

CHARACTER GENERATION

OVERVIEW

1. Pick character type.
2. Roll 3d6 in order for the following abilities: Radiation Resistance, Constitution, Dexterity, Strength, Mental Resistance. Humans also have a Leadership Potential ability.
3. Roll a d6 for each point of Constitution and sum to determine maximum hit points.
4. Determine melee damage modifier for Strength.
5. (Mutant) Roll a d4 once for number of physical mutations and once for mental mutations. Player picks mutations from list.
6. (Mutant) Character either has at least 1 physical or mental defect (determine randomly), or one of each if character has 5 or more mutations.
7. (Human) Judge determines starting equipment. Mutants start with nothing.

PHYSICAL MUTATIONS & DEFECTS

MUTATIONS		MUTATIONS		DEFECTS	
1	Taller	16	Physical reflection	31	<i>Multi-armed, 1-10 (no control)</i>
2	Shorter	17	Partial carapace	32	<i>Body structure change</i>
3	Out sized body parts	18	Total carapace	33	<i>Skin structure change</i>
4	New body parts	19	Heightened smell	34	<i>Hemophilia</i>
5	Poison claws or fangs	20	Heightened hearing	35	<i>Bacterial nonresistance</i>
6	Multiple body parts	21	Heightened touch	36	<i>No sensory nerve endings</i>
7	Regeneration	22	Heightened vision	37	<i>Poor respiration systems</i>
8	Gas Generation	23	Heightened taste	38	<i>Diminished senses</i>
9	Quills	24	Heightened dexterity	39	<i>Attraction odor</i>
10	Gills	25	Heightened strength	40	<i>Near-sightedness or double vision</i>
11	Chameleon powers	26	Heightened precision	41	<i>No resistance to poison</i>
12	Radiated eyes	27	Heightened balance	42	<i>Double effect of physical forces</i>
13	Electrical or hear generation	28	Wings		
14	Sonic abilities	29	Shapechange (reptile/insect/all)		
15	Light generation	30	Density control (self)		

MENTAL MUTATIONS & DEFECTS

MUTATIONS		MUTATIONS		DEFECTS	
1	Heightened intelligence	20	Charismatic effect	38	<i>Complete mental block</i>
2	Mental paralysis	21	Magnetic control		<i>A. Technological</i>
3	Teleportation	22	Density control (others)		<i>B. Robotic</i>
4	Levitation	23	Mental transparency		<i>C. Plant type</i>
5	Telepathy	24	Absorption		<i>D. Animal type</i>
6	Mass mind	25	Molecular disruption	39	<i>Fear impulses for types</i>
7	Precognition	26	Time field manipulation	40	<i>Mental defenselessness</i>
8	Illusion generation	27	Death field generation	41	<i>Multiple damage</i>
9	Mental control	28	Planer travel	42	<i>Epilepsy</i>
10	Telekinesis	29	Will force	43	<i>Poor dual brain</i>
11	Force field generation	30	Mental control over physical state	44	<i>Anti-leadership potential</i>
12	Repulsion field	31	De-evolution	45	<i>Anit-reflection</i>
13	Mental blast	32	Telekinetic arm		
14	Mental defense shield	33	Dual brain		
15	Reflection power	34	Heightened brain talent		
16	Pyrokinesis	35	Military/scientific/economic genius		
17	Cryogenics	36	Temporal fugue		
18	Weather manipulation	37	Intuition		
19	Life leech				

MELEE MODIFIERS

Strength Score	Damage Modifier
3	-4

4	-3
5	-2
6	-1
7-13	No change.
14	+1
15	+2
16	+3
17	+4
18	+5

RADIATION EXPOSURE

- Radiation chart shows amount of d6 of damage after 1 melee combat turn. Every round of exposure, the targets Radiation Resistance goes down by 1.
- D represents instant death after round. There is a 20% chance that a player or creature is mutated instead if dying. Judge randomly rolls 50/50 chance of mental or physical mutation. Then, roll on entire chart of mutations including defects.
- NE is “no effect”.
- Radiation damage carries a chance of mutation. For each die of damage, there is a 1% chance. The mutation manifests in 7 days. (p 10)
- True Humans who become mutated lose leadership potential.

