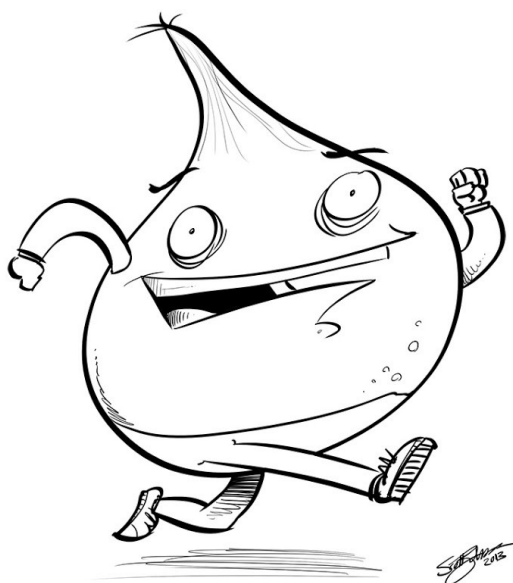


The exceptionally unofficial
Mutant Chronicles d100-hack



This document aims to bring Mutant Chronicles back to its Basic RolePlaying-roots, and assumes that the reader is familiar with that game system as well as with the new Mutant Chronicles. It draws heavily on the new *RuneQuest* which I consider to be the best d100-game out there, the Madness-meter from *Unknown Armies/DarkORE*, and bits from *The Big Gold Book*, the *RQ SciFi-document* and *the hack that doesn't exist in a galaxy far away* as well.

BRP presents a transparent, malleable ruleset, and the visceral and tactical gameplay inherent to RuneQuest's latest incarnation fits my vision of Mutant Chronicles quite well .

The *RuneQuest 6th Edition*-core book and *RuneQuest Firearms*-supplement will be needed to make sense of this.

RQ Luther Arkwright: Roleplaying across the Parallels is highly recommended, if not mandatory, reading – it covers many of Mutant Chronicles' -isms better than this hack, it just wasn't available when I started tinkering with this.

Obviously, possession of a copy of *Mutant Chronicles* is essential.

The original Mutant Chronicles from Target Games is worth a look if you can get hold of it, both for being cool and for using a mechanic very close to BRP which can be helpful for converting on the fly.

This conversion's job is to run a dark, art deco-styled techno-fantasy game, all painted with a cartoonish brushstroke that stops being cartoonish when your arm hangs on by a single tendon and your mind is burning its last fuse.

It is a hack, by a hack, and very much standing on the shoulders of giants, being nothing but a set of houserules, quickfixes and ramblings. My style isn't necessarily someone else's style – if anyone finds anything of value here, great. If not - well, it's a short read if nothing else.

Your Mutant Chronicles May, like your RuneQuest, Vary.

Mutant Chronicles, RuneQuest, Basic RolePlaying, Unknown Armies and Nemesis/DarkORE

are registered trademarks of Paradox Entertainment/Mōdipiūs Entertainment, Moon Design/The Design Mechanism, Chaosium, Atlas Games and ArcDream Publishing, respectively, and are used without any particular permissions.

Onionman-doodle courtesy of Google's image-search and someone called Scott Johnson.

This document uses trademarks and/or copyrights owned by Moon Design Publications LLC, which are used under Moon Design Publications's Fan Material Policy. We are expressly prohibited from charging you to use or access this content. This document is not published, endorsed, or specifically approved by Moon Design Publishing. For more information about Moon Design Publications and Moon Design Publications products, please visit glorantha.com.

Mōdipiūs Entertainment does, to my knowledge, not have an official fan material policy like the one above.
If they did, it would be in this spot here.

Character Creation

Characters' abilities are defined by the seven core characteristics from RuneQuest, with an eighth attribute added: *Social Standing*. Use any method you want to generate them; attributes can be rolled in order, rolled and distributed, point-buy or whatever your preference might be.

All characters use the baseline human attributes except for Magic Points (which are replaced with *Tenacity* – detailed in the chapters on the Art and the Symmetry).

Character creation follows the same 3-step approach as laid out in RQ – Cultural Background, Career and Personalization. The different corporate backgrounds, as well as some careers, are laid out (roughly) further on.

These backgrounds and careers should be treated as guidelines. They are not exhaustive, nor are they attempted to be balanced against each other. New ones can easily be made up.

For an alternative, look at *RQ: Luther Arkwright* or the deconstructed character generation demonstrated in *RQ Star Wars*.

Having ditched the patented lifepath-system of MC, a character's singular career is much more important in defining him or her. This is hopefully alleviated by extended backgrounds and event tables.

Core steps of Character Generation

- I. Generate core attributes. The attributes may be modified during the next stages, but they should give you an idea of what you have on your hands.
- II. Determine corporate affiliation. Roll twice on the Adolescent Events-table and record the results. Determine background, record Social Standing, skills and traits. Distribute 100 points to available skills – all background skills must be allotted points as per RQ-core, and no skill can be allotted more than 15 points. You should pick one or two passions to reflect corporate, cultural and family background.
- III. Choose your character's career, roll twice on the Special Events-tables and record the results. Record any traits and distribute 100 points to the career's skills – no skill may be allotted more than 15 points. An additional passion, reflecting career and events, could be cooked up after finishing this step. Note that many careers have requirements. These requirements can of course be freely ignored, but they are a cheap attempt to add an extra dimension to character generation and to differentiate careers and their status.
- IV. After finishing your career, roll a final time on the Background Events-tables. Distribute 150 free skill points as you see fit to round off your character – a suggested spending limit is 30 points to a single skill. These free points can be used to bolster any general skill, as well as any advanced skill picked up during chargen. Other suitable advanced skills can also be added. Characters are presumed to start play in their prime years. You may voluntarily choose to age your character – instead of counting years, we'll use age brackets:
 - Middle aged: Increase free skill points to 200, reduce CON by 1d3.
 - Over the hill: Increase free skill points to 250, reduce STR, DEX and CON(cumulative) by 1d3+1. Your *Brawn*, *Endurance* and *Evade*-skills will be capped to Attribute x5. Roll one additional time on the Special Events-table. NPC's will be impressed by your spryness.
- V. Put in any finishing touches, equip your character, think up a final passion, and go kick down some doors and take names. Feel free to take advantage of the many tables provided by the *Character Lifepath*-chapter of Mutant Chronicles.

Social Standing

Social Standing (SOC) is determined by character background, and is a measure of a character's monetary means, living standard and effective credit rating. It is often also a clear indicator of a character's family's standing.

The rough levels of Social Standing, along with MC3 Earnings-levels and available cash-on-hand in Cardinal Crowns are:

- 4 or less: Impoverished/0/1d6x100 CC, goods worth the roughly the same amount stuffed in a sock or hidden cache.
- 5-8: Meagre/1/SOCx500 CC, roughly 5 times that amount in stuff (rustbucket car, meagre savings, etc).
- 9-12: Average/2/SOCx1000 CC, roughly 5 times that in stuff that can be easily liquidated.
- 13-15: Comfortable/3/SOCx2000 CC, roughly 10 times that in stuff, plus a decent credit rating.
- 16-17: Affluent/4/SOCx3000 CC, roughly 20 times the amount in quality stuff, plus an excellent credit rating
- 18+: Wealthy/5/Virtually unlimited means. You probably have people to handle this “cash”-thing for you.

Refer to Mutant Chronicles (both the new one and the old one if you can) for more info on personal economics and to RQ for rules on bargaining. An MC3-Asset could be considered to be equivalent to about 1500 Crowns.

A character's SOC will primarily change due to in-game events, with jobs aced or botched, and with friends and enemies made.

Characters could attempt to socially climb on their own as well: For every SOCx(Earnings x1000) Crowns invested instead of spent, increase SOC by 1.

If you're *Impoverished* with zero Earnings, you're denied the option to improve your status until you somehow manage to get a decent place to live and a set of clothes you don't rent from the lice – until you reach SOC5 – through other means.

A fat wallet will open doors closed to the less fortunate, and will furthermore double as a soft attribute determining a character's level of general education – lots of money means access to tutors, good schools, educational media and the means of developing a certain eloquence, while a character from a poorer background has had to work for a living.

A high Social Standing does not necessarily imply that a character actually *knows* something – that is covered by skill – but he has a good chance of knowing *of* something.

Adolescent Events Table (2d20):

2	Family tragedy! A freak accident (or was it an accident..?) wipes out your entire family and puts you in an orphanage. Add a hardened notch in both Helplessness and Self-gauges. You start out with a maximum Social Standing of no more than 8 and are limited to a blue-collar background.
3	You did some questionable chemical experimentations in your youth. Anytime a skill roll comes up “01”, you'll zone out for 1d6 rounds. During a flashback, any tests requiring physical coordination or mental coherence are <i>one step harder</i> and your Action Points are reduced by one. Endurance and Willpower-test are <i>one step easier</i> . Your glassy stare and clumsy demeanor are noticeable under scrutiny. Miraculously, this condition has not been caught by any medical screens.
4	Something has scarred you for life: add a failed notch in gauge of choice and <i>Passion: Phobia(something)</i> at 70-POW.
5	Brushed by the Dark Soul. Whether in dream or in real life, a nighmarish encounter has left you with 1d3 failed Unnatural-notches and an innate and deeply troubling Knowledge(<i>The Dark Symmetry</i>)+10.
6	Some folly of youth has left you with a bum something. Roll a random location and reduce its HPs by 1d2.
7	You're not going to let a minor s-s-s-s-speech impediment s-s-s-s-stop you! You balance a <i>one step greater difficulty</i> to social interactions with a Willpower+10.
8	Juvenile delinquent. Gain a contact in the underworld, as well as a criminal record barring you from entry into any career with a Social Standing-requirement.
9	Whether due to big bones, a well-developed sweet tooth or being raised on red meat and hormones, you have bulk. Add +2 SIZ and Brawn+10.
10	Daredevil joyrider. Gain Security+10 and a bonus Drive-trait.
11	You have an increased chemical tolerance. You need double the amount of drugs or alcohol to get an effect, and treat any “normal” dosages as <i>two steps easier</i> to resist. This makes you an expensive drunk and a difficult patient.
12	When old Faithful's time came, the young you were the one who pulled the trigger. Something happened then – you'll never succumb to panic reactions due to violence and killing, even if Madness-tests are made as normal and any notches still affect you. A doctor once expressed worry over this.
13	Brawler. No stranger to busting noses, you gain Brawling+10 and the <i>Intimidating</i> -trait.
14	You have a moderate allergy to something. Exposure induces itching and sneezing. Prolonged exposure incurs a <i>one degree greater difficulty</i> to all tests.
15	An uncanny knack for reading people gives you a bonus Insight-trait. Figure one out.
16	Skeleton in the closet. You, or your family, has a secret dark enough to cause a lot of trouble should it become known.
17	Athlete. You practice some sort of sport. Gain Acrobatics+10, Athletics+10 or Endurance+10, and enjoy a related bonus Skill-trait.
18	You have a silver tongue and gain a bonus Influence-trait.
19	Your family is well-connected. You can freely ignore any career-requirements, and you can treat your Social Standing as one step higher when throwing your name around. Unfortunately your family's rivals have a tendency of catching on when you do.
20	Linguist. By multiple relocations, study or knack, you gain an additional Language+40, and can relate to any other languages as if they were Common Skills.
21	Drafted! Gain Small Arms+10 and free access to the military careers.
22	Civil defence training. Gain First Aid+10 and connections capable of getting you into the law enforcement-careers.
23	Scholarship candidate. Free access to the Academic, Diplomat, Executive, Officer or Scientist-careers and gain a contact of middling importance in the chosen career regardless of whether you actually use the scholarship.
24	You're enrolled in a sponsored merchant marine-program. Gain Athletics-trait: <i>ZeroG-training</i> , Craft(<i>Electronics or Mechanics</i>)+5, Astrogration+5 and Commerce+5. You gain free access to the civilian Pilot-career.
25	You found the love of your life – at least for a while. You parted as friends, and he or she went on to become a well-connected bureaucrat.
26	You excel in an unusual and specific hobby-interest. Gain a free Art, Perform or Knowledge(<i>something possibly quite weird</i>)+40.
27	You have connections in law enforcement and administration who can make most minor offences go away. Major offences will require hefty bribes or big favours.
28	You were always on good terms with the local Mystic. Gain Culture(<i>Brotherhood</i>)+10 and an aging, but resourceful, contact in the Brotherhood.
29	You have quick reflexes; add +3 to Strike Rank..
30	You ran with an actual crew when you were younger. Sometimes they pop up in the strangest of places. Gain Brawling+5 and Streetwise+5.
31	Mean haggler. You treat any tests as <i>one step easier</i> when negotiating purchase, bounty, trade or anything else.
32	You are tough as nails; any penalties due to pain, fatigue and physical damage are <i>one step less</i> . If you spend a Luck Point on a related test, you will automatically treat it as a <i>critical success</i> .
33	Latent sociopath. Add 1d3 hardened Self-notches, and you automatically succeed in any Madness-tests concerning the Self-gauge. You might revel in this, or you might recognise that something is amiss and live by a strict personal code. Either way, you gain a bonus Deceit-trait.
34	Close friends or members of your family became civilian casualties. It might have been a shootout between criminals, a poorly planned tactical strike or a “nuke'em from orbit”-situation. Figure out what happened, and add <i>Passion: Hatred(gang/clan/noble house/corporation)</i> at POWx2+30
35	Anatomical 666 th Sense. You instinctively, and rather savagely, strike repeatedly where it hurts the most until the hurting stops. Raise your Damage Modifier by two steps. You cannot choose to soften your blows – you either hit hard or not at all.
36	Inheritance. An hitherto unknown rich relative dies and bumps your Social Standing up to the next higher step.
37	You are inherently likeable. You gain a <i>one step easier difficulty</i> to relevant social interactions, and even without making an effort you tend to wind up on the sunny side of people.
38	Natural McGuyver. Whenever something crafty or scientificy needs juryrigging, you do so at <i>one greater degree of ease</i> , even with the shabbiest of tools.
39	You have studied under an old Mishiman expat, and gain Evade+5, Brawling+5, Melee Weapons+5 and a bonus combat-trait.
40	You're luckier than the entire Clan Murray put together! Gain an extra Luck Point.

Backgrounds

The following backgrounds are meant to represent a character's upbringing and adolescent years, linked to corporate background and typical ideosyncracies. Also note that a corporate background doesn't mean that you're bonded by blood to that corporation. Some choose to sever their corporate ties and many corporate characters, specially Capitolians and Imperials, frequently move between corporate and freelancing work, while Mishiman citizens can make a good living as intermediaries between the Samurai-families and freelancers or rival corporations.

Some backgrounds are “better” than others – granting higher Social Standing, better skills or traits. If this is a problem, tweak them to your liking – they're only suggestions. If a specific background concept isn't found (a not unlikely occurrence), invent a new one. Any notches and traits offered by a background are cumulative with those gained from events and careers.

All backgrounds give characters some initial skills, including Language(Luna Patois)40 – provided they're from Luna City or other metropolitan settlement. If not, they gain Language(Luna Patois)20. If from a totally backwaters place under a corporate boot, they speak Luna Patois at base percentage.

Bauhaus

The citizenry of Bauhaus is disciplined, hardworking and loyal. Or so the Ministry of Truth would have you believe.

- Initial Skills: Culture(Bauhaus)40, Language(Luna Patois)40, Language(Preussian)40

Citizen

Citizens of Bauhaus can disregard the Academician and Scientist-careers' Social Standing-requirement.

- Skills: Deceit, Endurance, Influence, Insight, Perception, Willpower, Craft
- Elective Skills(3): Athletics, Brawn, CS(Brawling or Small Arms), Drive, Administration, Commerce, Knowledge, one of the following: Etiquette, Streetwise or Survival
- Social Standing: 2d4+6

Homebuilder

The heroic pioneers of Bauhaus, laying the foundations of new settlements in often hostile environments. Homebuilders not only have to deal with the mundane dangers of corporate squatters, rampaging beasts, venusian diseases and legion hordes, but also the exacting standards of Bauhaus Quality Control.

Homebuilders can freely enter the Grunt, Outback Farmer and both military and civilian Pilot-careers.

- Skills: CS(Small Arms), Endurance, Insight, Perception, Willpower, Craft, Survival
- Elective Skills(3): Athletics, Brawn, CS(Melee Weapons or Heavy Weapons), Drive, First Aid, Influence, Administration, Etiquette, one of the following: Gunnery, Pilot or Tracking
- Social Standing: 3d6

Add one hardened Helplessness-notch.

Noble

A member of one of Bauhaus' many noble families. Nobles are mostly, but not always loaded with money – nobles can be disowned, bankrupt or in a slump. Either way, nobles all reap the benefits (and drawbacks) of their name and heritage.

They treat their Social Standing as one category higher when in Bauhaus-territory., and can freely enter the Officer, Pilot, Academic, Executive, Scientist and Socialite-careers.

- Skills: Deceit, Drive, Influence, Insight, Perception, Craft, Etiquette
- Elective Skills (3): CS(Melee Weapons or Small Arms), Willpower, Administration, Art, Commerce, Culture, Knowledge, Language, Oratory, Perform, Politics, Science.
- Social Standing: 1d4+14

Retainer

Retainers have pledged their allegiance to a specific noble house, and as such reap benefits often not available to common citizens.

They also suffer the consequences of the fierce competitiveness between the noble families of Bauhaus. Retainers can ignore the Social Standing-requirements of the Officer, Pilot, Academic and Scientist-careers

- Skills: CS(Melee Weapons or Small Arms), Drive, Deceit, Influence, Insight, Perception, Craft
- Elective Skills: Endurance, Willpower, Administration, Commerce, Etiquette or Streetwise, Oratory, Politics
- Social Standing: 2d6+6

The Brotherhood

A background in the clergy will add a hardened Unnatural-notch, as all members are aware of the Art and its power even if they've never actually experienced it. A background in the Brotherhood is also one of the very few ways of gaining skill in the Art. Furthermore, since most Brotherhood-characters are cared for by the Cardinal and don't have to worry about monetary means, any such career requirements are waived.

- Skills: Culture(Brotherhood)40, Language(Latin)20, Language(Luna Patois)40, Language(any one)40, Deceit, Influence, Insight, Perception, Willpower, Administration or Craft, Knowledge(general education)
- Elective Skills (3): CS(Melee Weapons), Drive, Culture, Knowledge, Language, Oratory, Science
- Living standard-wise Brotherhood-characters are treated as if they had a Social Standing of 9, as the church provides for them. Older mystics and administrators often accumulate their own little treasure hoards, though.

Characters with this background have the option of learning the use of the Brotherhood's unique fighting style provided the Melee Weapons-skill is picked up. This includes the use of swords, shields and polearms, as well as a bonus combat trait.

Capitol

Capitol is the economic powerhouse of the solar system, and is built on a cynical, but highly effective, meritocratic society.

- Initial Skills: Culture(Capitol)40, Language(Capitolian)40, Language(Luna Patois)40

Citizen

- Skills: Deceit, Drive, Influence, Insight, Perception, Willpower, Streetwise
- Elective Skills (3): CS(Brawling or Small Arms), First Aid, Administration, Commerce, Craft, Knowledge
- Social Standing: 1d12+3

Entrepreneur

Capitol's entrepreneurial families form the backbone of the corporation. They bring fresh ideas and new money into Capitol's massive economic machinery.

They can freely enter the Executive, Fixer and Socialite-careers.

- Skills: Deceit, Drive, Influence, Insight, Willpower, Commerce, Etiquette or Streetwise.
- Elective Skills (3): Administration, Culture, Craft or Science, Knowledge, Language, Oratory, Politics
- Social Standing: 2d4+10

Frontierman

Capitol does not, unlike some corporations, tend to send civilians into combat zones. Its already appropriated lands aren't necessarily safe however, and many Capitolians carry big guns and live a rugged life in the hinterlands as farmers and prospectors. They can freely enter the Outback Farmer-career.

- Skills: Athletics, CS(Brawling, Small Arms), Endurance, First Aid, Perception, Willpower, Survival
- Elective Skills(3): Brawn, Drive, Swim, Craft, Knowledge, Navigation, Pilot, Tracking, Swim
- Social Standing: 2d6

Add 1 hardened Helplessness-notch.

Upper Class

These are the nobles of Capitol's plutocracy. They can freely enter the Officer, Academic, Executive and Socialite-careers.

- Skills: Deceit, Drive, Influence, Insight, Perception, Willpower, Etiquette
- Elective Skills: Administration, Perform, Art, Knowledge, Oratory, Pilot, Politics, Science
- Social Standing: 1d4+15

Cybertronic

All Cybertronic-characters gain *Passion: Unwavering Loyalty(Cybertronic)* at 100-(POW+CHA). Any Social Standing-requirements on careers are waived, and a character's Social Standing cannot drop below 9 during character generation.

If hailing from the asteroid-belt, add bonus Athletics-trait: ZeroG-training.

- Initial Skills: Culture(Cybertronic)40, Culture(origin)20, Language(Preussian+40), Language(Luna Patois)40, Language(origin)40 or 10 depending on whether first or second generation.

Chasseur

Not so much raised as carefully constructed, chasseurs represent the pinnacle of Cybertronic's heresies. Physically, they are exceptional individuals, further bolstered by advanced cybernetic enhancements. Chasseurs have 1d3+2 cyberenhancements (details in the Armoury) grafted to their body, most of them geared towards giving them an edge in combat. Furthermore, a chasseur's STR and SIZ are automatically raised to 15, if initially lower. They can freely enter the all military careers.

