spin out of control.*
- *Dexterity + Vehicles = Driving a motorcycle down the road at a very high speed.*
- *Mechanics + Vehicles = Repairing a crashed car or analyzing why it's not starting.*

ACTION RULES

OVERVIEW

The moment guns leave their holsters or cars throttle into chases, the system makes use of Action Rounds to keep track of detailed time.

An action round is roughly five seconds long in the game world. During this time, characters and monsters have adequate time to fight and kill each other.

Actions

The central resource in an action round is called *Actions*. All characters can perform one action during a full round. One action can represent a myriad of different things, including attacking, ducking into cover and so on.

Phases

Actions can be performed during any one phase in a strict hierarchy of phases. The order of phases is always the same and require tactical thinking to be optimized.

Stacking Penalties

Action rounds are different in that penalties to dice rolls are stacked together, so you only need to perform a single dice roll per action and not multiple dice rolls per step. More about this in the description of each phase, later in this chapter.

PHASES

All action rounds are played in a particular phase order where each phase is reserved for a specific type of action. If you have multiple actions, you can spread these between phases or use all of them in the same phase, as you prefer.

INITIATIVE PHASE

Actions are always performed in order of initiative, starting with the highest. If two participants have the same initiative, the two participants perform their actions simultaneously and the roll with the highest effect takes precedence. Standard initiative is $D20 + \text{Intellect} + \text{Perception}$.

Surprise Rounds

If either side of a combat scene is ambushed or surprised in any other way, they are not allowed to act during the first round of combat.

After the ambushing side has performed all their actions and ended a full action round, the surprised side is allowed to roll initiative as normal for the following action round.

Moira, Lochlan and the rest of the crew from the PRISTINE are searching through an old geist city on Venus, looking for Moira's kidnapped son.

As they trod through the dishevelled landscape of the ancient old warzone, they are caught in a sudden ambush.

All of the ambushers receive Initiative and follow the phase sequence as written, while Moira and the PRISTINE's crew aren't allowed to roll for Initiative at all until a full action round (the surprise round) has passed without their participation.

For the second round of combat, they're allowed to roll Initiative as normal. If they survive the surprise round, that is.

Buying Actions

If you roll exceptionally well when rolling for initiative, you can exchange initiative for additional actions. This is done at a rate of 20 points of initiative for the first action and an addition of 10 cumulative points per action beyond that.

In other words, the first action costs 20, the second 30, the third 40 and so on. There is no upper limit to the number of actions you can have, but buying more than one action is usually applicable only if you either have unusually high traits or if you manage to score an exceptional success.

Moira (Dexterity 6 and Perception 7) rolls for Initiative. Rolling a 12, the total becomes 25 -- a fairly good Initiative.

If Moira's player wants to, the Initiative can be decreased to 5 to allow Moira to perform an additional action during that round.

Multiple Actions

If any player or non-player characters have multiple actions, they are still only allowed to perform one action at a time. Remaining actions are performed -- still one at a time -- during a specific multiple-actions segment of the action phase.

This sounds a lot more advanced than it is, however. Read the example for a more thorough description.

Moira has Initiative 28. She chooses to buy an action (costs 20 points of Initiative) and notes this as 8+1, with +1 noting the additional action.

The three cultists that have managed to corner Moira have Initiative 14, 7 and 1+1, respectively.

Because of this, the following is how this Action Phase would progress:

CultistA with 14 Initiative goes first, then Moira at 8+1, CultistB at 7 and finally CultistC at 1+1. This completely concludes the round for CultistA and CultistB.

But before the Action Phase for this round is over, Moira acts again at 8 and CultistC acts again at 1.

If someone had even more actions, this process would be repeated until no actions were left or until someone chose to save an action for the purpose of movement.

ACTION PHASE

There are several things you can choose from during the action phase. All available actions are listed on the back of the character sheet, under their specific type.

Assist

By using an action and succeeding with a skill roll aiding another character, you add one Trait of your choice -- Attribute or Skill -- to that player's mod pool.

The number of characters allowed to assist the same roll depends on the Chronicler's discretion and the action itself.

Ready

By spending an action and declaring a trigger and a reaction you're allowed to perform the declared reaction whenever the trigger comes into effect.

You can designate a doorway and say, "Whenever someone walks out of that door, I'll press the detonation button for my explosives," or "If he moves, I'll shoot."

If the trigger never comes into effect, the readied action is ignored.

Preparing Items

If you want to draw a weapon or exchange weapons, this always expends one action and requires no dice roll. It is automatically successful. If you are entangled in close combat, you are not allowed to draw or exchange weapons.

Using Powers

The description of the power tells you during which phase that the power takes effect, but points are spent when you declare that you're using the power.

If the power is interrupted between activation and effect, the power is aborted, but any points spent to activate the power are still lost.

The description of the power also tells you how many actions you are required to spend -- usually one.

Time-Consuming Actions

Some actions take more than one round to complete, as identified by the Chronicler. Such actions may even span several rounds if they are very complex in nature.

