

# MUTANT

## CHRONICLES

### V



3<sup>RD</sup> EDITION

# ROLEPLAYING GAME

QUICKSTART

**MÖDIPHÜS™**  
ENTERTAINMENT

**FFFG™**

# MUTANT CHRONICLES V

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Modiphius Entertainment Product Number: MUH050501. ISBN: 978-1-910132-69-2

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MUTANT CHRONICLES

# WELCOME TO THE FUTURE DARKNESS

The inner planets are being swept clean by the violent onslaught of the Dark Legion's monstrous hordes and undead soldiers, whilst Heretics devoted to the destruction of mankind stalk the dark backstreets and gloomy alleyways of the enormous cities of the distant future, spreading their teachings of greed, jealousy, and war.

Strap yourselves in for a full-throttle diesel-punk ride through a techno-fantasy solar system beset by fratricidal corporate intrigue and the invasion of the ever-hungering Dark Legion. With technology failing due to the insidious effects of the Dark Symmetry, mankind must fight back against the Dark Legion hordes whilst dealing in-fighting and conspiracy.

Since its inception in the early 1990s, *Mutant Chronicles* has spawned two previous editions of the roleplaying game, several miniatures games (including *Warzone* from Prodos Games), a collectable card game (*Doomtrooper*), several novels, and even a movie!

Previous editions of the roleplaying game were focused on heroic battles by freelancers, Doomtroopers and corporate military against the overwhelming hordes of the nightmarish Dark Legion on the battlefields of Mars, Venus, and beyond. These themes are still very much present within *Mutant Chronicles*, but the background has also been expanded to include new arenas for epic adventure that will introduce two separate eras of play, a revisit to the former cradle of humanity, and battles for both body and soul that stretch to the limits of our known solar system and beyond.

## TIMELINE

*Mutant Chronicles* 3rd Edition expands upon the previous versions of the roleplaying game by providing a backdrop across two distinct time periods:

- The Dark Symmetry period:** In this exciting time you will be able to experience the very first appearance of the Dark Apostles and battle right through to the end of the First Dark Legion War. The start of this period could be considered as the apex of technology, though the Dark Symmetry itself works rapidly to bring ruin to the marvels of the human race. The introductory scenario included in this *Quickstart* pack is an extract from the *Fall of Von Holle* adventure; a mini-campaign that is set during the very first days of the Dark Symmetry period.

- The Second Dark Legion War:** Long-time fans will recognise this as the setting for both the original roleplaying game and the *Warzone* miniatures game. *Mutant Chronicles* 3rd Edition expands upon the original storyline by introducing new elements to both the timeline and the secrets of the solar system. The *Dark Legion* and *Dark Eden Campaign* books will offer a fascinating look at the height of the conflict as some of the answers to questions that eluded previous editions are finally revealed!



## CLASSIC MUTANT CHRONICLES

**DIESELPUNK:** The corrupting power of the Dark Symmetry has tainted the machines and advanced technologies of man, turning them against their maker. Old technologies have been dusted off and patched up to ensure humanity's survival, whilst ancient ships are patch-repaired and kept operational long after they should have been retired. Unless you have been absorbed by Cybertronic, a well-worn and reliable gun is your best friend. The vast and sprawling megalopolis that is Luna City covers much of Earth's moon in a disparate union of ideals as gargoyles fight for space alongside neon signs and corporate adverts in a world that is one-part noir, and one-part occult horror.

**TECHNO-FANTASY:** A blend of dystopian cyberpunk intrigue in a larger-than-life world where the shoulder pads are big and the hair is even bigger! In the universe of *Mutant Chronicles*, mankind fled a devastated Earth before colonising and terraforming Luna, Mars, Venus, Mercury, and much of the Asteroid Belt. Their hubris led to their own downfall however, as the Conquistadors of Imperial scoured Pluto and discovered the First Seal of Repulsion; an event which has doomed the solar system to a seemingly endless war. Heroes can be forged and powers unleashed that will determine the fate of mankind, lest all fall before the ancient and powerful Dark Soul that threatens to unravel the fabric of reality and enslave the entire human race.

# MUTANT CHRONICLES PRIMER

## THE CORPORATIONS

Humanity in the *Mutant Chronicles* universe is divided into a number of factions that are all haunted by the spectres of mankind's insatiabab nature. Huge, greedy, and duplicitous, the megacorporations vie endlessly with each other as they attempt to dominate society and the solar system. In their rush to escape a dying Earth, they swallowed up the dual roles of nation state and international conglomerate to form something new, each with their own distinctive tone and character:

### CAPITOL

Big, brash and confident. First upon Mars. Capitol is the epitome of the American dream, bringing together the culture of North, Central and Latin America. Viewing itself as the natural leader of humanity, Capitol aims to bring peace, prosperity, and a bold new future to the solar system. Unfortunately, none of the other corporations share the Capitolian vision of the future. Most outsiders view the Capitolians as narcissistic and profit driven.

### BAUHAUS

Traditional, ordered, and cultured. Homebuilders of Venus. Bauhaus has been strongly influenced by Germanic, Scandinavian, and European society. Bauhaus has a strong belief in the inherent correctness of its system. Everything should have a place, and there should be a place for everything. This design aesthetic applies to everything they make; from the smallest pistol, to the greatest skyscraper. Citizens of Bauhaus pride themselves on their efficiency, although this is often mistaken as arrogance by outsiders.

### MISHIMA

Honour, duty, and sacrifice. Masters of Mercury. Mishima embodies a clash of oriental cultures that combines disparate elements of Shogunate Japan, Imperial China, the might of the 20th Century industrial giants, and the distinctive underworlds of all three. Mishima

favours the good of all above that of the individual, and is the undisputed industrial leader. Tradition and honour drive daily life, though the corporation is considered to be polluted and myopic by outsiders.

### IMPERIAL

Aggressive, proud, and expansionistic. Clans of Damnation. A coalition of bickering Clans with a strong British and Commonwealth accent, Imperial views itself as the underdog corporation, and will grab any chance to grow. Imperial's Conquistadors were the catalyst that unwittingly freed the Dark Legion from its ancient prison during their exploration of the outer reaches of the solar system. Imperials are mostly considered to be quixotic and heedless by everyone else.

### CYBERTRONIC

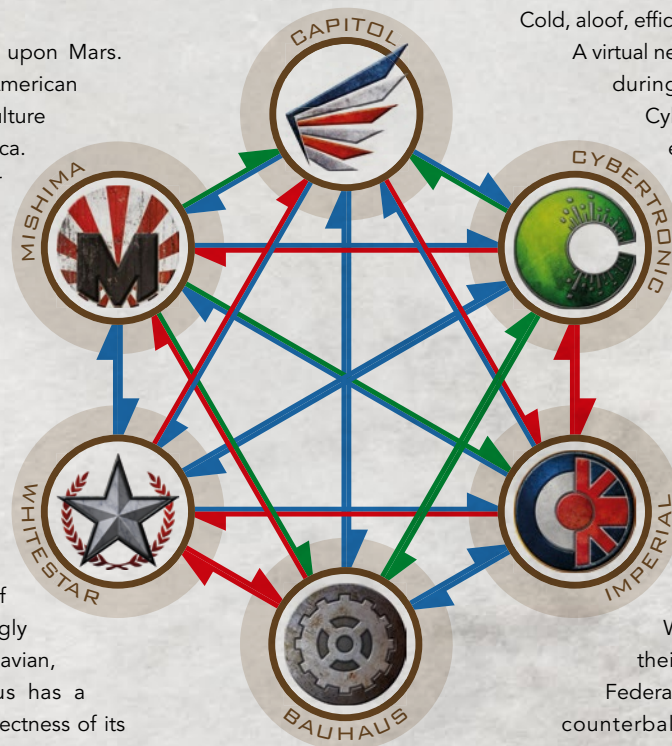
Cold, aloof, efficient. Architects of mankind's destiny. A virtual newcomer to the scene (quite literally) during the Dark Legion time period, Cybertronic spawned overnight from elements of Bauhaus and several smaller "contributions" from the other corporations. It embraces technology in a universe where technology cannot be trusted. Viewed with suspicion by many outsiders, and treated with outright hostility and contempt by the Brotherhood, Cybertronic offers a striking and enigmatic vision of humanity's potential.

### WHITESTAR

Devoted, resolute, unforgiving. Wardens of the cradle. Led by their beloved Tsarina, the Whitestar Federation provide a blunt, no-nonsense counterbalance to the conspiracy and backstabbing of the megacorporations. The Tsarina's people took shelter within the hardened bunkers of Eastern Europe and Siberia during the corporation's abandonment of Earth, though her warriors and Resectors now seek to redress the balance as they range out across the icy wastes and the cold depths of space in search of lost tech. Outsiders view them as insular and vengeful.

### THE BROTHERHOOD

As one of the few sources of social aid in the Dark Symmetry time period, the philanthropic Nathaniel Durand and his brothers toiled selflessly in pursuit of charitable works as they sought to provide



GOOD RELATIONSHIP

NEUTRAL RELATIONSHIP

BAD RELATIONSHIP

a counterpoint to the pure capitalism of the corporations. By the time of the Dark Legion period they have become the religious order known as The Brotherhood and have anointed themselves as the self-appointed guardians of humanity's soul. Able to tap into the awesome power of the Light and wield the supernatural powers of the Arts, they are one of the few capable of standing firm against the Darkness. Their war against the Dark Soul, however, can often consume the innocent.

### THE CARTEL

Originally conceived as a neutral meeting and mediation body for the corporations, the Cartel is frequently paralysed by its own diversity and has instead become a hotbed of espionage and intrigue. One of the few true achievements that the Cartel can—and often do—allude to is the creation of the elite Doomtrooper force. Chosen from the best of the best, the Doomtroopers take the fight to the very hearts of the Dark Apostle's Citadels whilst fully aware that their excursion is usually a one-way ticket.

### LUNA PD

Originally founded by Capitol as an act of civic patronage, Luna PD is one of the only true inter-corporate organisations that actually manages to function in some capacity. It brings together investigators seconded from each of the megacorporations with cops recruited from the population of Luna. Tragically under-funded and subject to conflicting corporate masters, Luna PD frequently hires freelancers for their unique skillsets.

### FREELANCERS

Freelancers are those who, for one reason or another, have left the service of the corporations and struck out on their own. Some do it because they became frustrated by corporate obstinacy and blindness when it comes to the threat posed by the Dark Legion, some because they were on the wrong side of political games that outstripped their pay grade, and others because they were motivated by an entrepreneurial spirit or a desire for more

adventure. Whatever the reason, the life of a freelancer is hard; stripped of corporate safety nets, they are dependent upon the 'off-the-books' work for disreputable executives, contracting for Luna PD or the Cartel, or "charitable task" for The Brotherhood. Yet, almost all agree that the loss in terms of safety is outweighed by the gain in freedom.

## THE HUNGERING DARKNESS

### THE DARK SOUL

Despite all of the pain and agony that the megacorporations inflict upon each other through their internecine machinations, the greatest danger by far that humanity has to contend with is the Dark Soul and its seemingly endless Legions. At once both frighteningly insidious and horrifyingly conspicuous, the Great Darkness finds a way to seep into every aspect of life within our solar system, on both a spiritual and physical level. Working through its five Apostles and their Legions, the Dark Soul itself exists outside of our time and space. Formless and incomprehensible to the human mind, the only certainty that can be related to the Great Darkness is that it seeks to enslave or devour the entirety of the human race.

### THE DARK SYMMETRY

The Dark Symmetry is an invisible energy, a dark and corrupt force that surrounds the entities of the Dark Legion like a sickening and ominous aura. It is the gate and link to the Dark Soul, and it is from this complex, yet primal, weave of energy that the Legions draw their power. From the Apostles and Nepharies at the apex of the Legions, to the ritual priests of the Dark Cults; all draw their energy from this force in order to fuel their evil deeds and Dark Gifts. Heretics and lesser beings are given their dark blessing by these higher entities, which initiates them in the use of the Dark Symmetry.

Each of the five Apostles is intrinsically tied to certain aspects of the Symmetry, and it is these aspects that define the very nature of the Apostle and their mission. Each and every minion of the Apostles is



ILIAN



ALGEROTH



DEMNOGONIS



SEMAI



MUAWIJHE

directly influenced, partly created from, or shaped by their master's Symmetry pattern, which leads to a radical difference between the minions of the Apostles, as their powers, outlook, methods, and appearance are all a reflection of their masters. Not only do they serve their Apostle's will, in a sense they are an extension of that will.

### THE DARK APOSTLES

The breaking of the First Seal of Repulsion unleashed the Big Scream; a discordant cacophony that will forever be recorded in history as the trumpet note for the subsequent collapse of technology. Worse than this though, the horrifying sound also heralded the arrival of the first of the Dark Apostles: Ilian, Mistress of the Void. She did not have to wait long, however, before her brothers strode from the Darkness to join her, as the other Apostles arrived from their alien dimensions hell-bent on the conquest and corruption of all who stood in their way; humanity is simply their latest victim. The five Apostles that wage war upon mankind in the name of the Dark Soul are:

- ◆ **Ilian**, Mistress of the Void and Gatekeeper of the Dark Symmetry. It is only through her that access is gained to the Gifts that the Dark Soul can bestow.
- ◆ **Algeroth**, Apostle of War and Dark Father of Black Technology. His endless legions stride relentlessly into the weakening defenses of the megacorporations, while his corrupt foundries toil unceasingly to the whim of their master.
- ◆ **Demnogonis**, The Befouler and Herald of Pestilence. His diseased touch has brought pain and death to untold millions, before raising them again to serve in his shuffling corpse-legions.
- ◆ **Semai**, The Great Perverter and Lord of Spite. The most insidious of the Apostles, he constantly cajoles and prods the susceptible into utilising any means to achieve their goals and dreams.
- ◆ **Muawijhe**, Demon of Screaming Insanity and Lord of Visions. He treads the dream realms in order to inflict pain and torture through unending nightmares, all so that he may absorb the shattered minds of those who succumb into his crazed and frothing legions.

### HERETICS

Heretics are tainted souls who have bound themselves into the service of the Dark Apostles. Almost all work towards the fall of humanity, yet not every Heretic sets out to betray his race. Many who serve the Dark Apostles do so unwittingly and would perhaps be horrified if they realised the true consequences of their actions. Some even begin with good intentions, though they choose to step outside of the harsh realities of the corporations in order to acegive them. Whatever the reason, those with a grudge to bear are in good company and are often sought out by other like-minded people; thus ever so slowly, the seduction and corruption of the Dark Symmetry seeps in. Heretics often bear the dark gifts of their masters.

## THE SOLAR SYSTEM

### EARTH

The *Mutant Chronicles* setting spans our entire solar system, with one notable exception: Earth. Largely considered to be lifeless, corrupt, and unpredictable, vast tracts of the globe remain unexplored. Only the Tsarina's iron grip over the motherland and the determination of the Federation's citizenry ensures the survival of Whitestar. All others have died or are yet to show their hand. Earth does not welcome visitors.

### LUNA CITY (MAIN SETTING)

Orbiting the dead planet like a baleful spectre, Luna has rapidly grown into the hub of humanity. The partially terraformed satellite now houses the greatest city that mankind has ever known, one that sprawls to engulf almost the entire surface of the moon. Known simply as 'the City' to local inhabitants, only off-worlders use its full name.

All of the corporations have major facilities in the City, although Luna City will have also become home to the first of several Brotherhood Cathedrals and the Cybertronic headquarters by the time of Second Dark Legion War, making it both the centre of worship for the entire solar system and a hub for the technical renaissance of mankind.

Luna City encompasses five vast sectors: The Ancient Heart, Perimeters, Industrial Districts, Spaceports, and the Outskirts, although they are supplemented by the unofficial districts of The Undercity, and Spaceship Graveyard; hidden corners abound, allowing the Dark Symmetry plenty of opportunity to take root. Luna is the setting for the *Straffar Gatan 39* adventure that accompanies these *Quickstart* rules.

### INNER SYSTEM (VENUS, MERCURY, MARS, AND ASTEROID BELT)

Colonised by the Corporations, the Inner System worlds are all largely terraformed—to one extent or another. The lush jungles and frozen poles of Venus, mighty cities and baking plains of Mars, sub-surface colonies of Mercury, and myriad different environments in the Asteroid Belt are home to the millions of people that collectively call themselves the megacorporations.

### OUTER SYSTEM (JUPITER, SATURN, NEPTUNE, URANUS, PLUTO, AND NERO)

Never heavily colonised prior to the Dark Symmetry being unleashed by the Imperial Conquistadors, the Dark Legion readily conquered its way across most of the colonies and outposts here during the First Dark Legion War and came to be considered as the heartland of their operations. Cybertronic and Imperial have re-established forward bases within this region by the time the endless Legions plunge mankind into the Second Dark Legion War.



## MUTANT CHRONICLES

# BASIC RULES

Grab your Gehenna Puker, strap on your Punisher short sword, check your automeds, and keep telling yourself that you will be back in time for Cardinal's Day. The Dark Legion awaits. You just need to make sure your life insurance is valid.

## CHARACTERS

**Mutant Chronicles** 3rd Edition features a tried and tested Lifepath system; one with elements that will seem very familiar to purveyors of previous editions! Getting to grips with this engrossing procedure really allows a player to enjoy a trip along their character's memory lane prior to play. For the purposes of this *Quickstart*, however, we have included six pre-generated characters, beginning from page 38.

## ATTRIBUTES

Each character is defined by a collection of eight attributes. These attributes indicate a character's inherent abilities, including their physical and mental limitations. Most attributes for player characters have values from six to twelve, with eight representing the human average. Higher attribute ratings represent greater ability.

## SKILLS

Skills represent a character's specialised training within a particular field—knowledge, proficiency in tools or devices, conditioning, special techniques, and so forth. Each skill is tied to a particular attribute, representing the most common association between that skill and the character's basic capabilities; for example, Education and Mechanics are skills based on Intelligence. A comprehensive list is provided in the Skill List sidebar. Skills marked with an asterisk are advanced skills that have special consideration during character creation and advancement.

**SKILL EXPERTISE:** A character's Expertise in a skill is their mastery of the subject. Expertise with a skill increases the likelihood of success.

**SKILL FOCUS:** A character's Focus in a skill is achieved through constant practice, superior discipline, and deeper insight. Focus with a skill improves the quality of success.