- Skills: Athletics, Brawn, CS(any), Deceit, Endurance, Perception, Willpower
- Elective Skills (3): Acrobatics, Evade, First Aid, Craft, Knowledge, Science
- Social Standing: 2d4+6 (min 9)

Add 1d6 failed Self-notches – if this fills up the gauge, put the rest in Violence. Chasseurs may very well start with a disability, which will be kept in check with drug cocktails supplied by R&D.

Citizen

Many of Cybertronic's citizens have defected from other corporations or come from a freelancer background.

- Skills: Drive, Deceit, Influence, Insight, Perception, Willpower, Etiquette or Streetwise, Craft
- Elective Skills (3): CS(Small Arms), First Aid, Administration, Commerce, Knowledge
- Social Standing: 2d6+4(min 9)

Scientist

Scientists are the closest thing Cybertronic has to nobles.

- Skills: Deceit, Drive, Influence, Insight, Perception, Willpower, Craft(Electronics or Mechanics) or Science
- Elective Skills (3): Administration, Culture, Etiquette, Knowledge, Language, Science, Politics
- Social Standing: 1d6+12

Freelancer

Unaffiliated with the established corporations, freelancers constitute a sizeable part of Luna City.

- Initial Skills: Culture(any)20, Language(Luna Patois or regional)40, Language(any two)20

Commoner

Expats, outcasts, free spirits and unfortunates.

- Skills: Deceit, Drive, Influence, Insight, Perception, Willpower, Streetwise
- Elective Skills(3): Athletics, CS(Brawling or Small Arms), First Aid, Commerce, Craft, Knowledge
- Social Standing: 2d4+4

Disenfranchised

Being disenfranchised in Mutant Chronicles means being poor, devoid of steady income (or stuck in a really crappy job) and scraping by in a crummy shared apartment in a dangerous neighbourhood. Your family might have been a small cog in a corporate machine who stepped on the wrong toes or simply kicked out in the name of profit, or you might be descended from a long line of unaffiliated lowlifes.

Add 1d6-3 hardened, and 1d6-3 failed Helplessness-notches.

- Skills: CS(Brawling), Deceit, Influence, Insight, Endurance, Perception, Streetwise
- Elective Skills(3): Athletics, Drive, Willpower, Commerce, Craft, Security, Sleight, Stealth, Survival
- Social Standing: 1d8

Entrepreneur

Freelancing entrepreneurs who have, through persistence or blind luck, worked their way into success. They are business owners, innovators, inventors and managers of microcorporations. Some are successful enough to catch the attention of the megacorps – which can be either very lucrative or very dangerous.

Characters from this background can freely enter the Executive and Scientist-careers.

- Skills: Deceit, Influence, Insight, Perception, Willpower, Commerce, Etiquette of Streetwise
- Elective Skills(3): Drive, Administration, Craft or Science, Culture, Knowledge, Language, Oratory, Politics.
- Social Standing: 2d4+8

Imperial

Imperial is the smallest of the major corporations, but that doesn't stop them from throwing suckerpunches left and right. This has earned them many enemies, but their enemies have found that it is far less troublesome to handle the Imperials in trade negotiations than in a firefight.

If hailing from the Asteroid-belt, Imperials add bonus Athletics-trait: ZeroG-training.

- Innate Skills: Culture(Imperial)40, Language(Imperial Standard)40, Language(Luna Patois)40

Clansman

While every Imperial is technically a clansman, this background refers to the ones who proudly and violently fly the clan's flag in the face of who- or whatever stupid enough to stand in their way. Clansmen cultivate a fierce warrior-culture, and often form the spearhead of Imperial's military expeditions – they can freely enter the Grunt-career.

- Skills: Athletics, Brawn, CS(Brawling, Melee Weapons, Small Arms), Endurance, Perception, Willpower
- Elective Skills (3): Drive, Evade, Influence, Insight, Perception, Streetwise or Survival
- Social Standing: 2d6+1

Clansmen value tradition, and are proficient with claymores and shields.

Add one hardened Violence-notch.

Add *Passion: Loyalty(Clan)* at POW+CHA+30.

Citizen

Most of Imperial's citizens brandish a specific clan flag, if only to show respect to something their great grandfather did once in a battle no one really remembers. All citizens are required by law to participate in regular military and civil defence-drills.

- Skills: Brawn, CS(Small Arms), First Aid, Deceit, Drive, Influence, Insight, Perception
- Elective Skills (3): CS(Brawling), Willpower, Administration, Commerce, Craft, Knowledge, one of the following: Etiquette, Streetwise or Survival
- Social Standing: 2d6+2

Conquistador

The Imperial Conquistadors' speciality is swooping down on unclaimed, and sometimes claimed, territory, secure it by any means necessary, and establish a foothold for the Imperial corporation. While these expedition forces are mainly military, engineers, scientists and workers accompany them and once the foothold is secured, are followed by more citizens and their families. These settlements are bustling and productive, but also isolated and dangerous – contested by rival corporations or the Dark Legion. The Grunt, Outback Farmer and both military and civilian Pilot-careers are freely available.

- Skills: CS(Small Arms), Endurance, Influence, Perception, Willpower, Craft, Survival
- Elective Skills(3): Athletics, CS(Heavy Weapons) or Gunnery, Drive or Pilot, First Aid, Swim, Knowledge, Navigation,
- Social Standing: 2d6+3

Add one hardened Helplessness-notch.

Noble

The blue-bloods of the Imperial clans. Nobles treat their Social Standing as one step higher when dealing with their own clan, and can freely enter the Officer, Pilot, Academic Executive and Socialite-careers.

- Skills: Deceit, Influence, Insight, Perception, Willpower, Etiquette, Politics
- Elective Skills: CS(Melee Weapons, Small Arms), Drive or Pilot, Administration, Knowledge, Culture, Language, Science
- Social Standing: 1d4+14

Add *Passion: Loyalty(Clan)* at POW+CHA+30

Mishima

Mishima culture is a strange blend of fierce traditionalism and groundbreaking innovativity, mixed with ruthless capitalism.

- Initial Skills: Culture(Mishima)40, Language(Luna Patois)40, Language(Mishiman)40

Citizen

Citizens can freely disregard the Social Standing-requirement for the Scientist-career.

- Skills: Deceit, Drive, Influence, Insight, Perception, Willpower, Etiquette or Streetwise
- Elective Skills: CS(Brawling, Melee Weapons), Administration, Commerce, Craft, Knowledge, Survival
- Social Standing: 2d6+2

Samurai

Mishima's privileged samurai-clans run the the corporation's bureaucracy, money and military. They treat their Social Standing as one step higher when in Mishima-controlled territory, and can freely enter the Officer, Diplomat, Executive and Socialite-careers.

- Skills: Deceit, CS(Brawling or Melee Weapons) Influence, Insight, Perception, Willpower, Etiquette
- Elective Skills: Endurance, Administration, Art, Commerce, Culture, Knowledge, Language, Oratory, Politics
- Social Standing: 2d6+6

Bonus Combat Trait: any close combat-related.

Add *Passion: Loyalty(Clan)* at POW+CHA+30

Triad

Triads rule Mishima's streets and underworlds. Its leaders are often on good terms with the Samurai, some triad leaders even are Samurai. Triads treat their Social Standing as one step higher when on their home turf.

- Skills: CS(Brawling, Melee Weapons), Deceit, Drive, Influence, Insight, Perception, Streetwise
- Elective Skills: Athletics, CS(Small Arms), Endurance, Willpower, Commerce, Knowledge, Etiquette, Stealth, Security
- Social Standing: 1d12+3

Add *Passion: Loyalty(specific Tong)* at POW+CHA+30

Whitestar

While the best paid and highest status occupations in Whitestar-territory tend to be nobles only, any character can freely ignore a career's Social Standing-requirements. All Whitestar-characters treat their Social Stading as one step less when in foreign territory. Used to isolationism and awfulness, all Whitestar-characters gain one hardened Helplessness-notch.

- Initial Skills: Culture(Whitestar)40, Language(Luna Patois)40, Language(RussoMandarin)40

Citizen

Spread across vast underground tunnels and bunkers, Whitestar's citizenry is hardy and resourceful.

- Skills: Endurance, Influence, Insight, Perception, Willpower, Commerce or Craft, Etiquette or Survival.
- Elective Skills(3): Brawn or Athletics, CS(Brawling, Small Arms), Deceit, Drive or Pilot, First Aid, Gunnery, Knowledge
- Social Standing: 2d6

Noble

Whitestar's hereditary noble houses tend to be earthier than other nobles, but they still like their decadence. They treat their Social Standing as one step higher in Whitestar-controlled territory

- Skills: Endurance, Deceit, Influence, Insight, Perception, Willpower, Etiquette
- Elective Skills(3): CS(Melee Weapons, Small Arms), Drive or Pilot, Art, Culture, Craft, Gunnery, Knowledge, Language, Science(Archaeology)
- Social Standing: 1d4+12

Resector

Resectors are the ones living uncomfortably close to, foraging into and cleaning out, the wilds of the old world. While they live in constant danger from beasts, raiders and environmental poisoning, they also bring in rare and precious goods.

- Skills: Athletics, CS(Brawling, Melee Weapons, Small Arms), Deceit, Endurance, Perception, Willpower, Survival
- Elective Skills(3): First Aid, Influence, Perform(Storytelling), Commerce, Navigation, Stealth, Track
Some Resectors are chosen to partake in Tsarina-approved expeditions to ancient arcologies and even to space: Add Astrogation, Craft, Gunnery, Pilot and Science(Archeology) to the skill list, as well as bonus Athletics-trait: ZeroG-training.
- Social Standing: 2d6+1

Add 1d6-3 hardened and 1d6-3 failed Helplessness-notches.

Background Events

Determine which table to roll on: roll d6, on a result of 1-3, roll on the Happenings-table. On a 4-6, roll on the respective Civilian or Military Career-tables depending on your choice of career..

The events should add some spice to most character concepts. If an event clashes completely, feel free to ignore and reroll.

Happenings Table (1d20)

1	Nemesis. Someone who hates your guts and will go out of his or her way to make you miserable, and who has access to considerable resources. Whatever you did, it was probably something really bad. Make up a story, the GM will gladly work out the details.
2	Convicted of a crime! Maybe you actually didn't do it, but you still get sent off to serve time in a high-security detention facility. You lose your job and your Social Standing-level is automatically is set to Poor(4). Gain 1d3 criminal contacts of low to middling importance. You have a criminal record and prison tattoos. Add one hardened and one failed Helplessness-notch.
3	You succumb to a vicious illness which knocks you off your feet for months. It leaves you with a -1d3 CON and Social Standing. Occasionally it flares up again as a <i>Fever</i> . You aren't contagious. You think.
4	You get suckered into a pyramid scheme. Lose 1d6 Social Standing.
5	A rival corporation takes an interest in you. The ensuing shenanigans leaves you with two personal enemies, one in your own ranks and the other in the rival corporation.
6	You buy a homegym appliance through an ad in a magazine. Roll 1d6: 1-3: add +1 STR. 4-5: add +1 CON. 6: add +1 to STR and CON
7	You read some decent self-help books. Roll 1d6. 1-3: add +1 INT. 4-5: add +1 CHA. 6: add+1 INT and <i>subtract</i> -1 CHA.
8	You're dragged into a cell and questioned and probed for days by Brotherhood Mystics. Turns out you have latent talent. You may opt to develop skill in the Art, provided you submit to the Brotherhood's doctrines. If you already have skill in the art, you pick up a second discipline. Should you decline submitting to the Brotherhood's doctrines, this event never happened.
9	Romantic involvement. You meet someone nice, roll 1d6: 1-2: Happens to come with some serious baggage – criminal, rival corporation, heretic, drug-addict, severely indebted etc. 3-4: Nine months later you're either a single mom or have a rather irate grandfather on your back. 5-6: Your paramour has 1d3 levels greater Social Standing than you and a significantly less than enthusiastic family.
10	Romantic involvement. You meet someone nice who just makes your day a bit brighter, and who can act as an emergency therapist for any gained notches.
11	You gain a random professional contact. Roll d6: 1: Academia. 2: Corporate. 3:Criminal. 4: Freelancer. 5:Law Enforcement. 6: Media.
12	Run-in with a gang of criminals or heretics. Roll 1d6: 1-3: on their good side (gain a tenuous contact), and the authorities have you pegged as “connected” to them. 4-6: on their bad side (gain an enemy), you're on their list.
13	Self-medication develops an unhealthy habit. Gain a hardened Self-notch and <i>Passion: Addiction(something)</i> at 70-CHA.
14	An independent free trader and smuggler owes you a favour. You might have to hunt him down to claim it, though.
15	Mistaken identity. You happen to be a spitting image of someone (roll d6) famous(1-3) or infamous(4-6). The mix-up is quickly cleared up, but someone somewhere has you pegged as an asset.
16	A relative names you in the will and leaves you a somewhat ragged apartment in the very expensive part of town.
17	In the right spot at the right time, you gain an influential contact within your own corporation or profession.
18	Gain an influential contact – who owes you a favour – within a random rival corporation.
19	Woohoo! You win the lottery and gain 1d3+1 Social Standing.
20	Dark dreams lead to darker thoughts. You may not know what instigated this, but you gain a Passion related to a randomly determined apostle at 70-(POW+CHA) and a stigmata that is thankfully not easily noticed. You're not a heretic (yet), but the door is wide open. The only way for you to get a decent night's sleep is through drugs. You worry deeply about the Inquisition.

Civilian Background Table (1d20)

1	Fired! Doesn't matter what you did or didn't do, you're curbstonped out of whatever profession you held. Lose 1d4+1 Social Standing and gain an enemy.
2	Your business and much of your normal life is about to go down the drain. Your quick and ruthless thinking gains you a hardened Self-notch, Willpower+10 and an old friend turned into a personal enemy.
3	You get into a terrible accident or shootout, gaining you a failed notch in both Helplessness and Violence.
4	You witness a terrible accident or shootout and impress with your command of the situation. Gain one hardened notch in both Helplessness and Violence, and also First Aid+5.
5	Underworld connections. Gain a criminal contact. You owe him a favour. Or money. Or both.
6	Spending time in, or commuting through, the rough parts of town nets you a hardened Violence-notch and Streetwise+5.
7	You befriend a freelancer Entrepreneur, who turns out to be quite the mechanical wizard and inventor.
8	You buckle down and increase a professional skill of choice by +5 as well as gaining a bonus Skill-trait.
9	Faithful attendance to the Brotherhood's sermons grants you some one on one with a Mystic. Gain a hardened Unnatural-notch and Culture(<i>Brotherhood</i>)+10.
10	Creative bookkeeping nets you +1d2 Social Standing. Officials will likely not appreciate your creativity as much as you do.
11	Uncharacteristical honesty nets you -1d2 Social Standing and a grateful bureucrat who owes you a favour.
12	Finally you get that promotion. Or a raise or just a lucky break – either way add +2 Social Standing.
13	You gain a good friend as well as a professional contact.
14	You get involved in a criminal investigation. You didn't do anything, or at least not <i>this</i> thing, but your mug is in the archives. Roll 1d6: 1-2: gain a law enforcement enemy. 3-4: gain a media contact. 5: gain a criminal contact. 6: gain a law enforcement contact.
15	High-profile work nets you an acquaintance in Socialite-circles, as well as +1 Social Standing.
16	Wary. Healthy paranoia has developed some sharp senses, and you gain a bonus Perception-trait.
17	You spend some time working on the turf of a rival corporation. Add Culture(<i>specific corp</i>)+10 and Language(<i>specific corp</i>)+10.
18	You gain an influential professional contact.
19	A combination of good business-sense and blind luck nets you +1d2 Social Standing and 15 minutes of fame. Your face is occasionally recognized.
20	As part of your neighbourhood's resident group of vigilantes, you gain a +10 to Combat Style of choice, as well as Brawn+5 and Endurance+5.

Military Background Table (1d20)

1	Dishonorable discharge! Maybe you made an error in judgement, maybe you lost your cool at the wrong time, or maybe you were a handy scapegoat. You're kicked out with a blemished record, -1d4 Social Standing, and a personal enemy.
2	Your friend died in the mud while you tried to keep his intestines in place. You promised to look after his family.
3	Intense, violent clashes with the enemy gains you one failed and one hardened Violence-notch, as well as Automatics+5.
4	Friendly rivalry turns bad and bitter. Gain an enemy.
5	You have a scar, a medal and a bullet with your name on it on a chain around your neck. Add <i>Passion: Obsession (your bullet)</i> at POWx2+40.
6	Ill-fated trek into enemy territory leaves you with a failed notch in both Helplessness and either Violence or Unnatural (your choice), but also with Survival+10.
7	Grueling campaign nets you Endurance+5 and Willpower+5
8	Mandatory AntiArmour-course gives you tinnitus as well as Demolitions+5 and Heavy Weapons+5.
9	Boring garrison duty nonetheless nets you a resourceful contact in the Supply Corps.
10	Part of a high profile operation covered by the media. Roll 1d6: 1-3: the operation was a success. 4-6: it botched. Either way, your face gets recognized from time to time.
11	A friendly Inquisitor shares some secrets with a fellow soldier; add one hardened Unnatural-notch and Culture(<i>Brotherhood</i>)+10.
12	You receive training while in transit – gain bonus Athletics-trait: <i>ZeroG-training</i> and either Astrogation+5 or or Gunnery+5
13	Promotion. +1 Social Standing and gain a professional contact.
14	Intense training grants you +5 to skill of choice and a bonus trait.
15	Being part of a specialized strike force nets you either Science/ <i>Strategy</i> +10, Culture/ <i>specific corp</i> +10 or Knowledge/ <i>special enemy</i> +10
16	You save the life of someone important and gain a high-profile, influential contact.
17	Commando Training. Gain Brawling+5, Stealth+5 and the <i>Trench Raider</i> -trait.
18	Being on the business end of violence has given you a 6 th sense. You can reroll any tests to avoid ambushes or traps.
19	While recuperating from an injury, you are volunteered to a medical experiment and wind up with a biomechanical implant.
20	Recruited for Doom Trooper (or other supercool SpecOps)-service. Add +1 to STR, CON and DEX, +10 to Combat Style of choice, as well as the benefits listed under the Special Forces MOS.

Military Careers

Active duty will modify your mental landscape – add 1d3+1 hardened Violence-notches and 1d6-3 failed Violence-notches – the military produces all sorts. If clashes with the Dark Legion are commonplace, the Unnatural-gauge might be modified as well. Combined with the various events, it is entirely possible that ex-military characters will start with some serious psychological issues.

Grunt (requires min. CON of 9)

Enlisted, lifers and NCO's.

- Skills: Athletics, CS(Melee Weapons, Small Arms), Endurance, Evade, First Aid, Perception, Willpower.
- Social Standing Modifier: none. Special Forces are better paid and gain +1d3-1.
Additionally, grunts have a speciality, some examples are detailed below. Pick up to three extra MOS-skills.
 - Driver – tank drivers, Sky Shark-spotters, couriers and chauffeurs.
MOS: Comms, Drive or Pilot, Etiquette, Craft(Mechanics), Navigation, Survival.
 - Gunner – part of a tank- or artillery crew, or serving on a sea- or skybound Man o'War.
MOS: CS(Heavy Weapons) or Gunnery, Comms, Demolitions, Craft(Mechanics), Survival.
If serving on a ship, add the Swim-skill. If serving on a spaceship, add Bonus Athletics Trait: ZeroG-training.
 - Medic – every soldier's best friend, making sure any medals aren't awarded posthumously.
MOS: Brawn, Drive, Influence, Insight, Science (Medicine), Survival.
Bonus Willpower-trait: Does not faint.
 - Scout – recon, sharpshooters and spotters.
MOS: CS(Automatics), Conceal, Stealth, Swim, Comms, Command, Demolitions, Survival, Tracking
 - Special Forces – this career represents the elite Doom Troopers, Blood Berets, Martian Banshees, KickMurder operatives, PowerArmour operators, Sacred Warriors etc. Choosing this career requires STR, CON and DEX of min.13, or a special event.
MOS: Any three relevant skills of choice.
Bonus Willpower-trait: Cool under Fire
Bonus Combat Trait: any
 - Trencher – frontline soldiers, trenchers know three things: misery, adrenaline and the chain of command.
MOS: Brawn, CS(Any), Command, Comms, Conceal, Demolitions, Survival
Bonus Combat-trait: Battle-drilled

Officer (requires min. CON of 9 and INT of 13, Soc.Standing of 12 or more)

Combining the art of modern armed combat with appreciating aged brandy while contemplating strategic troop placements, military officers are almost invariably from moneyed families. Officers promoted from the enlisted ranks seldom make it past lieutenant.

- Skills: CS(Melee Weapons, Small Arms), Endurance, Evade, Willpower, Command, Comms, Etiquette, Science (Strategy) + two more to reflect background/MOS.
- Social Standing Modifier: +1d3-1. Special Forces-officers add +1d3.

Bonus Combat Trait: Battle-drilled.

Pilot (requires min. DEX and INT of 12, Soc.Standing of 12 or more)

Military pilots are all commissioned officers and operate expensive equipment – Sky Sharks, gunships, fighters, warships's etc.

- Skills: CS(Small Arms), Endurance, Perception, Willpower, Comms, Navigation or Astrogation, Pilot
- Elective Skills (3): Athletics, Command, Etiquette, Gunnery, Craft(Electronics, Mechanics), Science(Strategy), Survival.
- Social Standing Modifier: +1

Sea-bound pilots add Swim. Spacer pilots add Bonus Athletics Trait: ZeroG-training.

Civilian Careers

Academic (requires min. Soc.Standing of 12+ and INT 13)

Scholars, lawyers, bureaucrats and whip-wielding archeologists.