Decide with the Chronicler how much total Effect that is needed. The character or characters working towards the time-consuming goal are then allowed to perform actions as usual to roll towards that Effect threshold.

Each successful roll that generates an Effect allows the total threshold to be reduced by the same amount.

Stu needs to remove debris from the hull of the PRISTINE. As the ship can't accelerate while he's spacewalking and they're chased by a Cartel patrol ship, it's very important to know how long it takes.

The Chronicler determines that the debris will require Effect 40 to be removed and that the roll is Strength + Athletics.

If Stu's player manages to roll 30 on every action he has, it will take four full action rounds to completely remove the debris, as the patrol ship comes closer and closer...

EXAMPLES: TIME-CONSUMING ACTIONS

Action	Threshold	Dice Roll Examples
Hot-wiring a car	10	Dexterity + Hardwire
Picking a Lock	10	Dexterity + Discretion
Planting a demolition charge	12	Intellect + Demolitions
Browsing a document archive	20	Perception + Analysis
Performing a ritual	30+	Resolve + Theurgy

ACTION ROUND SEQUENCE

1. **INITIATIVE PHASE.** All action round participants roll for Initiative.

2. **ACTION PHASE.** Performing actions, from aiming to shooting to avoiding to get shot.

3. **MOVEMENT PHASE.** Running, crawling, jumping and everything in-between.

COMBATIVES MOD

Hitting someone with the butt of your rifle, swinging your Highlander's claymore and kicking, punching or even biting your way through the remaining opposition.

This is the phase where it's done.

Combatives Range

You can attack any opponent within a number of meters not exceeding your Dexterity. This represents the flexibility of close quarter fighting, as it's rarely ever still but moves and changes as it goes on.

Long weapons add their length bonus to this number. Length bonuses depend on the weapon itself.

Finding herself cornered by a crazed cultist, Moira reaches for anything she can find to fend him off. Just so happens to be a long-shafted tent pole from her group's gear. The chronicler decides that the tent pole has a length bonus of +2, which Moira can add to her Dexterity for determining how far away she can strike the cultist.

Combatives Attack Roll

If you are close enough to hit someone, you can expend actions in the combatives phase to do so. First choose a target and then roll a die to determine whether you harm your target or not.

Traits added to the mod pool depend on the type of attack.

As long as you roll equal to or higher than your base roll target -- typically 20 -- your blow will land and you will deal damage equal to your Strength attribute.

Moira strikes the cultist with her newly equipped tent pole. With a Dexterity of 6 and a Combatives value of 4, she rolls D20 and adds 10 (6+4) to the roll. As there are no penalties to consider, she needs to roll 10 or higher to reach the roll target of 20.

As long as Moira's player rolls a 10 or more on the D20, the attack causes damage equal to Moira's strength.

Charge

This is the same as "Running for It" during the Movement phase, except it adds a +5 bonus to the mod pool on your first Combatives attack roll during the same round, as you use the additional momentum to power your blow.

This action can only be performed if you aren't already entangled, but allows you to move during the Action phase rather than the Movement phase, in addition to the +5 bonus.

Unfortunately for Moira, the crazed cultist completely disregards the fact that she's holding a long pole against him and he launches himself at her in a frenzied charge.

When it's his turn in the combatives phase, as long as Moira hasn't hit him first, he'll add +5 to the mod pool of his attack.

Combination

Instead of making a regular attack you can opt to make a combination. The roll target becomes 25 for the first attack, but as long as you are successful, you can continue to attack again and again using the same action, except that the penalty to your roll target is cumulative.

The target of the attack has to be the same for all attacks.

After having the cultist charge at her and almost knock her senseless, Moira freaks out and tries to rain blows on the cultist. A successful first punch knocks out one of the cultist's teeth, and Moira's on a roll. She's allowed to make the same attack again, except against a roll target of 30.

If that is also successful, the roll target becomes 35, and so on, until she decides not to hit again or fails an attack.

Counter-Attack

If an opponent has rolled a successful attack and the effect of that roll is such that you believe you can beat it, you can opt to counter-attack. This costs one action that is spent irrespective of the counter-attack's outcome. It also requires that your character can see his opponent and react accordingly.

If you beat the effect of the attack with the effect of an attack roll of your own, your counter-attack is successful. The opponent's attack is ignored and your attack is played out.

If you fail, the opponent's attack is played through as normal and your counter-attack is completely disregarded.

On Moira's second combination attack, the roll's effect is a measly 2. The chronicler decides that the cultist is using his action to try to counter-attack. The cultist has Dexterity 5 and Combatives 8, meaning that a simple roll of 10 or more will give him an effect higher than 2 and allow him to completely cancel Moira's attack by an attack of his own, against Moira.

Grab

Sometimes, you want to grab hold of your opponent. It can be to disable the opponent, disarm the opponent or simply to hold the opponent down to attack him more efficiently.