		RADIATION INTENSITY LEVEL															
		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
RAD	3	1	2	3	4	5	6	7	8	D	D	D	D	D	D	D	D
	4	-	1	2	3	4	5	6	7	8	D	D	D	D	D	D	D
	5	-	-	1	2	3	4	5	6	7	8	D	D	D	D	D	D
	6	-	-	-	1	2	3	4	5	6	7	8	D	D	D	D	D
	7	-	-	-	-	1	2	3	4	5	6	7	8	D	D	D	D
	8	-	-	-	-	-	1	2	3	4	5	6	7	8	D	D	D
	9	-	-	-	-	-	-	1	2	3	4	5	6	7	8	D	D
	10	-	-	-	-	-	-	-	1	2	3	4	5	6	7	8	D
RES	11	-	-	-	-	-	-	-	-	1	2	3	4	5	6	7	8
	12	-	-	-	-	-	-	-	-	-	1	2	3	4	5	6	7
	13	-	-	-	-	-	-	-	-	-	-	1	2	3	4	5	6
	14	-	-	-	-	-	-	-	-	-	-	-	1	2	3	4	5
	15	-	-	-	-	-	-	-	-	-	-	-	-	1	2	3	4
	16	-	-	-	-	-	-	-	-	-	-	-	-	-	1	2	3
	17	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	2
	18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1

D = Death - = No effect

MENTAL ATTACKS

- For every 5 aggressive mental attack “a being survives and resists successfully”, its mental resistance goes up 1 point to a maximum 18. However, the power of mental attacks always uses the original mental resistance ability score. (MA, pg 10)
- A mental resistance of 12 is required to have more than 1 mental mutation. (MA, pg 10)
- Any being or mutation without a stated mental resistance has a mental resistance of 3. (MA, pg 10)

		MENTAL STRENGTH CHART															
MS	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
MR																	
3	10	9	8	7	6	5	4	3	*	*	*	*	*	*	*	*	
4	11	10	9	8	7	6	5	4	3	*	*	*	*	*	*	*	
5	12	11	10	9	8	7	6	5	4	3	*	*	*	*	*	*	
6	13	12	11	10	9	8	7	6	5	4	3	*	*	*	*	*	
7	14	13	12	11	10	9	8	7	6	5	4	3	*	*	*	*	
8	15	14	13	12	11	10	9	8	7	6	5	4	3	*	*	*	
9	16	15	14	13	12	11	10	9	8	7	6	5	4	3	*	*	
10	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	*	
11	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	
12	-	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	
13	-	-	18	17	16	15	14	13	12	11	10	9	8	7	6	5	
14	-	-	-	18	17	16	15	14	13	12	11	10	9	8	7	6	

15	-	-	-	-	18	17	16	15	14	13	12	11	10	9	8	7
16	-	-	-	-	-	18	17	16	15	14	13	12	11	10	9	8
17	-	-	-	-	-	-	18	17	16	15	14	13	12	11	10	9
18	-	-	-	-	-	-	-	18	17	16	15	14	13	12	11	10

* - autosuccess '-' - no attack possible

FOLLOWERS

- Only true humans can have followers.
- Maximum of 1 mutated being and 1 mutated human at a time.
- Player may not give up a mutated follower. (MA, pg 11)
- Gifts can increase chance of obtaining a follower. (e.g. +10% bonus for gifting slug projector). (MA, pg 11)
- Secret morale roll (3d6) after follower acquired. (MA, pg 23)

LEADERSHIP POTENTIAL

Leadership Potential	% friendly mutated being follower	% friendly mutated human follower	Max human followers
3-4	0	0	1
5-7	0	0	2
8-11	0	0	3
12-14	0	5	4
15	5	10	5
16	15	15	6
17	20	30	10
18	25	45	12

LOYALTY

Loyalty Score	Morale
3	Will desert at first opportunity
4-6	-2 on morale check
7-8	-1 on morale check
9-12	No change
13-14	+1 on morale check
15-18	Never need morale check

MORALE CHECKS

- Roll 2d6 to determine reaction of encountered creatures or followers in combat.