- Skills: Administration, Influence, Knowledge, Science, Teach.
- Elective Skills (3): Deceit, Drive, Insight, Culture, Knowledge, Language, Politics, plus up to two special interest skills.
- Social Standing Modifier: +/-1d3-2

Criminal

Mobsters, con-artists, smugglers, burglars and gangbangers.

- Skills: Athletics, CS(Brawling, Melee Weapons or Small Arms), Deceit, Insight, Perception, Stealth, Streetwise.
- Elective Skills (3): Brawn, Drive, Evade, Influence, Commerce, Forgery, Gambling, Craft(Drug-cooking), Security, Sleight.
- Social Standing Modifier: +/-1d4-2

Add 1d6-3 hardened and 1d6-3 failed Violence-notches.

Add 1d3 hardened Self-notches

Diplomat (requires min. Soc. Standing of 12)

Negotiators, diplomats, bureaucrats and sometimes spies.

- Skills: Deceit, Influence, Insight, Administration, Culture, Etiquette, Language, Politics, and any two personal interest skills.
- Social Standing Modifier: +1

Executive (requires min. Soc.Standing of 13+ and INT of 13)

Movers and shakers of industry and power.

- Skills: Deceit, Influence, Insight, Willpower, Administration, Etiquette
- Elective Skills (2): Commerce, Culture, Language, Oratory, Politics, Science, plus two personal interest skills.
- Social Standing Modifier: +1d4

Add 1d3 hardened Self-notches

First Responder

Paramedics, firefighters and other emergency personnel.

- Skills: Athletics, Brawn, Drive, Endurance, First Aid, Insight, Willpower.
- Elective Skills (3): Influence, Perception, Swim, Navigation, Comms, Pilot, Science (Medicine).
- Social Standing Modifier: none

Bonus Willpower-trait: Does not faint

Add 1d6-2 hardened Helplessness-notches.

Fixer (requires min. INT of 13)

Troubleshooters, investigators and procurers, relying on street-smarts and a net of contacts to move about in the urban jungle and between corporate, social and legal layers.

- Skills: CS(Small Arms), Deceit, Drive, Influence, Insight, Perception, Streetwise.
- Elective Skills (3): Athletics, Willpower, Administration, Culture, Forgery, Knowledge, Language, Security, Sleight.
- Social Standing Modifier: +/-1d4-2

Law Enforcement/Security (requires clean criminal record)

Megacity law enforcement, whether corporate or freelance, is a dangerous and often lonely job.

The Social Standing-modifier indicates cops that do not take bribes or a share of busts.

Add 1d6-3 hardened and 1d6-3 failed Violence-notches.

Add 1d3 hardened Helplessness-notches.

Beat Cop (Bauhaus and Cybertronic cops have a SIZ-requirement of 15)

- Skills: CS(Small Arms), Drive, Evade, First Aid, Influence, Insight, Perception
- Elective Skills (3): Athletics, Endurance, CS(Automatics, Brawling, Melee Weapons), Willpower, Command, Comms, Streetwise
- Social Standing Modifier: none

Riot police gain proficiency in the use of shields.

Detective (requires min. INT of 13)

- Skills: CS(Small Arms), Drive, Influence, Insight, Perception, Willpower, Criminology
- Elective Skills (3): Deceit, Evade, Administration, Comms, Culture, Language, Security, Streetwise.
- Social Standing Modifier: +1

Outback Farmer (requires min. CON of 9)

Farmers, hunters, prospectors, trackers and off-beat hermits.

- Brawn, CS(Small Arms), Drive, Endurance, First Aid, Perception, Survival.
- Elective Skills (3): Athletics, Conceal, CS(Brawling), Craft(Construction, Farming, Hunting, Electronics, Mechanics), Pilot, Stealth, Tracking
- Social Standing Modifier: -1

Add 1d3 hardened Helplessness-notches.

Pilot (requires min INT of 13)

Mostly merchant marines, some pilots are smugglers and some contracted to military crafts.

- Skills: Endurance, Perception, Pilot, Comms, Electronics, Mechanics, Navigation or Astrogation
- Elective Skills (3): Athletics, CS(Brawling or Small Arms), Commerce, Culture, Knowledge, Language, Survival, Swim
- Social Standing Modifier: +1

Spacer bonus Athletics-trait: ZeroG-training.

Reporter (requires min. CHA of 10)

Muckrakers, journalists and media artists.

- Skills: Deceit, Drive, Influence, Insight, Perception.
- Elective Skills (4): Administration, Craft (Photography, Writing), Culture, Knowledge, Language, Perform, Streetwise, plus one special interest skill.
- Social Standing Modifier: +/-1d4-2

Scientist (requires min. Soc.Standing of 12+ and INT 14)

Engineers, researchers and mad geniuses.

- Skills: Perception, Craft, Science(any two), Teach.
- Elective Skills (3): Administration, Astrogation, Comms, Influence, Insight, Knowledge, Navigation, plus up to two personal interest skills.
- Social Standing Modifier: +1d3-1

Socialite (requires min. Soc.Standing of 15+)

Nobles, moviestars, celebs, the filthy rich and the occasional lottery winner.

- Skills: Deceit, Influence, Insight, Etiquette.
- Elective Skills (3): Athletics, Drive, Perform, Acting, Art, Oratory, Seduction, plus three personal interest skills
- Social Standing Modifier: +/-1d3-2

Add 1d6-4 hardened and 1d6-4 failed Self-notches.

Wage Slave

Street vendors, cab drivers, miners, cooks, plumbers, bartenders, temps etc.

- Skills: Deceit, Drive, Insight, Perception, Craft or Knowledge, Etiquette or Streetwise
- Elective Skills (3): Athletics, Brawn, CS(Brawling), Endurance, Influence, Administration, Commerce, Language, Perform, Willpower, plus one personal interest skill.
- Social Standing Modifier: -1 Maximum starting Soc.Standing is "Average" (9).

Brotherhood Careers

Inquisitor (requires Brotherhood-background, min. STR and POW of 11, SIZ of 14)

Inquisitors are an effective weapon of fear used by the Brotherhood, mostly to keep corporations in check, but also to root out actual corruption in all layers of society. They commonly accompany military expeditions into Legion-territory.

- Skills: CS(Small Arms, Automatics), Endurance, Influence, Insight, Perception, Willpower, Mysticism
- Elective Skills (3): CS(Any), Evade, Administration, Command, Criminology, Culture, Knowledge, Language, Oratory, Science(Strategy), Survival

Bonus Combat-trait: Formation Fighting

Bonus Influence-trait: Intimidating

Add 1d3 hardened Unnatural-notches.

Add 1d6-3 hardened Violence-notches.

Missionary

Brotherhood missionaries are the people running the organization – administrators, street missionaries, couriers and diplomats. They do not receive, or have flunked out of, training in the Art, but still enjoy all the other benefits of the Brotherhood's organization.

- Skills: Influence, Insight, Perception, Willpower, Administration, Culture, Language
- Elective Skills (3): First Aid, Perform, Art, Craft, Knowledge, Oratory, Politics, Science, Streetwise

Add 1d6-3 hardened Unnatural-notches.

Mortificator (requires Brotherhood-background, min. DEX and INT of 12)

Mortificators are the elite field agents of the Brotherhood. By the time of the 2nd. Corporate Wars, they have morphed into the familiar ninja-role. Not all Mortificators are gifted in the Art. Those that aren't make up for it in other ways.

- Skills: Athletics, CS(Brawling, Melee Weapons, Small Arms), Evade, Insight, Perception, Stealth, Willpower
- Elective Skills(3): Conceal, Culture, Demolitions, Disguise, Language, Mysticism, Streetwise or Survival, Security or Tracking

Add 1d3 hardened Unnatural-notches

Add 1d3 hardened, and 1d6-3 failed Violence-notches.

Bonus Combat Trait: Assassination

Mystic (requires Brotherhood-background, min. INT of 14)

Mystics devote themselves fully to the mysteries of the Art and the Brotherhood's doctrines. Mystics are the only ones who may learn more than one path of the Art.

- Skills: Deceit, Influence, Insight, Perception, Willpower, Knowledge or Science, Mysticism
- Elective Skills (3): Perform, Art, Astrogation, Culture, Electronics, Knowledge, Language, Oratory, Science,

Sacred Warrior (requires Brotherhood-background, min. STR, DEX, CON of 12, SIZ of 14)

Sacred Warriors are the brotherhood's elite fighting force, found in the Curia and Valkyrie Guards. Some are also adept in the use of the Art. Treat them as Grunts with the SpecOps MOS, with the additional elective skill of Mysticism. They are proficient in the Brotherhood's unique arts of sword, spear and shield.

Add 1d3 hardened Unnatural-notches.

Add 1d3+1 hardened and 1d6-3 failed Violence-notches.

There is another type of Brotherhood-related career, showcased by the **Etolie Mortantes**. These are individuals, mostly clanfolk or noble-born, who display talent and are trained in aspects of the art, but still retain their ties to the corporation of origin.

Without exception they are warriors, being treated as Grunts or Officers, with the additional electives of Mysticism and a path of the Art.

Revised Skills

Some skills from the RQ-skill list have been removed, some altered and several new ones added.

For Common Skills:

- *Athletics* also cover movement and manoeuvres in Zero-G (which is *Formidable* unless specially trained).
- *Locale* is no longer an available skill, being covered by a character's background and the *Culture*-skill. *Etiquette*, *Knowledge*, *Streetwise* and *Survival*-skills will also assist. Assume that characters simply know their home turf.
- *Sing* and *Dance* has been folded into the cascading *Perform*, along with other socially expressive methods – standup, bass player, weather presenting, street preaching, busking etc.
- *Unarmed Combat* is folded into the *Brawling-combat style*. See sidebar on the different combat skills.
- *Drive* covers the operation of cars, light trucks, and common recreational vehicles.
- *Customs* is replaced with *Culture(own)*.

For Advanced Skills:

- *Administration* – the mainstay skill of the cubicle manager. It covers basic business management, administrative hierarcies, accounting and red-taping as well as following paper trails.
- *Art* – may be tricky to differentiate from *Perform*, but you know it when you see it.
- *Astrogation* – enables the plotting of safe courses through space and planetary entrance, as well as the handling of the complex navigation and propulsion systems found on spaceships. The early era has several prestigious schools, many of them military, teaching this skill, but after the corruption of the Symmetry it is a restricted and highly specialized skill.
- *Criminology* – covers investigative procedures, interviewing techniques, identifying, processing and piecing together evidence, as well as an understanding the criminal (or heretical) mind.
- *Command* – the ability to lead and inspire others by example, force of presence or pure knack. This skill also covers small-scale tactics, adding its critical range to Strike Rank when determining initiative in squad-level tactical encounters.
- *Comms* – ability to operate advanced communication-equipment. Enables user to rig, repair, work, jam and hack into encrypted comm-channels and to communicate clearly over bad lines. Will allow user to jury-rig damaged equipment, and to identify corrupted equipment. Also covers more primitive signaling like semaphore, morse etc
- *Craft* cover several specialities, like:
 - *Electronics* – tinker with, build, bypass, repair and expertly use electronic devices. Allows for identification and cleaning of corrupted equipment, provided a user is able to pick it apart and put it together again with spare parts.
 - *Mechanics* – allows for use, maintenance, repair and juryrigging of complex mechanical equipment.
- *Culture* – covers specific corporate (or non-corporate) culture, separate *Culture*-skills must be taken to cover the various societal varieties.
- *Demolitions* – safely handle and utilize explosive materials. Use it to blow things up without blowing yourself up.
- *Etiquette* – the skill of dressing, behaving and avoiding blunders in the company of society's high caste.
- *Forgery* – not only the creation and falsification of physical documentation, but also knowledge of passwords, encryption, overseers and other aspects.
- *Gunnery* – the use of artillery, tank guns, AA-guns, tactical missiles etc. Covers all aspects of operating them; maintenance, targeting, forward observing and fireteam-tactics.
- *Knowledge* – This skill covers specialized knowledge not otherwise covered by other skills.
- *Language* – While a working knowledge of Luna Patois will be enough to get by in most metropolitan areas, the different corporate cultures harbour their own languages as well – learning the native language will go a long way towards being accepted by corporate citizenry and to successfully navigate bureaucracy. This skill also cover literacy. Concerning literacy, Mishima and Whitestar use specific alphabets mostly incomprehensible to the uninitiated. The other corporations and the Brotherhood all use a common, shared alphabet. Archaic languages are covered by the Science-skill.

Common Skills

Athletics (STR+DEX)	Evade (DEXx2)
Brawn (STR+SIZ)	First Aid (INT+DEX)
Combat Style (STR+DEX)	Influence (CHAx2)
Conceal (DEX+POW)	Insight (INT+POW)
Culture (own) (INTx2)	Perform* (POW+CHA)
Deceit (INT+CHA)	Perception (INT+POW)
Drive* (DEX+INT)	Stealth (DEX+INT)
Endurance (CONx2)	Swim (STR+CON)
	Willpower (POWx2)

Advanced Skills

Acrobatics (STR+DEX)	Knowledge* (INTx2)
Acting (CHAx2)	Language (INT+CHA)
Administration* (INTx2)	Invoke* (POW+CHA)
Art (POW+CHA)	Mysticism* (INT+POW)
Astrogation* (INTx2)	Navigation (INT+POW)
Command* (POW+CHA)	Oratory (POW+CHA)
Commerce (INT+CHA)	Pilot* (DEX+INT)
Comms* (INTx2)	Politics* (INT+CHA)
Craft (DEX+INT)	Science* (INTx2)
Criminology* (INTx2)	Security* (DEX+INT)
Culture (other)* (INTx2)	Seduction (INT+CHA)
Demolitions* (INT+POW)	Sleight (DEX+CHA)
Disguise (INT+CHA)	Streetwise (POW+CHA)
Etiquette* (INT+CHA)	Survival* (CON+POW)
Forgery* (DEX+INT)	Teach (INT+CHA)
Gambling (INT+POW)	Track (INT+POW)

- Politics – knowledge of how governments and administrative offices work, the right persons to talk to to get things done and the various ways of working the voting crowd. Often goes hand in hand with *Administration*, *Etiquette* and *Culture*.
- Pilot - covers several different vehicles; big rigs, tracked vehicles, hoverbikes, watercraft, planes, VTOL's, jetpacks, dinosaurs, powersuits, spaceships etc. A separate pilot skill exists for each type of vehicle, and covers handling and basic maintenance. This skill is normally not checked for everyday operation. Reserve it for high-risk manoeuvres.
- Science – most often an academically aquired skill, allowing for in-depht understanding of a subject. Some noteworthy skills cascaded under *Science* are:
 - Computer – enables user to use advanced computer programs and networks, to code, crack and encrypt. Normal usage of computers, which is fairly common during the early era, does not require this skill. After the corruption by the Symmetry and the outlawing of thinking machines, the use of and access to this skill is restricted to scientists, specialists and heretics.
 - Engineering – mostly restricted to scientists, specialists and wild-haired inventors. Several specialized areas (construction, mechanical, temporal, military etc).
 - Medicine – covers knowledge and usage of medical computers, pharmaceuticals, diagnostization, surgery and specialized procedures.
 - Strategy – covers large scale military strategy (with all that it entails). Commonly taught at the various military academies.
 - Various classical sciences and academia like anthropology, archeology, biology, chemistry, economics, geology, psychology, sociology etc.
- Security – covers lockpicking, shortcircuiting security doors, bypassing boobytraps, rigging security cams and other unsavoury means of breaking and entering, as well as means for preventing the same.
- Survival – covers the basics of not dying from exposure, hunger, dehydration or flora/fauna. Every character with this skill gains a bonus Trait: *Specific Environment*. If using this skill outside of that environment, all tests are *Formidable*.
- *Mysticism and Invoke* are skills related to the spells of the Art and the Symmetry, and are detailed there.

The differences between *Craft*, *Science* and *Knowledge* are that Craft primarily deals with practical skill and knowhow, Science deals with more academically aquired, scholarly skill (which might, or might not, be practically applied), and Knowledge is more specialized or hobbyist knowledge (the Dark Symmetry, Luna City sewer layout, heraldic lore or chess GM).

Concerning advanced skills; while the mutated solar system of the future might seem a barbaric place, humanity is still blessed with a relatively high level of general education. As such, many advanced skills can be attempted at base percentage, even if untrained. Which skills that can be attempted in which circumstances depend on the situation, the background of the character in question and the GM's ruling. Actively developing these skills still follow the rules as laid out in RQ.

Skills, Combat Styles and Traits

The new Mutant Chronicles introduces a slew of *talents* that give characters some edges in various areas of expertise, much like RQ's *Combat Style-traits* do with fighting. There really is no reason why these two shouldn't be combined, is there? The talents laid out in the MC-corebook should serve as fine inspiration for this a mechanic.

A character may pick one skill from background-skills and another from the chosen career-skills and choose a particular trait to reflect talent, training or knack. This signature skill can be either a normal skill or a combat style. Certain backgrounds and careers offer bonus traits. A lucky roll on the events-table might add more.

Traits may also be developed during play, but these bonuses reflect raw talent or specialized training over time. Developing new traits for signature skills and combat styles should require an effort.

A trait might:

- negate certain circumstantial penalties
- add an additional level of ease in certain situations
- allow a character to pull off something not generally covered by, or allowed under, the skill
- allow a character to complete a task noticeably quicker
- allow a character to add an additional successlevel to task rounds

Combat Styles are much simplified – being focused on broad, similar techniques. They are still treated as Common Skills and use STR+ DEX as defining attributes.

The following Combat Styles found in the Mutant Chronicles-hack are:

- **Brawling** – covers unarmed combat, knives and improvised weapons
- **Melee Weapons** – covers melee weapons of significant size; swords, bludgeons, mounted bayonets and powered weapons. Specialized or archaic weapons such as bows, greatswords, polearms, flails and shields are also covered by this skill, but are used at a *Formidable* penalty unless a character's background covers this sort of training.
- **Small Arms** – covers usage of pistols, carbines, rifles and shotguns capable of semi-automatic or burst-fire, as well as field maintenance. Also includes crossbows. Burst-fire is governed by either this skill or the Automatics-skill (whichever is best), while full-auto fire and area sprays are wholly governed by the Automatics-skill.
- **Automatics** – covers controlled burst-fire and full-auto attacks with small arms and squad automatics.
- **Heavy Weapons** – covers operation and field maintenance of RPG-launchers, flamethrowers, autocannons and mounted weaponry.

Combat Traits are not directly linked to the individual combat styles, but more to the situations they're used in. Military and law enforcement-backgrounds will typically offer training in a specialized combat trait. Some careers will offer a bonus trait.

Many of RuneQuest's Combat Style-traits can be used as-is by dedicated martial artists and brawlers. Here is a collection of tweaked traits for mutated combat:

- Skirmisher – as detailed in RQ, but allows for the use of firearms as well.
- Close Quarters Specialist – allows for unpenalized discharge of firearms in close quarters combat.
- Battle-drilled – confers the ability to act tactically and simultaneously as a unit and, perhaps more importantly, when fighting as a cohesive unit any failed Madness or Morale-test can be directly countered by the leader's Command-skill.
- Doom Trooper – trained to fight in pairs, a Doomtrooper-duo's exceptional training and battlefield presence will reduce opponents' APs by one, both for melee and ranged combat.
- Trench Raider – allows for unpenalized melee attacks in tight, awkward locales like trenches and tunnels, as well as conferring the *Assassination*-trait.
- Animal Mother – can *Steady* automatic weapons as a free action.
- Aerial/Vehicular-combat – attacks are not capped by operator skill. Allows combatants to ignore penalties for rapid movement for own vehicle.
- Grenadier – can chuck grenades 25% longer, and thrown grenades, microgrenades and RPGs deviate from target by 1sq for every *full* 10 points a roll is missed by.
- Brazilian – the combatant's skill is not penalized if prone and engaged in melee.
- Fury of the Clansmen – can perform sweeping attacks with 2-handed swords or other large weapons.
- Heavy Weapons Dude – can ignore the restrictions to movement and steadying when wielding weapons with the *Heavy*-trait.

*The following text has been lifted more or less wholesale from the highly recommended Lovecraftian ORE-game **Nemesis**, freely available from ArcDream Publishing and Detweller Enterprises. The Madness Meter originally appeared in the equally highly recommended **Unknown Armies**. Apart from some trimming and game-specific details, very little text has been altered as it is pretty stellar as it stands.*

An alternative to the Madness Meter is to scrap it all, and adapt the Sanity-rules from RQ: Luther Arkwright.

Many characters will start with notches from chargen – military characters will pick up Violence-notches, Mystics will pick up notches in Unnatural, and a high-stakes business entrepreneur will probably have some Self-notches. Background events may further modify a starting character's mental landscape.

The Madness Meter

There are four categories of mental stability—the four pillars upholding sane and productive thought. These categories are: Violence, the Unnatural, Self and Helplessness. It's perfectly possible to have one piece of the foundation crumble while the other three are solid.

Horrific experiences can erode a person's ability to cope, and someone who has seen too much loses control over some aspect of his personality. Perhaps he develops a crippling phobia of something that reminds him of his traumas. Perhaps he obsesses on what he saw, or creates an elaborate rationale that shields him from accepting the truth. Perhaps he simply fades into catatonic passivity.

On the other hand, some people resist madness by becoming rigid and inflexible. While they retain control over themselves, it's a control that comes at the high price of increasing distance from the world and the people in it. Strength of this sort is a burden as much as a blessing, because those who possess it are, by necessity, alienated from their fellows and from themselves.

The Gauges

Violence: This gauge dictates how you handle violence; whether inflicting or suffering from it.