Both you and the opponent must make a Dexterity + Combatives roll or a Strength + Combatives roll. If you have the highest effect, you have successfully grabbed your opponent and may use any of the grab options described nearby.

If the result is a draw or if the opponent has the higher effect, the attempt is ignored and has no effect at all. It still costs you an action, however. The same procedure is used if your opponent tries to escape your hold, except that the opponent chooses which of Dexterity or Strength to use for the roll.

While grabbed, the opponent is effectively disabled from performing any actions except trying to escape the grab. Likewise, you can only perform actions aimed against the held character. You can also choose to release the held character and perform

actions as usual. You do not do this at any time and it costs no actions.

A grab action can be counter-attacked just like any other combatives attack.

Entanglement

Once you've been attacked or have attacked someone in the combatives phase, you are considered "entangled" until either combatant retreats from the fight using a movement action or until you or your enemy falls unconscious or dies.

While entangled, you're not allowed to perform firearm actions (see the Firearm Actions section) -- not even Duck and Cover.

If you move away from an entanglement during the movement phase, your opponent is allowed to make an immediate attack against you if that opponent has an action to spend.

FIREARM ACTIONS

Bullets, flamethrower fuel, hand grenades and all manner of destructive contraptions are used to maim and kill in Mutant Chronicles. This section describes how it's done.

Firearm Attack Roll

When you shoot, you first choose a target and then roll a die to determine whether you hit your target or not. Traits added to the mod pool depend on the type of shot, on the weapon and on circumstances.

If you have already performed an Aim action, didn't move between aiming and taking your shot and weren't interrupted, you can choose from one of the aim options available.

You can earn +5 to the mod pool for the first shot, choose which bodypart you hit or pick out a target from multiple targets that are Entangled. This must be chosen before you roll the die.

FIREARM ATTACK CHART

Standard	Mod pools
Aimed Shot:	Perception + Firearms + 5
Normal Shot:	Dexterity + Firearms
Special weapon	Mod pools
Machine Gun:	Perception + Support
Flamethrower:	Dexterity + Support
Hand Grenade:	Strength + Athletics
Target penalties	Roll target
Target is far away	+5 per Range Increment
Target is using "Restricted Movement"	+5
Target is behind cover	+5
Personal penalties	Roll target
You moved "Running for It"	+5

Modes of Fire

Guns have a Function (FUNC) statistic noted in their descriptions that restrict how they can be used in combat.

MODES OF FIRE

S = Single-shot. Can only ever be used once per action.

SA = Semi-Automatic. Can be used for repeated fire.

B = Burst Fire. Can be used for repeated fire and burst fire.

A = Fully Automatic. Can be used for repeated fire, burst fire and sustained fire.

Repeated Fire

If you want more lead in the air, you can opt to use repeated fire if your weapon allows it. The roll target becomes 25 for the first shot.

As long as you are successful and don't run out of ammo, you can continue to fire using the same action, by adding additional increments of 5 to your roll target.

[Repeated fire example.]

Burst Fire

The most economic and combat-effective way to use an automatic firearm is to fire in short controlled bursts. Firing a burst expends one action and allows you to choose from a wide or narrow burst.

For ease of use, a burst always expends five rounds of ammunition, but as long as you have more than two rounds left in your weapon, you are allowed to fire a burst at full effect.

A wide burst adds +5 to the attack roll, but means that you don't add your effect to Damage.

A narrow burst instead adds +5 to the damage only and not to the attack roll, but also allows you to add the effect of your roll, as usual.

[Burst fire example.]

Sustained Fire

If you want to use sustained fire with a fully automatic firearm, you must designate an area that you want to target. Sample areas are doorways, windows, wall corners, turned-over tables, the rims of low walls and so on. Any area where enemies are hiding, might be hiding or may appear later in the round.

During the movement phase, in order of initiative, you are allowed to take a free shot at every character that enters the designated area. All such shots have a base roll target of 30 and suffer the same penalties for range and other effects as would any firearms attack roll.

All characters in the designated area suffer one penalty due to

COMBATIVES MOD POOLS

Charge Attack:

Dexterity + Combatives + 5

Normal Attack:

Dexterity + Combatives

GRAB OPTIONS

Attack: All attacks you perform against the opponent while the opponent is grabbed add your attack effect to the damage inflicted. This bonus also counts for any other character attacking the grabbed opponent.

Escape: If you have been grabbed, you must win a resisted Strength + Combatives roll to escape entanglement.

Disarm: If you win a resisted Strength + Athletics roll, you can take a weapon from an opponent's hand.

penalty impact of the ricocheting projectiles. Penalties from multiple sustained fires are added together.

[Sustained fire example.]

Duck and Cover

If someone starts shooting at you and you have actions left, you can opt to Duck and Cover. This costs one action and requires a Perception + Athletics roll against the attack roll of the shooter. If your effect is higher than or equal to the effect of the shooter, your duck and cover is successful.

If your effect is lower than the effect of the shooter, you subtract the effect of your duck and cover from the damage of the attack. A successful duck and cover allows you to jump behind cover and it completely nullifies the attack that caused you to perform the action.

