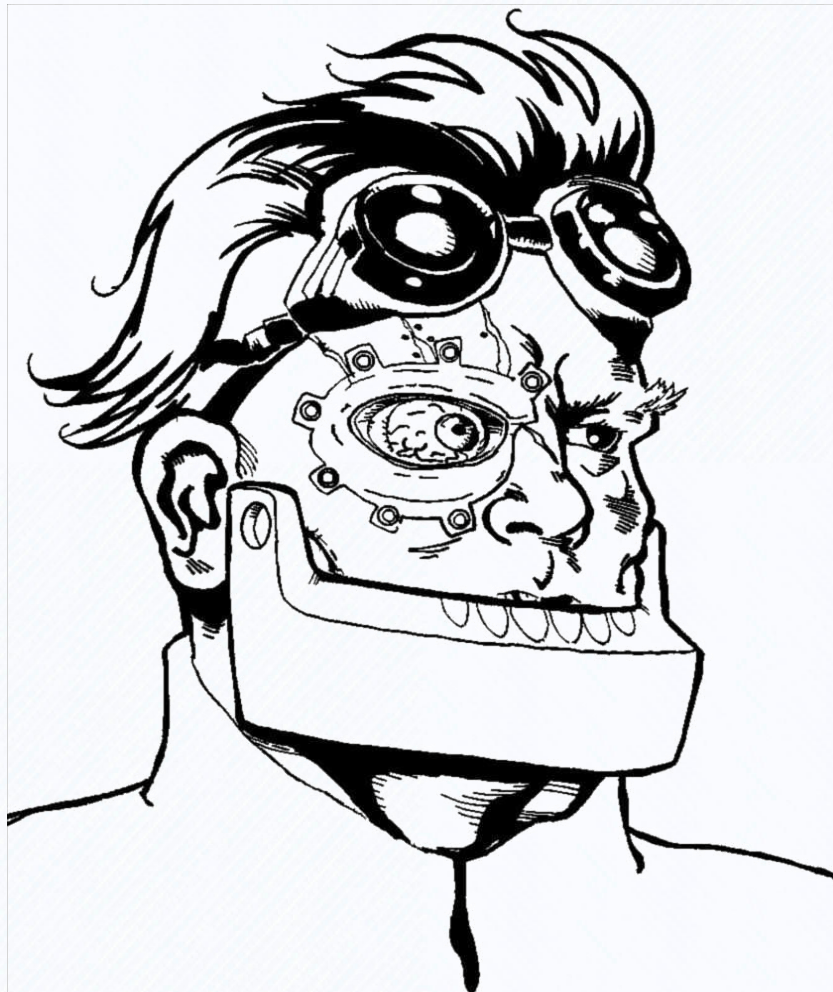


Gregorius21778:

Quick, Irradiated Character Genesis



Version 1.0; written by Kai Pütz

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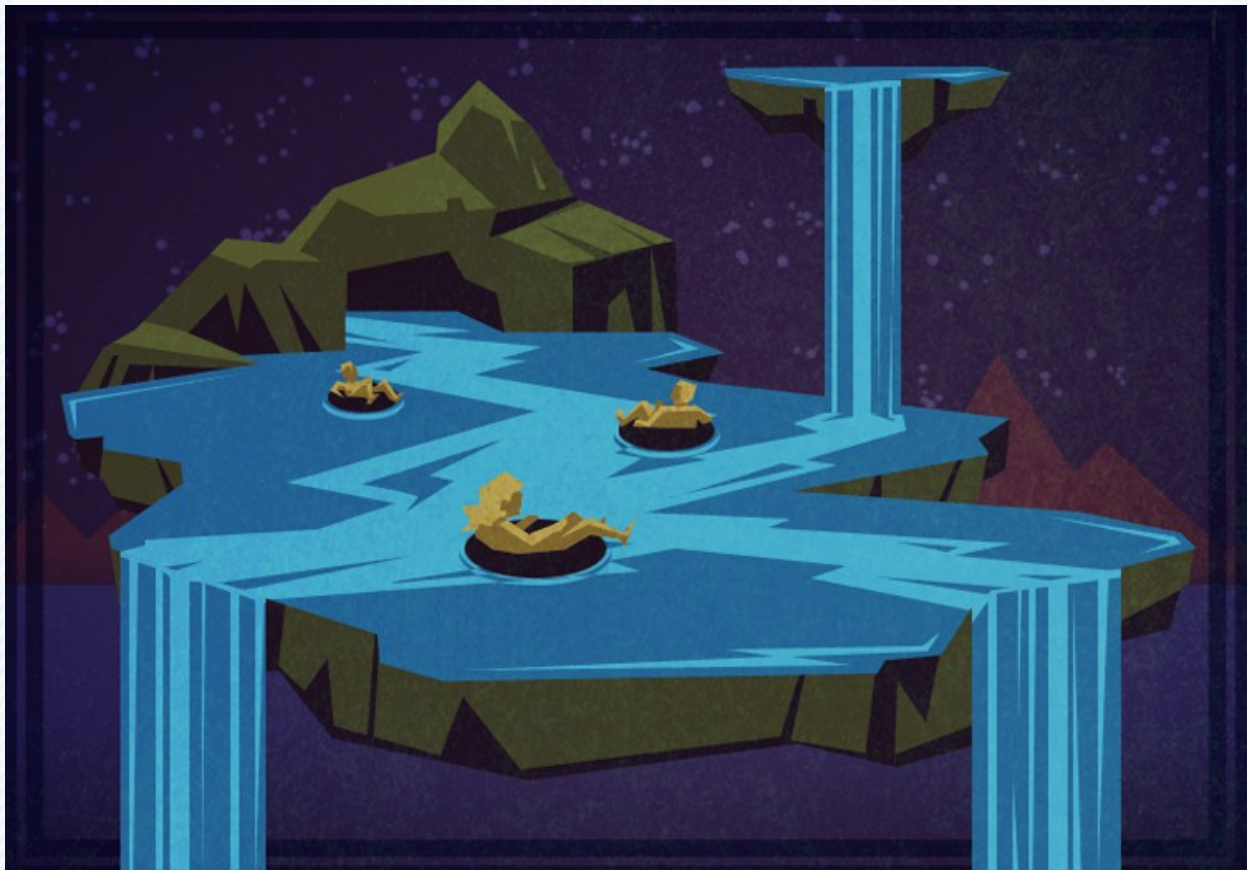
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So you plan a nice little MutantFuture(tm) one-shot with your regular irregulars and want to speed up the process of character creation without taking the fun of the randomness and dice rolling away? Well, try the following...



01) Prepare a B-Mutation List

That is a simple step: grab your dice (or favorite dice-rolling-tool) and generate yourself a list of 12 to 15 beneficial mutations. If you are lazy, in a hurry or just the convenient type, use one of the three prepared list in this supplement. You may of course just hand-pick some mutations, but your dice will feel unappreciated if you do. Re-roll any Drawback-result or use it to...

02) Prepare a D-Mutation List

...because you will need one with nine or twelve entries as well.

03) First steps of character creation

Wait for your friends to arrive and tell them that they shall start rolling up stats for their characters, but just the abilities and without deciding their “race” by now. For there is a small change to how things roll (literally)!

- A player rolls 3d6, six times (one time for each ability). After each roll, the player must decided to either **keep the result and assign** it to one of the abilities or to **use a re-roll**.
- Once a result is assigned it cannot be change anymore, and each player only has two free re-rolls.
- During the process a player may get more re-rolls for the character by deciding that the PC is either a mutant or a pure strain human. Pure strain humans will get a total of five re-rolls (but none of the future ability bonus mentioned in the core rules) while mutants may buy another re-roll by accepting a D-Mutation without. The first player to buy a re-roll ends with the first drawback-mutation from the list, then the next one is assigned to the next and so on..

04) Beneficial Mutations

After the abilities have been determined and everybody decided if the character is a mutant or pure strain humans, the ML will now read aloud the entries from the B-Mutations list, one by one. Each player with a mutant character may claim the current mutation for his or her PC by saying “Mine!”. The players are not allowed to debate or discuss the offered mutations on the table, they will not know what is next on the list and a player may claim more than one mutation or do so in the middle of the sentence of the ML.