MORALE

Roll	Reaction
2	Immediately attacks
3-5	Hostile
6-8	Uncertain
9-11	Friendly
12	Accept offers, Loyalty +3

POISON

- Constitution determines poison resistance (MA, pg 11)

POISON CHART

Constitution – Poison Strength = Result

Result	Effect
0 or less	Death unless antidote within 2 turns
1	3d6 damage
2	2d6 damage
3	1d6 damage
4+	No effect

TECHNOLOGY

COLOR BANDS

- Color-coded bands allow the wearer to control many of the ship systems, including opening doors.

Color	Purpose
Blue and red	Command personnel
Green	Horticultural
Red	Security
Brown	General purpose
Steel gray	Engineering
White	Medical
Gold	Programmers, architects

TECH COMPREHENSION

- Cross-reference character’s Mental Resistance with Item Complexity Level and roll percentile dice to comprehend new tech.
- Comprehension check can be made once per week.
- True humans receive +5% to comprehend technological devices.
- A failed comprehension roll can cause fatal injuries to the handler or those nearby. Roll percentile dice twice on the “Danger Category” table for “Injure Self” and “Injure Others.” If injury occurs, there is a 10% chance of immediate death per Danger Category level.

CL	10	9	8	7	6	5	4	3	2	1
MR										
3	90	100	-	-	-	-	-	-	-	-
4	85	90	100	-	-	-	-	-	-	-
5	80	85	90	100	-	-	-	-	-	-
6	75	80	90	90	100	-	-	-	-	-
7	70	75	85	90	90	95	100	-	-	-
8	65	70	80	85	90	95	95	-	-	-
9	60	65	75	80	85	90	95	100	-	-
10	55	60	70	75	80	85	90	95	100	-
11	55	60	65	70	75	80	85	90	95	100
12	50	55	60	65	70	75	80	85	90	95
13	45	50	55	60	65	70	75	80	85	90
14	40	45	50	55	60	65	70	75	80	85
15	35	40	45	50	55	60	65	70	75	80
16	30	35	40	45	50	55	60	65	70	75
17	25	30	35	40	45	50	55	60	65	70
18	20	25	30	35	40	45	50	55	60	65

ITEM COMPLEXITY

Complexity Level	Items
1 (high)	Radioactive material (as power source), computers
2	Ecology life analyzer, medical unit
3	Ecology energy tracer, space suit, engineering system unit, security tracer
4	Gravity generators, computer tie-in, robots, security unit
5	Color bands, aqualung, water/hydrogren converter, sound-stopping headphones
6	Atomic torch, paralysis dart (charged), sonic torch, portable hand dart charger
7	Laser torch, geiger counter, slug projector, grav-sleds
8	Protein disruptor, paralysis dart (uncharged), laser pistol, gas ejector
9	Radioactive material (poisonous), chemical flammables, bow & arrow, paralysis rod, portable lamps
10 (low)	Infrared goggles, chemical defoliants, chemical acids, duralloy, sword

DANGER CATEGORY

Lvl	Danger Category	Items	Injure Self	Injure Others	Fatality Chance
1	Most Dangerous	protein disruptor, laser pistol, gravity generators, atomic torch, laser torch, radioactive materials	30	20	30
2	Dangerous Tools	paralysis rod, paralysis dart, slug projector, gas ejector, engineering system hand unit, medical analyzer & healer, aqualung, chemical defoliants, chemical acids, chemical flammables	20	20	20
3	Possibly Dangerous to Possessions	sonic metal disruptor, sonic torch	10	5	10

4	Not Dangerous	hand dart charger, color bands, ecology life analyzer, security hand unit, ecology tracer unit, security tracer, water/hydrogen energy converter, space suits, geiger counter, infrared goggles, portable lamp, sound-stopping headphones, duralloy	0	0	0
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HEALING

- Hit points are regained at a rate of 1 point per day of rest. (MA, pg 23)
- Some mutations can augment healing: Regeneration (Physical #7), Berries (Plant #8), and Life Leech (Mental #19).

WEAPONS & COMBAT

SURPRISE

Surprise gives the winning group 1 free combat turn which may include “fleeing, mentally attacking, or engaging in physical combat.”