[Duck and cover example.]

Cover

Body armor is one thing -- half a meter of ferroconcrete and steel rebars is something else. Depending on the type of cover and the power of an incoming projectile, it will protect differently.

Weapons either have Low or High noted in their description in the Power (POW) column. Cover, on the other hand, has a numeric value representing a rough estimate of the material's physical properties. Personal armor is added to the cover value before comparison and the comparison is only done once.

This numeric value is deducted from all incoming firearm damage, before that damage is sustained by the target of the attack.

It may sometimes be necessary to modify material values by common sense, given their thickness or layout.

One of the cultists is hiding behind a pillar. Moira's friend Stu (Firearms 5, Dexterity 4) tries to shoot the cultist with a Flogger assault rifle. (Damage: 12, Power: Low.)

The Chronicler determines that the pillar is made of concrete (cover value 10) and Stu's player throws his D20. Rolling 13 and

adding Dexterity and Firearms (5+4 = 9), the total becomes 22. Two points of effect.

Adding effect to damage, the total damage is 14. And the Flogger's armor-piercing qualities are limited, so before any damage is dealt to the cultist the pillar removes its full 10 points from the damage. If the cultist had also carried personal armor of some kind, it would also have been deducted from the total damage. Right now, he doesn't.

A measly 4 points of damage goes through the cultist's cover. Next time, maybe try a hand grenade instead?

Reloading

All firearms have a Reload statistic (REL) that notes how many actions it takes to reload the weapon. After this number of actions have been spent, the weapon is considered reloaded.

Weapons that take more than one action to reload must be reloaded separately and also require you to declare that you are reloading during the declaration phase.

All weapons with a Reload (REL) higher than one require you to perform all those actions in succession. If you are interrupted while reloading the weapon, the entire reloading procedure must be repeated.

[Reloading example.]

MOVEMENT PHASE

If you want to move, you say how you want to move (restricted, normal or running) and then designate your destination.

MOVEMENT SUMMARY

Restricted Movement	Effect
Dexterity or Athletics	Opponents are penalized if they shoot at you
Normal Movement	
Dexterity + Athletics	--
Running Movement	
D20 + Dexterity + Athletics	You are penalized on all actions you perform

DAMAGE

When an attack hits and takes effect, it causes damage. In addition to the obvious lethality of taking too many hits, damage will also take a dire toll on your actions.

COMBATIVES DAMAGE

Damage from a combatives attack is usually equal to the Strength of the attacker plus the Damage value of the weapon used, if any. If no weapon is used, the damage caused is equal to Strength.

There are two exceptions to this rule. The first exception is that attackers always add the effect of their attack roll to the damage caused versus any target that is currently being held as a result of a successful Grab action.

The second exception is that the effect of the attack roll is always added if the attack roll is an exceptional success.

One of Moira's punches, at Strength 4, would normally only deal 4 points of damage, no matter how good Moira's player would roll.

But if Moira would roll a 20 on her D20, for an exceptional success, the effect would also be added. On her second roll (for the exceptional success), she rolls a 12, for a dice roll total of 32.

With Dexterity 6 and Combatives 4 she would then add an additional 10 to the dice roll for a total of 42. 42 minus 20 is 22, and adding Moira's Strength of 4 points would mean that she'd cause 26 points of damage with a single punch!

FIREARM DAMAGE

Damage from a firearms attack is always equal to the effect of the dice roll plus the Damage value of the weapon. Modifiers are never disregarded for purposes of calculating damage.

Thor is aiming at a target. Thor has Perception 7, Firearms 8 and also the Sharpshooter epic. This adds together for a total mod pool of 25 (7+8+10) on his aim action. If he would roll 13 on the D20, for a total of 38, the effect would be 18. Adding the damage of his firearm to the effect of 18 would result in the damage caused.

ARMOR VALUE

You've hit your target, you've determined how many points of damage are caused and if the target's not wearing armor, you can immediately go to the next section.

If the target is wearing armor, you deduct the target's total armor value from the damage before the damage results. If this is sufficient to reduce the damage to zero or below, the attack is simply ignored as the target's armor absorbs the attack.

Combatives

Combatives attacks completely ignore the rules for armor, unless the armor description states otherwise. Usually, only heavy armor defends you from a sword blow.

At the chronicler's discretion, this rule may or may not apply to punches, kicks and other unarmed combatives attacks.

COVER VALUES

Cover	Value
Window Glass	1
Door	2
Wooden Table	4
Wood	6
Car	9
Concrete	10
Ferroconcrete	12
Brick Wall	14
Cathedral Wall	20

HIT POINTS

On the character sheet, there are four levels of injury. Whenever damage goes through your armor, you start checking boxes in the first field and you continue clockwise to subsequent fields whenever you run out of points in the current field.

Battered

You can take as many points of damage in the Battered field as your character's Physique. Points accumulated in this field have no effect on the character, unless the points are enough to cause injuries. (See Injuries, later.)
Base roll target remains unchanged (20).