The Unnatural: This gauge deals with things that fall outside of the status quo—supernatural events beyond the normal human range of experience. Like the Dark Symmetry.

Self: This gauge deals with internal conflict, especially guilt. Commit a crime, injure someone you love, lie to your best friend, this is all covered by the Self gauge.

Helplessness: This measures your reaction to traumatic events that you can't control.

Hardened and Failed Notches

The four gauges of the Madness Meter measure how damaged or hardened your character has become to their particular influences. When confronted by a shocking event that falls under a particular gauge, you must make a *Willpower*-test.

When you succeed at a roll in a particular gauge, you gain a Hardened notch in that gauge. Hardened notches represent your mind coping with the stimulus, leaving you resistant to it in the future. When you fail a roll, you gain a Failed notch, and suffer some ill effect as your mind fails to cope with the stimulus.

Confronting the Horrific

There are many strains and trials that can threaten someone's mental equilibrium. Not only are they divided by type, they differ by intensity. Having someone shoot at you is clearly a stress in the Violence region, but getting shot and then having to drag yourself a mile to the nearest friendly outpost is a lot more difficult to internalize and overcome.

Threats to sanity have an effective *Intensity* of 1-10, set by the GM depending on the situation. Intensity is important in relations to the amount of hardened notches a character possesses; hardened notches in a gauge offer powerful protection against challenges of that type. You do not have to roll if the Intensity is equal to or lower than your Hardened rating on a gauge.

A Madness-test is made by rolling *Willpower*, aided by traits and relevant passions, if any.

Alternatively, you can choose to instead test a relevant Passion.

The roll is made unopposed.

If the test succeeds, you get another Hardened notch in the appropriate gauge.

If the test fails, you get a Failed notch in it. Furthermore, you will also suffer a trauma reaction as described below under "Failed Rolls".

A situation's level of awfulness will not generally affect the difficulty of a test, only its *Intensity*.

A spent *Luck Point* will allow you to turn a failed Madness-test into a successful one.

This means that every time you confront a challenge with an Intensity equal to or less than your Hardened rating, your gauge won't change. Every time you face one greater than your Hardened rating, your gauge is going to change – you'll either get a Hardened notch or a Failed notch.

Sample Situations & Intensities

Violence

- Intensity 2: Being shot at
- Intensity 4: Killing somebody in a fight with your bare hands
- Intensity 6: Being shelled by artillery
- Intensity 8: Being tortured in a Nephrite's excruciatorium
- Intensity 10: Watch as someone loved is being torn apart in a Nephrite's excruciatorium

The Unnatural

- Intensity 2: Seeing a mutant
- Intensity 4: Seeing a mystic or heretic draw on mysterious forces
- Intensity 6: Realizing that your television is actually trying to kill you
- Intensity 8: Witnessing a Nephrite in full glory
- Intensity 10: Being brushed by the Dark Soul itself

Self

- Intensity 2: Stealing
- Intensity 4: Cheating on your wife with her best friend
- Intensity 6: Defrauding everyone you know
- Intensity 8: Mass murder
- Intensity 10: Betraying humanity

Helplessness

- Intensity 2: Being mugged
- Intensity 4: Being violently kidnapped and held for ransom
- Intensity 6: Realizing you have hours to live if you don't accomplish some specific task
- Intensity 8: Being herded to your death
- Intensity 10: Confirming the Dark Soul's plan behind the everyday after years of study

Typical effects of notches

Once a gauge bobs over the halfway mark, it starts to impact on your character's persona and actions – mostly in a bad way. Depending on the circumstances, bonuses and penalties to skills may be levied, and developing mental aberrations does not need to be limited to failed notches.

The Madness-meter and its gauges is a very handy roleplaying tool, should you decide to use it as such.

Hardened Violence notches:

- 1-3 – superficially, you're much like everyone else.
- 4-5 – your attitude towards violence shows on your face when the subject comes up in conversation, unless you work to keep it hidden. Depending on how you cope, it could be intensity, nervousness or just grim silence.
- 6-7 – violence is a common feature in your mental landscape. You show little reaction at all when it is discussed, depicted or encountered.
- 8-9 – your callousness shows in your every word and expression unless you make a continuous effort to suppress it.
- 10 – it is not hard for people to realize that the deepest horrors of brutality have become commonplace for you, unless you work very hard to conceal it – which means you come off as tense and guarded. The deaths of others, or yourself, has no significance.

Failed Violence notches:

- 1 – superficially, you're fine if a little edgy
- 2 – you are very aware of violence
- 3 – you get alert or uneasy when you see blood, even badly faked blood in a horror flick. You may be troubled by nightmares.
- 4 – you instinctively flinch or take a defensive posture whenever there is a loud noise or raised voice nearby. You have frequent nightmares, and have a hard time looking at someone without imagining what would happen should they attack you.

Hardened Unnatural notches:

- 1-3 – little distinguishes you from the average joe, except perhaps for a derisive sneer when someone mentions their intuitions.
- 4-5 – you will listen closely and intently whenever someone discusses the paranormal, trying to figure out if they know something or talking bunk.
- 6-7 – you know and accept that there are vast incomprehensible forces at work in the universe. You find it odd that other people think they are in control of their own lives.
- 8-9 – there are no “meaningless coincidences” in your world. Only the cosmic plan unfolding.
- 10 – violations of logic and nature no longer surprises you. Everything is “normal” to you.

Failed Unatural notches:

- 1 – maybe you've become a little superstitious – reading your horoscope, avoiding cracks in the pavement, betting on your lucky number etc.
- 2 – you have occasional nightmares, and are either suspicious of or fascinated by religious or heretical books, places and paraphernalia.
- 3 – you frequently feel like you're being watched. Sometimes you hear voices in white noise.
- 4 – you have frequent nightmares, often waking nightmares. Someone – or something – is watching you, and you can see it out of the corner of your eye.

Hardened Self notches:

- 1-3 – there are few outward signs of your internal struggle. Sometimes people will find you a little brittle or phoney.
- 4-5 – even when you're telling the truth, people assume you are lying unless you make a particular effort to act “natural”.
- 6-7 – you have lost a sense of connection to those close to you. While you can predict the actions and responses to the ones closest to you, you often don't know how you feel about them.
- 8-9 – half the time, you only know if you're telling the truth if you take a minute to think about it. Truth and lies are no longer important.
- 10 – your life has been pared down to the essentials; you no longer have any opinions of food, music or fashion. You no longer like or dislike something, because there is so little “you” left.

Failed Self notches:

- 1 – you don't have any kinks yet, but you experience the occasional bout of dissociation and alienation from your own character.
- 2 – the “who am I”-moments become more frequent. You become introspective whenever someone mentions “truth”, “lies” or “promises”.
- 3 – you feel like your words and actions seem false and rehearsed. Like you were an actor instead of yourself.
- 4 – you frequently feel like you're watching your every move from the outside. You have lost your sense of will and volition and feel like nothing more than a passive observer of your body.

Hardened Helplessness notches:

- 1-3 – you don't have any major behavioural shifts yet, just minor things. You tend to be pessimistic and a bit fatalistic.
- 4-6 – your fatalism has increased, you handle uncomfortable surprises with a remarkable lack of affect.
- 7-9 – you have a boundless faith in the ability of chaos to screw you over. You easily believe that even the most suspicious of mishaps is simple random chance.
- 10 – maybe you believe that everything is completely predestined, or maybe you believe everything in the world happens by chance. The one thing you refuse to believe is that we are in command of our own fate.

Failed Helplessness notches:

- 1 – you're fairly normal. Perhaps a little finicky or meticulous, trying to eliminate the chance of something going wrong.
- 2 – your tendency to get unreasonably irritable, nervous or pessimistic in the face of small setbacks is noticeable.
- 3 – you have an intense dislike of surprises, even good ones. They all remind you of the unpredictable nature of reality, and it scares and annoys you.
- 4 – you find it very difficult to trust anything. Friends, your abilities, even your own memories could betray you. You have a tendency towards obsessive-compulsive behaviour, and attempt to be prepared for everything.

Successful Rolls

If you succeed on a Madness-test, you get another Hardened notch in the appropriate gauge. You only ever get one Hardened notch per roll, no matter how intense the situation was.

It's possible, albeit difficult, to completely fill a gauge with Hardened notches. Characters with full gauges have pretty much seen it all and are immune to further shocks. This sort of callousness has additional effects, however, as that sort of alienation from mainline humanity impedes one's ability to function as a person.

Some individuals remain highly functioning in society even while suffering from multiple filled gauges. Others don't cope so well.

Failed Rolls

When you fail a Madness-test, you get a Failed notch in the relevant gauge.

After a failed Madness-test, you must choose, or have chosen for you, one of the three trauma reactions below.

Most trauma reactions will hit immediately, but not all. Some reactions – typically reactions not based solely on external stimuli – might hit you after the heat of the moment.

A trauma reaction means the conscious and logical part of the mind is unseated. There are three trauma reactions, and once one is chosen you're trapped in that reaction until you have a chance to gather your wits.

Your wits are gathered when the situation noticeably changes, a comrade manages to snap you out of it, or when you spend a *Luck Point*. Someone else may spend one on your behalf.

If you are able to invoke a suitable and particular *passion*, it might allow for a new test.

Trauma reactions

Flight: You run away at top speed from the terrifying stimulus. If you're carrying anything that weighs more than a couple pounds, you drop it. If there's a choice of direction, you move away from what terrified you—if there are multiple paths that go straight away, you take the closest, safest or most familiar route. You run until you can no longer sense the threat, until you collapse exhausted. or you find a seemingly safe place to hide.

Fight: You attack with primal, berserk fury until you either obliterate the stimulus, collapse exhausted, or are destroyed (or knocked out). If you have a gun, you'll empty it and then move on to throttling. You cannot voluntarily stop fighting until the offending object, creature or person is destroyed. Anyone who tries to stop you must also be attacked. You are effectively *Frenzied*.

Freeze: You either hide and don't come out until you're sure the danger's passed, or you simply freeze like a deer in headlights. Freezing may mean perfect paralysis, weeping in the fetal position or simply stunned inactivity. If you're attacked in this state, you can't do much – but an attack has a good chance to snap you out of the state. Characters who freeze in response to an unresponsive situation (for example, someone who freezes after coming upon the mangled remains of their beloved) can snap out of it if the situation does not change for a certain amount of time – depending on circumstances, everything from a few minutes to hours.

Mental Collapse

Every time you get five Failed notches, in any combination of gauges, you develop a serious mental problem. Getting Failed notches always represents mental discomfort, just as Hardened notches represent isolation and alienation. Every five Failed notches means that inner pain has gotten so severe that it impinges on your ability to function. You have developed an aberration that stays with you until you reduce your failed notches or seek therapy for your troubles.

Another five Failed notches and you pick up another.

Aberrations may include irrational phobias or fetishes, struggles with depression or PTSD, alcohol or drug abuse, fugues or any other troubling, and possibly highly antisocial, personality traits taking over your life. In the world of *Mutant Chronicles*, a cracked mind is easily busted open by the Lords of Visions and Spite.

Mental First Aid

The *Influence*-skill can let a character talk down someone who's just emerged from a trauma, providing immediate psychological triage. A counselor can attempt an *Influence*-test, aided by suitable skill if any are possessed. With a success, the patient is calmed and can attempt a new *Willpower*-test which, if successful, erases a Failed or Hardened notch.

However, the counselor has to be able to talk with the patient, hear the patient's answers, and have a meaningful exchange of ideas (or, at the minimum, comforting platitudes). This takes time – up to a half-hour. It also requires a setting that is, if not perfectly safe, at least not immediately dangerous.

The final limit on counseling like this is that its immediate, empathetic nature makes it useless after a reaction has become ingrained. Thus, once a day has passed since the trauma a conversation, no matter how deep, can't alter the Hardened or Failed notch. After that, you need a psychiatrist.

Furthermore, various social skills – *Influence*, *Oratory*, *Command* etc, perhaps coupled with a flathanded slap or a stern shaking, can with any success snap someone out of a trauma reaction. This only takes a short while – 1d3+2 consecutive turns – but the trick is to be able to do it when that someone has succumbed of a *Fight* or *Flight*-reaction.

Psychiatry

To apply Psychiatry, the patient has to spend time in therapy. The more extreme his attitude, the more time is required to dig it out and restore him to a normal range of function. Fixing Failed notches or removing Aberrations takes longer than erasing Hardened notches.

Patients in residential therapy—isolated from the cares and stresses of everyday life and doing nothing but concentrating on getting well—have to spend a number of weeks there equal to their Failed notches in the gauge they're trying to fix. If they're trying to get rid of a Hardened notch, they have to spend that number of days in therapy.

If the patient is only coming for an hour-long session once or twice a week, it takes a number of weeks of therapy equal to the patient's Hardened notches before the psychiatrist can attempt a roll. A character getting gradual treatment for Failed notches or Aberrations needs to spend months of weekly sessions before the roll gets made. Once the time has been put in, the psychiatrist rolls a *Science(Psychiatry)*-test. If the character being treated has done good roleplaying indicating someone who is really struggling with her issues and trying to get well, the psychiatrist may treat the roll as *Easy*. If the character has resisted therapy, the roll is at a *Hard* penalty. Any success alters the gauge as planned and/or alters an Aberration.

Removing an Aberration is tough, each successful treatment reduces any chosen *Passion* to half its value or, for aberrations without a *Passion*-value, make it easier for the patient to resist the urges – reducing difficulty-levels on relevant tests by one level/treatment. With enough time, therapy can help you cope with most traumas, but even cured aberrations remain latent.

All this assumes the psychiatrist is trying help the patient get well, pushing her towards the mainstream middle of the chart. The system works just as well for an unscrupulous psychiatrist who, for whatever reason, wants a patient to get worse.

Psychiatry also provide techniques for emotional triage, just like the *Influence*-skill—same time frame, same effects, same requirements.

A quickfix to psychological trauma is of course pharmaceuticals.

Properly prescribed drugs will dull any passions (unwanted or not) – reducing their value by half, and make the troubles of failed and hardened notches more manageable.

Psychopharma are however not reknowned for boosting your personality or intellect

Self-medication requires a *Formidable* First Aid, or a *Medicine* or *Psychiatry*-test. A success acts as if it was prescribed. If the drugs in question are illegal, the test is *one step more difficult*.

A failure will only make you experience (possibly crippling) side effects. Either way, you risk developing an addiction.

On High Heroics and Madness

Is it heroic for a DoomTrooper to go “Eep!”, drop his weapon and run away from a handful of undead legionaries?

Perhaps not, but that is what the Madness Meter can do. It will function wonderfully in a campaign focused on street-level noir, but perhaps not so well in a campaign focused on high-octane, citadel-busting shenanigans.

If you don't want a player's control of his character dictated by this mechanic, consider *simply skipping the Trauma Reactions* – a failed madness-test will leave a character mentally stunned or unable to control his fight or flight-instinct, leaving him sapped of will and incurring a one step higher difficulty on all tests until he's had a chance to compose himself.

While this skips over the Trauma Reactions, the notches aren't going anywhere.

Combat

Movement and Combat

Combat uses a mutated version of the tactical movement detailed in RuneQuest6, mostly similar, but with a few tweaks.

If you intend to use this, you will need to familiarize yourself with the details of the RQ-combat mechanics.

As a homage to the original, movement is measured in 1-meter *squares*. Of course, using hexes or any other shapes will work just as well, but the scale should remain as 1 meter-increments.

Using detailed tactical movement on a battlemap might be considered a hassle.

If you prefer to just play it fast and loose that works too. There are however a couple of good reasons for using the tactical movement rules; Violent encounters will often include firearms and lead to highly chaotic, rapid-moving fights, heavily relying on cover and positioning, and the military-grade firepower commonly available in the Mutant Chronicles-universe combined with the fairly high lethality of automatic weapons in RQ should encourage players to use every ounce of tactical advantage they can get.

Tactical movement, the abridged mutated version

Combat plays out as detailed in the RQ6-appendix, with a few tweaks.

The following changes are made:

- The structure of the RQ tactical rules are mostly unchanged, including the two movement-cycles.
- Movement occurs in *opposite* Strike Rank-order.
- Movement can only be declared or performed by characters that are *not engaged in melee*.
An engaged character with the higher Strike Rank for that round may move an engagement *one square each cycle*.
- A character choosing to *Outmanoeuvre*, or who possesses the *Swashbuckler*-trait, can move freely during either the action or movement-phases (or combination thereof, limited by the normal movement-allowance), but will still move the engagement as well provided that an opponent follows.
This does not allow a quicker combatant to manoeuvre opponents off roof tops or into vats of acid, but it may place an opponent at a disadvantage and in certain circumstances force an opponent to disengage.
- A character with a higher Strike Rank may at any time during the movement phase *seize initiative* and move out of order, allowing quicker combatants the advantage of either moving quickly or to react to an opponent's placement, depending. This does not allow the character to disrupt another combatant's move, it only changes the character's order in a given cycle.
- When the second cycle is completed, no further movement occurs unless prompted by special circumstance.
- *Delaying* will allow a character to hold an action until his next turn, which means that he can interrupt with a reactive attack during a movement-phase – like firing at an opponent moving from cover to cover. If so, a delaying character's movement is limited to no more than 1sq that turn.
- If a combatant's movement is interrupted by an enemy initiating melee, movement – even if running or sprinting – is halted and normal combat begins next cycle.
A running or sprinting character may not be able to effectively defend against being blindsided as most combat actions are denied.
- A combatant charging into melee halts movement at contact and is from that point on considered engaged in melee, with the actual charge being resolving in the following action phase.
Until contact is made, a combatant will basically use his proactive actions to move.
If enough momentum isn't present at contact, it is a *tackle*.
A combatant declaring a charge has two advantages:
 - He is able to adjust his movement after his target moves, enabling him to close and engage with a mobile opponent provided the opponent is still within the charger's reach and movement allowance.
 - He is not limited to full round movement, enabling him to hit with a charge/tackle and fight normally next cycle, even if it is within the same round. Declaring normal running/sprinting movement does not confer these benefits.
- Highly disciplined or trained outfits are able to avoid the potential chaos of individual movement, moving and acting simultaneously as a whole, or part of a, team at a commander's initiative provided they are trained as such (*Battle-drilled* or *Formation Fighting*-traits).

A walking character has no restrictions or penalties to actions, initiating combat or otherwise.

Characters choosing to run or sprint cannot opt to attack that round (exceptions are made for charging, above), and have a limited selection of other actions to choose from, as they're primarily devoted to moving as efficiently as possible.

Even so, the *Evade*-action is available to sprinting combatants, and running characters may use the *Change Range/Disengage*-actions as well, but these actions will end any further all out-movement that round, limiting a combatant to a walking or crawling pace.

Melee Ranges and Squares

Touch – one (adjacent) square
Short – one to two squares
Medium – two to three squares
Long – three to four squares
Very Long – four squares

These guidelines only refer to relative placement of combatants on the battlemap, and does not otherwise supersede common sense or the rules for *Weapon Reach* laid out in the core rules of RuneQuest.

If a combatant *Evades* a threat, and if the situation allows for it, the character may move up to two squares in a direction chosen by the player if successful, and by the opponent if not. This will move any engagement as well; it generally does not allow combatants to move out of melee reach, but may place them behind convenient cover, provided that cover is available in an adjacent square. Note that Evade does not substitute for Take Cover – evading is an instinctive survival action, leaping *away* from a threat and leaving you little time to contemplate tactics.

If evading a large threat (like an explosive or an out-of-control battletank), evasion may move a combatant more than two squares.

If an engaged combatant *Changes Range*, it will move him in a way relevant to the manoeuvre.

A successful *Withdrawal* will move an engaged combatant out of melee-reach.

Take Cover may move a character one square. He can dive up to two squares for cover, but will end up prone.

If a combatant is *Bashed*, *Tackled* or suffers *Knockback* he may be moved enough to change melee reach or force him out of engagement altogether. An attacker may choose to move with the opponent and establish new (long) reach, denying breaking off the engagement.

This is in addition to any normal movement during a round.

Overview of Combat Actions

For a full overview of combat actions and the mechanisms involved, refer to the combat-section of RuneQuest6. Note that the Aim-action is slightly altered. Hold Magic and Counterspell are both removed, effectively covered by Delay. Charge and Drop Prone is added, along with some options.

Proactive actions:

- **Aim** - Aiming is two consecutive actions, with firing on the third, and will leave the combatant at least partially exposed.
- **Attack** – attacking with a readied weapon will leave a character at least partially exposed.
- **Brace** - can be performed as a Free Action instead of a Special Effect.
- **Change Range**
- **Charge** - charging offers some advantages over normal all-out movement, and must be specifically declared at the beginning of the round.
- **Delay**
- **Dither**
- **Draw on the Art / the Symmetry** - aka “Cast Magic”
- **Move**
- **Outmanoeuvre**
- **Draw/Ready Weapon** - can be performed as a Free Action instead of a Special Effect.
- **Regain Footing**
- **Reload**
- **Sneak Peek***
- **Steady Weapon*** - steadying will leave a combatant at least partially exposed.
- **Struggle**
- **Switch Fire Mode*** -can be performed as a Free Action instead of a Special Effect.
- **Take Cover***

* these actions are detailed in RuneQuest Firearms

Reactive Actions:

- **Evade**
- **Interrupt**
- **Parry**

Free Actions:

- **Assess Situation**
- **Drop Prone** – a combatant may choose to drop prone at his SR, or at any time during the movement-phase.
- **Drop Weapon**
- **Signal**
- **Speak.**
- **Use a Luck Point**
- **Ward Location**

The Special Effects of RuneQuest work as normal, with the exception of:

- **Drop Foe** – Combatants immune to the effects of serious wounds will ignore this effect.
- **Kill Silently** – this is a *bonus* effect, in addition to any other effects scored. The attacker will need a Combat Style with the *Assassination*-trait.
- **Marksman** – available to all missile weapon, allows a combatant to roll 2d20 and pick the preferred one for hit-location.
- **Open Range/Withdraw** – can be chosen as offensive effects as well as defensive, allowing for hit&run.
- **Overpenetration** – this effect will be available to other, powerful missile-attacks (like a *jahkt-blade*) and even to the nastier melee weapons like powerswords and *azogars*.
- **Pin Down** – reserved for automatic weapons capable of burst and full auto-fire, or to covering fire by semi-automatic weapons (by double-tapping or concerted firing). Otherwise, it is limited to being a *Critical* effect. Targets must possess a minimum of self-preservation instinct.
- **Sunder** – available to chainweapons, as well as a Nepharite's claws and other *Large+*-sized unarmed weapons.
- **Stun Location** – should be available as a Special Effect for most firearms. It might work on foes that can't be *Dropped*.