## ROLLING DARK SYMMETRY DICE

Ffion shoots a Necromutant with her Punisher handgun. A Punisher deals  $1+4\uparrow$  damage, so Ffion's player takes  $4d6$  and rolls 4, 1, 6, and 2. The result of 4 is ignored. The results of 1 and 2 are added together with the base damage of 1 for a total of 4 damage. The

## WHAT YOU NEED

In addition to a Game Master and one to six players, you will also require the following for this *Quickstart*:

- ◆ **PREGENS:** One pre-generated character sheet for each player.
- ◆ **DICE:** Two to five d20s per player and a dozen or more d6s for the group.
- ◆ **PAPER & PENCIL:** To draw maps, keep notes, and track conditions.
- ◆ **TOKENS OR BEADS:** Five per player to track Chronicle points, a dozen or more for the Game Master's Dark Symmetry pool, and an optional third set to track Momentum.

## DARK SYMMETRY DICE

Dark Symmetry dice, or  $\uparrow$ , are a particular way of rolling a d6. They are used for determining damage and governing special effects. When rolling a  $\uparrow$ , ignore any results of three, four, or five. Results of one and two are counted normally, while sixes—referred to as Dark Symmetry Icons or DSI—can trigger certain special abilities.



Official *Mutant Chronicles* dice and metal tokens.

## ATTRIBUTES AND ASSOCIATED SKILLS

**AGILITY:** Physical and manual dexterity, balance, body control, and reflexes. *Acrobatics, Close Combat, Stealth, Unarmed Combat\**

**AWARENESS:** Perceptions, sensory acuity, gut feelings, and instincts. *Insight\*, Observation, Thievery*

**COORDINATION:** Hand-eye coordination and spatial awareness. *Gunnery\*, Heavy Weapons\*, Pilot, Ranged Weapons, Space\**

**INTELLIGENCE:** Wit, intellect, logic, reason, and their application. *Education, Linguistics\*, Mechanics, Medicine\*, Psychotherapy\*, Sciences\*, Survival, Treatment, Vacuum\**

**MENTAL STRENGTH:** Grit, determination, and psychological resilience. *Mysticism, Willpower*

**PERSONALITY:** Charisma, social grace, and the ability to threaten or charm as required. *Animal Handling, Command\*, Lifestyle, Persuade*

**PHYSIQUE:** Toughness, endurance, and constitution. *Resistance*

**STRENGTH:** Brawn, might, and physical prowess. *Athletics*

## FIELDS OF EXPERTISE

To simplify Skills for non-player characters, *Mutant Chronicles* utilises six Fields of Expertise, showing their capabilities across expansive areas as both an Expertise rank and, where relevant, a Focus rank. Whenever an NPC would be required to take a skill test, it uses the appropriate attribute for the test along with the Expertise and Focus of the appropriate Field of Expertise: Combat, Fortitude, Movement, Senses, Social, Technical.



result of 6 is considered as a Dark Symmetry Icon, so she checks the pistol's weapon qualities. One of the qualities is Knockdown (see page 20), so the Dark Symmetry Icon means that the Necromutant will need to pass an **Average D1 Athletics test** or fall prone.

## SKILL TESTS

Whenever a character attempts a task where the outcome is in doubt, a skill test is required to determine whether the task succeeds or fails.

### TARGET NUMBER

Determine the target number (TN) of the skill test by adding the character's relevant Attribute to their Skill Expertise.

### DIFFICULTY

A task's difficulty (a value from one to five) is determined by the Game Master. The levels of difficulty, and some examples of what tasks might fall into each level, are described on the Difficulty Table (see page 9).

### BASIC SKILL TEST

The player rolls 2d20. For each die that rolls equal to or less than the test's TN, the character scores a success. Each die that rolls equal to or less than the character's Focus in the skill used for the test generates an additional success. For example, a character is making a Mechanics test with an Intelligence of 8, an Expertise of 3, and a Focus of 2. Their TN is 11 (8 + 3) and rolling 2d20 nets them results of 13 and 1. The result of 13 generates no successes, but the result of 1 generates two successes: One for being lower than the TN, and a second for being lower than the character's Focus in the skill.

The GM sets the difficulty for all tests, adjusted by any influencing factors as appropriate. A character succeeds at the task if they score a number of successes equal to or higher than the difficulty of the test.

### REPERCUSSIONS AND COMPLICATIONS

When making a skill test, a Repercussion occurs for every natural 20 rolled, or for each dice that rolls within the character's current Repercussion range. Note that multiple Repercussions can be triggered by a single skill test.

Each Repercussion allows the GM the choice to either introduce a Complication or add two Dark Symmetry points to his pool. Complications should hinder the character's actions in some way, such as an explosion cutting off an escape route, a weapon jam absorbing a Reload, an ankle being sprained, or a social faux pas occurring.

The inconvenience of the Complication is independent of success or failure. It is entirely possible to succeed at a skill test while simultaneously generating a Complication that will make things a little more interesting, but the hindrance should never turn a success into a failure; if their gun runs out of ammunition on a successful attack test, for example, it only happens after their last shot strikes the target.



## DIFFICULTY RATING TABLE

DIFFICULTY	RATING	EXAMPLE
AVERAGE	D1	Breaking down a flimsy door. Shooting a target at a weapon's ideal range. Piloting a vehicle at speed.
CHALLENGING	D2	Breaking down a solid door. Shooting a target outside ideal range. Piloting a vehicle at speed over difficult terrain.
DAUNTING	D3	Breaking down a reinforced solid door. Shooting a target outside ideal range in the dark. Piloting a damaged vehicle at speed over difficult terrain.
DIRE	D4	Breaking down a steel core door. Shooting outside ideal range at night in a thunderstorm. Piloting a damaged vehicle at speed, over difficult terrain, in a thunderstorm.
EPIC	D5	Breaking down a magnetically sealed steel core door. Shooting outside ideal range at night on a boat in a thunder storm. Piloting a damaged vehicle at speed, over difficult terrain, in a thunderstorm at night.

## MOMENTUM

When the number of successes scored on a skill test is greater than the difficulty rating, the excess successes become Momentum. Momentum can be spent immediately to perform a task faster or more effectively, or it can be 'banked' as group Momentum for other characters to apply toward their subsequent actions.

Group Momentum represents cooperation, group dynamics, leadership, action coordination, assistance, and other forms of teamwork. Group Momentum is capped at six, with any excess lost. All characters may use any amount of this Momentum towards their task, which is in addition to any Momentum that they might generate themselves. Group Momentum may be added before or after checking if a skill test is successful.

Players are encouraged to be creative in their use of Momentum, as it builds success on top of success.

### EXAMPLES OF MOMENTUM

- ◆ Spend one Momentum to perform a task in half the normal time.
- ◆ Spend one Momentum to add +1 damage to an attack.
- ◆ Spend two Momentum to disarm an opponent.

Spend one Momentum to add one d20 to a colleague's skill test when assisting them with a similar task to your own i.e. a group of characters undertaking Athletics tests to climb a wall could assist each other with Momentum.

### MOMENTUM DEPLETION

At the end of each scene, or at the end of each round during an action scene, the group loses one Momentum from its pool.

## THE FLOW OF SYMMETRY

If the GM has trouble thinking of a relevant Complication in the moment, they can choose to add two Dark Symmetry points to their pool instead. Conversely, the players can choose to have the GM remove two Dark Symmetry points from their pool should an NPC suffer a complication.

## PLAYTEST TIP: TRACKING MOMENTUM

We recommend setting aside a d6 or using a pool of tokens to track the amount of Momentum available to the group. Try to keep the Momentum tracker visible to everyone at the table to make coordinating your actions easier!

## OPPOSED TESTS

When two characters are in direct opposition to each other, each character involved in the task performs a skill test. The character who achieves the greatest quantity of Momentum succeeds, achieving their goal. If the result is a tie during combat, the action continues into the next round. Outside of combat, the two characters perform another skill test.

If there are no other factors involved, the difficulty of an opposed test should be set at Average D1, although it is possible for either side to be hindered by circumstances which would make the test



Learn your weapon's strengths and weaknesses.

## CHRONICLES CREATE LEGENDS

Chronicle Points can be used for more than just buying successes. See page 20 for a full description of how these powerful resources can be used.

## THE COST OF DARK SYMMETRY

Dark Symmetry points are used by the GM to trigger events, activate NPC's special abilities, and otherwise make the character's lives more interesting and challenging. See page 21 for all the ways that a GM can spend Dark Symmetry points.

more challenging for them in comparison to their opponent; simply adjust the difficulty of their check accordingly. Examples of opposed tests include characters involved in a foot race, or two sides attempting to be the first person to solve a puzzle; though in this case of course, it is entirely possible that neither of them will be able to solve the puzzle.

## UNSKILLED TESTS

Characters can make a skill test for a skill in which they possess no Expertise. The TN for the test is simply equal to the relevant Attribute (since there is no Expertise to be considered). Unskilled tests are a little riskier too, as the Repercussion range is increased from 20 to 19-20, or one worse than the character's current level of Dread. Attempting an advanced skill without training is even more challenging; increase the Repercussion range to 18-20 (or two worse than the character's current level of Dread) and the difficulty of the test by one step.

## IMPROVING YOUR ODDS

Astute players may notice that achieving more than two successes is actually quite difficult for a character rolling only two dice. This is intentional—the more difficult tasks require some degree of effort above and beyond simply attempting the test, and there are several ways to add d20s to a character's skill test.

## CHRONICLE POINTS

A character can spend one or more Chronicle Points before attempting a skill test in order to add one or more bonus d20 to the test. Instead of rolling, however, each d20 purchased is simply set on the table with the '1' facing up and then counted normally, which means they will automatically count as a success and characters with a Skill Focus will automatically net a second success.

## PAYING DARK SYMMETRY POINTS

A player may pay the GM a Dark Symmetry point in order to gain an additional d20 on a skill test. Up to three dice can be purchased in this way per skill test, and they must be purchased before the test is attempted. These dice are rolled normally.

## TEAMWORK

Situation, time, and GM allowing, several characters may collaborate as a team while attempting to perform a task. One character is designated as the leader, and the other characters become their assistants. In order to assist with a skill test, each player must describe how their character is assisting the leader. If the GM approves, each assistant rolls 1d20, using their own attributes and skills to determine success.

If the leader scores at least one success, then any successes generated by the assistants are added to the leader's total. If the leader fails, then any successes scored by the assistants are lost.

Complications rolled by the leader and their assistants are all totaled and take effect regardless of the leader's outcome. Assistants may not pay Dark Symmetry points to roll additional dice, although the leader can.

## VOLUNTARY FAILURE

Player may find it more prudent to accept failure over the investment of a Chronicle point or payment of Dark Symmetry points, which may be the case when testing against a skill that a character has no training with, or where the initial difficulty is high enough that the risk outweighs the reward.

If significant risk of failure is involved, and with GM agreement, a player may elect for their character to voluntarily fail a skill test. To facilitate this, the player pays one Dark Symmetry point to the pool. In exchange, the character gains one Chronicle point. When choosing to voluntarily fail a skill test, the player may not spend Chronicle points, use talents, or trigger any other abilities to alter, change, or modify the test he chose to fail. Voluntary failure cannot take a character above his starting Chronicle Points.

## ACTION SCENES

In the frenzied world of *Mutant Chronicles*, characters may find themselves battling Heretics, fighting against legions of Necromutants, or facing off against a terrifying Nephrite and his disciples.

Sometimes, violence is the only solution.

## ROUNDS

Action scenes are divided into rounds. Each round represents a distinct slice of time, during which characters can attempt actions and respond to the actions of their enemies. Rounds are of no fixed duration, as their length will vary based on the encounter in question—an intense firefight in the cramped corridors of a spaceship may have rounds that last only ten seconds, while an aerial dogfight through tight canyons could have rounds lasting for minutes. A complicated hack on Subreality or a massive battle between spaceships silently manoeuvring through the darkness of space could even have rounds lasting a quarter hour or more.

## ACTIONS

Regardless of how much time a round may represent, during the round each character will have a single turn. Characters may perform a single Standard Action, a single Restricted Action, and one or more Free Actions—subject to GM approval—during their turn.

## WHAT TYPE OF ACTION IS IT?

For some actions, the type of action is defined; withdrawing from an enemy's reach requires a Standard Action, for example.

At other times, the GM will need to make a judgment call about what type of action is required. Here are some rules of thumb that you can use:

- ◀ Actions that could be resolved in the blink of an eye (like dropping an item held in your hand) or which can be done while simultaneously focusing on other tasks (like talking) are probably a Free Action.
- ◀ Most tasks that require a Simple (D0) skill test or no skill test at all are Free Actions. (Choosing to roll the dice on the skill test in order to generate Momentum, however, bumps it up to a Standard Action.)
- ◀ Any action that requires significant focus but does not require a skill test is probably a Restricted Action.
- ◀ Any action that requires a skill test is usually a Standard Action, unless specified otherwise.

## FREE ACTIONS

Free Actions require very little time or effort. A character can perform any number of Free Actions on their turn (GM's discretion), but cannot perform the same Free Action more than once during any given turn.

## RESTRICTED ACTIONS

Restricted Actions do not require much energy or effort, but they do require a certain level of focus. A character can also use a Restricted Action to perform any number of Free Actions.

## STANDARD ACTIONS

Standard Actions are the focus of action scenes and take up most of a character's attention and effort. A character can also use a Standard Action to perform any Restricted Action.

## RESPONSE ACTIONS

Response Actions do not occur during a character's turn, but are special actions triggered by some other event (like an enemy attacking). Unless they possess a talent or ability that states otherwise, a character may only perform a single Response Action per round. A character must pay one Dark Symmetry point into the pool in order to attempt a Response Action, whilst GM's must spend one Dark Symmetry point from the pool to take a Response Action with an NPC.

## TURN ORDER

Player characters act first during each round. The players simply agree amongst themselves which character will act next, but once a character begins their turn they must resolve all of the actions they wish to take before another character can take their turn.

Once all the player characters have taken their turns, all of the non-player characters take their turns (in whatever order the GM wishes). The round is concluded once all player characters and non-player characters have taken their actions. Group Momentum (if any) is reduced by one and a new round begins.

## SEIZING INITIATIVE

At the start of the round before anyone has acted, or at any time immediately after a player character has finished their turn (and before another has begun theirs), the GM can spend one Dark Symmetry point to interrupt the player characters and allow an NPC to immediately take its turn.

The NPC resolves its actions normally, with the turn order passing back to the players once its turn is done; unless, of course, the GM spends additional Dark Symmetry to allow other NPCs to take their actions. The NPC does not get to act again that round.

## DITHERING

If the players spend too much time deliberating and discussing their choices during an action scene rather than actually acting, the GM may warn the players that their inaction is empowering the Dark Symmetry. The GM may then add one Dark Symmetry point to his pool should the players continue to dither.

## SURPRISE

When one group of characters attempts to gain an advantage over another group of characters through surprise, the attempt is resolved as an opposed test. Both sides nominate a leader to attempt the skill test, while the other members of the group assist the test as normal.

If the group attempting surprise succeeds at the opposed test, each character on their side gains a bonus d20 on his action for the turn (even if they are an NPC). If the surprise attempt failed, the group that noticed the surprise attempt may perform their actions for the round ahead of the other group.

Typical surprise scenarios include an ambush (Stealth vs. Observation), breaking a Mexican stand-off (Ranged Weapons vs. Ranged Weapons), or betraying your supposed allies at a wedding (Persuade vs. Insight).

## ZONES

During an action scene, knowing where everyone is can be of vital import, and determining both absolute position (where you are in the scene) and relative position (how far you are from a given friend or foe) is crucial. Rather than tracking everything using precise distances, however, *Mutant Chronicles* divides the setting of the scene into abstract zones.

At the start of an action scene, the GM will define the zones which make up the setting; three to five distinct zones is generally a good place to start, although this number will vary depending on the exact nature of the scene. Each zone is a small, contiguous area that is usually adjacent to several other zones, each of which can form intervening zones to more distant zones.

There are no hard and fast rules when it comes to defining the size or boundaries of a zone, but the identity of a zone will generally flow naturally from the divisions and logic of the setting; a Luna City cop exchanging gunfire with gangsters in the hallway of a building, for example, might dive out of the line of fire into one of the apartments lining the hall. The hallway is one zone, the apartment another.

Similarly, think about the landmarks by which people will define their position. On a Fukido street, for example, Imperial Agents approach a building where they suspect Mishiman agent provocateurs are laying low. When shots ring out, they look around for cover and see a parked car, a streetlight, and art gallery. You can easily imagine them running from their car (one zone), across the street (another zone), to the streetlight (a third zone).

Because zones are of no fixed size, they can also be varied to accommodate other factors in the scene; a battle beneath the dense canopy of the Venusian Jungle, for instance, might be divided into many small zones of varying tree clusters that are difficult to navigate but offer lots of cover, and a couple of larger zones representing clearings.

## RANGE AND MOVEMENT

To keep things simple and fluid, the distance between zones is handled in an approximate manner using five broad range categories:

- ◆ **REACH** is when an object or character is within arm's length. Characters enter Reach with to interact with objects manually, to attack in close combat, and to perform any other actions where they may need to touch the subject of their action. A character can move within reach of a target as part of any movement action that ends in the same zone as the target. Moving out of an enemy's reach may be risky, as it leaves the character open to the Retaliate reaction unless they take a Withdraw action.
- ◆ **CLOSE** range is defined as the character's current zone. Moving within this zone is a Free Action.

- ◆ **MEDIUM** range is defined as any zone adjacent to the character's current zone. Moving to a point within Medium range is a Restricted Action.
- ◆ **LONG** range is defined as any point two zones away from the character's current zone. Moving to a point within Long range is a Standard Action.
- ◆ **EXTREME** range is defined as any point three or more zones away from the character's current zone. A character cannot move to Extreme range in a single action.

A character cannot perform more than one movement action per turn, meaning they could not use their Restricted Action to move to an adjacent zone, and then use their Standard Action to move an additional two zones.

### ZONE EFFECTS

Individual zones can—and often should—have terrain effects defined by the GM. Only a few key options are described here, but a wider variety may be found in the *Mutant Chronicles* core rulebook (and GMs are encouraged to create their own to fit the scene).

**Cover:** A character must move within Reach of any cover within their zone in order to gain its benefits. A character in cover gains a bonus to their Soak. Light cover provides  $\uparrow 2$  Soak. Heavy cover provides  $\uparrow 4$  Soak.

**Difficult Terrain:** Moving into, out of, or within a zone of difficult terrain requires an Athletics or Acrobatics test, with the difficulty of the test is dependant upon the speed of movement. Failure on the test means that the character makes no progress after the point where the test was required—so a character attempting to enter a zone stops before they enter the zone.