Injured

The Injured field can also take as many points as your character's Physique, but upon reaching this state, the character suffers one penalty to all actions. This is mentioned as "base 25" on the character sheet, meaning that your base roll target changes from the default 20 to 25. This counts for all actions, without exceptions, until the damage has been healed.

Wounded

This field works the same as the Injured field, except that the base roll target is increased even further, to 30, and that the character is forced to make a dice roll to remain conscious. This dice roll is made using Physique + Resolve. If the roll is failed, the character falls unconscious and remains unconscious until medical attention is received.

At the chronicler's discretion, or by spending 1XP, a character can be allowed to try to make the roll again. Passing the roll will then allow the character to regain consciousness.

Note that this dice roll suffers the same two penalties as all other dice rolls suffer while the character is wounded. I.e., it's rolled against a base roll target of 30.

Dying

Whenever you reach this field, you must pass a Physique + Resolve roll, following the same rules as for the Wounded field.

Furthermore, you will also start to die. Each subsequent Initiative phase, before you are allowed to roll Initiative, you must check one more box in the Dying field.

Whenever you have as many boxes checked as your Resolve, the character dies from his injuries. The same goes if you're reduced to zero or less points in the Dying field in a single attack.

The only way to stop this state from killing a character is by stopping the blood loss. This can be done in many different ways, depending on equipment, but most likely requires external help, as the injured character will perform dice rolls at roll target 35.

INJURIES

Whenever a single attack deals 10 or more points of damage, the bodypart that is hit is injured. The attacker makes a separate roll to determine which hit location suffers the injury and the check-box next to that bodypart on the character sheet must be checked.

All actions using that bodypart are at an additional penalty from that moment onward. A second injury to the same bodypart permanently destroys the bodypart. For the abdomen, chest and head such a permanent destruction means the individual's death from irrecoverable instantaneous injury.

The same attack causes multiple injuries if the damage dealt is 20 or higher. A body part is destroyed at two injuries, so further injuries are ignored.

NATURAL RECOVERY

The following healing times are cumulative, meaning that you'd require three weeks of healing to recover from Wounded to Injured, then another week to recover from Injured to Battered and finally 24 hours to be fully healed, from Battered.

Damage field	Time to heal
Battered	24 hours
Injured	One week
Wounded	Three weeks
Dying	Subject needs medical attention

Hit location injuries

One injury	One week
Two injuries	Subject needs surgery

WEAPON RULES

FIREARM TYPES

All firearms are divided into types, where some types have a set of special rules.

Pistols

Close Combat: You can fire a pistol while Entangled, as if it was a melee weapon. This incurs one penalty to the attack roll.

One-Handed: You can fire a pistol in one hand, as long as your Strength equals or exceeds the Strength-requirement of the specific pistol. Firing off-hand induces one penalty.

SMGs

One-Handed: You can fire an smg in one hand, as long as your Strength equals or exceeds the Strength-requirement of the specific smg. Firing off-hand induces one penalty.

Shotguns

Shot-Type: There are three different types of shot that can be used in a shotgun; birdshot, buckshot and solid slug. These are detailed in the Special Firearm Rules section.

Sawed-Off: A shotgun that is sawed-off halves its Range, but gains the One-Handed special rule, meaning that it can be fired in one hand as long as your Strength equals or exceeds the Strength-requirement of the specific shotgun. Firing off-hand induces one penalty.

Rifles

Bulky: A rifle can't be used in close quarters. If you ever become Entangled while using a rifle, you suffer one penalty until you throw away the rifle, change weapons or similarly either disable the disadvantage or is no longer entangled. You also can't use the rifle.

Support

Bulky: A support weapon can't be used as it is in close quarters. If you ever become "entangled" when using a support weapon, you suffer one penalty until you throw away the support weapon, change weapons or similarly either disable the disadvantage or is no longer entangled. You also can't use the support weapon.

FIREARM STATISTICS

In the firearm listings available separately, all firearms have a set of statistics. The following section describes all of these statistics.

(REL) Reload

How many actions it costs to reload the weapon with a fresh clip, belt or even single round. Any weapon with a slash in the REL-field shows the number of ammo rounds loaded after the slash and the actions before the slash. For example, 1/3 would mean that it costs one action to load three rounds into the weapon.

This is typically for revolvers, shotguns and breech-loaded rifles.

(MAL) Malfunction

All weapons and equipment that rely on technology have a Malfunction (MAL) statistic. This number indicates which unmodified dice rolls that cause exceptional failures. In other words, this number overrides the standard 1 for exceptional failures whenever you use the technology in question.

Furthermore, this number designates how difficult it is for the Dark Symmetry to corrupt a specific piece of technology.

(POW) Power

This field notes the armor-piercing quality of the weapon and its effect on armor carried by a targeted opponent, as well as cover.

Low = treats armor and cover as the rules dictate.

High = halves all armor and cover.