Dodging the bullet

This ruleset, like the original, allows characters to *Evade* gunfire. Some may find this rather silly, but this is a matter of gameplay and survivability; look at it like you aren't dodging bullets, *you're reacting to the gun pointed at you*. If you can't see the threat, you can't react to it.

In the case of evading rapid-fire bursts or area-sprays only a single Evade is made, against which all attacks are compared. Evading gunfire should be a desperate defence – even a successful attempt will probably leave you prone, and possibly at a significant disadvantage in a mobile battle. Finding cover is a much safer bet.

Firefights are dangerous. If, by mistake, bad luck, ignorance or an evil GM, you find yourself in the open, out of cover, without backup, and with a gun pointed at you, your best option is probably to put your hands up and say “I surrender”. If surrendering is not an option, you're most often forced to rely on blind luck. Eventually you'll run out.

If you shoot and miss..

..your bullet will probably still hit *something*. Assume that most stray bullets simply hit the scenery in a suitably dramatic, but ineffective, way. If shooting in a collaterally high-risk area like a city street, or inside a car, industrial complex or spaceship, stray bullets could make trouble – a failed attack-roll that comes up 96+, and which isn't acted upon with a fumble-effect, will hit something potentially troublesome.

For bursts and full-auto sprays a failed test of 91+ (in the case of full-auto, that's for each target) comes with a hitch, and hits something that would be better left unhit.

If firearms are discharged in a highly volatile environment, the ranges are doubled - 91+ and 81+, respectively.

If *frangible rounds* are used, the ranges are halved (rounded up).

If letting it rip inside a zeppelin's gondola with a Charger loaded with incendiary rounds, just roll damage for the fiery crash!

Examples of collateral damage could be innocent bystanders, city buses, busted generators, streetlights or security locks in an urban environment, shattered windshields, inconvenient engine/control damage or operators wounded/freaking out in a vehicle, punctured tanks of nasty, flammable fluids or complex mechanisms whirring out of control in an industrial environment, damage to hull integrity, astrogation gear or lifesupport-systems in a spaceship etc.

These are intended to be *minor* complications – not meant to cripple characters, but to add to the immediate chaos, and aftermath, of a shootout. Feel free to make the complications major if characters break out the heavy weapons.

However, if someone specifically targets an item, or decides to act (possibly with little regard to his or her own safety) on a fumbled attack with a *Select Target*-effect, you can have violent decompressions, gas tanks blowing up and big-rigs veering out of control. It is also worth noting that even bullets undramatically lodged in the scenery can be dug out by forensic investigators and Brotherhood Inquisitors.

Double Tapping

Semi-automatic weapons can be double-tapped, sacrificing accuracy for putting out a greater quantity of lead. Double-tapping allows you to fire two or more individual shots with a single attack-action at any targets within your arc of fire, but are made at one *greater degree of difficulty* for each shot in the volley.

Manually operated/Single Action weapons (those with a RoF of 1) suffer two greater degrees of difficulty for each shot.

The target is allowed normal defensive actions, and a target opting to Evade only needs to test a single Evade against which all attacks are compared.

Only the first, initial attack can generate a *Special Effect*. It allows for the *Pin Down*-effect. Double-tapping can take advantage of aiming, but only for the first shot.

Dual Wielding

Combining a compact firearm with a melee-weapon – a common trait in the training regiments of officers, squad leaders and Brotherhood-elites – is, in the interest of the spirit of the game, not penalized.

Dual-wielding handguns allows for increased (doubled) rate of fire, but at a Hard difficulty to both weapons, and can be combined with double tapping and automatic firemodes, but not aiming or steadying.

Shields are not commonly encountered on the battlefields of the mutated future, but heavy assault, riot police and Brotherhood-troops occasionally use them. They are covered by the Melee Weapon-skill and treated as pr. standard rules. If not specifically trained in the use of shields, they are used at a base difficulty of *Formidable*, and is treated as one size less if used to passively block. If used to block gunfire, a shield's AV is doubled and subtracted from any damage. Damage that gets through is deducted from both the shield's and the wielder's HPs.

Using guns in melee

A shooter can conceivably get involved in close-quarter hand-to-hand. While it is easier to hit something very close than something far away, it becomes much harder when your opponent actively disrupts your aim and tries to take your head off at the same time.

If engaged in melee at *Touch* or *Short*-range (adjacent square), *compact* guns can be fired at Hard difficulty, provided the character's weapon or weapon arm isn't *Entangled*, *Grappled* or *Gripped*.

At longer ranges, shooting is not penalized.

A successful *Brawling*-test may sacrifice damage and any special effects, and instead put a handgun in direct contact with a target's body and fire, inflicting damage and effects as per the weapon wielded.

Alternatively a handgun may be treated as a bludgeoning tool using Brawling, adding +1 damage step and SIZ to the attack.

Larger firearms requiring two hands are unwieldy and cannot be effectively fired if an opponent is within *Short* melee reach – suffering an *Herculean*-penalty.

If engaged at *Medium* or longer reach, a longarm can be fired at *Formidable* difficulty.

They can be used for bludgeoning (as a club) or for bayonet-work. Firing at an enemy *impaled* on your bayonet is Easy, and will additionally grant a bonus *Choose Location*-effect and keep an opponent from closing.

Heavy weapons can generally not be effectively fired in melee.

A gun in close combat cannot take advantage of aiming or double-tapping, but can use burst and full-auto.

Hitting the deck

Being prone in a gunfight might be a good thing. Otherwise minute terrain-features can provide cover, and anyone shooting at a prone target suffer a *Formidable* difficulty, unless firing from higher ground or standing close to the target, in which case no penalty is levied.

A prone shooter suffers a *Formidable* penalty to attack (and most other actions, including defence).

A prone shooter can use a proactive action to “nest up” (*Steady*) and set a firing arc, negating the penalty to fire. *Aimed* attacks from a prone position are not penalized.

A prone combatant can take the *Regain Footing*-action to stand back up at any time unless pinned down. Movement-wise, a prone character is considered stationary unless he moves as a full-round action, allowing him to roll, crawl and scamper up to 2sq pr. cycle.

Being prone in a melee is more troublesome. Barring certain *Combat Traits*, fighting prone is at *Formidable* difficulty. Trying to get back on your feet if someone, or something, is waiting at you is not easy.

Your options are:

- Fight back and hope to score a debilitating wound or *Special Effect*.
- Try to grapple your opponent to even the odds.
- Turtle up as best you can.
- *Change Range* in an attempt to disengage and get back on your feet.

If using a firearm in melee the defender may opt to *Parry* a shot by knocking the gun aside, provided the defender is within unarmed reach. This parry is an *Opposed Roll*, not a differential one. At longer ranges, the defender can opt to target the weapon or weapon arm to disrupt aim.

An important tactical consideration is that a shooter will probably see, and be able to react to, an opponent closing. If using the tactical movement guidelines, this will be covered. If not using the tactical movement, any shots fired during closing – i.e. in the first cycle of the melee-engagement should not be penalized.

If at close range, but not engaged in melee, there are no additional restrictions or penalties for firing.

Handguns cannot parry attacks. Rifles can parry as *Medium-sized weapons* at the risk of damaging the weapon – for every full 6 points of damage done, the weapon suffers a one step higher baseline difficulty to firing. A weapon reduced beyond a *Herculean* penalty is broken beyond repair.

If a weapon is damaged, it automatically gains the *Unreliable*-trait. A *Reliable* weapon will first lose that trait.

These penalties are meant to reflect sights knocked off kilter, jammed magazines and loose screws in the receiver, and can be fixed by proper maintenance during downtime.

Grenades and Explosives

Fragmentation grenades have a primary and secondary blast-radius, measured from a centre square. This means that a grenade with a blast radius of 1 will cover a 3x3-square area. The secondary blast radius will extend 2 squares beyond the primary radius, making the secondary blast radius of the same grenade cover a 7x7 square area.

- Anyone caught in the primary blast will suffer full damage, accompanied by secondary (halved) shrapnel or concussive damage to 1d3 locations, and are automatically knocked down regardless of any damage inflicted. Big-sized targets and targets covered in hardened armour might avoid the knockdown. A successful, unopposed Evade will move the combatant to the secondary blast radius, and may move the combatant completely out of harm's way depending on munition in question and how the actual tactical movement plays out.
- Anyone caught in the secondary blast can Evade to safety, or will suffer shrapnel (halved) damage to 1d3 locations. If caught in a confined area, targets in the secondary blast also suffer knockdown if failing an Endurance-test.
- Armour will protect as normal, as will cover.
- A *Prone* character can take advantage of minute terrain features as cover, while a standing character might take advantage of a poorly placed fellow combatant as cover.
- Grenades and explosives generally don't get to inflict *Special Effects* dependant on differential rolls.

The grenades detailed above are *anti-personel fragmentation grenades*. Other variants include:

- High-explosive (HE/Concussion) – as above, but does not generate shrapnel damage or a secondary blast radius unless targets are caught in a confined/enclosed area. These are the most commonly encountered grenades due to their relatively high lethality, combined with controlled and managable blast radiuses.
- High-explosive armour piercing (HEAP/anti-vehicle) – not available as handgrenades. As high-explosive, dealing heavy concussive damage, and probably misc. shrapnel damage as well. Might not detonate if hitting a soft target.
- Incendiary – only has a primary blast radius, but will set anything flammable in it on fire. Treat it as an *IN4-fire* for purposes of damage and igniting flammable material.
- Flashbangs – does no damage or secondary effects, but targets caught in the blast and failing a *Formidable* Endurance-test are knocked down and stunned into inefficiency for 1d3 turns. With a success, target will still suffer a knockdown.
- Gas – gas grenades will cover a 1sq radius pr/cycle with gas or obscuring smoke, eventually filling a 4-6sq radius.. The gas will persist for 2-5 minutes before dissipating. If used outdoors they are most likely far less persistent, if used in an enclosed environment, they are highly effective.

Handgrenades are thrown using the *Athletics*-skill and can be accurately thrown up to STRx2 meters. They can be inaccurately thrown up to twice that distance, but will primarily be reduced to loud morale suppressives as such tests will be *Herculean*.

Using a handgrenade requires two action points; one to ready and one to throw.

They can pack a nastier punch than the smaller microgrenades used by the various battlerifles, but handgrenades have a delay; detonating on SR the following action-cycle where as microgrenades explode on impact.

It is possible to “boil” a handgrenade to explode on impact or in-air, but a combatant will have to spend an extra turn priming it.

Grenades can be lobbed over obstacles. And lobbed back by a quickwitted character.

A grenade landing on a hard, smooth surface (concrete, asphalt etc) might roll and bounce, making a throw *Hard*. On the upside, if throwing a grenade on such a surface, you can use it to bounce a grenade up to STR/2 squares longer.

If you miss, roll a d8 and count clockwise to determine direction of the wayward grenade. For every 10 points, or part of, a skill roll is missed by, increase the error distance from the target square by 1 for every 10 squares, or part of, the thrown distance.

Grenades are generally not launched at a singular target, but at an area – so using grenades should be at an easier difficulty. But the factors of imprecision, bouncing and the fog of war even things out. If trying to actually hit a moving and aware target, the attempt is *Hard*.

Microgrenade launchers are generally not high-precision weapons, and use the same mechanics for missed shots and moving targets. Depending on grenade weight and barrel length, they have an effective range of 75-150 meters, using the range-penalties of either handguns or carbines. Microgrenades are direct-fire weapons, and cannot lobbed over cover or obstacles.

Rocket Propelled Grenades come in two variants; unguided and less common guided missiles. Unguided missiles use the same rules as microgrenade launchers. Guided missiles require a lock-on (represented by a skill-test – if at first unsuccessful, it can be re-attempted until successful) and once locked on target, don't miss unless miscalibrated, jammed or corrupted.

Getting patched up

Being stabbed, beaten, shot, run over, masticated and blown up hurts. As long as a character doesn't suffer any serious wounds, he is able to grit his teeth and live with bruises and scratches, recovering at the standard healing rate.

Serious or worse wounds can be trickier, specially with impaling bullets. While they are too small to hinder a character's actions much, removing them requires surgery (Medicine or *Formidable* First Aid). If an offending bullet or other object is not removed, the risk of infection and complications are higher (see sidebar).

Major wounds are a real possibility, consider the following:

- A limb is not severed/shattered/maimed beyond repair unless an injury takes you directly from positive HPs to a major wound *and* you fail your *Endurance*-test.
- Permanent damage can be a consequence if a major wound isn't countered by a successful *Endurance*-test, or if it is not immediately treated.
- If failing your *Endurance*-test against a major wound in a critical location (head or body), someone will have one round to slap an automed on you before you expire. Even if they don't, Cybertronic might be able to piece you together. In a way.

Police units and soldiers often carry automated medkits – a one shot, pint-sized device that automatically administers an impressive cocktail of painkilling, regenerative and lifekeeping agents, and which are capable of stabilizing even major wounds. Using these require little skill, only an *Easy* First Aid-test and 2d6 rounds.

An automed will staunch bleeding, halt infection and heal a light wound by 1d6, heal a serious wound by 1d3 and stabilize a major wound over the course of 1d3 minutes. The automed can be safely removed after that, leaving only a small hypodermic auto-injector, organic gauze and a fresh scar.

The automed need not be monitored and operated during this time, but savvy combat-medics will keep an eye on it – automeds are vulnerable to symmetric corruption.

If a location is restored to positive hitpoints, it is also restored to full functionality. If not, a wounded character must heal naturally or seek specialized medical care, and is otherwise under the same restrictions as if he had been treated with First Aid.

First Aid cannot be performed (to restore hitpoints) on an injury once an automed has been used, but First Aid may be performed *before* administering an automed – with cumulative effects.

If a wounded character is rushed to an ER and an uncorrupted medical computer, it will automatically stabilize a character, as well as confer the same effects as an automed, if one has not already been used.

Furthermore, specialized medical care will grant you a *bonus* +3 *Healing Rate* for as long as you remain in hospital.

Prescription drugs and homecare add +1 *Healing Rate*.

On the subject of drugs...

There are many drugs floating around in the world of Mutant Chronicles. Some are medicinal, some recreational, and some turn people into frothing killing-machines.

As this is the combat-section, we'll focus on combat drugs. Some drugs are governmentally developed and approved, others are back-alley concoctions, and a few are discovered by carelessly sampling Venusian fruits.

Common combat-drug effects may include:

- Increases a core characteristic by X
- Increases one or more derived attributes (AP, SR, Healing Rate etc)
- Deadens the mind, making *Willpower*-tests on the Madness Meters X step(s) easier.
- Increases specific skill by X step(s).
- Allows for some special ability, like increased sensory ranges or immunity to *Bleed*-effects.
- *Frenzies* user.

Common side effects may include:

- Addictive. Must test *Endurance* or *Willpower* vs. a POT of X or become hooked, facing withdrawal symptoms if denied usage.
- Corruptive. Makes user accumulate DSPs or forces a *Willpower*- or *Endurance*-test vs a POT of X to avoid developing a *stigmata* with each use,
- Debilitating. Use of the drug lowers one or more core attributes, or one or more types of skill by X for X hours/days/weeks. Repeated use may do permanent damage.
- Pro-psychotic. Use of the drug forces changes on the Madness Meter's gauges.
- Exhaustive. Coming off the drug renders you fatigued by X levels for X hours.
- Other minor, but noticable, effects like jitteryness, nausea, bloodshot eyes, halitosis, weakened capillaries etc.

Getting patched up – the hard way –

A bullet that impales or inflicts a serious or worse wound, may be inaccessibly lodged in a target's body or cause damage not easily treatable in the field.

An injury can be tended as normal, but unless the wound is expertly treated – requiring surgery or *Formidable* First Aid – it forces a new, unopposed *Endurance*-test after the fight. With a success no further complications will be incurred, other than halving the location's *Healing Rate* until the offending wound is successfully treated with surgery. A failure will impose a *Hard* penalty to related actions and incur a new test after 1d3 hours.

If suffering from multiple troublesome wounds, test for each injury. If an injury isn't successfully treated at all, the tests are *one step more difficult*.

Failing the second *Endurance*-test will lead to a *Fever*-type infection, which will persist until properly treated, as well as a third *Endurance*-test after another 1d3 hours.

Failing this last test will inflict an *Agony*-condition, essentially turning the location useless and worsen the patient's condition, eventually killing him if not treated.

The same guidelines can be used for any wounds not properly treated, and depending on the circumstances (you really don't want to get shot while trekking through the Venusian jungle) could be harsher.

The Dark Legion often use *necrotechnology*; bullets laced with sorcerous devilry. If pegged by one of these bullets, failing any of the *Endurance*-test above will not only develop a fever, but kill and turn a victim into an undead legionaire over the course of 2d6 hours, unless the bullet is dug out or a Brotherhood Mystic is at hand.

The Hexen-drug found on the Croaks in one of the early playtests could have the following effects:

- Adds one step to Damage Modifier.
- Brawn- and *Endurance*-tests are *one step easier*.
- Madness-tests are made as normal, but any failed test will most likely result in Fight-reactions.
- Addictive, POT40/*Willpower*. If hooked, treat all INT, POW and CHA-based skills as *Hard* when off the drug.
- Pro-psychotic – each use forces an unopposed *Willpower*-test or adds a hardened Self-notch.
- Users often exhibit nervous ticks. The chemical is mildly corrosive and repeated use will damage the soft tissue of the nose and throat. Nosebleeds and bad teeth are common.

Hexen is a common drug on the streets, easily made in the comfort of your own kitchen with a minimum of pharmaceutical know-how. It has a pale green, crystalline form, most often finely ground and poured into capsules for user dosages. Hexen is snorted, with a near instant effect. Effects will last a user for 1d2 hours, and another 1d4 hours before it wears off completely and any withdrawal sets in.

The Art

Mystics cast their spells by calling on the Light of the Cardinal. Casting spells follows the mechanical structure of RQ's Mysticism; using only the skill of *Mysticism*, while incorporating a wider amount of external effects.

All spells of the Art takes only a single action to cast. Additional intensities does not add casting time as unless otherwise noted.

Mystics work their powers through the force of pure will, which is taxing. A Mystic suffers *one level of Fatigue for every point of Tenacity used*. The Brotherhood has specialized devices to help mystics channel the energies easier – the easily recognizable Power Stabilizers which nullifies much of the fatiguing effects. Power Stabilizers are rated 2-10 (the number of prongs), the numeric value being how many levels of *cumulative fatigue* they're able to negate, as well as indicating rank.

A Mystic's Tenacity is equal to his POW-characteristic, and spent tenacity is regained at a base rate of POW pr. day provided the Mystic is not in an area dominated by the Dark Symmetry (shrines, plague pits, beyond the asteroid belt, in the vicinity of a Nephrite or citadel etc) – then regeneration is drastically reduced: subtracting an area's level of taint x5 (see MC).

This is also the basis of the Brotherhood's legendary ability to sniff out corruption – not by spell, but by gnawing headache. All characters trained in the Art has this additional sense, allowing them to pick up any Symmetric effects, corruption or high concentrations of DSPs within POWx5 meters. If a Mystic complains about migraines, the Inquisitors are brought in. Using subjective levels of discomfort as a means of tracking someone or something is tricky, but can be done – a *Formidable* Willpower-test will allow a Mystic to home in on a Symmetry-manifestation.

If a Mystic runs out of Tenacity, he can burn fatigue. If he is not aided by a Power Stabilizer at the time this means a Mystic will suffer *two levels of fatigue for every point of Tenacity a spell would normally use*.

The different mystical paths of the Art and their spells are listed below. I have taken the easy way out and just directly converted the spells out of MC3 without bothering too much with trying to properly fit them into the framework of RQ. Refer to MC3-core for the details.

The Blessing of the Light is a ritual all Mystics learn before starting their study of the proper colours of the Light, and even some of the Brotherhood's mundane scribes and missionaries can perform this ritual.

Blessing allows a Mystic to consecrate an area and insulate it from the influence and effects of the Symmetry.

Blessing has a base Magnitude of 1, and effects a radius up to half the Mystic's POW in meters for 24 hours.

Performing this ritual does not require a spellcasting-test, but is a 10+ minute casting impossible to enact in a combat situation.

Any and all within the area are hardened against the corrupting influence of the Symmetry. Items or people will not accumulate DSP's (and will bleed off already accumulated DSPs), and any Symmetric manifestations or spells of an equal or lesser Magnitude than the ward's IN will be negated - stronger effects is unaffected.

If cast on an area already under the influence of the Symmetry, a Mystic must spend a number of additional Intensities equal to the area's lvl of taint to overcome it.