**Hazardous Terrain:** A zone of hazardous terrain works like difficult terrain, but with an additional consequence for failure—damage, a condition, or some other peril, such as becoming trapped or stuck. The simplest example would be a gap that needs to be jumped across, which would cause damage from falling if the character fails their skill test.

## RANGE AND PERCEPTION

The further away something is, the harder it is to notice. Increase the difficulty of Observation tests by one step at Medium range, by two at Long range, and by three at Extreme range.

## CREATING DISTANCE WITH ZONES

If a scene contains only two zones of interest, although it is apparent they should feel distant from each other, feel free to fill the space between them with any number of “empty” zones in order to create the right semblance.



Fortune favours the brave and Imperial honours its fallen.

## DEFENSIVE ACTIONS AND TIES

**Mutant Chronicles** is an action packed world where the core cast is more important than the NPCs. Because of this, Parry, Dodge, and Defend Other ties are adjudicated in favour of the player characters.

## ATTACKS

There are three different methods of attacking a target: Melee, Ranged, or supernatural power (such as the Arts or Dark Gifts). As a Standard Action, an attacker nominates a single target within range and declares the type of attack they are making.

The target usually has the option of performing a either a Dodge or Parry Response Action, in which case the attack is resolved as an opposed test. If the target does not perform a Response Action, the attacker makes an **Average D1 test** with the relevant skill for that type of attack, although the difficulty of the attacker's test may be modified by other factors, such as distance or lighting for example.

Using a ranged weapon to attack an enemy within Reach increases the difficulty by one, unless it has the Close Quarters quality.

## RELOADS

There is no need to track each individual bullet when playing **Mutant Chronicles**, as it is assumed that each character will carry enough ammunition to see themselves safely through several fire-fights. Instead, characters may make use of an abstract quantity called a Reload when making a ranged attack in order to increase the effectiveness weapon. Each ranged weapon is listed with a firing mode, which relates to exactly how much benefit a Reload provides when expended:

**Semi-Automatic:** Spend a Reload to 'let rip' and net one additional d20 on the attack roll and  $\uparrow$ 1 on the damage roll.

**Burst:** Burn through one or two Reloads in order to gain one d20 to the attack roll and an additional  $\uparrow$  on the damage roll for each Reload spent.

**Automatic:** 'Let rip' with up to three Reloads in order to gain one d20 to the attack roll and an additional  $\uparrow$  on the damage roll for each Reload spent.



## DAMAGE

A succesful attack inflicts damage, with the amount determined by the damage rating of the weapon, technique, or power used to make the attack. Damage ratings are a combination of two numbers—a fixed value (normally 1 or 2) and a number of  $\uparrow$ . Some characters will gain bonus  $\uparrow$  when using a particular attack, which is noted on the pre-generated character sheets where appropriate.

## UNARMED STRIKE

A melee attack made without a weapon deals 1+2 $\uparrow$  damage, with no bonus effects.

## OTHER DAMAGE SOURCES

Damage can also come from other sources, such as environmental effects, falling from a great height, being set on fire, or succumbing to poison or disease. Some damage sources can inflict Fatigue, which is dealt with in the **Mutant Chronicles** core rulebook.

## HIT LOCATIONS

Each attack strikes an opponent in one or more hit locations, although only one hit location is ever usually resolved per attack. To determine hit location, the player rolls one d20 and looks up the result on the Hit Location Table. Some special talents or Momentum can modify the roll or allow the player to choose the attack's hit location. Rolling the d20 for hit location along with any damage dice being rolled for the attack will speed up combat.

### HIT LOCATION TABLE

D20 ROLL	HIT LOCATION
1-2	Head
3-5	Right Arm
6-8	Left Arm
9-14	Torso
15-17	Right Leg
18-20	Left Leg

## SOAK

Armour and cover provide protection against damage from most types of attack, which is referred to as Soak. Armour Soak is determined by hit location and provides a fixed amount of damage reduction. Reduce the amount of damage on a one for one basis, which can potentially negate the damage of a successful attack.

## WOUND LEVELS

If the target of an attack has a Soak value less than the damage total, the target suffers wounds to the affected hit location equal to the difference. Each character has three different types of wounds, reflecting increasingly dangerous levels of injury. Regardless of how many wounds any individual hit location has suffered, a character's wound level is equal to the most severe wound type he has suffered.

**Light Wounds:** Sprains, scratches, and bruises. Each hit location can suffer a different amount of Light Wounds before becoming more serious. Attacks that inflicts wounds subtract from a hit location's Light Wounds first; cross off one Light Wound box from that hit location for each wound. Once all Light Wounds for a hit location have been crossed off, remaining wounds carry into the character's Serious Wound limit.

**Serious Wounds:** Tears, cuts, and contusions. Serious Wounds are a general pool rather than a hit location. Once a hit location is out of Light Wound boxes, any remaining damage is suffered as Serious Wounds. A character suffers one Dread when receiving his first Serious Wound. Once all Serious Wound boxes for a character have been crossed off, remaining wounds are crossed off the character's Critical Wounds.

**Critical Wounds:** Broken bones, mangled limbs, severe tissue damage, or other traumatic injuries. Critical Wounds are also a general pool rather than a hit location. Once all Serious Wounds are removed, additional wounds are suffered as Critical Wounds. A character suffers one Dread for each Critical Wound received. A character suffers one Dread each time he crosses off a Critical Wound box.

If a character ever suffers wounds greater than their Physique (wounds, not damage), they automatically suffer an additional Critical Wound. Characters who suffer one or more Critical Wounds must also roll on the Critical Injury Table and are considered to be Critically Injured, which is a unique status effect.

## CRITICAL INJURY TABLE

Roll one d20 and add the number of current Critical Wounds that have been crossed off, then compare the value to the Critical Injury Table. Debilitating effects are cumulative. Momentum may be spent on a Critical Injury; simply add the amount of Momentum spent to the outcome of the d20 roll.

## CRITICAL INJURY TABLE

D20 ROLL	CRITICAL INJURY EFFECT
1-2	The character cannot perform a Standard Action on his next turn. Pain and shock hinder the afflicted location: if hit in the head, the character cannot perform a Standard Action on his next turn; if hit in the arm, the character must drop any item carried; if hit in the leg, the character falls prone.
3-4	The character is winded. This increases the difficulty of movement tests and prevents speaking until a recovery action is taken.
5-6	The character is vulnerable. Each attack made against the character gains +1 damage until a recovery action is taken.
7-8	The character is Dazed until a recovery action is made (see Status Effects).
9-10	The character begins Bleeding (see Status Effects).
11-12	The character is traumatised, and loses Mental Wounds equal to the number of Critical Wound boxes checked off by this attack.
13	The character is Terrified (see Status Effects).
14	The character is Dazed until a D2 First Aid test is made (see Status Effects).
15	The hit location is severely damaged and cannot be used until a D2 Medicine test is made. If struck in the torso or head, the character is knocked unconscious.
16	The hit location is mangled and will be lost if the character does not receive prompt medical treatment before the end of the scene. A hit to the head or torso counts as Bleeding.
17	The character cannot perform Standard Actions unless he spends a Chronicle point for every action.
18	The character succumbs to his wounds and immediately falls unconscious. The character will die if he does not receive medical treatment by the end of his next turn.
19	The character dies a grisly, ugly death.
20+	The character dies a grisly, ugly death.

## CHARACTER DEATH

If a character suffers too much damage, he risks dying. The two most common ways a for a character to die from his wounds are to either have all Critical Wound boxes crossed off, or generate an effect that results in death on the Critical Injury Table. If either of these two conditions occur, it is time to roll up a new character—one that will perhaps fare better against the forces of the Dark Symmetry.

## MENTAL STRAIN AND MADNESS

Easier to calculate and track than physical health, a character's mental health measures how much emotional and mental strain a character can withstand before suffering ill effects. A character's starting Mental Wounds are equal to his Mental Strength attribute and are tracked on the character sheet with boxes. For each point of mental damage the character suffers, one Mental Wound is crossed off.

Mental trauma can be triggered if a character either suffers five or more points of mental damage from a single source, or when a character has no more Mental Wound boxes remaining. Note: it is possible one for both conditions to be triggered, such as a character with only four Mental Wounds remaining being forced to lose five Mental Wounds.

### MENTALLY TRAUMATIC EVENTS

Effects that have the potential to affect a character's mental health require a Willpower skill test, with the difficulty test determined by the severity of the triggering effect. Some triggering effects have a specific difficulty rating associated with them, such as a creature's Fear rating, while others are determined by the GM based on the situation.

If a character passes his Willpower test, the character retains his composure and suffers no mental health damage. The character becomes the victim of a mental assault following failure.

#### MENTALLY TRAUMATIC EVENTS TABLE

DIFFICULTY	RATING	TRIGGERING EVENT
Average	D1	Surprised by a dead body. Being significantly outnumbered by enemy combatants. A stressful negotiation with angry people.
Challenging	D2	Surprised by a grisly scene. Encountering a powerful, intimidating opponent like a Nepharite. Being surrounded by an angry mob.
Daunting	D3	Witnessing or encountering an atrocity. A severe psionic assault. Encountering terrifying opponents like an Ezoghoul.
Dire	D4	Entering a Dark Legion Citadel for the first time. Being involved in an atrocity. Facing avatars of the Dark Apostles.
Epic	D5	Something truly diabolic and mind-shattering: witnessing such a thing could lead to a complete mental breakdown.

Any die that results in a Repercussion on the Willpower test automatically inflicts one point of mental health damage, regardless of whether or not the character passed the skill test. If a character fails the test and suffers damage from the mental assault, any damage inflicted by the Repercussion rule are added to the mental assault damage when determining if a character suffers trauma.

Mental Wounds from both the Repercussions and the mental assault are considered to have come from a single triggering event. This replaces the normal effects of Repercussions, meaning that the GM cannot gain Dark Symmetry points, nor create Complications from this effect.

### MENTAL ASSAULT

To resolve a mental assault, the GM rolls  $\uparrow$  equal to the difficulty rating of the failed test, plus one additional  $\uparrow$  for each Dark Symmetry point he is willing to spend from his pool. The character suffers mental damage equal to the damage results on the dice. If no damage is generated by the mental assault, the character suffers a minimum of one point of mental health damage. Further, each DSI generated on these dice inflicts one Dread.

Special abilities granted by the Dark Symmetry or the Art follow the same rules outlined here.

### MADNESS

Characters who receive five or more mental health damage from one triggering event, or who have no Mental Wounds remaining, automatically gain one Dread in addition to succumbing to a madness. The effects of madness are dealt with comprehensively in the *Mutant Chronicles* core rulebook; characters who are afflicted with madness during this *Quickstart* gain the Dazed condition, which persists until the end of the scenario. This status effect cannot be removed with the Recover Restricted Action, it is merely suppressed until the start of the subsequent scene. Furthermore, any Dread gained as the result of madness should be tracked separately.

### DREAD

Various conditions, events, and effects can result in Dread, many of which are specific to an individual; each Critical Wound imposes one Dread, failing Willpower tests for fear or terror may result in one or more Dread, and certain status effects generate Dread for their duration.

Dark Symmetry point spends may also provide options to increase the Dread for each member of an entire group, such as when entering the profane shrine of one of the Dark Apostles, for example, or when outnumbered by a vastly superior force.

Dread is tracked on the character sheet. Starting from the top and working down toward more serious levels of Dread, the player crosses off the appropriate number of boxes on his character's



Dread track each time one or more points of Dread are suffered. When the last box is crossed off from one row, the player starts crossing off boxes on the next row down. If all the boxes on a character's Dread track have been crossed off, further Dread is taken as Mental Wounds instead. Each level of Dread that a character is suffering from serves to increase their Repercussion range by one.

### DREAD TRACK TABLE

RANGE	DREAD SUFFERED	SEVERITY
20	☒	
19-20	☒☒	Mild Impairment (D1)
18-20	☒☒☒	Severe Impairment (D2)
17-20	☒☒☒☒	Overwhelmed (D3)
16-20	☒☒☒☒☒	Stupor (D4)

### RECOVERING DREAD

Natural rest, milestones or scene changes, and the Psychotherapy skill can all allow a character to recover Dread, but the most effective method for this *Quickstart*, will be the use of the Steel Nerves Momentum spend (see Combat Momentum on page 19) or the expenditure of Chronicle points (see Recovery on page 18).

### HEALING

Light Wounds are the easiest to recover, whilst Serious Wounds take more time to heal. Critical Wounds are grievous injuries that require special treatment. A Shake It Off Standard Action can recover Light Wounds, as can first aid from the Treatment skill or the use of medkits. The advanced skill Medicine, plus rest and recovery time, is required to treat Serious and Critical Wounds.

### RECOVERING FROM MENTAL TRAUMA

So long as a character has at least one Mental Wound box remaining, any other character may attempt the Treatment skill in order to assist them in recovering from mental trauma. Treating the character face to face requires a **Challenging D2 test**, whilst remote assistance requires a **Dire D3 test**. The patient recovers one Mental Wound if successful, plus one Mental Wound per Momentum spent.

A character who is afflicted with a madness or who has no Mental Wounds remaining requires treatment from a trained Psychotherapist, the rules for which are covered within the *Mutant Chronicles* core rulebook.

### NATURAL HEALING

Healing over time is an effective means of recovering from both physical and mental injury. This Quickstart scenario is only designed as a short introductory session however, so these rules are also to be found within the *Mutant Chronicles* core rulebook.

### COMBAT ACTIONS

#### ACTIVATE POWER (STANDARD)

Make use of a special power such as the Arts, a Dark Gift, or a Mutation.

#### ATTACK (STANDARD)

Making a melee or ranged attack requires a Standard Action. Ranged attacks are modified by distance and effective range.

#### BRACE (STANDARD)

Unwieldy weapons, such as heavy machine guns and rocket launchers, are cumbersome and more difficult to use (see page 20 for this weapon quality). The Brace action removes any penalties associated with the Unwieldy quality from future actions taken with the weapon. A character is considered braced until he moves.

#### DROP ITEM (FREE)

The character drops a single item held in one or both of their hands. The item falls within Reach.

#### EXPLOIT WEAKNESS (STANDARD)

The character takes additional time, concentration, or preparation readying their next attack. If a character performs any kind of attack when their previous Standard Action (on the same turn or in the previous one) was to Exploit Weakness, the character adds two d20s to the skill test. If the test attack succeeds, it also inflicts an additional **↑2** damage. These bonus dice are cumulative to any gained from a weapon's mode of fire, to an absolute maximum of three d20s (damage dice bonuses are unrestricted). GMs may, at their discretion, agree to successful Stealth tests triggering free Exploit Weakness actions.

Many basic exploits (like taking extra time to aim a sniper rifle) will not require a skill test, but exotic exploits that open up unusual opportunities might require a skill test at the GM's discretion.

#### FALL PRONE (FREE)

The character immediately drops to the ground, which reduces their ranged combat target silhouette. A character may only move at a crawl whilst prone and may not fall prone during a turn that they have also stood up.

#### READY ACTION (STANDARD)

A character may declare that they are waiting for a certain situation or event to occur before performing a Standard Action. In order to

ready the action, they must specify both the action and the triggering condition. If the triggering situation occurs, the character with the readied action temporarily interrupts the acting character's turn to resolve the readied action. Once the readied action is resolved, the acting character continues their turn normally. Characters with a readied action can still use Restricted and Free Actions during their turn. If the triggering situation for a Readied action does not occur before the character's next turn, the readied action is lost.

### RECOVER (RESTRICTED)

As a Restricted Action, a character can attempt a Resistance test to end a condition they are suffering from (such as Bleeding or Staggered). If the condition has a specific rating (such as Burning 3), the difficulty of the test is equal to the rating. If not, the test is Challenging D2.



Create cinematic action with your Momentum.

### SHAKE IT OFF (STANDARD)

The character pays one Dark Symmetry point as a Standard Action and attempts a Willpower test—D1 if suffering from Light Wounds, D2 if suffering from Serious, D3 if suffering from Critical). If successful, the character regains one Light Wound from the hit location of their choice, or one Mental Wound. Each point of Momentum spent allows for the recovery of an additional Light or Mental Wound.

### SPEAK (FREE)

A character may talk to allies, bellow a war cry, shout an order, threaten a rival, or otherwise converse with a few sentences or phrases as a Free Action. (Any verbal action which would require a Command test, Persuade test, or any other skill test requires a Standard Action.)

### STAND UP (FREE)

A prone character can take a Free Action to stand up, but may not stand on the same turn as falling prone.

### WITHDRAW (STANDARD)

As a Standard Action, or a Free Action in the instance that a character and his allies outnumber the opposition, a character can Withdraw to any point within Close range which is not within Reach of an enemy and cannot be targeted by a Retaliate Response Action this turn. Characters attempting to leave a melee engagement with a Movement Restricted Action or Sprint Standard Action must succeed at an opposed Close Combat skill test against the most skilled combatant they are engaged with. They safely leave the melee if successful, or expose themselves to a Retaliate Response Action from each enemy combatant on failure.

## RESPONSE ACTIONS

### COVERING FIRE

A character can provide covering fire to an ally by expending a single Reload from their ranged weapon. Until the beginning of the character's next turn, any attacks made against the ally being assisted are one step more difficult. If multiple characters provide covering fire to support a single ally the effects stack. To provide covering fire, a character have line of sight to either the character they are supporting or the enemy they are trying to suppress.

### DODGE

So long as he is aware of the attack and has sufficient room, a character can declare a Dodge Response Action in an attempt to avoid a melee or ranged attack. The attack becomes an opposed Acrobatics test against the relevant attack skill.

### GUARD

A character within Reach of another character may aid in their defence by standing in harm's way. The guarding character makes a Challenging D2 skill test, using their Close Combat skill versus a

melee attack, or Acrobatics versus a ranged attack. They become the new target of the attack if successful, or the original target suffers the attack should they fail. Dependant on the type of attack, any Momentum generated may be spent as successes towards a Dodge (ranged attacks) or Parry (melee attacks) action against the attack.

### PARRY

After being declared the target of a Close Combat Attack, and so long as he has a suitable weapon or item equipped, a character may attempt a Parry Response Action. The attack becomes an opposed test against the opponents Close Combat skills.

### RETALIATE

If an enemy moves out of reach without taking the Withdraw action, a character can Retaliate by making one free melee attack against the retreating combatant. The retreating combatant cannot Parry or Dodge in response to this attack.