SPECIAL FIREARM RULES

Some firearms have other effects than merely firing bullets at an opponent. These include the explosive effect of a hand grenade, the fire hosed from a flamethrower and so on.

Shotguns

Each range increment halves the damage dealt by the shotgun. Optic aids and similar do not affect this deduction.

Solid Slug: No addition to mod pool, but you also don't halve damage per range increment.

Buckshot: Add +5 to all attack mod pools.

Birdshot: Add +5 to all attack mod pools, but don't transfer ef-

fect to damage.

12 points of damage at up to 20 meters; 6 points of damage at up to 40 meters; 3 points of damage at up to 60 meters etc.

Flechette Weapons

Sundiata-developed flechette systems are compact light-weight weapons that make virtually no sound and completely ignore personal armor. As the flechettes themselves are so small, they cause little damage and the small hole they make in an opponent's tissue is quickly filled with clotted blood.

Instead, Sundiata flechettes have a reactive coating that administers a powerful nerve toxin when the projectile comes in contact with skin or flesh.

Lethal Toxin: Physique + Resolve at roll target 25 or you are immediately Dying.

Knockout Toxin: Physique + Resolve at roll target 25 or you fall unconscious.

Plasma Weapons

Superheated plasma is generated and then fired at high speed, searing armor, skin and flesh. Double remaining damage after subtracting armor.

Grenades

There are generally two types of grenade: those that detonate on impact and those that detonate a set number of seconds after the safety handle is released.

For timed fuses, grenades are generalized as having a five-second (one round) timer and always detonate during the Initiative phase in the round after they were thrown. It detonates before Initiative is rolled and so can't be avoided, except using a Duck and Cover and completely forfeiting your round.

Throwing a grenade works the same as shooting. You must have drawn the grenade and you must have an action left to spend in the Action phase. It works exactly as any firearms attack, except that it doesn't transfer effect to damage.

Damage depends entirely on the type of grenade.

Explosives

All explosives have a Range (RAN) value and a Damage (DAM) value and can be written into the weapon roster on the character sheet just like other weapons.

On detonation, they deal their full damage (modified by armor) to everyone within one range increment and halve their damage for every range increment beyond the first, up to three increments.

A regular fragmentation grenade has RAN 2 and DAM 20. Within two meters of the detonation, everyone takes 20 points of damage, between two and four meters, everyone takes 10 points and at up to six meters, it deals 5 points of damage.

Anyone more than six meters away from the detonation isn't injured at all.

Tear Gas

Everyone without breathing aids take two penalties (+10 to roll target) as long as they remain inside the gas cloud.

Fire

Xxx

Suffocation

Xxx

FIREARM MODIFICATION RULES

Armor-Piercing Ammunition

Any weapon firing armor-piercing ammunition doubles its damage before it's compared to the target's cover and armor. After deducting cover and armor from this higher value, the remaining number is halved, however. This means that the chances of penetration are a lot higher, but the chances of causing a grave injury are decreased.

Slamming a magazine of armor-piercing bullets into his Flogger assault rifle, Stu is now tired of the damned pillar guarding his prey. Rolling an identical effect to the last attempt and adding effect to damage, the total damage is 14. This is then doubled to 28 before 10 is removed because of the pillar.

Of the remaining 18, the cultist takes 9 points of damage, which is a considerable hit considering that he thought the pillar was better protection than that.

Speed-Loader

Equipped with a speed-loader, a weapon that usually takes one action to reload can be reloaded and fired using the same action, without penalty.

Speed-loaders come in various shapes, including double magazines, taped magazines and so on.

Gun Sight

A gun sight uses a multiplier to increase the RAN value of the weapon it's attached to. This multiplier is only applied for Aimed shots, however. It's not possible to use the modified RAN value for ordinary firearm attacks.

If you equipped a Panzerknacker with a x1.5 gun sight, the RAN value would become 60 instead of 40.

Bipod

Weapons equipped with a bipod that are braced against a solid support such as a window-frame or even the floor completely disregard the rules for Strength requirement. Any character can then use the weapon without penalty, as long as his Strength is higher than 0.

Laser Sight

The laser sight allows you to shoot as if you had previously aimed, without spending an additional action. This effect only counts within the first RAN increment, however.

VEHICLES & CHASES

Cars speeding through narrow alleys, people on foot trying to outrun each other or even a car trying to run down a pedestrian. Chases and vehicles are hugely important to action rounds and the following section therefore deals with them in detail.

CHASE RULES

Chases are continued until either side wins or voluntarily backs out. For clarity, people trying to run away are known as Runners, while the people on their tail are known as Hunters.

Lead

The first thing to determine for a chase is to set the runner's lead. All runners make suitable dice rolls versus roll target 20 and the effect of the dice roll becomes the lead. If they fail their dice roll, it counts as if the effect is 0. (See *Opportunity*, later.)