- If the possibility of surprise exists, roll a d6. 1-2 party is surprised. (MA, pg 24)
- Surprise is negated if suprisee has a dexterity 4 greater than the surpriser. (MA, pg 10)
- If wandering monster, the monster distance may negate surprise (MA, pg 22)

WANDERING MONSTERS

- Roll once per hour. Encounter occurs on 5-6 in forested or planted areas, and on a 6 in all other areas. (MA, pg 22)
- If encounter roll d6 to determine monster’s distance: 1-2 adjacent, 3-6 must close distance (negates surprise). (MA, pg 22)
- There is a 33% chance that a wandering monster has a color band that opens doors in the current area. (MA, pg 22)

MONSTER PURSUIT

When a corner is turned, door passed through or inclined plane taken, roll a d6. Monster only follows on a 1 or 2.

COMBAT ROUND

- Combat turn lasts 10 seconds.
- Combat actions: double move, one move and one action, or one mental attack
- Radiation damage carries a chance of mutation. For each die of damage, there is a 1% chance. The mutation manifests in 7 days. (MA, pg 10).
- When not stated in stat block, magic resistance is 3. (MA, pg 10)

COMBAT SEQUENCE

1. Determine initiative order: Order is based on highest Dexterity. Judge rolls off ties. A Dexterity of 4 higher than the surpriser negates surprise. Referee rolls 3d6 to determine monster/NPC Dexterity.
2. Determine surprise.
3. Each combatant makes a combat action in initiative order.
4. Repeat step 3 until combat ends.

MELEE COMBAT

1. Compare attackers Weapon Class to the target’s Armor Class on the “Hit or Miss Chart”.
2. Roll a d20 and compare to the target number from the “Hit or Miss Chart”.
3. Cross reference the race of the target (Humanoid Beings/Mutated Creatures/True Humans) to the weapon on the “Weapon Damage” charts and roll the indicated die.
4. Adjust damage by strength modifier.

RANGED COMBAT

- Two systems for adjudicating ranged attacks: regular d20 method and alternate 2d6 method for bows.
- The alternate “Hit or Miss” chart for bows below shows numbers for short/medium/long range. (MA, Errata)

HIT OR MISS CHART										
	WC	1	2	3	4	5	6	7	8	9
AC										
8		7	6	5	6	4	6	-	A	3
7		9	8	7	8	6	7	-	A	4
6		11	10	9	11	8	8	-	10	6
5		13	11	12	13	11	9	-	12	6
4		15	14	13	14	12	10	-	13	7
3		16	15	14	16	13	15	9	17	8

2	17	16	15	17	14	16	10	19	9
1	18	17	16	18	14	18	12	18	10

A = autohit - = no effect

HIT OR MISS CHART (BOWS)

Wpn	Light Bow			Light Crossbow			Longbow			Heavy Crossbow		
Rng	S	M	L	S	M	L	S	M	L	S	M	L
8	5	9	11	4	7	10	3	5	8	2	4	7
7	6	10	12	5	8	11	4	6	9	3	5	8
6	7	11	-	6	9	12	5	7	10	4	6	9
5	8	12	-	7	10	-	6	8	11	5	7	10
4	9	-	-	8	11	-	7	9	12	6	8	11
3	10	-	-	9	12	-	8	10	-	7	9	12
2	11	-	-	10	-	-	9	11	-	8	10	-
1	12	-	-	11	-	-	10	12	-	9	11	-

- = No hit possible

WEAPON CLASS

Weapon Class	Weapon Type
1	Bows, blowguns, unarmed
2	Crossbows, spears
3	Swords, daggers, bludgeons
4	Paralysis dart ejector
5	Gas pellet ejector, slug ejector
6	Laser pistol
7	Metal disruptor pistol
8	Protein disruptor pistol
9	Vibro-weapons

ARMOR CLASS

Armor Combination	Armor Class
Unarmored	8
Heavy fur, skins, light shield	7
Non-metal shield, partial carapace, or Light shield with heavy furs or skins	6
Cured hide, plant fiber, or duralloy shield	5
Cured hide or plant fiber, and shield, or Heavy furs or skins, and duralloy shield	4
Metal armor, total carapace, or Cured hide or plant fiber, and duralloy shield	3
Metal armor and shield	2
Metal armor and duralloy shield	1