## COMBAT MOMENTUM

Momentum is a key tactical resource for *Mutant Chronicles*. When a character generates Momentum in combat they have numerous options available to them which can help overcome their enemies, empower their allies, and bolster their own prowess.

The Combat Momentum Table provides a number of options available to a character when they generate one or more Momentum in combat, but players should remember that they always have the option of creating new uses for Momentum. (GMs are free to establish scene-specific Momentum spends).

## STATUS EFFECTS

There are a number of detrimental status effects that can afflict a character during action scenes. The most common of these are described below.

### COMBAT MOMENTUM TABLE

BENEFIT	MOMENTUM	GUIDELINES
BONUS DAMAGE	1 +	A character can increase the damage inflicted by a successful attack. Each Momentum spent adds +1 damage.
CALLED SHOT	1 +	For each Momentum spent, the character may adjust the hit location die to turn it to an adjacent face.
DEFEND	1	The character may designate a target within Reach (including himself). The next attack against that target this round becomes more difficult by one rank.
DEVASTATING BLOW	2	Roll a second hit location for the target. That hit location suffers half the current attack's damage, rounded down.
DISARM	2 / 3	One weapon held by the target is knocked away and falls to the ground within Reach. This costs 2 Momentum if the target is holding the weapon in one hand or 3 Momentum if the weapon is held in two hands.
GET UP	1	A character may either go prone or stand up.
KNOCKOUT	1 +	The target of an attack must make a Resistance test with a difficulty equal to the Momentum spend or be knocked out.
MANAGE GEAR	1	The character may stow or draw one carried item.
PENETRATION	1 +	The damage inflicted by the current attack ignores Soak value provided by armour equal to twice the Momentum spent.
RE-ROLL DAMAGE	1	The player may re-roll any number of damage dice from the current attack.
SECONDARY TARGET	2	A second target within reach of the primary target is also affected by the attack and suffers half the attack's damage, rounded down, to a random hit location.
SWIFT STRIKE	2	The character may perform an additional standard action this round, which may be another attack, increasing the difficulty of any test required by one step. This may only be used once per turn.
WITHDRAW	1	The character can safely withdraw from close combat without triggering any enemy combat responses.
STEEL NERVES	1 / DREAD	The character recovers from Dread a number of points equal to the amount of Momentum spent.

**BLEEDING:** The character suffers one Serious Wound at the beginning of each of their turns, or one Critical Wound if all Serious Wounds are marked off.

**BLIND:** The character's vision has been severely damaged. Upon being blinded, a character gains two Dread, and any skill test reliant on vision increases in difficulty by two steps.

**BURNING X:** The target is set alight. This condition lasts for a number of rounds equal to the number of Dark Symmetry Icons (DSI) rolled on the attack that inflicted it. If no DSI were rolled, the cause of the burning effect will list a duration. At the end of the target's turn, it suffers  $\uparrow$ X damage to a random hit location and ignores armour Soak. Any damage caused by Burning has the Incendiary weapon quality and DSIs rolled increase the number of rounds that the character remains aflame. If the character is hit by another Burning attack or effect while already ablaze, the existing status is extended by a number of rounds equal to the number of DSI rolled. A Recover Restricted Action may be attempted to remove this effect, which gains an additional d20 if the character is prone and uses a Standard Action to roll around.

**DAZED:** All skill tests performed by a Dazed character increase in difficulty by one step.

**STAGGERED:** A Staggered character can only perform a Standard Action on their turn if he is willing to pay one Dark Symmetry point. A Staggered character cannot perform a Response Action unless he spends one Chronicle point in addition to its normal Dark Symmetry point cost.

## WEAPON QUALITIES

The following weapon qualities are either used by the pre-generated characters or are found in the Straffar Gatan 39 scenario.

**ARMOUR PIERCING X:** The weapon ignores X points of Soak for each DSI rolled on its damage roll.

**BACKLASH:** The weapon deals X damage to the attacking player for every DSI rolled, which is dealt to a random hit location and ignores armour.

**CLOSE QUARTERS:** Can be used without penalty within Reach.

**HIDDEN X:** Easy to conceal or designed to be disguised as something else. When the weapon is hidden, any search of the character requires an Observation test with a difficulty equal to the quality's rating to locate the hidden weapon. You may spend two Momentum following an attack roll to immediately hide the weapon after firing it.

**KNOCKDOWN:** If one or more DSIs are rolled, the target is knocked prone unless it can pass an Athletics test with a difficulty equal to the number of DSI rolled.

**REACH:** A character with a Reach weapon can take the Withdraw action as a Free Action if no enemy combatants within Reach have a Reach weapon of their own. The first close combat attack made against a character with a Reach weapon has its difficulty increased by one step.

**SPREAD X:** For each DSI generated, roll X additional hit locations, each of which suffer half the original attack's damage (round down). Apply Soak as normal.

**STUN:** The target is Staggered if one or more DSIs are rolled, which persists for a number of rounds equal to the number of DSI rolled.

**UNBALANCED:** If the wielder has Strength of 9 or higher, this weapon can be used one-handed. If Strength is 8 or less, this weapon is considered to be two-handed for that character.

**UNFORGIVING X:** This weapon is either exceptionally precise or capable of inflicting much greater harm on a direct hit. If the weapon's wielder uses the Exploit Weakness action, the weapon gains the Armour Piercing X and Vicious X qualities on the attack.

**UNWILY:** Cumbersome and not easily wielded, attacks from an Unwieldy weapon are two steps more difficult than normal, whilst the Repercussion range is increased to 19-20, or further if the character is suffering from Dread. These penalties are removed if the character takes the Brace action. Unwieldy weapons are always Two-Handed.

**VICIOUS X:** The weapon deals X additional damage for each DSI generated.

## CHRONICLE POINTS

Player characters have access to a special type of resource called Infinity points. This reflects the fact that the player characters have drive, ambition, and determination above and beyond most people, and can succeed where others might fail. Whether or not they are viewed as heroes, the player characters are destined for greatness.

A player character begins each session with three Chronicle points, and he cannot have more than five Chronicle points at any point. GMs will award extra points during a session for reaching milestones, creating entertaining moments at the table, and other accomplishments; as a general guideline, there should be two or three opportunities for players to gain Chronicle points per hour of play.

### USING CHRONICLE POINTS

Here are just a few of the ways in which Chronicle points can be spent during play:

◀ **BONUS DIE:** Add an extra d20 to a skill test. The extra die is treated as having automatically rolled a 1.

## MUTANT CHRONICLES

- ◆ **BONUS ACTION:** Perform an additional Standard Action on your turn.
- ◆ **RECOVERY:** Recover one Mental Wound, plus one Light Wound in all hit locations. Alternatively, a character may recover all of their current Dread.
- ◆ **SUPPRESS WEAKNESS:** Suppress the effects of a Critical Injury, insanity, or character trait until the end of the current encounter or scene, or end the duration of a status effect that imposes a penalty.
- ◆ **STORY DECLARATION:** Introduce a fact or add a detail to the current scene. (The GM may veto some story declarations, or require multiple Chronicle points for particularly large or significant declarations.)

## THE DARK SYMMETRY POOL

The GM's biggest tool—beyond his imagination—is the power of the Dark Symmetry. At the beginning of a session, the GM's Dark Symmetry pool will have a number of points equal to the total number of Chronicle points at the table; four player characters each with three Chronicle points will provide the GM with twelve Dark Symmetry points at the start of play.

The Dark Symmetry pool will grow and shrink as the player characters take action and the GM responds during the sessions (and vice versa). The Dark Symmetry pool is an abstract measure of potential threats and dangers—the larger the pool, the greater the likelihood that something will endanger or imperil the player characters. Spending Dark Symmetry turns that potential danger into actual problems.

## METHOD OF DARK SYMMETRY GENERATION

## POINTS GAINED

Each Repercussion generated by players	2 (OR COMPLICATION)
Player voluntarily fails a skill test	1
Players purchase an additional d20 for a skill test	1
Dark Symmetry generator	VARIES

## HARNESSING THE DARKNESS

Npcs spend Dark Symmetry in the opposite way to player characters, so an NPC could buy extra d20s for a skill test or take Response Actions by spending Dark Symmetry, rather than paying points to the pool. Similarly, just as the pool can gain Dark Symmetry points when a Repercussion occurs, an NPC suffering a Repercussion can cause the pool to shrink. The following spends will also be available to the GM:

- ◆ **NPC RESOURCES:** Reloads are not individually tracked for NPCs. Instead, an NPC can be granted the benefit of a Reload by spending Dark Symmetry points; one point for Troopers and Elites, or two points for group weapons and Nemesis category enemies.
- ◆ **ACTIVATE SPECIAL ABILITIES:** Some particularly powerful or experienced NPCs will have access to potent abilities or equipment, which may require the GM to spend one or more Dark Symmetry points to activate them.
- ◆ **INSPIRE DREAD:** Spend a Dark Symmetry point to increase a player character's Dread by one.



Activated by the Dark Symmetry, a Twisted Marionette bursts to life!

- ◆ **SUMMON REINFORCEMENTS:** Summon extra forces to the fray. One Dark Symmetry point summons a Trooper, or two points an Elite category enemy.
- ◆ **SEIZE THE INITIATIVE:** The GM may spend points to interrupt the action order and allow one of the NPCs to act by spending Dark Symmetry points. Troopers require one point, Elites two, and Nemesis opponents require three.
- ◆ **TRIGGERING AN ENVIRONMENTAL EFFECT:** Dramatic scenes often play out in exciting environments—a firefight in a crumbling tenement, a chase through a busy marketplace, a chasm over a river of lava, etc. When describing encounters, the GM is encouraged to provide details to the players to help them visualise the scene, and sometimes it can be interesting to bring the environment alive through the use of Dark Symmetry points. Triggering an environmental effect comes in two levels of magnitude. Minor effects—costing one point—can involve things like flickering lights, crumbling walls, or thick smoke, which serve to add to the difficulty of skill tests, or force tests where one was not previously required. Major effects—costing two or more points—may pose significant impediments to the characters, or even inflict harm or short-lived conditions.
- ◆ **OTHER COMPLICATIONS:** GMs can also introduce other complications into a scene. As a general guideline, spending one Dark Symmetry point should create a Complication requiring a Restricted Action to fix, overcome, or circumvent. A Complication created by spending two points should require a Standard Action to do the same.
- ◆ **CORRUPTION ROLL:** Gain one **⬆** per Dark Symmetry point to roll against an item's Reliability. If the roll exceeds the Reliability, the item suffers one level of corruption.

## GM ADVICE FOR CORRUPTION ROLLS

Sometimes no corruption roll is required when using a piece of equipment—operating a lift, using a phone, etc. In these cases, the GM should only spend a Dark Symmetry point for a corruption roll when there is an interesting reason to do so. Using corruption rolls to see if the characters can safely drive a car down their own street just slows down the story, but doing so whilst they are driving through the worst neighbourhood of the slums, or during a tense car chase, raises the tension. Similarly, making a corruption roll when the characters get into a lift to leave a location is only worthwhile if the GM wants them to be trapped and bad things to happen.

## CORRUPTION AND ITS EFFECTS

The pervasive and insidious threat of corruption is ever-present across the worlds of *Mutant Chronicles*, as the influence of the Dark Symmetry lurks waiting to befoul technology, taint the material world, and defile the souls of humanity.

### CORRUPTION ROLLS

A corruption roll is required when attempting to corrupt a piece of equipment, a place, or a person, which is a number of **⬆** rolled against the target's Corruption Soak. The number of **⬆** is usually equal to the number of Dark Symmetry points the GM spends on the effect, though certain Dark Gifts handle things differently.

As with any **⬆** roll, count only the 1s and 2s toward the roll's total, then reduce that total by the target's Corruption Soak (determined differently for each type of target). If above zero, this final total is then used to determine the effects of the corruption roll on that target.

Dark Symmetry Icons generate additional effects, as determined by both the source of the corruption (which Dark Apostle, if any, is responsible for the corrupting influence) and the type of target.

### EQUIPMENT & CORRUPTION

Whenever a character attempts a skill test using a piece of technology, the GM may spend one or more Dark Symmetry points to make a corruption roll, which should be made in secret. Use this to cultivate a sense of paranoia and unease in which equipment is under continual suspicion.

Characters with certain Dark Gifts can also inflict corruption rolls on equipment. These are handled slightly differently, as described in the individual Gifts' entries. The Corruption Soak of equipment is the Reliability Rating of the item. Durable, reliable items are far less susceptible than sophisticated, fragile ones are.

The influence of the Dark Symmetry felt throughout Straffar Gatan 39 is sourced directly from Ilian, which means that devices become suffused with the sorcerous power of the Mistress of Dark Symmetry; objects become a magnet for mystical energies, making whoever holds the device more vulnerable to their influence. Any tests made by the character to resist the effects of mystical powers, such as Dark Gifts, increase by one difficulty rank. For each Dark Symmetry Icon generated by the corruption roll, the GM gains one Dark Symmetry point, which must be used to cast Dark Gifts.

### EQUIPMENT RELIABILITY

Each piece of equipment has a Reliability Soak, which can reduce the chances of it being corrupted. For example: an automed has Reliability 1 and resists one point of corruption damage from each corruption attempt. The GM would need two corruption successes to achieve one level of corruption.

## DEFILED TECHNOLOGY TABLE

CORRUPTION ROLL  
FINAL TOTAL

EFFECT

1-3

**MALFUNCTION:** The device fails to work in some fundamental way. This failure appears entirely mundane in origin, with nothing to suggest why it has failed. A malfunctioning item cannot be used until the problem is sorted. This will require, at the GM's discretion, a certain amount of time (one or more actions), a particular test, or some resource. For example, a firearm may jam, requiring an action to clear; a car engine may seize up, requiring a Mechanics test to repair; a torch or radio may fail, requiring replacement batteries.

4+

**MALIGNANCY:** The device continues to function, but seems to have a mind of its own, and a cruel one at that. Under most circumstances, a device cannot perform actions beyond its normal function, so a radio cannot do more than pick up radio signals and project sound, a gun cannot aim itself, etc. They are still inanimate objects, even if there is a malign intellect influencing them. A device affected by Malignancy will malfunction at moments that are not only inconvenient, but also problematic. A gun may go off 'accidentally' when it is pointed at an ally, or shots fired into close quarters hit an ally instead of an enemy; a radio may pick up strange radio stations, or fade into static as important information is being conveyed, causing part of the meaning to be lost.

## LOCATIONS & CORRUPTION

A Heretic or powerful creature of Darkness is able to perform a ritual that can corrupt a location, the specific requirements of which are to be found within the *Mutant Chronicles* core rulebook.

## PEOPLE & CORRUPTION

'Characters who suffer mental trauma or Dread from encountering creatures of Darkness risk opening their psyche to the Dark Symmetry; similar to attempting to defile technology, the GM will have an option available to spend Dark Symmetry points on tainting a character's soul with the insidious influence of the Darkness. Full rules for this are provided within the *Mutant Chronicles* core rulebook however, as the characters will already have more than enough terrifying phenomenon to contend with.'

## GIFTS OF DARKNESS

Certain non player characters devoted to the Dark Symmetry, including more potent creatures of the Dark Legion, may have access to one or more Dark Gifts; the creature at the heart of *Straffar Gatan 39* is one such opponent.

The GM must spend a number of Dark Symmetry points equal to the gift's difficulty in order to trigger the effect on behalf of the NPC using the power. For powers with variable difficulty, the GM chooses the difficulty and thus the potency of the effect, before spending Dark Symmetry points to trigger the effect.

For powers that require an opposed test, the GM spends up to five Dark Symmetry points, and the target makes the required test at a difficulty equal to the number of Dark Symmetry points spent. Additional Dark Symmetry points may be spent to trigger any Bleed effects that are part of a gift, at a cost of one Dark Symmetry point for each Momentum normally required to trigger this effect.



A citadel of Ilian being materialized through dark gateway powers on Mars.

# STRAFFAR GATAN 39

## BACKGROUND

The player characters are detectives from Luna PD 32nd Precinct Homicide Division sent to investigate a callout to Straffar Gatan 39.

The dark events that take place in Straffar Gatan 39 serve as a prelude to the Fall of Von Hölle adventure, and occur one day after Imperial Conquistadors on Pluto discovered a strange tablet in ancient ruins that unleashed the force of the Dark Symmetry. Many of the story threads presented here link into the larger story, but we've seeded the plot with many threads that you can weave into your own *Mutant Chronicles* adventures.

The mission is ideal for the pre-generated Luna PD characters presented with this adventure: Detective Vance Ryder, Patrolman Vents, Paramedic 'Angel' Kramer, and Freelancers Nix, Tsuyoshi, and Arseni. Should your players want to generate their own characters, they should have some connection to Luna PD, or have some significant attachment that would enable them to be called in to investigate a case for Luna PD.

The adventure is written with a fairly open structure to give the GM control over pacing, as the mission needs to start with a sense of foreboding and build the levels of tension and paranoia, before finally resolving in a deadly confrontation that saves the day... or does it?



## ADVENTURE STRUCTURE

The events of this adventure take place in Straffar Gatan 39 (the delightfully named "Punishment Street") the day after the Conquistadors broke the seals on Pluto, and released the Dark Symmetry. The players must battle a rising evil known as a Castigator before it can infect the entire city!

The adventure is built around the growing menace of an evil necrotechnological 'Twisted Marionette', a servant of the Dark Apostle Ilian. The creature is gathering power at the heart of

the tenement, and building a powerful Dark Symmetry antenna to cause fractures in our reality. This will allow dark spires to slip through the fractures and, via the psychokinetic images on the screens throughout the tenement, corrupt the remaining humans, creating additional Malignants and infecting Luna City. What caused the creation of the Twisted Marionette will remain a mystery for this adventure.

The plot of the adventure is loosely broken up into three phases, which represent the various levels of activity and response from the Twisted Marionette. There are four apartments on each of the lower floors. Until the Twisted Marionette is disturbed, the order that the characters visit the apartments is up to them.

As this is a starting game, the GM should start with only one Dark Symmetry point (DSP) for each player character. It is advisable for the GM to save about half of the DSP gained for Phase Three. You'll want five to ten Dark Symmetry points for the final scene if possible.