Chase

Every participant in the chase makes a suitable roll depending on how they're chasing each other, versus roll target 20. If the runner has a higher effect, he subtracts his effect by the effect of the hunters and then adds it to his lead. If the hunter has a higher effect, he subtracts his effect by the effect of the runner and then deducts it from the lead. If it's a draw, nothing changes. If either side fails its dice roll, the opponent gains a +5 to his mod pool.

This step is repeated until lead reaches 20 or higher or lower than 1. It may continue even further if the hunter is unsuccessful in the case of lead lower than 1, but it usually ends at this point.

Escape

If the lead totals 20, the runner escapes from the hunter and the chase is over. Whatever the hunter wanted to achieve is lost for the time being.

Opportunity

If the lead goes below 1, the hunter reaches the runner and is allowed to perform any type of action that can reasonably be allowed by the chronicler.

CUTTING TO THE CHASE

Chase	Typical Roll
Foot chase	D20 + Dexterity + Athletics
Bicycle chase	D20 + Physique + Athletics
Motor vehicle chase	D20 Favorable Movement Difference
Vehicle Action	Typical Roll
Steering	D20 + Dexterity + Vehicles
Maintain control	D20 + Strength + Vehicles
Shooting from vehicle	D20 + Firearms + Vehicles

VEHICLE ACTIONS

When you're chasing someone using a vehicle, it's not you but the vehicle that is chasing and your goal comes down to handling the vehicle rather than physically outrunning the opposition.

Injured Drivers

If your arms or legs are injured, such penalties transfer to all your vehicle actions as well. Injuries caused by damage types, such as Wounded incurring a base roll target of 30, also apply to vehicle actions.

Maintaining Control

If traffic, the road or an opposing vehicle tries to push you out of control, you must always strive to maintain it. Use D20 + Strength + Vehicles and you must have an effect equal to or higher than the effect of the opponent trying to force you out of balance. If you don't you fail and automatically lose the chase.

Accelerate or Decelerate

Under normal circumstances, you can always expend an action to change your acceleration or even decelerate.

Push

xxx

Fish-Tail

By slamming into the rear-side of a car, it can be forced to spin out of control. This forces the driver of the fish-tailed vehicle to roll to maintain control versus the effect of your Fish-Tail attempt.

VEHICLE MOVEMENT

Acceleration

A vehicle's acceleration indicates how much its movement is increased in the initiative phase of each round. You can decide how much you want to accelerate and only change acceleration by choosing to do so using your vehicle's action.

Top Speed

A vehicle's movement is never allowed to increase above its top speed. If the vehicle's acceleration would increase movement above its top speed, all excess acceleration is disregarded and the vehicle's movement is set to the vehicle's top speed.

VEHICLE COMBAT

Vehicles can be injured, just like their occupants. The system remains the same, but the details are different and the damage threshold is usually a lot higher for destroying a vehicle than for killing its occupants.

ANATOMY OF A VEHICLE

Acceleration: How much the vehicle's Movement can be increased per initiative phase. This is the maximum acceleration -- any number between 1 and this number can be used for acceleration.

Top Speed: The absolute top speed that the vehicle can achieve.

Plating: How many points of damage that the vehicle subtracts from all incoming attacks. This number is subject to the standard rules for armor-piercing.

ZERO-G ACTIONS

Move: Always "Restricted," except it doesn't induce a penalty for opponents.

Combatives

Attack: You can only attack if you have momentum. Damage is only caused equal to the damage of the weapon or the damage caused by your momentum, whichever is lower.

Grab: You can still grab people, but only to force entanglement -- no other grab effects count in zero-G.

Escape Grab: As usual, but often requires momentum.

Firearms

Attack: as normal, except you're not allowed to aim.

Repeated Fire: as normal.

Burst Fire: as normal.

Sustained Fire: as normal, except the roll target to hit opponents in the specified are is decreased to 25.

Reload: as normal.

SPACE

No sounds, no air pressure and a dire need for specialized equipment. Zero-gravity action and action in vacuum is very different from everything else and because of the dangers involved, spacewalking is highly discouraged for anyone that wants a life expectancy beyond the suit's oxygen supply.

ZERO-G

All actions performed in zero-G are at base roll target 30, due to the effects of three-dimensional disorientation. The actions

available are also decreased drastically and many actions must be performed under specific restrictions.

Many of the actions you'd want to perform require momentum.

To gain momentum, you must push away from a surface, use a rocket engine, chemical thruster, weapon or similar item to push matter in the opposite direction of where you're going.

Note that momentum gained in this way won't dissipate -- if you want to turn around, you must apply the same amount of thrust in the direction you're going or you'll continue to drift away through infinity.

EQUIPMENT

GUNS

A gun has the typical stats you'd expect, and a few more.

TYPE (TYP) : What "type" the weapon has, in terms of speed. The list goes "bludgeon, blade, pistol, shotgun, smg, assault rifle, machine gun, rifle. The farther to the right, the more effective the weapon is. In rule-terms, you can counter-attack any weapon to the left of the weapon type you are using. There are plenty of limitations to counter-attacking and interrupting, however. You'll see, soon enough.