Options:

- allows the Mystic to bless a person, allowing that person protection regardless of location(+1 Intensity).
- allows the spell to be of greater protective value (+1 Intensity/point of IN)
- allows the spell to affect a greater area (+2 Intensity/ POW-factor)
- bless a tainted area (+2 Intensity/lvl of taint)

The Path of Exorcism - *Aureum*

Spell: Ease Suffering

Magnitude: 1

Effect: Allows a Mystic to neutralize any fatigue and discomfort.

If the target is suffering from a panic reaction, it will snap him out of it. This spell only requires a Mystic to be able to speak to a target.

Options:

- allows the Mystic to expand the spell into an area affect equal to POW-meter radius(+2 Intensity).

Spell: Exorcise Dark Influence

Magnitude: 2

Effect: Allows a Mystic to exorcise any corruption from the target – it can be cast on both corrupted items as well as persons.

If cast on an item it renders the item inert (must be rebooted to function), but purged of any Symmetric manifestations and DSP's. Powerful manifestations may have an effective Willpower-score to resist the spell with.

If cast on an area, it dispels any active Symmetry-effects, opposed by either effective Willpower or a heretic's Invoke-score.

If cast on an actual heretic, it will dispel any active Symmetric effects provided it succeeds in an opposed test against the active Invoke-skill, and can be used as a counterspell.

It is most often used to offer absolution to people worrying over that they may be corrupted by the Symmetry (by purging DSPs)

Options:

- allows a Mystic to extend the spell to an area-effect spell (+1 Intensity/2sq.radius)

Spell: Exorcise Disease**Magnitude:** 2**Effect:** Allows a Mystic to instantly cure any normal disease with an POT equal to or less than the caster's Aureum-skill. It does not alleviate any damage done by the disease, but speeds up recovery – halving any recuperation time..

More potent diseases or diseases with a Symmetric origin are unaffected. This is a touch spell.

Options:

- allows the Mystic to purge more potent diseases as well (+1 Intensity)
- allows the Mystic to purge Symmetric diseases, provided he beats the disease's POT in an opposed test (+1 Intensity).

Spell: Exorcise Madness**Magnitude:** 3**Effect:** Allows a Mystic to erase a failed or hardened notch from the Madness Meter.

The target will resist with Willpower, whether he wants to or not. This is a touch spell.

Options:

- allows a Mystic to purge unwholesome passions from the target, reducing a passion by an amount equal to half the caster's Aureum-skill (+1 Intensity).
- allows a mystic to cure and remove any mental aberration incurred from failed notches or other origins (+2 Intensity)

Spell: Exorcise Poison**Magnitude:** 2**Effect:** The Mystic instantly neutralizes and purges a poison or drug with a POT equal to or less than the caster's Aureum-skill from the target's body. Any detrimental effects are not alleviated. This is a touch-spell.**Options:**

- allows a Mystic to purge more potent poisons. Poisons of a Symmetric origin require an opposed test (+1 Intensity).
- allows the Mystic to speed up recovery if any, halving any recuperation time (+1 Intensity).

Spell: Exorcise Wound**Magnitude:** 3**Effect:** Allows a Mystic to cure all light wound-damage to a target, as well as any detrimental effects such as bleed, infection etc.

Serious and major wounds are stabilized and sanitized, but not otherwise affected. This is a touch spell.

Options:

- allows a Mystic to heal a serious wound by 1d4 points (+1 Intensity/d4)
- allows a mystic to heal a major wound by 1d3 point, provided the location is still somewhat in one piece (+1 Intensity)

Spell: Exorcise Mortality**Magnitude:** 3**Effect:** Provided the target has been clinically dead for less than the Mystic's POW in rounds, the Mystic can drag a target's soul back into a body and keep the body from suffering further entropic effects as a consequence of dying. Even if successful, the target's body must still be mended or it will simply die – the Mystic is able to arrest death as long as he concentrates, but must rely on someone else to heal and revive the body while he wrestles with complex metaphysics. This is a touch spell.

The Path of Kinetics - *Rubrum*

Spell: Barrier**Magnitude:** 2**Effect:** Barrier projects a swirling telekinetic barrier to protect the Mystic. It protects as a shield covering all locations with AV equal to the Mystic's Rubrum/10 – any damage based on kinetic force will be reduced by the Barrier's AV.Depending on circumstances, it can also protect from *Special Effects*. It will not hinder the mystic in any way.Any attack absorbed by the Barrier's AV reduces the AV by 1, and if an attack reduces the Barrier to zero AV before the Mystic can cancel or recast the effect, the Mystic (and the attacker if engaged in melee) will suffer the equivalent of a *Bash*-effect, using the damage done by the last attack as a base.**Options:**

- the barrier's AV is not reduced by attacks (+1 Intensity).
- the barrier's AV absorbs non-kinetic forces as well (+1 Intensity)

Spell: Distortion**Magnitude:** 2**Effect:** Functions much like sorcery's *Wrack*-spell and uses the same damage-table with the Mystic's Rubrum-skill.

The spell can be resisted by Evade, is capable of inflicting Special Effects if it beats defence in a differential test, and has a POWx3m range.

The mystic can attack repeatedly on his SR with this spell as long as he concentrates on the spell, as *Wrack*.**Additional intensities:**

- additional target (+1 Intensity/additional target)
- adds the *Ablative* and *Incinerating*-traits (+1 Intensity)

Spell: Impel**Magnitude: 1**

Notes: Allows a Mystic to telekinetically grab an item he can clearly see up to Rubrum-skill/10 in kilos, with an effective Brawn equal to the caster's Rubrum-skill. The item can be moved at a rate of POW m/turn – either dragged towards the Mystic or pushed away.

The spell does not allow fine manipulation of an item; a Mystic cannot pull a gun's trigger or push a singular button, but he can pull levers, jerk steering wheels, flip things over etc. Any such actions require a *Formidable* test.

If the Mystic puts enough tenacity into this spell, he can Impel other people and even cars.

Options:

- double weight limit (+1 Intensity/doubling factor)
- increase speed (+1 Intensity/POW-factor)
- accelerate an item (+1 Intensity). Accelerating an item allows the Mystic to hurl it with force, using his Rubrum-skill as the attack-roll if hurling it at something. A hurled item damage depends on its effective size: Small(rocks): 1d3 dmg, Medium(television set): 1d4-1d6 dmg, Large(fridge): 1d8-1d10 dmg, Huge(armoured necromutant): 2d6 dmg, Enormous(small car): 2d6 dmg to 1d3 locations. A hurled item can inflict Special Effects.

Spell: Levitate**Magnitude: 3**

Effect: Allows the Mystic to defy gravity and move both horizontally (as normal) and vertically (if he concentrates as a proactive action) with a base movement rate equal to Rubrum/10. He replaces any skill in Athletics and Evade with his Rubrum-skill, and can enjoy normal tactical movement with some expanded options.

Options:

- levitate larger masses – the Mystic must be able to hold any extra baggage (+1 Intensity/Mystic's SIZ-factor)

Spell: Singularity**Magnitude: 3**

Effect: Allows a Mystic to conjure a singularity, wrecking havoc with local gravity. The singularity, once created, is stationary and produces a local and highly chaotic gravitational force equal to the caster's Rubrum-skill (note: skill, not skill roll).

The area of effect is only 1 sq, but everything caught in it must resist with Athletics or Brawn (provided they have something to hold on to). Resisting is a reactive action, costing an AP.

Failure to resist means being caught and ragdolled by the singularity's force. Any actions are attempted at base *Herculean* difficulty, including attempts to struggle free.

Creatures and items with a SIZ of more than a third of the singularity's force are less affected, suffering only a *Hard* penalty to actions. SIZes more than half the singularity's force are unaffected.

When the singularity ends, any ragdolled victims fall and are considered automatically knocked down. The spell in itself does not cause any damage, but debris and circumstances might.

The Mystic must concentrate on this spell to maintain it.

Being caught in a singularity is at least an Intensity 6 Unnatural-check.

Options:

- allow the singularity to continue for 1d6 rounds after the Mystic ceases concentration (+1 Intensity/d6 rounds).
- Increase the singularity's force by 20 (+1)
- increase the singularity's area of effect by a 1sq. radius (+1 Intensity/sq). Note that large singularities may very well inflict falling damage to its victims.

Spell: Strike**Magnitude: 1**

Effect: Typically the first spell a Kinetics-adept learns, Strike is a crude, but effective telekinetic forcepush.

The spell strikes for 1d2 damage to a random location and automatically inflicts the *Bash*-effect. It can inflict other special effects as well on a critical, and can target items.

Options:

- increase damage (+1 Intensity for each additional damage-step on the Damage Modifier-chart).

Spell: Teleportation**Magnitude: 3**

Effect: Allows a Mystic to instantly shift to another location within POWx5 meters that the Mystic can clearly see.

Options:

- allows a Mystic to shift to a location known and mentally imprinted within POWx100m (+1 Intensity)

Path of Manipulation - *Aurantium*

Spell: Communion

Magnitude: 1

Effect: Establishes a telepathic link, allowing for communication between two individuals. Target may resist with Willpower.

Options:

- allows a Mystic to read a target's surface thoughts (+1 Intensity)
- allows a Mystic to probe deeper into a target's mind, unearthing secrets the target wants to hide (+2 Intensity)

Spell: Deeper Gaze

Magnitude: 2

Effect: Deeper Gaze opens the Mystic's mind to his surroundings, allowing him to pick up intentions and strong passions of anyone within POWx3 meters. This allows the Mystic to become impervious to surprise and ambush, and maybe peg the occasional heretic.

Options:

- the Mystic focuses on the targets' base feelings, granting an additional level of ease to any social skill-tests (+1 Intensity).
- the Mystic focuses on targets' more primal instincts, granting an additional level of ease to any defensive reactions, as well as a bonus to Strike Rank equal to his Aurantium/10 (+1 Intensity).
- the Mystic can increase the range of the spell (+2 Intensity/POWx3-factor)

Spell: Discern Truth

Magnitude: 1

Effect: The Mystic is able to instantly pick up any lies and untruths spoken by the target. The spell does not give the Mystic any information of what the actual truth may be, it only detects lies. Note that if the victim speaks a lie he believes to be true, the Mystic is none the wiser. Target may resist with Deceit, provided he is on his guard. The spell is unnoticeable, and if a victim is suckered into an interrogation he cannot resist.

Spell: Domination

Magnitude: 2

Effect: Allows a Mystic to completely erase a specific memory lasting no longer than an hour from a target's mind. The spell will be resisted with Willpower, whether the target wants to or not. Erasing a memory does not erase any experience or notches associated with the memory, and if the Mystic does a shabby job, the target may notice the hole and may very well earn some new notches. This is a touch spell.

Options:

- allows a Mystic to expertly stitch the target's mind together, removing any chance of the victim smelling a rat (+1 Intensity).
- allows the Mystic to increase the length of the erased memory (+1 Intensity/hour)
- allows the Mystic to replace a memory with a new, alternative memory (+2 Intensity)

Spell: Hypnosis

Magnitude: 2

Effect: Allows a Mystic to lull a target into a suggestible state; any social tests against the target cannot be resisted. The victim cannot be made to betray base convictions and passions – if that is the case the target is allowed to test Willpower or relevant passion to snap out of the state. The spell can be resisted with Willpower, provided the target is guarded. An unaware target is helpless to resist.

Options:

- the Mystic can implant a mundane suggestion in the target's mind (+1 Intensity/24 hrs duration).

Spell: Missive

Magnitude: 1

Effect: Allows a Mystic to telepathically communicate a short missive to a target within visual range as a free action.

Options:

- communicate to any select visible targets (+1 Intensity, counts as a standard action)

Spell: Suggestion

Magnitude: 2

Effect: Allows a Mystic to implant a suggestion in a target's mind. The target effectively gains a new *Passion* of the Mystic's choosing, equal to the caster's Aurantium-skill minus target's POW+CHA. The suggestion will guide the target as a normal passion until he encounters something that contradicts it. When that happens, the spell ends. The suggestion can be resisted with Willpower, provided the target is guarded.

Options:

- the suggestion is stronger, being equal to the caster's unmodified Mysticism-skill (+1 Intensity).
- the suggestion is stronger, allowing an opposed test if the suggestion is challenged (+1 Intensity).

Path of Mentalism - *Violaceum*

Spell: Avatar

Magnitude: 3

Effect: The Mystic enjoys the traits of *Bulletcut*, *Indomitable* and *Pain Control* (RQ Mysticism, pg 227), as well as ignoring any debilitating effects of fatigue while in this state.

For each round this spell is in effect, it generates a level of fatigue that hits when the spell ends.

Witnessing this spell might justify an Unnatural-test.

Options:

- the spell generates an additional Luck Point every round that the Mystic is free to spend as he pleases – it does not accumulate (+1 Intensity)

Spell: Inner Gaze

Magnitude: none

Effect: The Mystic enters a meditative state, after an hour of contemplation he is treated as if he has had rested for a full day – this includes healing and the regeneration of Tenacity.

Spell: Paragon (specific skill)

Magnitude: 1

Effect: as augmenting skills as pr RQ core/Mysticism.

Spell: Perfection (specific characteristic)

Magnitude: 3

Effect: grants an additional level of ease to all skills governed by the perfected attribute. For any direct applications of the characteristic, it counts as if it was doubled.

Options:

- additional levels of ease (+2 Intensity/difficulty grade)

Spell: Regeneration

Magnitude: 1

Effect: as augment Healing Rate in RQ core

Options:

- removes any fatigue as well (+1 Intensity)

Spell: Swiftess

Magnitude: 2

Effect: as augment Action Points as pr. RQ core

Spell: Void

Magnitude: 3

Effect: allows the Mystic to become incorporeal. Any non-mental attacks cannot affect him, and the Mystic is powerless to affect anything in the material world (except for scaring civilians). The Mystic is limited to movement governed by the physical world – he cannot fly, but can climb unhindered and leap great distances as if possessing the *Featherlight*-trait, replacing Athletics with Violaceum-skill. He is able to pass through solid obstacles with a width up to the Mystic's POW in inches as a proactive action.

Any *Stealth*-tests are automatically treated as Critical successes.

Void cannot be maintained for more than Violaceum/10 rounds.

He may prepare and cast spells in this state, but must end this effect before he can cast a new spell on someone else but himself.

If used in a combat situation, a Mystic can enter void-state and, with perfect timing, execute a single attack that cannot be opposed as he exits into the real world.

Witnessing a voidstate is at least an Intensity6 Unnatural-test.

Options:

- can maintain the effect for longer (+1 Intensity/per Violaceum-factor)

The Dark Symmetry

The most commonly encountered manifestations of the Dark Symmetry are not heretical mages and alien monstres, but the insidious influence it weaves on man, society and, not least, technology.

The Dark Symmetry is most likely encountered through *Corruption* and *Stigmata*.

Corruption is the effect of the Dark Symmetry on technology, specially electronic equipment.

Stigmata are physical or mental mutations brought on by the Symmetry. A stigmata does not mean a person is a heretic, it could very well be the result of being in the wrong place at the wrong time. The Brotherhood's 2nd Directorate does not see it that way, and will take an uncomfortably close interest in such things.

Full-fledged *Mutations* are major warps, highly noticable and more than likely the result of channeling raw, symmetric power through a fragile human body.

Corruption

The primary mechanics for corruption is built on the system found in the original Mutant Chronicles: *Improvise and wing it!*

The new Mutant Chronicles offers several pointers and even a game mechanic.

A third option is laid out below:

Equipment will accumulate *Dark Symmetry Points*. Depending on the level of corruption present in a specific area and the complexity and quality of the equipment, a technological piece will sooner or later succumb to the Symmetry.

MC3 lists a short and concise overview of *Corruption Levels*, the same levels are used here:

- Lvl. 1 corruption will cause an item to accumulate 1d6-3(1) DSP/hour.
- Lvl. 2 corruption will cause an item to accumulate 1d6+3(7) DSP/hour.
- Lvl. 3 corruption will cause an item to accumulate 2d6(7) DSP/minute.

Once an item has accumulated more DSP's than its *Reliability Rating*, it will start to fail and display the symptoms of Dark Symmetry-corruption. As it accumulates more DSPs, the symptoms may worsen and potentially lead to a full-fledged Symmetric manifestation.

Accumulated DSP's up to twice an item's RR may result in *Malfunction*, while DSP's in excess of that in electronic devices may result in *Malignancy*, both further described in MC3. Developing *Malignancy* isn't dependant solely on accumulating DSPs, but also the equipment, taint in question and a GM's mood.

Equipment won't accumulate DSP's beyond twice its *Malignancy*-threshold.

Reliability Ratings follow the same values as detailed in MC3, with the following, cumulative modifications:

- High quality equipment will add 2 RR
- Equipment that is handmade, as opposed to machined and mass-produced, adds 2 RR.
- Low quality, cheap equipment will subtract 1 RR..
- Bauhaus-made equipment adds 1 RR.
- Imperial-made equipment adds 1 RR.
- Brotherhood-made equipment adds 4 RR.
- Cybertronic-made equipment adds 4 RR, and is not affected by *Malignancy*.
- Equipment based on mechanical or chemical, instead of electrical, principles have a base RR of 4, and are less severely affected.

Corruption affects electronic equipment, and the more advanced the electronics the more vulnerable it is and the worse it is affected. Mechanical equipment is mostly insulated from the Symmetry's effects, suffering no worse than an *Unreliable*-trait (or loss of a *Reliable*-trait) and perhaps an occasional, well placed kick to make it run properly.

- A *malfunctioning* item does not work reliably. Radios lose coverage and scramble frequencies, lights flicker and creates disturbing shadows, flashlights black out, cars lose instrumentation and cylinders misfire, fuses short out etc. When applicable, a *malfunctioning* item will add one or perhaps two greater difficulty grades to any actions in which it is used. Some items will simply be useless – like constantly rebooting computers or a shorted-out TV.
- A *malevolent* item will display some oddities, raising it's base difficulty to *Hard*, but will otherwise seemingly function normally. However; any failed roll will be treated as a fumble, a fumble will be really bad, and the GM is free to treat the item as an antagonistic story device.
- In the case of an item that has accumulated enough DSPs to be troublesome, the GM may roll a d6 along with any related skill-tests – on a 4+, the corrupted item will wonk out or turn malignant.
- A *malfunctioning* item can be un-malfunctioned with successful applications of relevant *Craft* or *Science*-skills (though in some cases it could be as simple as replacing batteries or fuses), resetting its DSPs and fixing any immediate problems, but it will probably wonk out again after a time. Items that have gained *Malevolence* cannot be fixed, and require removal from any corrupting influences to bleed off DSPs, or the services of a Mystic.

Equipment will bleed off accumulated DSP's at a rate of 1d6/day in an uncorrupted location.

Stigmata

Stigmata is a result of being in close contact with the Dark Symmetry. Handling corrupted or *Black Technology*-equipment, being at the receiving end of a Nephrite or powerful heretic's mystical blasts, or spending time in highly corrupted areas could develop stigmata.

Like with technological equipment and corruption, humans also accumulate DSPs. Unlike unliving metal and silicate, humans are a lot more resilient, having a DSP-threshold equal to a person's POW-characteristic. It is also a lot more difficult for the Symmetry to worm it's way into living flesh.

Exactly *what* situations that make DSP's accumulate is mostly dependant on the GM and the situation. A good rule of thumb is to dole out DSPs when players purposefully or ignorantly put their characters in a bad spot – like trying to operate a radioset that has grown tentacles (1d6 DSP), picking up and using a discarded Kratach (1 DSP/turn), not properly cleaning a wound inflicted by a legion monster (1d10 DSP), sleeping/making camp in a corrupted area (Corruption Level-1d2 DSP/hour), swimming in the drainage from a citadel (1d3 DSP/round), or bumming a handrolled cigarette from a Muahwije-cultist (1d10 DSP)

Once a character has accumulated more DSPs than his POW-characteristic, he must test Endurance (or Willpower if a mental effect is rolled) or develop a Stigmata. If in a corrupted location at the time, the test is opposed by the location's *Corruption Level* x10.

With a success, nothing happens, the DSPs are still there, and the character must test again when he gains new DSPs.

A failure will develop a *Stigmata* and resets the DSPs. If a character accumulates more DSPs than his POW+CON, he must roll on the *Mutations*-table instead. The human body will bleed off accumulated DSPs at Healing Rate/day.

Stigmata will not develop instantly, but will manifest relatively quickly over a period of a few hours to several days.

Mental effects can be treated and reduced in intensity, but never fully removed – only lessened or kept in check. Physical stigmata can be disguised. Some may be mended through surgery or by Mystics, but will often re-manifest.

Some suggestions are listed in the tables below, in addition to the effects listed in MC3.