## PHASE ONE: THE CREATURE OBSERVES!

Initially, the Twisted Marionette observes the investigators. They should feel as if they are constantly being watched. This phase is all about building tension—the players know something is going to happen, even if their characters do not yet. Whenever the investigators succeed on an **Observation** or **Insight test**, they also become aware that the eyes of the presenters on the TV programmes are following them across the room. They should notice the peep holes in the doors of the apartments they pass suddenly darken as if a face were pressed against them... *even for apartments they know to be empty!* Dark Symmetry points may be spent to distract, delay, or unnerve the investigators. Examples include:

- ◆ **1 DSP:** A deafening scream drowns out the Investigators when attempting to question someone. This increases the difficulty of any **Persuade** or **Command tests** by one step.
- ◆ **1 DSP:** A deranged ganger starts accusing the investigators of spying on him. This should be used as a distraction at a dramatic moment.
- ◆ **2 DSP:** Making the wind outside set the building swaying. Moving around the building becomes a slower, more cautious affair. In combat, all zones within the building for the remainder of the scene become difficult terrain, requiring an **Average D1 Athletics** or **Acrobatics test** to overcome.



## WHAT YOU KNOW

- ◀ You have been sent to investigate an incident at **Straffar Gatan 39**, a rundown tenement in the Nines—a particularly nasty part of the Perimeters.
- ◀ Dispatch has received multiple calls from **residents reporting screaming on the third floor**. Dispatch receives calls like this all the time and they mostly go unanswered, but after the sixth call a Patrol unit was dispatched.
- ◀ The Patrol unit visited the tenement. Three adjacent apartments had their doors wide open. **Inside they**

**found no signs of struggle or theft, but they did find blood stains in various rooms.** They knocked on the doors of other residents but no one claims to have seen anything, though they did hear screaming. Before they could investigate, they had to leave to answer a high priority call in a nearby neighbourhood.

- ◀ Shit flows downhill—straight to you. Your squad is already in **Lieutenant Vordach's** bad books following a recent Officer Involved Shooting.
- ◀ Luna PD Criminal Intelligence suspects that **Sandrine Peterson**, missing

daughter of the senior Bauhauser executive François Peterson, may be hiding out in the building. The Lieutenant makes it very clear that it is in the best interests of your careers that she is found alive and well.

- ◀ Your assignment is simple: **investigate what happened in the tenement.**
- ◀ **The neighbourhood around the tenement is controlled by the Croaks**, a nasty street gang with a reputation for violence and having no fear of cops. They control the drug trade in the Nines.



Life is a cheap commodity in the Nines.

## THE NINES

**The Perimeters** fringe the core of Luna City, deep in the shadows of the mighty corporate towers and downwind of the forges, furnaces and factories in the Industrial Districts. The Perimeters house the unfortunate masses who toil away in factories or eke out an existence on the miserable dole provided by the corporations, hunched up in front of second-rate TV screens that spoon-feed them corporate soaps offering the false dream of a better future. Many never leave their apartments, relying on fast food deliveries, food parcels from one of the charities fostered by The Brothers, and cheap booze to survive. Those lucky enough to have jobs must run the gauntlet of dangerous traffic and local gangs to get to the local Underground stations.

The shouts and noises of neighbours are just one more thing to drown out. When cops turn up it is usually enmasse in a raid on a gang drug den. The first thing you learn in the Nines is to keep your head down and look out for yourself, because if things go wrong, no one will help you.

**The Nines** is a typical district of the Perimeters. Jammed in with little thought, cheap and nasty, most of the buildings in the Nines were never designed to last this long and, over time, the once straight and clean concrete walls have been patched and filled, adapted and mangled as people do their best to turn them into homes.

One of Bauhaus' innumerable, faceless, subsidiaries is building a new freight train

line straight through the Nines to the ports. Somewhere within the Byzantine bureaucracy a finance executive vetoed the plan to tunnel as too expensive and insisted on the far cheaper, subsurface trench and cover construction. Compulsory purchase orders were issued, and the residents in the buildings scheduled for demolition got insultingly-small pay-offs to move. But in many ways, they were the lucky ones. With no care for the lives of the remaining locals, Bauhaus bulldozers brutally hacked the proposed route through the tenements and streets to begin excavations. The neighbouring tenement to the scene of these events was one of those torn down.

## STRAFFAR GATAN 39

Straffar Gatan 39, a ten-story tenement and location of the callout, is perched precariously at the edge of a deep excavation. Formerly a typical Nines tenement, a slice has been crudely hacked off—two apartments on each floor are now gone. It is braced with minimal rusting steelwork to protect the construction workers beneath, but this has not prevented subsidence from setting in, leaving it listing at a slight angle. The tenement is under tremendous stress, and entering requires nerves of steel.

Floorboards creak, new cracks appear, and plaster falls off the walls as each bulldozer passes beneath. It is only a matter of time before the whole building is torn down or collapses. Yet, despite this, Straffar Gatan 39 is still partially inhabited. The tenement is dying, dragging everything and everyone inside with it.



You are a detective in the Luna PD 32nd Precinct Investigations Division. It is your job to pick up the pieces and try to figure out what happened after the patrol cops have responded to an immediate crime.

The only law enforcement organisation with jurisdiction over the whole of Luna, Luna PD was founded by Capitol in an act of civic patronage, and brings together seconded investigators from each of the corporations with cops recruited directly from the population.

However, Luna PD is under-funded and subject to the conflicting will of the corporations, so your superiors are often forced to hire Freelancers to work with you. These Freelancers bring a willingness to take on dirty tasks and are preferable to the donated "corporate liaisons" you are regularly forced to work with, who are more meddlesome than helpful.

A sense of doing something that matters without tying yourself to any one corporation is what brought you to Luna PD. Even with all the bureaucracy, collapsed investigations, and corporate interference, most days you do feel like you make a difference. Unfortunately, you have a feeling this is not going to be one of the good days.



## PHASE TWO: THE CREATURE GATHERS POWER!

This phase should begin when the investigators have visited one or two apartments, but before they've had a chance to make a clear assessment of the situation. Either once they've visited the crime scene or Abigail Baxter's apartment would be ideal.

Now the Twisted Marionette perceives the players as a potential threat, and makes the programmes on the TVs start to suffer from bursts of static and broadcast complex binaural tones on sub-audible frequencies. The corridors begin to fill with a mist that smells of burning plastic. The investigators must pass an **Average D1 Resistance test** to stomach the stench; those who fail the test suffer one Dread. This combination of the binaural tones and mists quickly start to have an effect on the investigators. They begin to detect movement in their peripheral vision. The important aspect to play up here is: *Can the players trust their own senses?* Dark Symmetry points may be spent to emphasise distractions and a feeling of paranoia. These are in addition to the Dark Symmetry spends from Phase One.

- ◆ **1 DSP:** An investigator separated from the group hears "Yeah, he's expendable" in a voice that sounds like a fellow investigator.
- ◆ **1 DSP:** An investigator catches a sudden movement behind him. Make an **Average D1 Willpower test** or suffer a mental assault, which will inflict **↑1** Mental Wounds on a failed test.
- ◆ **2 DSP:** An investigator sees a frightening face right behind him in a reflection. Make a **Challenging D2 Willpower test** or suffer a mental assault which will inflict **↑2** Mental Wounds on a failed test.
- ◆ **2 DSP:** The floor creaks, then gives way suddenly. One investigator must attempt a **Challenging D2 Acrobatics** or **Athletics test** to avoid falling through the floor to a lower level and taking **1+↑2** damage to a random location.
- ◆ **1-4 DSP:** Corrupt a piece of equipment that an investigator is using. Roll a number of **↑** equal to the number of Dark Symmetry points spent as a Corruption roll (see page 22).

This phase is about unnerving the players and preparing them while the creature builds its ability to manipulate them as it seeks to finish its mission.

The Twisted Marionette has created a Dark Symmetry-powered transmission antenna atop the tenement building, and it plans to incorporate both the tenants and the structure, feeding the signal with their pain and fear. This antenna is almost complete, and the link to the Dark Soul has already allowed a single Malignant spore to travel through and begin the process of merging with the Twisted Marionette.

If the investigators attempt to leave the tenement during this phase, they find the entrances and windows sealed by rubble. The only way out is from one of the higher levels (fourth floor or higher) where they can jump to a neighbouring tenement.

## PHASE THREE: THE CASTIGATOR STRIKES!

This phase should begin once you feel the players have had their paranoia and fear ramped up, or as soon as the pace begins to slow. The Twisted Marionette merges with the Malignant to create something new and terrifying: a Castigator.

This final phase is the climax of the adventure, when the Castigator makes its move and strikes. The Castigator plans to infect the investigators and use them to infect others while it begins the final power-up of the antenna. When fully charged, the Castigator causes fractures in space via the TVs, radios, and other electrical devices in the surrounding blocks, allowing Malignants to pour through. To complete its plan, the creature needs to feed upon the fear, paranoia, and emotions of the investigators.

## SETTING: STRAFFAR GATAN 39

Straffar Gatan 39 is more than just a location in the adventure. It is a character at the heart of the adventure, and its death sets the tone for the events that unfold. This precarious existence provides a number of interesting environmental elements and challenges for the GM to play with during the mission.

- ◆ **A SKELETAL VIEW:** formerly the tenement had six apartments on each floor, but the construction work has torn away a third of the building. From the outside, the investigators get an entire cutaway view of the tenement, including basement, foundations, and the sewers below, covered in places by translucent plastic sheeting. Thick, black rubber electrical cables are strung dangerously down the side of the building, passing in through windows and across corridors, providing an erratic source of additional power whilst creating a dangerous fire hazard. The skeleton of the building is bared to the whole world.
- ◆ **ALL ALONE:** any fire brigade support the investigators call for will gather outside and refuse to enter, or worse they get stuck on the other side of a man-made chasm as the street maps are years out of date. If the building is on fire, they might blast at the walls with high-pressure hoses, adding yet another environmental issue to the mix. This will cause the building to sway under the pressure. Characters moving around the building must move more slowly and more carefully than normal, treating all zones in the building as Difficult Terrain, requiring an **Average D1 Acrobatics test** to overcome.

## DRAMATIS PERSONAE

According to Luna PD files, the following people live in Straffar Gatan 39, annotated by the patrolmen who passed by the building earlier.

- ◀▶ **BAXTER, Abigail** Religious old later, Apartment 202
- ◀▶ **BEEKS, Clarence and Mary** Apartment 301
- ◀▶ **DIATORRO, Lucius** Tenement Manager, Apartment 101
- ◀▶ **PETERSON, Sandrine** Daughter of Bauhauser executive, François Peterson, Apartment 302
- ◀▶ **VON SAAR, Konrad** Freelancer, Apartment 303

These are the only tenants left in the building; all the other rooms are abandoned.

- ◀▶ **THE GROANS OF IMPENDING DEATH:** the rumbling and creaking of the building enhance the aura of menace and help conceal dark activities within the building.
- ◀▶ **A 'PEA-SOUPER':** pollution from a nearby industrial area, and the rain and humidity have created a thick, choking fog that hugs the streets to waist level, and makes crossing rough ground more challenging.
- ◀▶ **MOVEMENT OUT OF THE CORNER OF YOUR EYE:** because of the damage to local infrastructure, power brownouts and blackouts are frequent and all of the remaining lights in the tenement flicker, causing writhing shadows that are easily mistaken for movement.
- ◀▶ **UNSTABLE STRUCTURE:** any serious firefights, and especially explosions, can cause whole sections of the structure to fall away and drop into the canyon below. Misfortunate combatants may end up falling into the canyon with the masonry.
- ◀▶ **BRINGING THE HOUSE DOWN:** at the climax of the mission, the entire structure begins to come apart, making it a race for survival. Any thoughts of collecting evidence or taking prisoners will have to be abandoned.

- ◀▶ **BLARING TVS:** every apartment has the TV on with the sound turned up. The TVs have no off button, and don't stop even when the power to the building flickers.

The building is divided into numerous zones for the purposes of movement and combat. Each apartment—a single bedroom/living room, with a kitchen area to the side and a small bathroom at the back—is a distinct zone, with the corridor connecting the rooms as an additional zone. The corridors have no particular features, but the furniture in the apartments provides Light Cover (T2 Soak). The walls between, in addition to blocking line of sight, provide Heavy Cover (T4 Soak) from any attacks originating on the other side (attacking a target out of line of sight increases the difficulty of the attack by two steps). The individual floors are identical in layout and features, and characters can move from one floor's corridor to another using the stairwell at one end—though this is Difficult Terrain, requiring an **Average D1 Acrobatics** or **Athletics test** to traverse quickly during combat, increasing to **Challenging D2** if the character Sprints. The fourth floor differs from the others, and it is described later. Finally, during Phase Three, the entire building is plunged into darkness, increasing the difficulty of Ranged Attacks and Observation tests based on sight by one for any character not using portable lighting or night vision equipment.

## THE INVESTIGATION BEGINS...

Read aloud or paraphrase the paragraph below to set the tone and orient the players.

*"You weren't even sure it was possible, but the inside of the tenement is even grimmer than the outside. The worn carpet on the floor makes a wet sucking noise with each step, and you can smell the mould, thick in the air. Cracks run up the walls, and in many places chunks of plaster have fallen away, revealing cheap concrete behind, stained with rust from the rebar. Thick, rubber-clad cables are strung across the halls; this cabling lies on the floor in haphazard bundles. The lighting is patchy at best, and even those few bulbs that haven't yet burned out can be heard to fizzle and pop from time to time. Water gathers everywhere—the walls and floor are moist, and a persistent dripping sound accompanies the creaking and groaning of the building. Every so often, the sound of heavy construction—barely audible over the muffled sounds of the TVs in every apartment—makes the whole building shudder, and a shower of plaster dust rains down. Straffar Gatan 39 is a ten-storey tenement, with four remaining apartments on each floor, but only the first three floors are still inhabited. There was once a lift, but hazard tape is strung across the entrance. A single staircase corkscrews around the lift shaft. Worryingly, everything is tilted at a very slight angle. Next to the entrance is Apartment 101, which has a rusted sign affixed to it, the word "Manager" barely legible."*



**LUNA POLICE DEPARTMENT**  
INCIDENT REPORT DIAGRAM SHEET

REPORTING OFFICER **Stramm**

BADGE NO. **4473**

DIVISION **Patrol**

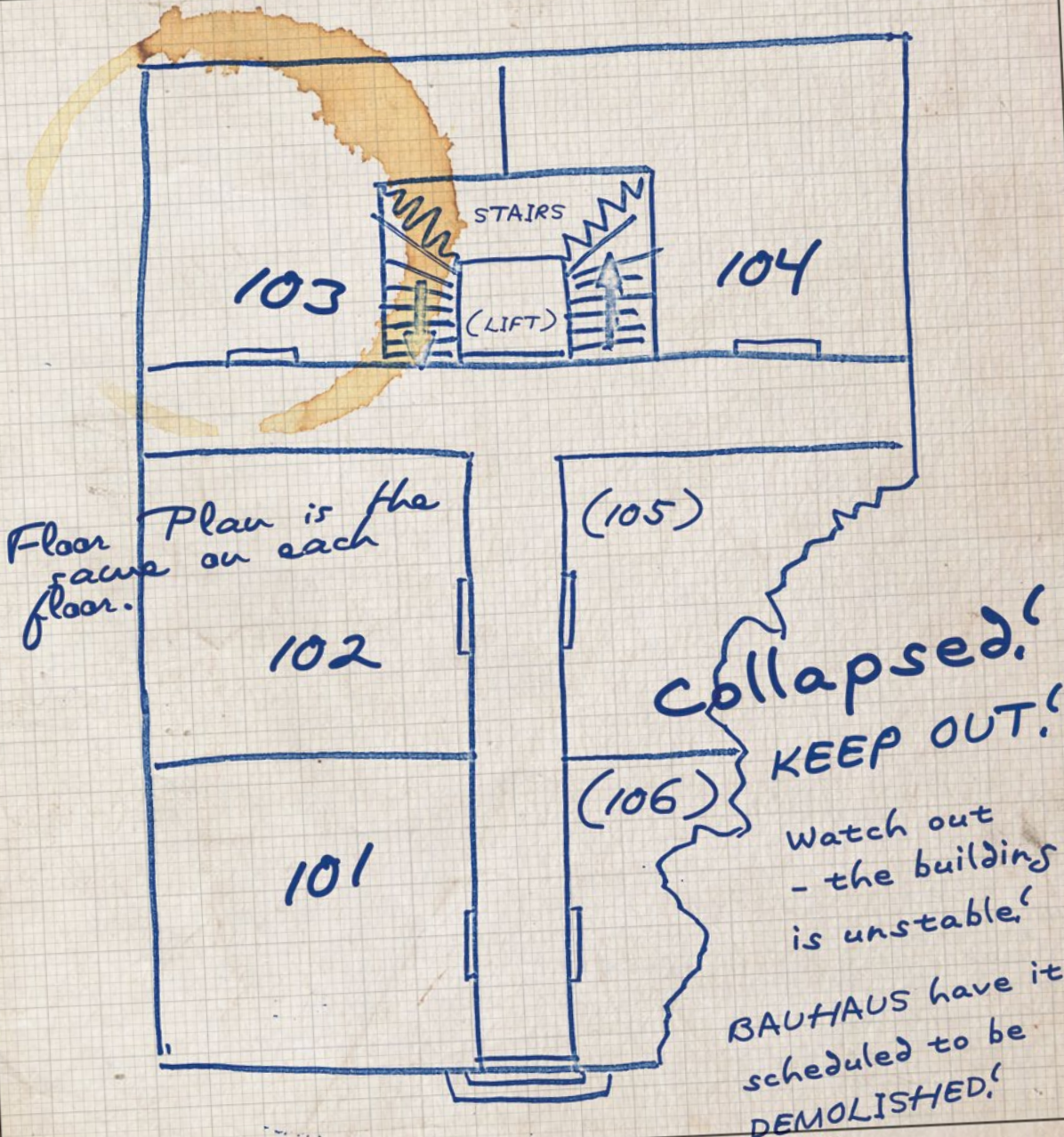
PRECINCT **32**

DESCRIPTION :

**STRAFFAR  
GATAN 39**

EVENT CODE **5538-7**

REPORT SHEET  
**4072**



PAGE 2 OF 3

REPORT:  FILED  TO BE ARCHIVED  TO BE DUPLICATED - AUTHORISED BY:

## APARTMENT 101: LUCIUS DIATORRO, TENEMENT MANAGER

Working as a building manager and superintendent in return for free rent, Lucius Diatorro is far from anyone's concept of a diligent manager. Though his official employer is a Bauhauser housing company, his real employers are the Croaks.

Hooked on cheap painkillers supplied to him by the Croaks, in return he keeps an eye out for their interests and lets them know if anything happens in or around the building that may concern them. A group of snooping investigators definitely fits the bill. He feigns disinterest and lethargy, but as soon as he is given a chance, he phones the Croaks.