WEAPON DAMAGE

Weapon	Mutant Humanoids	Mutant Creatures	True Humans
Unarmed	1d3	1d3	1d3
Dagger	1d4	1d4	1d4
Normal Axe	1d6	1d6	1d8
Normal Mace	1d8	1d6	1d8
Normal Sword	1d6	1d4	1d8
Spear	1d6	1d4	1d6
Heavy Sword	1d8	1d6	1d12
Heavy Axe	1d8	1d8	1d10
Heavy Mace	1d8+2	1d8	1d12
Flail*	1d8+3	1d8+2	1d12+2
Vibro Blade**	12	10	12
Vibro Saw**	15	12	18
Polearms	1d12	1d12	1d12
Sling	1d6	1d4+1	1d6
Normal Bow	1d6	1d6	1d6

Longbow	1d8	1d8	1d12
Crossbow	1d12	1d12	1d12
Protein Disruptor	5d6/15d6/20d6 damage		
Sonic Metal Disruptor	Affects metal only (3d6 hours deafness)		
Paralysis Rod	3d6 hours unconsciousness		
Paralysis Dart	1d6 damage and 3d6 hours unconsciousness if charged		
Laser Pistol	5d6/10d6/15d6 damage		
Slug projector	2d6 subdual damage (see Weapon Systems F)		
Gas Ejector	3d6 hours unconsciousness		
Engineering System Hand Unit (Laser Beam)	5d6 damage; range 2'		
Medical Hand Analyzer (Vibro Scalpel)	Vibro blade		
Sonic Torch	3d6 hours deafness		
Atomic Torch	5d6 damage; range 3'		
Laser Torch	5d6 damage; range 4'		
Chemical Defoliant	1d6 damage from skin rash. blindness if eye contact. level 8 poison		
Chemical Acid	3d6 damage from burns. blindness if eye contact. level 2d6+2 poison		
Radioactive Material	Radioactive intensity level 3d6		

WEAPON RANGES

- More information on weapons ranges can be found in “Weapon Systems” (MA, pg 8-9)

Weapon	Short (meters)	Medium (meters)	Long (meters)
Protein Disruptor Pistol	10	24	50
Protein Disruptot Rifle	50	75	100
Gas Ejector	25	75	100
Light Bow	50	100	150
Light Crossbow	60	120	180
Longbow	70	140	210
Heavy Crossbow	80	160	240
Paralysis Dart			70
Laser Pistol			22
Laser Rifle			66
Slug Projector			100

SPECIAL MOVEMENT

- “Special movement” is movement during combat.

YARDS MOVED PER MELEE ROUND			
Human/Humanoid	Normal	Evasive	Charging
No armor	12	20	24
Furs, shield, or leather	12	16	20
Leather & shield	10	14	18
Metal armor	8	12	16
Metal armor & shield	8	10	16

ENCOUNTER TABLE

	City	Grasslands	Forest	Mountains	Lakes Shores or Swamps
1	Dart creature	Hisser	Piercer	Piercer	Hisser
2	Thief beast	Metaled one	Metaled one	Metaled one	Piercer
3	Winged biter	Shocker beast	Cougaroid	Shocker beast	Deer
4	Shocker beast	Deer	Deer	Deer	Pegasus
5	Cougaroid	Unicorn	Bearoid	Cougaroid	Jeget
6	Bearoid	Dart creature	Jeget	Bearoid	Dart creature
7	Wolfoid	Winged biter	Wolfoid	Unicorn	Thief beast
8	Changer	Changer	Stabber	Pegasus	Bearoid
9	Hawkoid	Stabber	Black one	Winged biter	Golden hawk
10	Blood bird	Blood bird	Buzzers	Wolfoid	Blood bird
11	Black one	Small warrior	Grabber	Hawkoid	Buzzers
12	Small warrior	Mirror creature	Dream bush	Golden hawk	Grabber
13	Buzzers	Passion weed	Jawed plant	Black one	Jawed plant

14	Singing vine	Red stinger	Singing vine	Dream bush	Singing vine
15	Death tree	Dark fungus	Death tree	Sword bush	Death tree
16	Sword bush	Death growth	Sword bush	Mirror oak	Passion weed
17	Dark fungus	Humanoid 2	Mirror oak	Dark fungus	Red stinger
18	Death growth	Humanoid 3	Death growth	Humanoid 1	Dart weed
19	Humanoid 2	Humanoid 4	Humanoid 3	Humanoid 4	Blister plant
20	Humanoid 5	Humanoid 5	Humanoid 5	Humanoid 5	Humanoid 5