What happens?	
2d6-roll	Result
2-5	Roll on Mental Effects-table
6-12	Roll on Stigmata-table

d10-roll	Mental Effects
1	Roll d6: 1-3: Random Passion lessens; subtract 3d10% 4-6: Random Passion increases, add 3d10%
2	Gain Passion (<i>Phobia – something related to Apostle in question</i>) at 70-CHA
3	Gain Passion (<i>Obsession – something related to Apostle in question</i>) at 70-CHA
4	Gain Passion (<i>Hatred – something related to Apostle in question</i>) at 70-CHA
5-6	Gain Passion (<i>Mental trait related to the Apostle in question as detailed in MC3</i>) at 70-CHA
7	You develop an aberration – something disturbing
8	You develop an aberration – something disgusting
9	You develop an aberration – something antisocial
10	You start seeing bad things that aren't there. The disturbing hallucinations pop up often when you're not focused, and may be bad enough to force Madness-tests.

d20-roll	Stigmata
1	A large patch (roughly a half location) of skin rots away, exposing muscle and tendons. You don't suffer any penalties except discomfort and possibly disgust, but it needs to be tended and kept bandaged to avoid infection. (random location)
2	You are unable to sleep. Fatigue and exhaustion will build up (one level of fatigue/day) until you collapse into an unconscious and dreamless state for 48 hours when reaching the <i>comatose</i> -level (after 1 week), after which you awake feeling like shit, but refreshed, and start the cycle anew. Heavy doses of medication can put you out for a night, reducing accumulated penalties by one step.
3	You start coughing and regurgitating blood, specially when you exert yourself. Any Endurance-tests for actual endurance are <i>one step harder</i> . Your bathroom looks like a crime scene every morning.
4	Random location goes black and blue, as if badly bruised. After 1d3 days it takes on a cold, clammy, deathly pallor. Location is then immune to <i>Bleed</i> and <i>Stun</i> , but also loses much of it's tactile sense – making relevant tests <i>Formidable</i> , as well as being disturbing.
5	Skin on random location turns hard and fragile, and will painfully crack and bleed, inflicting an <i>Agony</i> -condition if bent, twisted, bruised or damaged and an <i>Endurance</i> -roll is failed. The condition will be slightly more manageable with heavy use of moisturizer, making the <i>Endurance</i> -test <i>Easy</i> .
6	Random limb goes doublejointed. Apart from the freaky-factor, there are no disadvantages.
7	Teeth elongate and strenghten, giving you a toothy and disturbing grin. You gain a <i>Bite</i> -attack. This is fixable, but it will require dentures and a strong-stomached dentist.
8	Random location will not heal naturally. This is not noticable until the location sustains damage. The location will probably need major surgery and prosthetics in the case of serious wounds, and even minor wounds may be in danger of turning gangrenous or cause you to bleed out.
9	Random location will heal naturally twice as fast, but in the process turn into a scarred, tumourous mess. This is not noticable until the location sustains damage.
10	Random limb suffers 1 point of maiming damage/hr until it is shriveled into permanent uselessness.
11	Any food and drink take on a distinctly coppery and nauseating flavour in your mouth.
12	One of your eyes turns blood red. Does not affect your visual acuity much, but the condition is noticable, your nightvision is poorer and you sometimes see things others don't.
13	You develop an allergy to something people are not normally allergic to. Exposure causes cramps, violent retching, bleeding through the pores and an <i>Herculean</i> penalty – a disturbing sight to witness.
14	Blackened, lumpy veins form an Apostle-symbol on your skin (random location)
15	You develop an uncomfortable body odour. It can be masked for 1d4 hours by thorough hygiene and heavy application of perfume. Flies, rats and other vermin are drawn to you. You generally get your own seat on the bus.
16	You develop a <i>Fever</i> which cannot be treated unless exorcised. Each day will worsen the penalty involved as the fever grows worse until you hit <i>Hopeless</i> and collapse into uselessness. Then you get to roll on the Mutation-table to see what happens.
17	2d6 nails (finger or toe) fall off and regrow thicker, stronger and sharper. A full hand counts as a claw.
18	Your fingers and hands turn callused and hardened. Any equipment handled are more easily corrupted, halving its RR.
19	You develop an unsightly, seeping tumourous growth. (random location)
20	Bones strenghten and fuse in a random location. Location in question gains an additional 1d3 HP, but also a <i>one step harder difficulty</i> to actions involving that location and any sort of physical agility. Your bones will audibly snap and crackle when you move.

Mutations

Mutations can strike after fatal channelings of the Dark Symmetry, by being exposed to massive amounts of raw symmetric power, molded into new shape by a sadistic Nepharite, or by accumulating a downright unhealthy amount of DSPs.

Mutations use the same mechanics as stigmata, but are rarer and much more severe.

Unlike stigmata, mutations develop immediately and are often highly noticeable, and sometimes fatal as everything sane and normal is violently warped by powerful forces alien to both the human body and soul.

Like with corruption, dealing with mutations mostly follows the original Mutant Chronicles – wing it!

Deep within the darkest recesses of a GM's mind lies untapped resources that can be used to utterly fuck up a player character. Use them, but use them rarely. Mutations are bad! If characters has accumulated enough DSP's to be in danger of mutating, give hints; they don't sleep well, feel maniacal and paranoid, can't keep down their food, give off wrong enough vibes for other people to notice and for Mystics to pick up on, etc. Give them a chance.

Proper, full-fledged heretics should have whatever mutations you want – even beneficial ones.

The new Mutant Chronicles and RQ's table of Chaos Features should offer plenty of input in addition to the table below.

d20-roll	Mutation
1	GM's choice.
2	Character is instantly transferred to NPC-status, if not already an NPC, as his mind is taken over and dominated by a Nepharite or other powerful antagonist who will run him like a puppet for 1d6 rounds before transmuting into a <i>Malignant</i> .
3	Your innards turn into a portal for the Dark Symmetry, which is violently expunged through any available orifices. You will be able to act for 2d6 rounds of tortured ecstasy, spewing disgusting vile sludge wherever you go before expiring and dissolving into more vile sludge. A directed sludge attack can be made – it acts as a medium acid with VL-reach, infused with lvl3 corruption, automatically hits 1d3 adjoined locations unless evaded and will gift a target, who will probably be panicked and possibly blinded, with 1d4 DSP/round until cleaned off.
4	Random location turns into a nightmarish, bestial version of itself. While mutating for 1d3 rounds, you are under the effect of an <i>Agony</i> -condition and must roll <i>Endurance</i> to act. The upside is that you get a bonus trait from the bestiary to go along with your new body part.
5	The Dark Symmetry visibly radiates from your body, covering an area equal to to your POW-meter radius. Any vulnerable equipment is instantly corrupted to malevolence-level. The area remains as a permanent lvl2 Corruption-spot. The experience stuns you for 1d3 turns, after which you get to roll on the Stigmata-table.
6	Skin on 1d3 random locations melts and sloughs off, exposing a disturbing mess of all-wrong looking muscles, organs and pulsing biomechanics. The locations in question are reduced to 0 HP and take a serious wound in the process, which can only be healed by [GM's pick]. Unfortunately, the victim has no way of knowing that. The locations will, once healed, function normally, if nauseatingly.
7	A violent psychic flash of the Dark Symmetry forces an IN10 Unnatural-test on anyone within visual range of the unlucky focus, whose mind breaks and sends him screaming into a permanent combination of paranoid schizophrenia and a really bad trip.
8	Your skin shifts into a hardened, chitinous state, offering 1d3+1 armour (roll for each location), but halving your DEX. Your face likewise take on disturbing insectile features, even if it remains predominantly human. You gain the <i>Adhering</i> -trait.
9	Over the course of 2d6 rounds your skull rots away, exposing brain-tissue and deforming your features. Fortunately(?) muscle, sinew and ..something support the basic head structure, allowing you to function. Still, your head is reduced to 0 HP (which will be the locations new standard HP, regardless of healing) and take a serious wound in the process. Enjoy your porridge through a straw.
10	Your spine warps, breaks and reassembles into ..something that sort of functions as a spine, but leaves you crippled and bent in a disturbing way. Your movement is halved, and any skills based on STR or DEX are <i>Formidable</i> .
11	Body fuses and melds with a piece of corruptible equipment – an unlucky heretic can end up permanently fused to a mechanical computer or city bus. To add insult to injury, this may render the equipment useless for it's original purpose – but it may gain new purpose. If no such thing is in the vicinity, flesh and bone slowly transforms into an insane chaos of biomechanics, culminating in a newborn <i>Marionette</i> after 1d6 hours.
12	Bone and skeletal structure in a random location jellify. This will turn a limb into a <i>tentacle</i> (which is usable at a <i>Hard</i> difficulty), and turn a head or body-location into a very serious condition.
13	Nothing happens until you touch another living creature, which will then be automatically absorbed into your body. Any contact (including being punched, a casual brush or an unarmed parry) will be treated as a <i>grapple</i> at a skill-level of SIZ x5 or Brawling-skill, whichever is best. You gain the <i>Engulfing</i> -trait, eating away any caught locations at a rate of 1d3 HP/turn, inflicting maiming damage – a highly disturbing spectacle. You can do nothing to stop it from happening. A victim's SIZ will be added to your girth, turning you into a morbidly obese blob of proto-flesh if you're not very careful.
14	You turn into a Symmetric Mary, continuously bleeding the corrupting influence of the Symmetry into the environment around you. You are effectively acting as a mobile lvl2 tainted area with a radius equal to your POW in meters. The corrupting influence affects you too; you will accumulate 1d3DSP/day, mutating you further.
15	You die. Only after a while will you notice your cooling flesh, deteriorating functionality, and lack of a heartbeat and need of breathing. You gain the <i>Undead</i> -trait and retain control of your body which will suffer a greater difficulty to all actions as time goes by – starting at a base <i>Hard</i> difficulty, <i>Formidable</i> by day two, <i>Herculean</i> by day three, <i>Hopeless</i> inactivity and death-rattling by day four – only to finally succumb and rise again as an <i>Kadaver</i> on day five
16	You are stunned 1d3 turns as your nerves fire off agonizing pain before burning themselves out. After that, you gain the benefit of being <i>Pain Resistant</i> , but you also lose your cognitive abilities, converting INT to INS.
17	You are marked by an apostle (random or determined by circumstances), instantly manifesting physical aspects of that apostle (Algeroth: your muscles bulge, your face turns feral, adrenaline flows freely in your presence, and your mind is blurred by rage and bloodlust. Muahwije: you spew out maggots of madness instead of words, your thoughts spin away into unknown dimensions, and your very presence melts away the surrounding reality, etc). You are a person of interest, and will be sought out by the apostle's minions – something that will probably spell your doom.
18	Roll 1d6: (1-3): Your body grows 1d3+3 SIZ. Your skin does not and ruptures, doing 1d3 damage to all locations and leaves your body is covered in scars. (4-6): Your body shrinks 1d3+3 SIZ. Your skin does not, and sags and sloughs in a disturbing manner
19	Unable to cope with the alien energies coursing through your body, you explode as a fragmentation grenade. Your spirit will linger as a <i>Curse-spirit</i> capable of incorporating and riding an unfortunate victim for 1d3 weeks before fading away.
20	GM's choice

Symmetric Magic

Heretics are able to channel the Dark Symmetry, using a mechanical mix of RQ's Sorcery and Theism.

They only use one skill; *Invoke*, with each apostle having separate Invoke-skills.

Heretics must devote themselves to the Symmetry, mirroring the mechanics of RQ's devotional pool. This devotional pool also doubles as a *Shaping*-mechanic – a heretic is limited to a number of shaping-levels equal to his total devotional pool.

As with the Art, most spells will take only a single action to invoke.

A heretic's Tenacity is equal to the amount of POW devoted to, or taken by, an apostle of the Symmetry. This devotional pool is not governed by any skill, only by how sharply a heretic has deviated from society and humanity, and much of his soul he has surrendered. A heretic can only devote himself to a single apostle.

Heretical tenacity regenerates at the rate of a location's level of taint/day. Alternatively, a heretic may use human sacrifice (as pr.RQ), and take advantage of certain Symmetric artifacts and portals.

Heretics can sense the Light much as Mystics can sense the Symmetry, but only when in close proximity of it – a heretic is able to sense manifestations of the Art within *Tenacity x5 meters*. Unlike Mystics, a heretic won't suffer any detrimental effects apart from a feeling of unease, and are unable to pinpoint the source.

A heretic will accumulate 1 DSP for every two points of Tenacity spent on a Symmetric spell. If a heretic runs out of Tenacity, he can choose to take damage instead – 1 point of damage to all locations for each point of replaced Tenacity. Furthermore, doing this will accumulate 2d6 DSP for every point of tenacity substituted with damage.

This can lead to heretics accumulating large levels of DSPs, with the stigmata and mutations to go along with it – this is as it should be, the Dark Symmetry is an inherently hostile force to anything human. Favored heretics are often gifted favorable mutations by their masters, though.

The individual spells should be handcrafted, using RQ's spell-lists combined with the effects described in MC. Hey now, I never said I weren't lazy.

The Armoury

Refer to the *Mutant Chronicles* core book for fluff, availability and pricing.

I've tried using "realistic" caliber- and damage-ranges from RQF on the weapons here, so the m13 Bolter's damage is not representative of its massive .74 slugs. This to avoid butting too many heads with the underlying ruleset and to slightly increase survivability. These lists are not exhaustive.

All firearms are vulnerable to corruption by the Symmetry, but being mechanical equipment they are not severely affected

Refer to RQF for standard firearm qualities and capabilities.

New weapon-traits are introduced:

Bulky – bulky weapons or armours are big, conspicuous and often heavy. They cannot be easily concealed. Handguns are not bulky unless otherwise noted. Larger weapons are automatically bulky unless otherwise noted.

Compact – a compact weapon can be easily handled one-handed. A not-compact weapon wielded in one hand incurs an at least Formidable penalty. All Handguns are compact unless otherwise noted.

Heavy – a heavy weapon **must** be Steadied before firing to avoid an Herculean penalty. They are too heavy for a character to run or sprint. Most weapons with this trait require articulated harnesses to carry and wield.

Flimsy – a flimsy weapon has a lower damage-buffer, suffering penalties if 4, not 6, points of damage is inflicted.

Sturdy – a sturdy weapon has a higher damage-buffer, suffering penalties if 8, not 6, points of damage is inflicted.

Reliable – a reliable weapon will never malfunction unless severely mistreated.

Unreliable – an unreliable weapon automatically suffers the "Weapon Malfunction"-effect on a fumbled test..

Armour Piercing Rounds work slightly different, ignoring AV up to half of base damage, but at the cost of the damage-di(c)e being decreased by one step. Some weapons have an armourpiercing-trait by default – this does not affect base damage.

Frangible Rounds decrease base damage by one step, and cannot Impale. Any armour has its AV doubled.

Rate of Fire is either 1 (manually operated/Single Action), Semi, 3-5 (burst) or full-auto.

- **Burst Fire** will spit out 3 to 5 rounds
- **Full-auto** will spend from a minimum of 10 rounds up to the weapon's RoF, but no more than 5 can directed at a single target.
- **Reload times** are typically 3 turns for magazine-fed weapons and speedloaders, and 6 for belt-fed and heavy weapons. Single rounds can be manually loaded at the rate of one round/turn, but these weapons must additionally be Readied for reloading.

Firearm Ranges are detailed in RQ Firearms, any exceptions are noted below.

Handguns

<i>Weapon</i>	<i>Damage</i>	<i>RoF</i>	<i>Ammo</i>	<i>Enc</i>	<i>Traits</i>
m7 Enforcer	1d6	1	6	1	
m45 Widowmaker	1d8+1	1	6	1	<i>Reliable</i>
m9 FAM Bolter	1d6	Semi	15	1	
m13 Bolter	1d8+1	Semi	18	2	<i>Bulky</i>
m55 Ironfist	1d8	Semi/3/20	21	2	<i>Bulky, Integral single shot 25mm grenadelauncher</i>
Tambu no.3 Ronin	1d6	Semi/3	20	1	<i>Flimsy</i>
MP105	1d6	Semi/5/20	35	1	<i>Reliable, Armourpiercing/3 Bulky</i>
HG12	1d6	Semi	8	1	<i>Reliable</i>
HG25 Equilizer	1d10+2	1	6	3	<i>Reliable, Bulky</i>
PSA Mk.XIV Aggressor	1d8	Semi/3/16	20	2	<i>Bulky, Sturdy</i>
PSA Mk.XV	1d8	Semi	14	1	
B&G Mk.VI	1d10+1	1	6	2	<i>Reliable, Sturdy, Bulky</i>
P1000	1d6+1	Semi/3	25	1	<i>Reliable</i>
Piranha	1d6+1	Semi	13	1	
Punisher	1d12	Semi	12	2	<i>Bulky</i>
Iron Hand Autopistol	1d8	Semi/3	16	2	<i>Bulky</i>
Saturday Night Special	1d6	1 or Semi	5-10	1	<i>Flimsy, Unreliable. Rng is halved.</i>
Legion Voriche	1d10	Semi/3	20	3	<i>Sturdy, Bulky</i>

Submachineguns

<i>Weapon</i>	<i>Damage</i>	<i>RoF</i>	<i>Ammo</i>	<i>Enc</i>	<i>Traits</i>
CAR24	1d10	Semi/3/20	20	3	<i>Integral single shot 35mm grenadelauncher</i>
MP103 Hellblazer	1d8	Semi/5/20	30	1	<i>Compact, Reliable</i>
MP105GW	1d6	Semi/5/25	44	1(2)	<i>Armourpiercing/3, Reliable, Detachable single shot 25mm grenadelauncher. Compact without grenadelauncher.</i>
Mk.III Interceptor	1d10+1	Semi/3/20	22	3	<i>Detachable 2-shot 35mm grenadelauncher</i>
Mk.III's Eliminator	1d6+1	Semi/4/20	30	2	<i>Compact, Integral silencer</i>
SMG Mk.IVp	1d8	Semi/3//20	24	3	<i>Integral 6-shot plasma-launcher, acting as 25mm HE-grenades(Rng 100/200/400)</i>
Tambu no.4 Windrider	1d6	Semi/5/25	30	1(2)	<i>Compact, Non-bulky, Flimsy, Unreliable (only for full auto), Detachable single-shot 25mm grenadelauncher</i>
CAW2000	1d8	Semi/4/20	30	1	<i>Compact, Integral single-shot 25mm greadelauncher</i>
Nemesis SMG	1d6+1	Semi/4/20	25	2	<i>Compact</i>
Saturday Night Special	1d6	-/3/15	25	1	<i>Flimsy, Unreliable. Range is halved.</i>
Legion Kratach	1d10	Semi/4	25	3	<i>Comes w/bayonet (medium Reach), Can use any ammo</i>

Battlerifles

<i>Weapon</i>	<i>Damage</i>	<i>RoF</i>	<i>Ammo</i>	<i>Enc</i>	<i>Traits</i>
AR50	2d6+2	Semi/3/20	20	4	<i>Integral 6-shot 35mm grenadelauncher</i>
m74 Assault Carbine	1d10+1	Semi/5/25	30	3	<i>Sturdy, Supports single-shot 35mm grenadelauncher</i>
Calix Carbine	2d6-1	Semi/5/25	30	3	
AR17 Panzerknacker	2d6-1	Semi/5/25	48	3(4)	<i>Armourpiercing/4, Reliable. Supports 2-shot 35mm grenadelauncher</i>
BAR Mk.XVIb Invader	2d8+2	Semi/3/20	20	5	<i>Sturdy, Integral 12-shot semi-automatic 25mm grenadelauncher</i>
Mk.XX Plasma Carbine	2d8	Semi/3/15	26	4	<i>Cauterizing. Rng 200/400/600 Alternate firemode acts as the equivalent of a fully-automatic 25mm HE-grenadelauncher, but with tripled ammo expenditure and Fragmentation(1)</i>
Tambu no.1 Shogun	2d6	Semi/4/20	25	3	<i>Detachable 3-shot 25mm grenadelauncher</i>
AR3000	2d6+1	Semi/3/20	25	3	<i>Reliable, Integral 4-shot 25mm grenadelauncher</i>
AC-19 Volcano	2d6+2	Semi/3/20	30	4	<i>Detachable 2-shot 25mm genadelauncher</i>
Zhivo Infantry Weapon	2d6+1	Semi/3/20	20	4	<i>Sturdy, Reliable</i>
Legion Belzarach	2d6+2	Semi/3/20	25	6	<i>Sturdy. Integral barbed bayonet.</i>

Shotguns

<i>Weapon</i>	<i>Damage</i>	<i>RoF</i>	<i>Ammo</i>	<i>Enc</i>	<i>Traits</i>
m516s	3d6	1	6	3	
m516d	3d6	Semi	12	4	<i>Sturdy</i>
Mk.XII Mandible ASG	3d6+2	Semi/-/15	22	4	
50/50 Airbrush	3d6	Semi	14	3	<i>Unreliable</i>
SA-SG72001	3d6	Semi	8	3	
HG14 Hagelsturm	3d6	1	6	3	<i>Reliable, Sturdy</i>
HG14 Street Version	2d8	1	6	2	<i>Compact, Sturdy. Range is halved</i>
Bryzgi Sawn-off	2d8	Semi	16	2	<i>Range is halved</i>
Zhukov-4 Tunnel Clearer	3d8	1	6	4	<i>Scattershot adds Fragmentation(1), Range is halved.</i>

Sniper Rifles

<i>Weapon</i>	<i>Damage</i>	<i>RoF</i>	<i>Ammo</i>	<i>Enc</i>	<i>Traits</i>
SR50	2d8+4	1	10	6	Heavy
PSG-99	2d6+1	Semi/3	20	4	Armourpiercing/6, Reliable
Mk.XII Assailant	2d10+4	1	10	7	Heavy
Tambu no.15 Archer	2d6+2	Semi	20	3	
SR3500	2d8+2	Semi	14	5	
Mephisto Sniper Rifle	2d8+4	1	8	6	Heavy, Reliable
Okhotnik 778w	2d8+2	1	8	6	
L&A Dino Gun	2d10+4	1	2	6	Heavy, Reliable
Callistonian Carbine	2d6+1	Semi/3	20	3	Armourpiercing/4

Machineguns

<i>Weapon</i>	<i>Damage</i>	<i>RoF</i>	<i>Ammo</i>	<i>Enc</i>	<i>Traits</i>
m606 LMG	2d6	-/5/20	Belt	4	
m89i HMG	2d8+2	30	Belt	8	Heavy
MG40	2d6+1	-/5/25	Belt	4	Reliable
MG80	2d8+1	30	Belt	6	Heavy, Reliable
Bergdahl Stonecleaver	2d8	Semi/5/20	50 or Belt	5	Reliable, various ammo-types
Mk.XXIII Assailant	2d8+1	-/3/20	Belt	5	Heavy
Mk.XIXb Charger	2d10+2	35	Belt	9	Heavy
Tambu no.11 Kensai	2d6+1	-/5/30	Belt	4	
Tambu no.45 Dragonfire	2d6+2	30	Belt	5	Heavy
TDW4000	2d6	-/5/30	Belt	4	Armourpiercing/4
SSW4200p	2d8+2	35	Belt	6	Heavy
AC40 Justifier	2d6-1	-/5/25	Belt	3	Compact, Can't be Aimed. Integral chain bayonet.
Eruptor LMG	2d6+1	-/3/20	Belt	4	Reliable
AC41 Purifier	2d8+2	20		6	Heavy, Reliable
Rebrov LMG	2d6	-/3/20	Belt	4	
Nova Vesna HMG	2d8+1	-/5/25	Belt	7	Heavy
Legion Nazgaroth	2d8+2	20	70	10	Heavy, Sturdy

Rocketlaunchers, autocannons and other heavy support weapons are big, heavy, scary and capable of splattering multiple PCs with no save.