### PHASE ONE

The investigators have to bang loudly for some time, or kick down the door for Diatorro to bother responding.

Clad only in a stained t-shirt and threadbare boxer shorts, Diatorro slumps in a filthy lounge chair watching a reality TV show on the Capitol Entertainment Network called 'The Giant Eye'. If the investigators watch even a minute or so of the show they quickly realise that it's a comedy 'reality' show where a mysterious prankster called The Giant Eye misleads, befuddles, and confuses ordinary members of the public. At least, this is what it appears to be at first glance. Particularly sensitive or perceptive characters making an **Average D1 Observation test** will notice that the 'pranks' are mean and petty. Between sketches, the TV switches to an image of a giant unblinking eye while the prankster addresses his audience. Surrounding the large central TV screen are several smaller screens, but unlike the main TV, these are switched off when the investigators enter.

A discarded pile of fast food wrappers and empty, crushed beer cans surrounds the chair. Diatorro stinks of stale sweat and cheap booze.

If the investigators show their badges, or if they bribe him (1 Asset), Diatorro will hand over the master keys to the building. Otherwise, he's sullen and uncooperative.

What Diatorro knows:

- ◆ **IF ASKED ABOUT THE SMALLER SCREENS:** Diatorro says that they're for the CCTV cameras, but they're all out of order and have been broken since before he became building manager. This is a lie; a **Challenging D2 Insight test** will confirm this. Diatorro uses the cameras to spy on the tenants' movements and activities.
- ◆ **IF ASKED ABOUT THE REPORTED INCIDENTS:** Diatorro will look stressed and swallow a handful of pain pills with a gulp

of stale beer. He says that he can't remember what happened, the incidents must have happened while he was watching his favourite TV show. As a backhanded comment, he says that he respects the privacy of his tenants too much to ask questions.

- ◆ **IF ASKED WHO ENTERED THE BUILDING DURING THE PREVIOUS NIGHT:** Diatorro says that as far as he remembers, no one entered the building. If pressed, he admits that he's not 100% sure, and also that sometimes people get in through the broken windows in apartment 103, which has been empty since Mr MacAskill died.
- ◆ **IF ASKED ABOUT THE BEEKS:** Diatorro breaks wind loudly and simply says "Stuck up couple. Think they're better'n me, but at least they pay the rent on time. Got some relative in the pig—I mean Luna PD." It's obvious that he dislikes them.
- ◆ **IF ASKED ABOUT SANDRINE PETERSON:** Diatorro denies all knowledge—he doesn't know her name. If described, his face takes on a lascivious quality, and his eyes glint unpleasantly. He unconsciously licks his lips, and says that she's a cute girl with a boyfriend who's no good for her. She lives in 302.
- ◆ **IF ASKED ABOUT THE CROAKS:** Diatorro says that they're a local gang, just a bunch of misguided kids. He quickly, and obviously, tries to change the subject and asks why the investigators are here. After they leave, Diatorro calls the Croaks and, once the corridor is clear, he runs down to Apartment 104 and warns the gang members there.
- ◆ **IF ASKED TO LIST ALL THE RESIDENTS:**

*Diatorro says "Since they tore out a chunk of the building, most people moved out. Only I live on this floor. That crazy old cat lady lives in 202. 204 is rented by that creep, Von Hölle—he's a scary bastard, something not right about him. 301 is the Beeks, couple of factory schmucks. 302 is that cute blonde and her no-good boyfriend. 303 is some meathead, guy called Konrad who keeps to himself. Fourth floor is empty, 'cept for some squatters. Nobody lives above fourth—most of it collapsed already."*

### PHASE TWO

As before, but this time the CCTV screens are all on and show looping footage of the investigators' activities so far. However, the images presented show dark figures stalking the group, characters making subtle insults behind each other's backs, and other actions intended to fuel paranoia. Every time they look directly at the screens, they go blank. If they question Diatorro about the images, he looks at the investigators strangely, as if they're going mad—the screens are turned off.

## PHASE THREE

All semblance of reality has broken apart by now.

The Twisted Marionette has used necrotechnology and the Dark Symmetry to convert Diatorro into a psychic capacitor to amplify the signal from the antenna.

Diatorro appears to have been consumed by technology. Thick cables run into his eye sockets, mouth, nostrils, and ears. Thick, black, semi-congealed blood leaks out around the cables and drips from their length. The cables join him physically to the TV. The investigators can see the cables writhing and pulsing beneath Diatorro's flesh as they change him. His body is bloated and distorted; his skin is stretched tight and it has turned purple with bruising and swelling.

The TV screens show fragmentary images of violence and the sub-audible binaural tones have become piercing screams that make it hard to concentrate or talk—the GM may spend two Dark Symmetry points her to inflict one Dread on all the investigators in the room.

If the investigators attempt to pull out the cables or attack Diatorro, he bursts like a ripe balloon, spraying everything and everyone in the room with thick, black gore that smells and tastes disturbingly sweet. Investigators who witness this should make a **Challenging D2 Willpower test** or suffer a mental assault, which inflicts  $\uparrow 2$  mental damage. Investigators who were within Reach of Diatorro when he 'detonated' increase the difficulty of this test by one step, due to being covered in gore. The cables thrash about and then become still. The actions of the investigators have enraged the Twisted Marionette and the final confrontation becomes imminent.



## APARTMENT 103: THE SECRET ENTRANCE

### PHASES ONE & TWO

The apartment has remained unoccupied since Mr MacAskill, a factory supervisor for Imperial, died about a year ago. The door to the apartment has no lock, and it swings loosely in the breeze. There are very few cables in this apartment. Close examination shows that the apartment gets a lot of foot traffic, entering through a smashed window where the bars have been crudely cut away. Given that the apartment is next to the Building Manager's, it would be impossible for him not to have noticed the comings and goings. Everything of value has been stripped from the apartment, leaving only a couple of mouldy old chairs. There are remnants of drug paraphernalia in amongst the pigeon droppings.

## PHASE THREE

The Twisted Marionette closes off the *ad-hoc* window entrance to this apartment. The windows are all sealed off by thick, pulsing cables. The choking mist is particularly thick here, reducing visibility to almost nothing, and disorienting anyone who tries to cross the room. Anyone within the room at the start of their turn should make a **Challenging D2 Resistance test** or suffer  $\uparrow 2$  damage with the Staggered quality (see page 138 in the *Mutant Chronicles* core book) to the Torso due to choking

## APARTMENT 104: THE CROAKS' DRUG DEN

### PHASE ONE

A local gang called 'The Croaks' uses this apartment to deal drugs in the local neighbourhood, and has co-opted Diatorro to warn them of any incoming police raids. This scene plays out almost identically whether Diatorro has warned them or not, the only difference is that they are ready to ambush the investigators if they have been warned, and conversely are easier to catch unawares if the investigators reach them first. There are a number of Croaks in the room equal to twice the number of investigators. If there are six or more Croaks, they should be split into two or more Hordes of at least three Croaks each.

If the Croaks attempt an ambush, use the surprise rules on page 122 of the *Mutant Chronicles* core book to resolve the attempt. Investigators who attempt to use Acrobatics to enter via the window should be rewarded by allowing them to re-roll one d20 during their first turn of combat, and by holding off on spending DSP to interrupt the investigators while they figure out what's happening. If the investigators treat the entry as a raid, they should be rewarded with a chaotic scene against unprepared foes who cannot benefit from cover during the first round. Investigators who try and burst through the thin interior walls should attempt a **Challenging D2 Athletics test** to come crashing through as a standard action; two Momentum from this test could be spent on the Swift Strike Momentum spend to shoot or strike first.

The GM has a number of options for spending Dark Symmetry points during this encounter.

- ◆ **2 DSP:** At the start of the fight, spend two Dark Symmetry points to declare that the Croaks have set a fire to fill the room with smoke. They're wearing damp rags tied around their faces to protect them from this smoke. Any character not so protected starting his turn within the room must attempt an **Average D1 Resistance test** or suffer  $\uparrow 2$  damage with the Staggered quality (see page 138 in the *Mutant Chronicles* core book) to the Torso due to choking. The difficulty of this test increases by one step at the start of each consecutive round.

◀ **2 DSP:** If an investigator uses Reloads liberally, open the room to the elements as the wall crumbles and the wind tears into it. The building shudders, and each character in the room must attempt an **Average D1 Acrobatics test**; failure means that the character stumbles, increasing the difficulty of all Acrobatics and Athletics tests he attempts by one until the end of his next turn.

Either way, this is primarily a combat scene. The Croaks in the apartment fight until half their number are slain, and the remaining Croaks attempt to flee.

If the investigators manage to subdue and capture one or more of the Croaks, the ganger quickly breaks under interrogation (an **Average D1 Persuade test** is sufficient), revealing that the screams on the third floor had nothing to do with them, and the gang's been nervous about the building ever since. When the investigators arrived, they were in the middle of arguing about what to do, with the gang evenly split between leaving and staying. While the Croaks will not help the investigators, each Momentum spent allows the investigators to ask one more question about the building and its tenants. Their opinions are similar to those of Diatorro, but they're less biased against Abigail Baxter, who they say is "harmless, if preachy".

Searching the apartment reveals several bundles of cash in small bills, in several denominations, and a bag of blue pills. The TV, crackling with static and covered in dust, displays The Giant Eye programme, just like in Diatorro's apartment.

## PHASES TWO & THREE

The Croaks—even if they'd been slain previously—have been transformed by the Twisted Marionette into hideous puppets, controlled from above by cables hanging from the ceiling. Their skin hangs loose from emaciated frames, as if their innards are slowly being sucked out. The puppet Croaks' movements are jerky and awkward, but their eyes burn with static and their expressions are pure fury. There are a number of Puppet Croaks equal to the number of investigators, the eviscerated bodies of the other Croaks laying around. When the Investigators first see this horrific sight, they must attempt a **Challenging D2 Willpower test** or suffer a mental assault, which inflicts  $\uparrow 2$  mental damage. The Puppet Croaks attack on sight, lashing out with melee weapons only, and they fight on heedless of pain or injury—the only way to stop them quickly is to sever the cables that bind them to the building, at which point they collapse lifelessly to the ground. An investigator may make a called shot to a cable by spending two Momentum on an attack. On a successful hit, the attack the attack ignores all the ganger's Soak.

While this is going on, the TV screen shows looping images of violence, and periodically emits a piercing shriek that makes it hard to concentrate or talk. The GM may spend one Dark Symmetry point to inflict one Dread upon all investigators in the room because of this shrieking.

◀ Any investigator who looks too closely at the violent images on the screen must attempt an **Average D1 Willpower test** or suffer a mental assault, which inflicts  $\uparrow 1$  mental damage.

## THE CROAKS ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	7	7	6
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
6	6	6	6

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	-	1	-	1	-	-	-	-	-	-	-

**WOUNDS:** 3

**SOAK:** None

### ATTACKS:

- ◀ **Cheap light pistol (ranged):** Range C,  $1+\uparrow 3$ , Semi-Automatic, 1H, Close Quarters
- ◀ **Cheap Switchblade (melee):**  $1+\uparrow 3$ , 1H, Armour Piercing 1, Hidden 2
- ◀ **Lead Pipe (melee):**  $1+\uparrow 3$ , 1H, Stun

### SPECIAL RULES

- ◀ **Drugged-Up:** Street Gangers increase their Repercussion range to 19-20.

### DARK SYMMETRY SPENDS

- ◀ **Reinforcements:** There may be other Croak gangers in the vicinity, on other floors or approaching the building. For each Dark Symmetry point spent, add a single Croak to the combat, who may join an existing Horde, fight alone, or start a new Horde (if more than one new arrival turns up). Reinforcements appear at the end of the turn, and cannot act in the turn they arrive.

## PUPPET CROAKS ☆

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	8	7	6
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
6	4	4	4

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	-	1	-	-	-	-	-	-	-

## MUTANT CHRONICLES



## WOUNDS: 6

**SOAK: Deadened Flesh:** (All 3)

## ATTACKS:

- ▶ **Grasping Hands and Pummeling Fists (melee):** 1+ $\uparrow$ 3, 1H, Backlash 1, Stun, Vicious 1

## SPECIAL RULES

- ▶ **Braindead**
- ▶ **Cable-Bound:** An attacker may make a called shot to the cable that binds a Puppet Croak by spending two Momentum on an attack. On a successful hit, the attack ignores all the creature's Soak.
- ▶ **Inured to Pain**
- ▶ **Grasping**
- ▶ **Slave to Symmetry (2)**
- ▶ **Unliving**

## APARTMENT 202: THE RELIGIOUS OLD LADY

### PHASE ONE

The apartment of Abigail Baxter—the 'Old Lady'—is remarkable in contrast to the rest of the building. Clean, tidy, and well-maintained, the apartment seems like another world. When the investigators knock on the door, she invites them in for tea. In her late seventies, Abigail is a retired school teacher from a Capitolian Public Academy.

Pink flower designs cover the flock wallpaper. Like the other apartments, her TV is on, though hers is switched to a channel displaying documentaries and interviews with the Durand Brothers. Abigail knows that sooner or later the building is going to be demolished, but it has been her home for so long that she cannot imagine moving elsewhere. She is one of the residents who called the police, and will immediately mention it when the investigators enter.

Weirdly, despite what Diatorro thinks, Abigail does not own a cat, but she talks to and pets an imaginary cat while conversing with the characters, and there are bowls for water and cat food in the kitchen area.

Abigail does her best to be helpful, and she's easily encouraged to open up about her neighbours (an **Average D1 Persuade test** is sufficient for this). She flirts with the most attractive male character in a harmless and slightly sweet way.

What Abigail knows:

- ▶ **IF ASKED ABOUT WHAT SHE HEARD OR WHY SHE CALLED THE POLICE:**

*"The noise was terrible. There was awful, awful screaming and banging. In all my years, I have never heard such a sound. All the lights flickered, and the whole building shook. I called the police several times, but no one seemed interested. Then suddenly, everything went quiet. I'm not afraid to admit that I was scared. Whatever happened up there was awful. Truly awful. More tea?"*

- ▶ **IF ASKED ABOUT DIATORRO:**

*"I was always raised to believe that if you don't have something good to say about someone, then you shouldn't say anything at all. I have nothing to say about Mr Diatorro."*

- ▶ **IF ASKED ABOUT SANDRINE:**

*"Young love is so precious, don't you think?" She gives one of the investigators a shy smile.*

- ▶ **IF ASKED ABOUT THE BEEKS:**

*"I don't know Mary, but Clarence is lovely. He always brings my post and deliveries up. Uncle in the police, I think. Do you know him?"*

- ▶ **IF ASKED ABOUT VON HÖLLE OR APARTMENT 204:**

*"There is something very wrong with that man. Why is someone with wealth like him hanging around here? I don't like the way he looks at us. I'm glad he isn't around much."*

### PHASE TWO

At first glance, the scene is identical, but it quickly becomes apparent that something is utterly wrong. From the front, Abigail appears normal, but as soon as she turns away, the investigators can see that the back half of her body is burned and blackened all the way down to the bone. Wherever she steps she leaves blackened, burning footprints. The burn marks slowly spread, blending into one another. Abigail is completely unaware of her transformation. The room itself is also subtly different. If any of the investigators look at the walls, they notice that the plants in the flock pattern wallpaper are dying before their eyes. If spoke to, she answers the questions as above, though the subtle flirtation seems to take on a creepy, menacing quality.

The overall effect of this encounter should be to unnerve the players further. Should they seek to attack Abigail, she goes down without a fight and makes no effort to resist—she is, after all, a defenceless old lady.

When the investigators see Abigail turn around for the first time, each should attempt a **Challenging D2 Willpower test** or suffer a mental assault, which inflicts  $\uparrow$ 2 mental damage.

## PHASE THREE

The Dark Symmetry is unable to corrupt Abigail—she’s a pleasant individual with few vices, and a strong will—so the Twisted Marionette has chosen simply to tear her asunder and use her flesh as raw materials for its machine. The entire apartment resembles an abattoir, and only tiny scraps of Abigail remain. Almost as disturbing is the fact that nothing else in the apartment appears to have been damaged—it is as if Abigail just exploded silently.

- ◆ **1 DSP:** Spend one Dark Symmetry point for an investigator to see the plants in her flock pattern wallpaper dying and then reforming as his own face. He suffers **1** Mental Wounds, with a minimum of one. No one else will see anything.

## APARTMENT 204: VON HÖLLE’S APARTMENT

Regardless of when the investigators look here, the room is the same. A single chair faces the TV and, disturbingly, all the windows have been sealed up and painted white. A single bare bulb hangs from the ceiling above the chair. There is a sense of static electricity here that causes the hair on the back of the investigators’ necks to rise, and a slight acrid scent of ozone. It is hard to escape the feeling that there is something dreadfully wrong with whoever this Von Hölle man is.

The man himself, however, is not there. There’s no sign that he’s been home in several days, in fact.

## APARTMENTS 301, 302, & 303: SCENE OF THE CRIME

Because all three apartments are the scene of the Twisted Marionette’s first attack, they all offer largely the same information. The residents were **Mary** and **Clarence Beeks**, married factory workers in 301; **Sandrine Peterson**, missing daughter of François Peterson in 302; and **Konrad von Saar**, a Freelancer, in 303.

## PHASE ONE

The apartments are identical to the others in the building, though the doors hang open, swinging slowly in the breeze. Police warning tape forms an ‘X’ over the doorways. The ever-present cables run into these apartments just like all the others. The TVs in each apartment are all tuned to the same channel—Capitol Entertainment Network, and reruns of The Giant Eye.

The apartments are marked with blood stains, but not enough to suggest that the residents were killed.



## MUTANT CHRONICLES

- ◆ In the Beeks’ apartment (301), half-emptied shopping bags lie on the floor, their contents only partially put away.

- ◆ In Peterson’s apartment (302), the bath has overflowed and flooded the apartments, though the Patrol officers turned the taps off. Her wardrobe contains a mix of ultra-fashionable clothes, and scruffy street wear. There’s a note on the table.

*I very much enjoyed our tea and chat. Do come and visit me again soon*  
*Abigail*

- ◆ In Konrad von Saar’s apartment (303), a Sherman.74 M13 ‘Bolter’ handgun (*Mutant Chronicles* core book, page 212) lies in pieces on a table, apparently part-way through being cleaned and reassembled. It’s clear, searching through von Saar’s belongings, that he’s an experienced Freelancer. A pair of light civilian shoulder pads (*Mutant Chronicles* core book, page 246) hang in the wardrobe. A hidden stash at the base of the wardrobe (requires an **Average D1 Observation test** to locate), contains two knives (*Mutant Chronicles* core book, page 235), and two Reloads for the Bolter. It will take an **Average D1 Ranged Weapons test** to reassemble the Bolter.