MAGAZINE CAPACITY (MAG) : How many rounds of ammunition a full magazine can carry.

MODES OF FIRE (MOD) : Single-action, Semi-automatic, Pump-action, Fully Automatic and so on -- these tell you how you can choose to employ the weapon's magazine, more or less...

DAMAGE (DMG) : How much damage you add to the Effect of your attack rolls.

POWER (POW) : Armor penetration capacity for the weapon. Whereas some weapons may have an insanely high Damage and low Power, others can be the complete opposite. Both values can be increased using modifications and/or ammunition types of various kinds.

STRENGTH REQUIREMENT (STR) : How strong you must be to use a weapon without an increased Roll Target. If you use two hands, you double your Strength for purposes of this requirement.

RANGE INCREMENT (RAN) : How many meters of range you can fire without penalty and then how many meters of range that incurs penalty. Example: if a weapon has "RAN: 50," you can fire without penalty at up to 50 meters, and the weapon will have a penalty of 5 points to the Roll Target for each 50 meters above 50 meters. Thus:

Range	Roll Target
50m	20
51-100m	25
101-150m	30
151-200m	35
201-250m	40
etc.	

RELOAD TIME (REL) : How many Actions you must expend on reloading the weapon. A weapon with a 1-action reload time can be reloaded and fired in the same action, at a cost of an addition 5 points of Roll Target to the attack action.

MELEE CAPACITY (MEL) : How much damage the weapon deals if you hit someone with it and how well suited it is to such an action. This is more important than you might think, as the MEL of the weapon can be used to counter-attack if someone wants to hit you in the Combatives phase of combat.

ARMOR

How much damage the armor reduces when the wearer is hit.

Bullet-Proof : 6

Heavy Plating : 12

BLADES

WEAPON	TYP	MEL	REA
Knife, Dagger	Blade	STR+2	1
Combat knife	Blade	STR+3	1
Sabre, sword	Blade	STR+4	2
Claymore	Blade	STR+5	3

WEAPON EXAMPLES

ARIII FLOGGER "ARFIE"

As the main assault rifle of the Imperial Megacorporation, "Arfie" has a shorter barrel and more robust build than the assault rifles of most megacorps. It more resembles a carbine than a rifle. Its main use is in confined spaces, such as asteroid tunnels, space ship boarding actions and factory defenses. Though it's a trustworthy weapon at short ranges, it quickly loses accuracy.



ARFIE

WEAPON	TYP	MAG	MOD	DMG	POW	STR	RAN	REL	MAL	MEL
ARIII Flogger "Arfie"	Assault	20	A	12	Low	10	20	1	1-2	+3

AG-17 I "PANZERKNACKER"

Though heavily reconstructed and repurposed following changes in army demands, the AG-17 has been around for literally hundreds of years in one variation or other. The "I" denotes the gun as "Improved."

It remains one of the most reliable and effective guns in military use and the sheer number of manufactured units paired with this reliability means that there are hundreds of thousands of Panzerknackers on the black market.



PANZERKNACKER

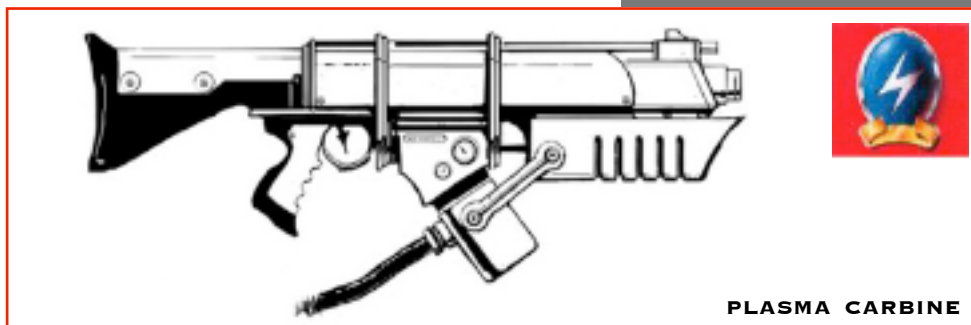
WEAPON	TYP	MAG	MOD	DMG	POW	STR	RAN	REL	MAL	MEL
AG17 I Panzerknacker	Assault	40	A	10	Low	8	40	1	1	+3

MK 46 PLASMA CARBINE

As the mainstay of the Doom Troopers, plasma carbines are reputed for their insane firepower. In place of a magazine comes a tank fed from a belt-mounted canister.

The tank contains superheated plasma that is boiled to increase pressure and then fired as combat projectiles. This canister must cool down or be exchanged between discharges.

* = The tank needs time to cool down. After 1-2 hours, it can be fired again with full capacity. The "REL" number is how many actions it takes to change the canister.



PLASMA CARBINE

WEAPON	TYP	MAG	MOD	DMG	POW	STR	RAN	REL	MAL	MEL
MK46 Plasma Carbine	Assault	10*	A	16	High	10	30	3	1-2	-