But, as soon as a player claims the second or third mutation (as decided by the ML), the PC will also get a(nother) mutation from the D-Mutation list as well. The last mutation on the list is announced as such by the ML before it is read aloud.



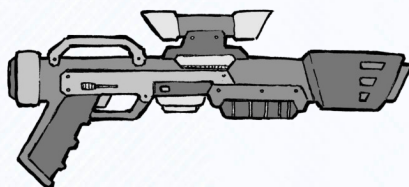
05) Roll for hit points as described in the core rules.

06) Determine all of the other characteristics *but money and equipment* like it is described in the core rules.

07) Starting money and equipment

Each player rolls 5d6: the starting money (in GP) of the character is equal to the total result of all five dice x3. Afterwards, the players assign two of the dice to “Equipment Table A” and three dice to “Equipment Table B” to gain the items listed under the result.

# (2d6)	Weapon & Armor
2	Chain mail & shield (AC:4), sword (1d6), and 1 frag grenade
3	Chain mail (AC:5) and two-handed sword (1d10)
4	Studded leather & Shield (AC:5) and shock-field glove (12 charges)
5	Studded leather & Shield (AC:5), hatchet (1d6) and vibro-dagger (1d4+6)
6	Studded leather (AC:6) and Longsword (1d8)
7	Studded leather (AC:6); mace (1d6), shield and spear (throwing; 1d4)
8	Studded leather (AC:6); club (1d4); longbow (1d8) +20 arrows
9	Leather armor (AC:7) and polearm (1d10)
10	Thick leather clothes (AC:8), dagger (1d4), auto pistol (1d10) /w 2 clips
11	Padded overall (AC9/ 8 against melee), club (1d4), shotgun (3d6) /w 12 shells
12	Ragged skintight suit (AC:9), laser pistol Mk 1 (8 shots left), club (1d6)



# (3d6)	Additional Equipment
3	Stun Pistol (5 shots)
4	Stimshot A (2 doses)
5	Revolver (1d10) & 4 shots
6	Chainsaw (4d6+4 damage; one combat only)
7	Motion Detector
8	Infra-Red Goggles
9	Flashlight
10	Molotov Cocktails (2); cigarette lighter
11	Autograpnel
12	Gas Mask, 5 filters, chemical sensor
13	Crossbow & 12 bolts
14	Geiger Counter
15	Boron Solution Spray
16	Negation Bomb
17	Hercurion (3 doses)
18	ERNIE

B-Mutation List	D-Mutation List
Energy Retaining Cell Structure	Poison Susceptibility
Metaconcert	Prey Scent
Complete Wing Development	Pain Sensitivity
Gigantism	Negative Empathy
Reflective Epidermis	Atrophied Cerebellum
Disintegration	Phobia
Abberant Form	Obese
Epidermal Photosynthesis	Sensory Deficiency
Prehensile Tail	Mute
Natural Armor	
Vampiric Field	
Neural Telekinesis	

B-Mutation List	D-Mutation List
Intellectual Affinity	Reduced Immune System
Empathy	Simian Deformity
Mind Thurst	Frailty
Ultraviolet Vision	Weak Will
Acute Hyper Healing	Sensory Deficiency
Combat Empathy	Vision Impairment
Precognition	Shocked
Quick Mind	Prey Scent
Dermal Poison Slime	Albinism
Gigantism	
Energy Ray	
Increased Sense	

B-Mutation List	D-Mutation List
Echolocation	Pituitary Deformation
Increased Physical Attribute	Slow Mutant
Abberant Form	Frailty
Ability Boost	Obese
Ability Boost	Phantasmal Damage
Dual Headed	Phobia
Body Adjustment	Vision Impairment
Density Alteration (Self)	Pain Insensitivity
Damage Turing	Weak Will
Spiny Growth	
Spiny Growth	
Quickness	

But what about the other equipment and the mutation details? Well, in my opinion it is best to have the characters start only with enough rations for two further days and basic traveling gear (tents, cook pots, bed rolls), so that they need to shop in-game what ever they may need. In regard to mutation details (like Phobia or Aberrant Form) the GM should hand-pick and prepare something that matches the one-shot that is about to be played.

That's all, folks! Have fun!

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