It’s clear to any investigator who assesses the crime scene (an **Average D1 Observation test**) that the residents are likely alive. Each Momentum spent on this test allows the players to ask one more question about the crime scene, which the GM must answer honestly. A few suggested answers are listed below.

- ◆ Close examination of the carpets indicates that the residents walked out of the apartments of their own free will.
- ◆ The blood stains, judging by the splatter and the quantity, only really indicate a severe nosebleed.
- ◆ There are literally no signs of a struggle or of any violence. Everything about the scene suggests that four people simply stopped what they were doing and walked out of their homes for no apparent reason.
- ◆ The blood drops are mostly within each apartment, but there are a few that lead down the corridor and up the stairs towards the fourth floor.

## PHASES TWO & THREE

While largely identical to Phase One, above, the TV screens now show flashing images and snippets of photos of the residents going about their daily business.

◆ **2 DSP:** Pay two Dark Symmetry points to intersperse brief images of the investigators running and screaming through the corridors of the tenement. The scenes are unnerving to say the least. Anyone looking at the screens and seeing themselves running and screaming suffers one Dread.

## FOURTH FLOOR AND ABOVE: THE CASTIGATOR

### PHASES ONE & TWO

The Twisted Marionette seals off this floor with thick bundles of cables that arc worryingly large sparks between them to prevent anyone invading its inner sanctum until it is ready. Any investigator attempting to force their way past must attempt a **Daunting D3 Athletics test**. Failure means that the character either becomes entangled, requiring a **Challenging D2 Acrobatics** or **Athletics test** to break free, or he suffers 1+**↑**3 damage with the Stun and Vicious 1 qualities from a nasty electric shock. Success allows the character to avoid these consequences, but doesn't allow him to push through the writhing mass of cables.

### PHASE THREE: THE SHOWDOWN WITH THE CASTIGATOR!

The Twisted Marionette has marshalled its powers and it is ready for the final stage of its plans. It opens up a fracture to Pluto, where the Dark Symmetry is building its power. This allows the raw power of the Dark Symmetry to blast through, and convert a host body into a Malignant. The Twisted Marionette then merges with the Malignant to form something new: a Castigator.

The interior walls of the fourth floor have been torn down, and rubble lies everywhere. The area is split into four zones—four open spaces, arrayed around the base of the Twisted Marionette's antenna, as displayed on the map below.

The four zones around the edge are all essentially the same—rubble-strewn floors, which require an **Average D1 Acrobatics** or **Athletics test** to cross, and with enough protruding cover and remnants of the old interior walls to provide Light Cover (**↑**2 Cover Soak). The antenna in the middle is oddly-constructed, but sturdy enough to provide Heavy Cover (**↑**4 Cover Soak against any attacks that pass into or through the Antenna zone). The collapsed section is a particular hazard here, and a Complication may cause a creature or character to slip from the edge, while melee attackers may spend two Momentum to try and shove their target over, forcing a **Challenging D2 Acrobatics test** to avoid falling off the building.

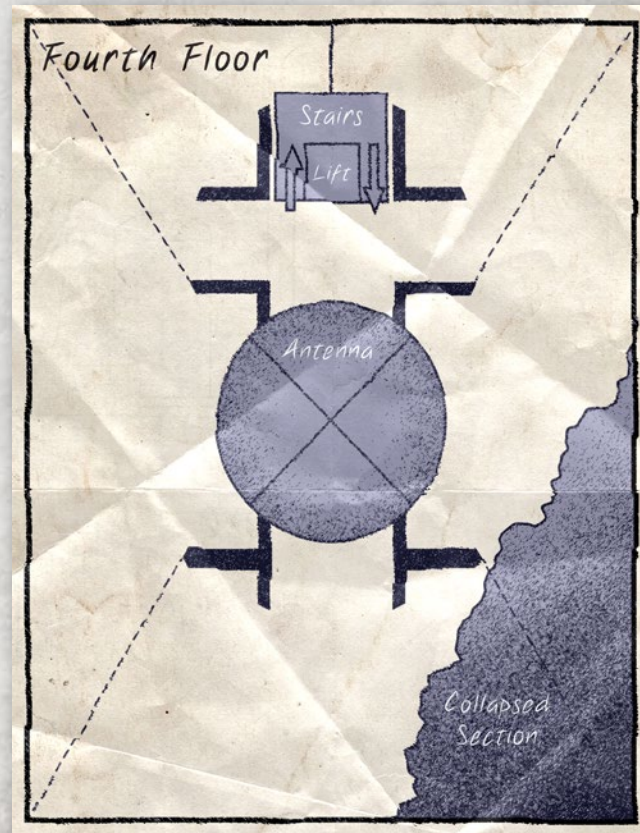
The fifth floor and up are identical, but the antenna protrudes through a hole in the floor instead.

## THE CASTIGATOR

When the players finally venture up to the abandoned levels of the tenement, they enter the heart of the lair, where the Twisted Marionette has dragged Konrad von Saar. It has merged with him to create an ideal vessel for Illian's Malignants and become the Castigator.

The internal walls of the floor have been torn down and big, thick, pulsing bundles of cables writhe in crude mockery of veins. The choking smog is thickest here, and everything drips with oily moisture. The stench of burning plastic and flesh fills the players' nostrils.

As they enter, pulses of a sickly, blue-green light at the heart of the level are distantly visible to the players. As they approach, they see a crackling energy field surrounding the twisted body of Konrad von Saar. The energy field is completely impervious to the attacks of the players, and any attempts to pierce it are fruitless. Konrad von Saar has been transformed into the Castigator. Convulsing cables pierce his body at his wrists, stomach, thighs, and elsewhere. He seems dead, then without warning, his eyes snap open and he emits a terrifying wail of misery. The Castigator is a horrific, hybrid of man, cables, and necrobionics, all powered by the corruption of the Dark Symmetry.



Standing taller than a man does, the Dark Symmetry has stretched and warped the body of the original host. Its grey-green skin is pierced in multiple places by rubbery cables that spark, and drip black mucus. The face of the Castigator is that of von Saar, but twisted into an unnatural, frozen, rictus grin of death and agony. Powerful bony claws have erupted from Konrad's ruined fingers and toes, and his jaw has become distended and unnaturally large.

Upon seeing the Castigator for the first time, each should make a **Challenging D2 Willpower test** or suffer a mental assault, which will inflict **↑2 Mental Wounds** on a failed test. At this point, the characters may have crossed off enough Mental Wound boxes to result in lingering consequences. See page 141 in the **Mutant Chronicles** core book for details.

When the Castigator attacks, it screams aloud Konrad's last thoughts, now forever trapped in the moment of his death:

*"Help me!", "The pain!", "Where am I?", "Why can't I see?", "Please, I don't want to die!"*

Attempting to reply or talk to Konrad is fruitless. The barks are merely the repeated echoes of the dead. He is beyond saving, and the Castigator is simply revelling in his final torment.

With a wet, ripping noise, the Castigator tears free of the cables feeding it, and drops to the floor. Then, abruptly, the energy field and the lights go out, plunging the players into darkness. The hunt has begun.

The Castigator can travel with ease on two legs or on all fours, moving swiftly and silently through the tenement. It moves, hunter-like, to pounce on its target. When not attacking, the Castigator remains unnaturally still and silent, blending into the background of ruin in the tenement. Seeking to prolong the suffering of its victims, it waits patiently for the right moment to strike, then darts in and out of the concealment provided by the thick, choking fog in order to make best use of its Ambush Predator ability. When it does, it will dive in and out of the thick choking fog, using it as cover.

The Castigator's obvious attacks are its fearsome claws and bite, or sweeping attacks with its long, whip-like cable appendages. However, the real danger from the Castigator is that of infection. Wounds caused by the Castigator infect its victims with necrobionic spores that will slowly consume the host, creating further Malignants:

**INFECTION:** If one or more Dark Symmetry are generated when the Castigator inflicts damage with its melee attack, the player character struck must pass a Resistance test, with a difficulty equal to the number of DSI generated. If they fail, just smile; it is up to the players to discover what has happened, or deduce the effects. The only way to destroy the spores is with fire. They can lay dormant indefinitely. If the players are infected, they will be lucky to survive if

the spores take root (something for the next adventure). If the wound is in a limb, their best bet is to amputate immediately, or they face the same agonising death as Konrad von Saar.

## CASTIGATOR ☠

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
16	13	15 (+2)	13
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
16	9	9	5

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	-	2	2	2	1	-	-	2	1

## WOUNDS

- ◀▶ Head 5
- ◀▶ Arms 7
- ◀▶ Serious Wounds 9
- ◀▶ Mental Wounds 9
- ◀▶ Torso 10
- ◀▶ Legs 8
- ◀▶ Critical Wounds 5

**SOAK: Corrupted Flesh and Steel:** (Head 3, Torso 4, Arms 3, Legs 3)



The Castigator is a horrific, hybrid of man, cables and necrobionics.

#### ATTACKS:

- ▶ **Clawed, shredding tendrils (melee):** 1+ $\uparrow$ 7, Armour Piercing 1, Reach
- ▶ **Infection:** (see page 36)

#### SPECIAL ABILITIES

- ▶ **Ambush Predator:** A Castigator's instincts give it great proficiency in terrorizing prey as it hunts. If a castigator is currently hiding or otherwise concealed, any action it performs against a character also forces that character to take a Challenging D2 Willpower test or suffer a mental assault.
- ▶ **Feed Upon Fear**
- ▶ **Inured to Cold**
- ▶ **Inured to Vacuum**
- ▶ **Night Vision**
- ▶ **Slave to Symmetry (1)**
- ▶ **Supernatural Agility (2)**

#### DARK SYMMETRY SPEND

- ▶ **Creature of Symmetry:** As a creature of Ilian, a Castigator is able to employ the Obfuscation, Symmetry Burst, and True Corruption Dark Gifts (see *Mutant Chronicles* pages 160-162).
- ▶ **Lashing and Whirling:** One to three Dark Symmetry Points can be spent to allow a Castigator to make one additional attack per point spent. One Dark Symmetry Point can be spent to allow the Malignant to attack any creature within Close range with one attack, rather than only those within Reach.
- ▶ **Lurking Terror:** By spending one Dark Symmetry Point, the Castigator can attempt an Average D1 Stealth test to stalk and terrorize its prey. If it succeeds, it can force a single creature, plus one per momentum spent, to take a Challenging D2 Willpower test or suffer a mental assault.

As the player characters are facing the Castigator in its 'home', so to speak, it has a number of potent advantages it can call upon. Using the mystical connection it forged as a Cable Marionette, it still has control over the electronics in the building, and it knows the tenement's layout perfectly. As a result, it has access to the following additional Dark Symmetry spends:

- ▶ **Vanish:** By spending one Dark Symmetry point, the Castigator can seem to vanish into the gloom and fog, travelling unseen. As a Standard Action, it makes an Average D1 Stealth test, opposed by the Observation tests of anyone else in the same zone. If it succeeds, its turn ends, and it may reappear in any zone in the building at the start of its next turn.
- ▶ **Reinforcements:** A malign presence still lingers within the building's electrical system, which can be summoned forth as either minor Puppet Croaks (Troopers) for one Dark Symmetry point each, standard Puppet Croaks (Elites) for two Dark Symmetry points each, or any combination of the two. Refer

to the Puppet Croak statistics on page 34 for both types of minion, but halve the number of Wounds for the Puppet Croak (Troopers). As with all reinforcements, these creatures arrive at the end of the turn, and cannot act during the turn they arrive.

- ▶ **Entangle (2 DSP):** Cables erupt from the walls and wrap themselves around a player character's limbs, increasing the difficulty of all tests by two steps. Actions that would require no test now require a Challenging D2 Athletics test to perform. By inflicting two damage to the cables, requiring a normal attack roll, the cable can be broken and the character freed.
- ▶ **Death Throes (3 dsp):** As the Castigator dies, it grabs the last character that inflicted damage against it, and hurls them out of a window. The Investigator must make a Daunting D3 Acrobatics test to grab onto something or suffer falling damage, determined by what floor he was on when he departed the building.

## ENDING THE ADVENTURE

If the investigators destroy the Castigator, its death triggers an overload in the antenna which starts a wildfire in the tenement. The only way out is to leap across a gap to a neighbouring tenement while the building collapses in fire and rubble—this requires a **Challenging D2 Acrobatics** or **Athletics test**, and failure means the character falls, suffering damage based on which floor they've jumped from (1+ $\uparrow$ 2 for each floor above ground level).

Once clear of the building, all the events inside Straffar Gatan take on a nightmarish, unreal quality—nothing that strange and horrifying could actually have happened, right? Fire crews searching the rubble find no evidence of the Castigator, only the crushed remains of the residents, and toxic gases that would cause terrifying hallucinations. The remains of Sandrine Peterson, and of Clarence and Mary Beeks, cannot be found.

What really happened in Straffar Gatan 39 will be almost impossible to prove either way, and unless they work out a good cover story, the deaths of the residents will likely be the last nail in the coffin for the investigators' careers in Luna PD. Of course, disciplinary hearings might well be interrupted by what is to come.

Of course, if any of the investigators were infected by the Castigator, things will go from bad to worse. They've been contaminated by the Malignant Change, described on page 295 of the *Mutant Chronicles* core book. However, because the power of the Dark Symmetry is still spreading, the disease does not take effect as quickly—the GM should make a note of any infected investigators; he may spend Dark Symmetry points equal to the disease's Virulence at any later stage to trigger the disease's effects.

Each investigator receives three hundred experience points for surviving the events of that night.

# VENTS

## LUNA PD ROOKIE

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CHRONICLE POINTS:

BONUS MELEE DAMAGE: -

BONUS RANGE DAMAGE: +

**AGILITY: 8**

SKILL EXPERTISE / FOCUS

- ACROBATICS
- CLOSE COMBAT +1
- UNARMED COMBAT [ADVANCED]
- STEALTH

**AWARENESS: 9**

SKILL EXPERTISE / FOCUS

- OBSERVATION +3 3
- INSIGHT [ADVANCED]
- THIEVERY +1 1

**CO-ORDINATION: 8**

SKILL EXPERTISE / FOCUS

- RANGED WEAPONS +2 1
- HEAVY WEAPONS [ADVANCED]
- GUNNERY [ADVANCED]
- PILOT +1 1
- SPACE

**INTELLIGENCE: 9**

SKILL EXPERTISE / FOCUS

- EDUCATION +1
- LINGUISTICS [ADVANCED]
- SCIENCE [ADVANCED]
- MECHANICS +1 1
- SURVIVAL
- VACUUM [ADVANCED]
- TREATMENT +1 1
- MEDICINE [ADVANCED]
- PSYCHOTHERAPY [ADVANCED]

**MENTAL STRENGTH: 7**

SKILL EXPERTISE / FOCUS

- WILLPOWER +1

**PERSONALITY: 8**

SKILL EXPERTISE / FOCUS

- ANIMAL HANDLING
- LIFESTYLE +2
- PERSUADE +2 2
- COMMAND [ADVANCED]

**PHYSIQUE: 8**

SKILL EXPERTISE / FOCUS

- RESISTANCE

**STRENGTH: 7**

SKILL EXPERTISE / FOCUS

- ATHLETICS +2 1

**LOCATION 1-2**  
**SOAK 1** **HEAD**

**LOCATION 3-5**  
**SOAK 2** **RIGHT ARM**

**LOCATION 6-8**  
**SOAK 1** **LEFT ARM**

**LOCATION 9-14**  
**SOAK 1** **TORSO**

**LOCATION 15-17**  
**SOAK 1** **RIGHT LEG**

**LOCATION 18-20**  
**SOAK 1** **LEFT LEG**

**SERIOUS WOUNDS**

**CRITICAL WOUNDS**

20	<input type="checkbox"/>	<b>DREAD</b>	
19-20	<input type="checkbox"/>		01
18-20	<input type="checkbox"/>		02
17-20	<input type="checkbox"/>		03
16-20	<input type="checkbox"/>		04

### WEAPONS:

**M13 "BOLTER" (RANGED)**

Range C, 1+5, Semi-Automatic, Unbalanced, Armour Piercing 1, Close Quarters, Reliability 2

1+5

**BATON (MELEE)**

1+3, 1H, Stun

1+3

### TALENTS:

- CITIZEN/SUBJECT OF BAUHAUS**
- NATURAL ENGINEER**  
Vents may re-roll any dice that did not generate a success on the initial roll when making a Mechanics test, but must accept the new result.
- CHARISMATIC**  
Vent's Influence bonus is increased by 1.
- NATURALLY CHARMING**  
A successful Persuade test yields one additional point of Momentum.
- SHARP SENSES**  
Vents may re-roll one d20 when making an Observation test, but must accept the new result.
- TOSS THE ROOM**  
Vents can identify all the important clues in an area quickly, which requires a D1 test to search within Reach, or a D2 test to search within Close range.

### GEAR:

**BALLISTIC NYLON CLOTHING, HEAVY CIVILIAN SHOULDER PAD:**  
(Torso 1, Left Arm 1, Right Arm 2, Legs 1)

**MEDKIT**        
As a standard action use one load to heal all light wounds in one location, or one light wound from all locations on yourself or an adjacent character.