The *Gehenna Puker* is a flamethrower. It will damage 1d3+1 adjoining locations, and is treated as an IN4 incendiary. The 'Puker's fire covers a 1sq width area, widening to 3sq at effective(medium) range, but with damage being reduced to half. It is very much a point and click-weapon; if the attack is not opposed by cover or an evade, it automatically hits everything in its field of fire.

It is capable of firing a continuous stream of plasma-fueled hellfire for up to 20 turns.

The grenades are examples of standard military issue grenades.

Heavy Weapons

<i>Weapon</i>	<i>Damage</i>	<i>RoF</i>	<i>Amm o</i>	<i>Enc</i>	<i>Traits</i>
Gehenna Puker	2d10+2	N/A	20	8	Heavy, Incendiary(IN4), see notes. Rng 15/30/60
D-PAT9 Deuce	RPG	1	5	9	Heavy
Deathlockdrum Autocannon	2d10+4	-/5/25	50x2	8	Heavy. Sturdy, various ammo-types. Dual barrels allow for changing between magazines and ammo-types as a free action.
Atlas Autocannon	2d10+2	20	200	15	(Very)Heavy, must be fitted to mount or exo-skeleton. Each hit is treated as a Burst (1d3 hits)
Titan HMG	2d10+2	30	Belt	10	Standard armament of Eradicator Deathdroids
Scythe of Semai	2d10+2	20	200	12	Heavy, Sturdy, Fragmentation(1)
Carcass Launcher	-	N/A	20	-	35mm full-auto grenade launcher
Scythe Bayonet	1d12+2	N/A	-	-	ReachVL/SizH blood-tempered meteoric steel bayonet
25mm Microgrenade, frag	1d8+2(0)			-	
25mm Microgrenade, HE	1d8(1)			-	
35mm Microgrenade, frag	1d10+2(0)			-	

35mm Microgrenade, HE	1d10(1)			-	
35mm Microgrenade, HEAP	2d6(1)			-	<i>Ablating, Armourpiercing(6), will in most cases turn debris into 1d6 worth of shrapnel</i>
NoC-2 Unguided RPG	3d10(1)			1	<i>Ablating, Armourpiercing(15), shrapnel as above</i>
Handgrenade, frag	2d8(1)	Thrown	-	0,5	
Handgrenade, HE	1d10+2(1)	Thrown	-	0,5	
Stun Grenade	- (2)	Thrown		0,5	
Tear Gas Grenade	1/cycle	Thrown		0,5	<i>POT80 Blinding, Dumbness and Exhausting. Onset 1d3-1 turns.</i>
“Bouncing Bauhaus Betty” Anti-personel Frag Mine	2d10(1)	-		1	<i>If you step on a mine, a perception-test may keep it from going off.</i>

Melee weapons are commonplace in Mutant Chronicles.

Knives, chains and bludgeons are commonly found in the hands of criminals, the police have their batons, the military practice with bayonet and trenchtool, and officers and nobles routinely carry swords.

Chain-weapons are common enough to warrant mention. Chainbayonets and chainrippers add +1 size, +3 damage and the *Barbed*-trait to a weapon's template – typically short sword. When used against unarmored targets, chain weapons are horrifically effective – however, if a location is protected by armour the damage-die is reduced by one step.

All chain-weapons automatically inflicts the *Damage Weapon*-effect if parried with a poorer opposed roll, and are capable of *Sunder*, *Bleed* and *Impale*-manuevres – in the latter case the weapon does not roll twice for damage, but is stuck in the target's body (or armour) and can continue sawing away, automatically inflicting damage or sunder armour each turn on SR as long as its wielder spends AP's or the victim can struggle free.

The downside of chain-weapons are that they are heavy, noisy, high-maintenance powerhogs.

The *CSA-700* is a super-heated ceramic sword, made by Cybertronic.

The *Punisher shortsword* is a razor-sharp ceramic powersword, popular with Doomtroopers and Special Forces-units. Powersword-technology adds +2 damage to a weapon's template. The Legion's *Ashreketh* function differently, but confers the same abilities.

The *Violator*- and *Retributor*-powerswords are bigger and massive, respectively, versions of the *Punisher*. Along with the neural-harmonizing *Castigator Spear*, they're seen in service with the Brotherhood's elites.

Mortis Swords are seldom seen. They are a vibro-blade version of the Mishiman long daisho, used by the Brotherhood's secretive Mortificators. The even more sinister Mishiman Shadow Walkers use the same weapon.

Melee Weapons

<i>Melee Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Size</i>	<i>AV/HP</i>	<i>Enc</i>	<i>Traits</i>
Bayonet, mounted	1d6+2	Long	M	-	3	<i>Confers the “Sturdy”-trait.. If not mounted, treat as dagger</i>
Trenchtool	1d6+1	Medium	M	5/6	2	<i>Treat as battleaxe</i>
Brass Knuckles	+1 step	Touch	+1	-	-	<i>Enhances unarmed damage and size by one step</i>
Military Sword	1d8/1d10	Long	M/L	6/12	2	<i>Treat as longsword</i>
Whitestar Bonesword	1d8/1d10	Medium	M/L	4/10	2	<i>Treat as scimitar. Can be wielded one- or twohanded.</i>
Mishiman Daisho, short	1d6	Short	M	6/6	1	<i>Set of Wakizashi and Katana [Bleeding], dualwielded by the elite Mishiman samurai. Typically masterwork-quality.</i>
Mishiman Daisho, long	1d8/1d10	Long	M/L	6/10	2	
Clansman's Claymore	2d8	Long	H	6/12	3	<i>Treat as greatsword. Original claymores double the wielder's POW vs the effects of accumulated DSPs.</i>
Rapier Cane	1d4//1d6	Medium	S	4/5	1	<i>Can be treated as either club or smallsword</i>
Chain Bayonet*	1d4/d6+4	Long	L	5/6	3	<i>Barbed, See notes</i>
Chainripper*	1d4/d6+3	Short	L	6/6	3	<i>Barbed, See notes.</i>
Stun Baton**	1d6	Short	S	4/6	2	<i>Knockout</i>
CSA-700**	1d10+1	Medium	M	6/8	2	<i>Cauterizing, Incendiary(IN2)</i>
Punisher Shortsword*	1d6+2	Short	M	6/8	2	
Violator Sword*	1d8+2/1d10+2	Long	M/L	6/12	3	
Retributor Sword*	2d8+2	Long	H	6/12	4	
Castigator Spear**	1d8+2/1d10+2	Long	M/L	6/8	3	<i>Inflicts Stun Location as a bonus, automatic effect</i>
Mortis Sword*	1d8+2/1d10+2	Long	M/L	6/10	2	
Riot Shield	1d3	Short	H	6/6	3	<i>Covers 4 locatons</i>
Guardian Shield	1d4	Short	H	6/10	3	<i>Covers 4 locations</i>
Curia Shield**	1d6+2	Short	E	8/18	5	<i>Capable of Bleed-effects. Covers 5 locations</i>
Legion Skalak	1d8+1	Medium	M	6/12	3	<i>Barbed, Entrapping, Sundering</i>
Legion Ashreketh	1d8+2/1d10+2	Long	M/L	6/12	5	
Legion Azogar	1d8/d10+5	Very Long	H	6/12	6	<i>Chain-glaive. Barbed, see notes.</i>
Legion Jahkt	1d4/d6+5	Thrown	H	-/6	1	<i>Homing Chain-discus, Can Overpenetrate</i>

*corruptable equipment(mechanical) ** corruptalbe equipment(electronic)

Armour

<i>Armour</i>	<i>AV</i>	<i>Locations Covered</i>	<i>Enc pr. Loc</i>	<i>Notes</i>
Bomber Jacket	2	Chest, Abdomen, Arms	1	<i>Stylish military garb</i>
Courier Suit	3	Chest, Abdomen, ½*Arm&Leg	2*	<i>Thick syntheleather coat and chaps.</i>
Motorcycle Helmet	4	Head	3	<i>Open helmet w/goggles and facemask</i>
Reinforced Vacuum Suit	6	All	6	<i>Hits that beat AV may compromise the suit's sealing for that location.</i>
Ballistic Weave	2(0)	Any	-	<i>Only protects against ballistic damage.</i>
Hvy. Ballistic Weave	6 (3)	Chest, Abdomen	2	<i>Ballistic armour is 6, general armour value is 3. Typical bulletproof vest.</i>
Lined Coat	4	Chest, Abdomen, Arm, ½* Leg	2*	<i>Layered, reinforced trenchcoat.</i>
Flak Vest	4	Chest, Abdomen	2	<i>Light protective utility vest.</i>
Shoulderpad	6 or 8	½* of Chest, Arm and Head	1 or 2*	<i>Double shoulderpads automatically Passively Blocks 1 location (siz M or L)</i>
Heavy Ceramic Vest	10	Chest, Abdomen	8	<i>Every absorbed hit reduces AV by 1. Typically used by heavy door-knockers</i>
Light Combat Armour	5-7	Any	4	<i>Standard issue corporate composite armour.</i>
Heavy Combat Armour	7-9	Any	6	<i>Heavy-duty issue corporate composite armour.</i>
Mechanized Combat Armour	8+	All	N/A	<i>Non-standard issue heavy, actuator-aided armoured exo-skeleton (often with its own STR, DEX and SLZ). Some are big enough to be treated as constructs, with the pilot occupying the two body-locations.</i>

**if hit location comes up with an odd number, armour protects. Halve Enc-values for the same locations.*

- Armour generally can't be layered, however ballistic weave under other armour would add +1ballistic AV.*
- Armour in the shaded columns are hard, impact-resistant armours. Hard armour may protect against Press Advantage/Pin Down-effects as well as the Knockdown-effect of grenades if fully covered.*
- The listed armour values are typical values. High quality and expensive equipment may have a higher AV or lower encumbrance while cheap knockoffs may have a poorer performance.*

Bio-Mechanics and Cybernetics

Cybernetic and biomechanical body replacements are fairly uncommon. The technology is expensive and often experimental. By the time of the 2nd Corporate Wars, it is downright outlawed by the Brotherhood. Even so, Cybertronic, and to a lesser degree Mishima, blatantly ignores that and produces many biomechanical gadgets. The other corporations pay lip service to the Brotherhood's edicts, but still conduct their own research in secret labs. All biomechanical and cybernetic implants are vulnerable to corruption by the the Dark Symmetry. Some sample cybernetics are detailed below.

AutoMed-Implant

A major, but generally non-noticable subdermal implant that has a 90% chance of activating in case of serious or worse injury, conferring the same benefits as a normal AutoMed, but without restricting the user in any way. Once activated, it must be topped off with drugs to function. Until it is fully serviced it has only a 45% chance of automatically activating again in case of an injury, but can be activated manually as a full round action.

Brainjack Implant

A generally non-noticable cranial or neck implant, a small port allows for direct interfacing between the patient's brain and computers or thinking machines through “jacking in”. This makes all skill tests relating to compatible systems *one step easier*, as well as eliminating the need for keyboards and screens.

Combat Computer

The combat computer is an invasive and noticable cranial and spinal implant, allowing for much increased combat effectiveness. This implant grants a +4 Strike Rank and a bonus AP. It will allow a patient to increase range increments by one, as well as enhance targeting: *Aiming* is a 2AP-action, and the *Choose Location*-effect is freely available. The downside is that the delicate implant is susceptible to damage – any EMP or serious physical damage to the head will knock it out of whack; negating any benefits and reducing the patient's AP's by one until it is recalibrated – something that takes several hours.

Comms Implant

A non-noticable implant, this subdermal device implanted in ear and throat allows for clear, multichannel communication and noise filtration.

Cranial Disk Drive

A noticable and invasive implant, involving replacing large parts of the skull with metal and interfacing the brain with electronics. The implant has a floppy drive, allowing for specially coded discs to be inserted. These discs grant the user skill levels; for knowledge skills a disc generally grants a skill level of 40-60, for physical skills it is lower: 10-30. This is in addition to base skill value, but not in addition to already possessed skill. Discs may confer traits and special systems knowledge as well.

Cybernetic Powerlimb

An unsurprisingly common and noticable implant, even for soldiers outside of the Cybertronic 'corp. A cyberlimb is treated as a construct, with the benefits and drawbacks it entails. Depending on the quality of the implant, it has an of AV 0-8 , HP's of 1-12, and may possess up to 30 points of hydraulically powered STR (which will modify Brawn, crushing damage etc). The modified STR will be limited to the limb in question, and ultimately be limited by the body it is attached to. Powerlimbs can come with various attachments if you have the money to pay for it. Full-body replacement is possible, but rare and expensive, and results in creations like the Eradicators.

Dermal Armour

Made famous by Cybertronic's Mirrormen, this very noticable and very invasive full body-procedure replaces the patient's skin with reactive composite materials, acting as AV4 natural armour that negates *Bypass Armour* and make *Bleed* and *Stun Location* two steps easier to resist. Impales are limited to critical only.

The drawback is a -2 SR penalty and expensive buff and wax-jobs after combat. The removal of much of the patient's tactile sense and facial mimicry incurs a two steps higher difficulty penalty to related tests.

IR/UV Eye Replacement

A noticable implant replacing the patient's eye and eyesocket with a wide-spectrum optical lens and neural interface, allowing for IR/UV-vision in addition to enhanced visual magnification, flash protection and image capture..

J.A.H.R.

The Joined Artificial Humanity Repository is a contraption that allows a human brain to be transplanted into, and kept operational in, a tank of nutrient fluids. The JAHR provides full sensory input to the brain, as well as allowing for the brain to communicate through interfaced sensors and computers. - although in most cases, the JAHRed brains are denied anything but indoctrination.

Only Cybertronic have been able to create functioning JAHR-technology, showcased by the mobile combatJAHRs known as Deathdroids. Rumour has it that Cybertronic's head executives are JAHRs.

Productivity Implant

A non-noticable implant, almost mandatory for Cybertronic's hardworking scientists, it allows a patient to ignore the first three levels of accumulated fatigue. Once fatigue hits however, it hits for full.

Perfected Ventilation Circuit Implant

The PVC-lung is a major, but non-noticable implant replacing the majority of a patient's respiratory system, allowing for a much improved oxygen intake, as well as protecting from the effects of airborne pollutants and many common gases. It grants a patient 2 additional levels of non-bleed fresh fatigue.

Replacement Part

The replacement part is just that – a biomechanical kidney, heart, 20/20 eye etc. replacing a faulty or destroyed original. A generally non-noticable implant conferring no special benefits apart from the joy of functionality.

Smartgun Link

Unusual in that it is not something originating from Cybertronic, but from Mishiman research, the Smartgun Link allows a user to connect a prepared gun directly to his neural pathways, making aiming and usage easier. The link will reduce range penalties by one step and allows for using *Aiming* as a 2 AP-action.

Voice Modulator

A generally non-noticable implant allowing the patient to not only amplify his voice (to uncomfortable levels if wanted), but also to alter pitch allowing for communication across heavy background noise, and beyond normal human hearing frequencies. For the sake of convenience, it is often combined with an enhanced hearing implant, allowing for picking up extra low- or highpitched frequencies, as well as effective noise filtration.

With training it also allows a user to mimic sounds to near perfect degree.

Vehicles

..are not covered here. Track down copies of RQ: Luther Arkwright and RQ StarWars. Alternatively, Basic RolePlaying (The Big Gold Book) has mechanics for vehicles, chases and incorporating both into action scenes that can easily be bolted on.

If you're feeling frisky, almost any vehicular combat-system can be converted if you have the d100-mechanics down.

The Dark Legion & other antagonists

Most of the adversaries characters face will probably be of the human, or human-like, kind. Some may have special talents (heretics) and some may have *been* human once (legionnaires and necromutants), but overall there will be little need to fuzz over funky hit-locations, aerial movement rates or effects of breath weapons.

Again taking the easy way out, most adversaries can be modeled by human characters or entries from the RQ-bestiarium, extrapolated with tweaked attributes and traits. If you're reading this, I will simply assume that you're familiar enough with both BRP/RQ and the 2d20-system to gauge the powerlevels and mechanical peculiarities between the two.

- MC operates with a fairly high level of character competence. The total Skill-levels of MC could be multiplied by 5 to eyeball percentages for RQ. Access to the original MC1/2 could make it easier.
- Significant Skill Focus should be awarded with an additional edge, in skill level or other attributes.
- Attributes such as Hit Points, Damage Modifier, Strike Rank, Armour etc should be derived from how an antagonist is described, how tough you want it to be and, for fully statted antagonists, core characteristics. All of RQ's guidelines for critters and bestiary traits are in play.
- Antagonists will generally have 2 AP's, unless they're described as being quick and lethal – in which case they're upped to 3. Really nasty opponents might have 4 or more (typically those with special talents or DS-spends).
- Special talents and traits need to be converted on a case by case-basis, but everything MC throws at you is covered in RQ.

Below is an example eyeballed write-up of everyone's old favorite; the Pretorian Stalker:

Pretorian Stalker

<u>Characteristics:</u>	<u>Derived Attributes:</u>	<u>Hit Locations:</u>		
STR: 2d6+18 (25)		<u>d20</u>	<u>Location</u>	<u>HP/AV</u>
CON: 2d6+12 (19)	Action Points: 2	1-3	R.Leg	9/8
SIZ: 2d6+18 (25)	Strike Rank: 8 (13)	4-6	L.Leg	9/8
DEX: 2d6+3 (10)	Damage Modifier: +1d8	7-9	Abdomen	10/10
INT: 2d3+6 (10)		10-12	Chest	11/10
POW: 2d6 (7)	Movement: 8	13-15	R.Arm	8/8*
CHA: 2d6 (7)		16-18	L.Arm	8/8*
		19-20	Head	9/6*

**The Pretorian Stalker's armour has heavy pauldrons, offering partial AV10 protection to these locations.*

Skills: Athletics45, Brawn130, Command50, Conceal75, Craft(Biomechanical First Aid)50, Endurance95, Evade50, Perception45(90 while its twin is operational), Stealth65, Track60, Willpower45(90 while its twin is operational)

Combat Style: Any large killing instrument 75%.

Most commonly equipped with a Scythe of Semai or other heavy gruesomeness.

A heavily enhanced, ReachM/SizH punch does 1d10 damage (Bash, Grip, Stun Location, Sunder, Take Weapon). If choosing *Grip*, a victim is treated as if it was *Grappled*. A Stalker is scary enough to use a gripped human-sized victim as a bludgeoning tool, and to stomp almost anything into a bloody pulp.

Traits: Construct, Formidable Natural Weapons, Nightsight, Intimidating, Trample, Empathic Twin (created and deployed in pairs, the Stalker gains an additional AP as long as its twin is operational and within tactical range. If one twin goes down, the remaining stalker must test vs *Frenzy*), Animal Mother, Formation Fighting (with twin), Heavy Weapons Dude

The Pretorian Stalker is unable to use the *Sprint*-movement due to its construction and heavy armour.

Passions: Loyalty (Nepharite Master)90, Efficient murdering75

With the heroes of Mutant Chronicles being what they are – heroes – liberal use of rabble and underlings won't just speed things up, but also help with that pulpy feel. It is worth keeping in mind that modern weaponry will quickly turn even rabble into very serious threats if characters get too careless.

Many enemies will have a tendency to work themselves into frenzies or have physiologies immune to pain and wound effects.

While rabble and underlings still only have a handful of hit points and are out of the fight after one or two hits, frenzied or otherwise pain-resistant mooks use the following rules:

- Hit Points will generally vary between 3 to 6 for mooks, depending on size and toughness. More powerful opponents probably should be fully statted.
- Mooks with particular traits instead lose their next turn when they would otherwise flee.
- A “killing” hit, or a second or third minor wound (depending on mookishness) will floor them or render them impotent – blown off limbs, blinded, open femoral fractures, impaled and pinned to the ground etc. They may be dying, but haven't figured it out yet and will try to continue to fight. They will eventually expire on their own after 2d6 rounds.
- Mooks who haven't figured out they're dead yet dither away their next 1d3 turns, halve movement and fight at a *Formidable* penalty – depending on the damage suffered, movement or attacks might not be options at all. If they still have arms they can use firearms, but at the same penalty.
- A mook that suffers further damage after getting floored is out for good.
- A hit that does more damage than twice the mook's HPs will kill it proper on the spot, as will a head-hit reducing it to zero HPs.