**BASIC URBAN SURVIVAL KIT**

**BASIC REPAIR KIT**

**MINI-TORCH**

**LASER SIGHT**

**TWO GW-1055 ANTI-PERSONNEL RELOADS**

**HANDCUFFS**

# VANCE RYDER

## DETECTIVE LUNA

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**CHRONICLE POINTS:** □□□  
**BONUS MELEE DAMAGE:** +↑  
**BONUS RANGE DAMAGE:** -

**AGILITY: 8**  
 SKILL EXPERTISE / FOCUS  
 ■ ACROBATICS  
 ■ CLOSE COMBAT +1 1  
 - UNARMED COMBAT [ADVANCED]  
 ■ STEALTH

**AWARENESS: 8**  
 SKILL EXPERTISE / FOCUS  
 ■ OBSERVATION +2 2  
 - INSIGHT [ADVANCED]  
 ■ THIEVERY +1

**CO-ORDINATION: 8**  
 SKILL EXPERTISE / FOCUS  
 ■ RANGED WEAPONS +3 2  
 - HEAVY WEAPONS [ADVANCED]  
 - GUNNERY [ADVANCED]  
 ■ PILOT +1  
 - SPACE

**INTELLIGENCE: 7**  
 SKILL EXPERTISE / FOCUS  
 ■ EDUCATION +2 2  
 - LINGUISTICS [ADVANCED]  
 - SCIENCE [ADVANCED]  
 ■ MECHANICS  
 ■ SURVIVAL +1  
 - VACUUM [ADVANCED]  
 ■ TREATMENT +1  
 - MEDICINE [ADVANCED]  
 - PSYCHOTHERAPY [ADVANCED]

**MENTAL STRENGTH: 9**  
 SKILL EXPERTISE / FOCUS  
 ■ WILLPOWER +1

**PERSONALITY: 6**  
 SKILL EXPERTISE / FOCUS  
 ■ ANIMAL HANDLING  
 ■ LIFESTYLE  
 ■ PERSUADE +3 1  
 - COMMAND [ADVANCED]

**PHYSIQUE: 9**  
 SKILL EXPERTISE / FOCUS  
 ■ RESISTANCE +2

**STRENGTH: 9**  
 SKILL EXPERTISE / FOCUS  
 ■ ATHLETICS +1 1

**LOCATION 1-2**  
**SOAK 1** **HEAD** □□□□

**LOCATION 3-5**  
**SOAK 2** **RIGHT ARM** □□□□

**LOCATION 6-8**  
**SOAK 1** **LEFT ARM** □□□□

**LOCATION 9-14**  
**SOAK 1** **TORSO** □□□□

**LOCATION 15-17**  
**SOAK 1** **RIGHT LEG** □□□□

**LOCATION 18-20**  
**SOAK 1** **LEFT LEG** □□□□

**MENTAL WOUNDS** □□□□□□□□

**SERIOUS WOUNDS** □□□□□□□□

**CRITICAL WOUNDS** □□□□

**DREAD**

20	□									01
19-20	□	□								02
18-20	□	□	□							03
17-20	□	□	□	□						04
16-20	□	□	□	□	□					

**WEAPONS:**

**PIRANHA HANDBUN (RANGED)** 1+↑3  
 Range C, 1+↑3, Semi-Automatic, 1H, Close Quarters, Hidden 1, Reliability 3

**DAGGER (MELEE)** 1+↑4  
 1+↑4, 1H, Armour Piercing 1, Hidden 1

**TALENTS:**

- ◀ **CITIZEN/SHAREHOLDER OF CAPITOL**
- ◀ **SNIPER**  
 When making an attack with a ranged weapon, he may re-roll 1 ↑. The new result must be accepted.
- ◀ **SHARP SENSES**  
 Vance may re-roll one d20 when making an Observation test, but must accept the new result.
- ◀ **QUICK SURVEY**  
 Spend one Momentum from an Observation test to recognise the reason the test was made. If this occurs immediately prior to combat, the character may add one d20 to any skill test made during his first turn.
- ◀ **DISCIPLINED STUDENT**  
 If the character generates at least one success when attempting an Education test, he may immediately roll one additional d20 and add the result to the skill test.

▶ **HARDY**  
 The character may re-roll any dice that did not generate a success on the initial roll when making a Resistance test, but must accept the new result.

**GEAR:**

**BALLISTIC NYLON TRENCHCOAT, HEAVY CIVILIAN SHOULDER PAD:**  
 (Torso 1, Left Arm 2, Right Arm 1, Legs 1)

**SEVERAL SETS OF MILITARY DOG TAGS**

**BASIC WELL-WORN CLOTHING**

**BASIC URBAN SURVIVAL KIT**

**ADVANCED FORENSICS KIT**

**RADIO**

**REFLEX SIGHT**

# TSUYOSHI

## FREELANCER

### [BODYGUARD]

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**CHRONICLE POINTS:**

**BONUS MELEE DAMAGE:** + $\uparrow$ 2

**BONUS RANGE DAMAGE:** -

AGILITY: 9	
SKILL	EXPERTISE / FOCUS
▪ ACROBATICS	+3 2
▪ CLOSE COMBAT	+3 3
- UNARMED COMBAT [ADVANCED]	+1 1
▪ STEALTH	+1

AWARENESS: 7	
SKILL	EXPERTISE / FOCUS
▪ OBSERVATION	+1
- INSIGHT [ADVANCED]	
▪ THIEVERY	+1 1

CO-ORDINATION: 8	
SKILL	EXPERTISE / FOCUS
▪ RANGED WEAPONS	+2 1
- HEAVY WEAPONS [ADVANCED]	
- GUNNERY [ADVANCED]	
▪ PILOT	
- SPACE	

INTELLIGENCE: 7	
SKILL	EXPERTISE / FOCUS
▪ EDUCATION	
- LINGUISTICS [ADVANCED]	
- SCIENCE [ADVANCED]	
▪ MECHANICS	
▪ SURVIVAL	+2 1
- VACUUM [ADVANCED]	
▪ TREATMENT	
- MEDICINE [ADVANCED]	
- PSYCHOTHERAPY [ADVANCED]	

MENTAL STRENGTH: 8	
SKILL	EXPERTISE / FOCUS
▪ WILLPOWER	+1 +1

PERSONALITY: 5	
SKILL	EXPERTISE / FOCUS
▪ ANIMAL HANDLING	
▪ LIFESTYLE	
▪ PERSUADE	+2
- COMMAND [ADVANCED]	

PHYSIQUE: 9	
SKILL	EXPERTISE / FOCUS
▪ RESISTANCE	+1 1

STRENGTH: 11	
SKILL	EXPERTISE / FOCUS
▪ ATHLETICS	+2 1

**LOCATION 1-2 HEAD**  
SOAK 0

**LOCATION 3-5 RIGHT ARM**  
SOAK 0

**LOCATION 6-8 LEFT ARM**  
SOAK 0

**LOCATION 9-14 TORSO**  
SOAK 2

**LOCATION 15-17 RIGHT LEG**  
SOAK 0

**LOCATION 18-20 LEFT LEG**  
SOAK 0

**MENTAL WOUNDS**  
■■■■■■■■■■

**SERIOUS WOUNDS**  
■■■■■■■■■■

**CRITICAL WOUNDS**  
■■■■■■■■■■

**DREAD**

20	■	01
19-20	■ ■	02
18-20	■ ■ ■	03
17-20	■ ■ ■ ■	04
16-20	■ ■ ■ ■ ■	04

## WEAPONS:

- TAMBU "AIRBRUSH" (RANGED)**  
Range C, 1+ $\uparrow$ 5, Semi-Automatic, 2H, Knockdown, Spread 1, Reliability 1 1+ $\uparrow$ 5
- TWO DAGGERS (MELEE)**  
1+ $\uparrow$ 5, 1H, Armour Piercing 1, Hidden 1 1+ $\uparrow$ 5
- BRASS KNUCKLES (MELEE)**  
1+ $\uparrow$ 5, 1H, Vicious 1 1+ $\uparrow$ 5

## TALENTS:

- ◀ **CITIZEN/VASSAL OF MISHIMA**
- ◀ **HARDY**  
Tsuyoshi may re-roll any dice that did not generate a success on the initial roll when making a Resistance test, but must accept the new result.
- ◀ **NO MERCY**  
When making a close combat attack, he may re-roll up to 3  $\uparrow$ . The new results must be accepted.
- ◀ **DEFLECTION**  
Tsuyoshi need not pay a Dark Symmetry point in order to take a Parry Response Action.
- ◀ **RIPOSTE**  
After successfully executing a Parry Response Action, Tsuyoshi may immediately pay a Dark Symmetry point to make a melee attack against the foe he parried.

## GEAR:

- BULLETPROOF VEST:**  
(Torso 2)
- BATTERED HIP FLASK**
- BASIC THREADBARE AND DIRTY CLOTHING**



# NIX

## FREELANCER

### [SNIPER]



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**CHRONICLE POINTS:**

**BONUS MELEE DAMAGE:** -

**BONUS RANGE DAMAGE:** + $\uparrow$ 2

**AGILITY: 8**

SKILL EXPERTISE / FOCUS

- ACROBATICS +2 |
- CLOSE COMBAT +2 |
- UNARMED COMBAT [ADVANCED]
- STEALTH +3 |

**AWARENESS: 10**

SKILL EXPERTISE / FOCUS

- OBSERVATION +2 |
- INSIGHT [ADVANCED] +1
- THIEVERY +1 |

**CO-ORDINATION: 9**

SKILL EXPERTISE / FOCUS

- RANGED WEAPONS +3 3
- HEAVY WEAPONS [ADVANCED] +1
- GUNNERY [ADVANCED]
- PILOT +1 +1
- SPACE

**INTELLIGENCE: 7**

SKILL EXPERTISE / FOCUS

- EDUCATION +1 |
- LINGUISTICS [ADVANCED] +1
- SCIENCE [ADVANCED]
- MECHANICS +1 |
- SURVIVAL
- VACUUM [ADVANCED]
- TREATMENT
- MEDICINE [ADVANCED]
- PSYCHOTHERAPY [ADVANCED]

**MENTAL STRENGTH: 10**

SKILL EXPERTISE / FOCUS

- WILLPOWER +1

**PERSONALITY: 8**

SKILL EXPERTISE / FOCUS

- ANIMAL HANDLING
- LIFESTYLE
- PERSUADE
- COMMAND [ADVANCED]

**PHYSIQUE: 7**

SKILL EXPERTISE / FOCUS

- RESISTANCE

**STRENGTH: 6**

SKILL EXPERTISE / FOCUS

- ATHLETICS +2 |

**LOCATION 1-2**  
SOAK HEAD

**LOCATION 3-5**  
SOAK RIGHT ARM

**LOCATION 6-8**  
SOAK LEFT ARM

**LOCATION 9-14**  
SOAK TORSO

**LOCATION 15-17**  
SOAK RIGHT LEG

**LOCATION 18-20**  
SOAK LEFT LEG

**MENTAL WOUNDS**

**SERIOUS WOUNDS**

**CRITICAL WOUNDS**

**DREAD**

20	<input type="checkbox"/>	01
19-20	<input type="checkbox"/> <input type="checkbox"/>	02
18-20	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	03
17-20	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	04
16-20	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

## WEAPONS:

### AGGRESSOR PISTOL (RANGED)

Range C, 1+ $\uparrow$ 6, Burst, Unbalanced, Close Quarters, Reliability 1

1+ $\uparrow$ 6

### SR-50 SNIPER RIFLE (RANGED)

Range L, 2+ $\uparrow$ 7, Semi-Automatic, Unwieldy, Unforgiving 3, Reliability 3

2+ $\uparrow$ 7

### DAGGER (MELEE)

1+ $\uparrow$ 3, 1H, Armour Piercing 1, Hidden 1

1+ $\uparrow$ 3

## TALENTS:

### ◀ CITIZEN/KINSMAN OF IMPERIAL

### ◀ SNIPER

When making an attack with a ranged weapon, Nix may re-roll up to 3 $\uparrow$ . The new results must be accepted.

### ◀ CLEAR SHOT

Nix reduces the penalty for firing at range other than the weapon's optimal range by one, to a minimum of zero.

### ◀ PRECISE TARGETING

When spending Momentum for the Called Shot benefit on an attack made with the Ranged Weapons skill, each point of Momentum shifts the hit location roll by up to two points.

### ◀ SCOUT

Nix may re-roll one d20 when making a Stealth test, but must accept the new result.

### ◀ SHARP SENSES

The character may re-roll one d20 when making an Observation test, but must accept the new result.

## GEAR:

### BALLISTIC NYLON CLOTHING:

(Torso 1, Arms 1, Legs 1)

### MINI-TORCH

### MODEST WARDROBE

### FAKE ID

### DISGUISE KIT

### SILENCER

### TELESCOPIC SIGHT

# ARSENI

## FREELANCER [TECH CONTRACTOR]

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CHRONICLE POINTS:

BONUS MELEE DAMAGE: -

BONUS RANGE DAMAGE: + $\uparrow$ 2

**AGILITY: 8**

SKILL EXPERTISE / FOCUS

- ACROBATICS +1
- CLOSE COMBAT +2 |
- UNARMED COMBAT [ADVANCED]
- STEALTH +1 |

**AWARENESS: 10**

SKILL EXPERTISE / FOCUS

- OBSERVATION +3 2
- INSIGHT [ADVANCED]
- THIEVERY +2 |

**CO-ORDINATION: 8**

SKILL EXPERTISE / FOCUS

- RANGED WEAPONS +1 |
- HEAVY WEAPONS [ADVANCED]
- GUNNERY [ADVANCED]
- PILOT +2 |
- SPACE +1

**INTELLIGENCE: 10**

SKILL EXPERTISE / FOCUS

- EDUCATION +1
- LINGUISTICS [ADVANCED]
- SCIENCE [ADVANCED]
- MECHANICS +2 3
- SURVIVAL +1
- VACUUM [ADVANCED]
- TREATMENT
- MEDICINE [ADVANCED]
- PSYCHOTHERAPY [ADVANCED]

**MENTAL STRENGTH: 6**

SKILL EXPERTISE / FOCUS

- WILLPOWER +1 |

**PERSONALITY: 8**

SKILL EXPERTISE / FOCUS

- ANIMAL HANDLING
- LIFESTYLE +2
- PERSUADE
- COMMAND [ADVANCED]

**PHYSIQUE: 9**

SKILL EXPERTISE / FOCUS

- RESISTANCE

**STRENGTH: 7**

SKILL EXPERTISE / FOCUS

- ATHLETICS

**LOCATION 1-2**  
SOAK HEAD

**LOCATION 3-5**  
SOAK RIGHT ARM

**LOCATION 6-8**  
SOAK LEFT ARM

**LOCATION 9-14**  
SOAK TORSO

**LOCATION 15-17**  
SOAK RIGHT LEG

**LOCATION 18-20**  
SOAK LEFT LEG

**MENTAL WOUNDS**

**SERIOUS WOUNDS**

**CRITICAL WOUNDS**

**DREAD**

20	<input type="checkbox"/>	01
19-20	<input type="checkbox"/> <input type="checkbox"/>	02
18-20	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	03
17-20	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	04
16-20	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

## WEAPONS:

### RONIN PISTOL (RANGED)

Range C, 1+ $\uparrow$ 5, Semi-Automatic, 1H, Close Quarters, Reliability 1

1+ $\uparrow$ 5

### POCKET KNIFE (MELEE)

1+ $\uparrow$ 3, 1H, Armour Piercing 1, Hidden 2

1+ $\uparrow$ 3

## TALENTS:

◀ **UNDER THE RADAR (NO NOTABLE AFFILIATION)**

◀ **NATURAL ENGINEER**

The character may re-roll any dice that did not generate a success on the initial roll when making a Mechanics test, but must accept the new result.

◀ **GREASEMONKEY**

When attempting a repair, each point of Momentum spent to reduce the repair time divides the time taken by four, rather than halving it as normal.

◀ **SHARP SENSES**

Arseni may re-roll one d20 when making an Observation test, but must accept the new result.

◀ **LIFE OF CRIME**

When Arseni generates at least one success on a Persuade or Education test taken to relate to or interact with the criminal element, she may immediately roll one additional d20 and add the result to the skill test.

### ◀ NO MERCY

When making a close combat attack, Arseni may re-roll 1 $\uparrow$ . The new result must be accepted.

## GEAR:

BASIC URBAN SURVIVAL KIT

MINI-TORCH

ADVANCED TOOL KIT

CX-MULTITOOl

BREAKING AND ENTERING KIT

TWO GL-240 ANTI-PERSONNEL RELOADS

# 'ANGEL' KRAMER

## LUNA P.D. MEDIC

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CHRONICLE POINTS:

BONUS MELEE DAMAGE: -

BONUS RANGE DAMAGE: -

**AGILITY: 7**

SKILL EXPERTISE / FOCUS

- ACROBATICS
- CLOSE COMBAT
  - UNARMED COMBAT [ADVANCED]
- STEALTH

**AWARENESS: 9**

SKILL EXPERTISE / FOCUS

- OBSERVATION
  - INSIGHT [ADVANCED]
- THIEVERY

**CO-ORDINATION: 7**

SKILL EXPERTISE / FOCUS

- RANGED WEAPONS +2
  - HEAVY WEAPONS [ADVANCED]
  - GUNNERY [ADVANCED]
- PILOT +2
  - SPACE

**INTELLIGENCE: 11**

SKILL EXPERTISE / FOCUS

- EDUCATION +1
  - LINGUISTICS [ADVANCED]
  - SCIENCE [ADVANCED]
- MECHANICS +1
- SURVIVAL +1
  - VACUUM [ADVANCED]
- TREATMENT +3 +2
  - MEDICINE [ADVANCED] +2 2
  - PSYCHOTHERAPY [ADVANCED] +1 1

**MENTAL STRENGTH: 10**

SKILL EXPERTISE / FOCUS

- WILLPOWER +1

**PERSONALITY: 8**

SKILL EXPERTISE / FOCUS

- ANIMAL HANDLING
- LIFESTYLE +1
- PERSUADE +2
  - COMMAND [ADVANCED]

**PHYSIQUE: 7**

SKILL EXPERTISE / FOCUS

- RESISTANCE +1

**STRENGTH: 6**

SKILL EXPERTISE / FOCUS

- ATHLETICS +3



**LOCATION 1-2**  
SOAK 1 HEAD

**LOCATION 3-5**  
SOAK 1 RIGHT ARM

**LOCATION 6-8**  
SOAK 1 LEFT ARM

**LOCATION 9-14**  
SOAK 1 TORSO

**LOCATION 15-17**  
SOAK 1 RIGHT LEG

**LOCATION 18-20**  
SOAK 1 LEFT LEG

**MENTAL WOUNDS**

**SERIOUS WOUNDS**

**CRITICAL WOUNDS**

**DREAD**

20	<input type="checkbox"/>	01
19-20	<input type="checkbox"/>	02
18-20	<input type="checkbox"/>	03
17-20	<input type="checkbox"/>	04
16-20	<input type="checkbox"/>	

### WEAPONS:

**PUNISHER HANDGUN (RANGED)**

Range C, 1+4, Burst, 1H, Close Quarters, Knockdown, Reliability 3

**1+4**

### TALENTS:

- CITIZEN/SHAREHOLDER OF CAPITOL**
- FIRST RESPONDER**  
Kramer may re-roll one d20 when making a Treatment test, but must accept the new result.
- RATION MEDS**  
When Kramer uses a dose of Coagulant from a Medkit or Automed, each load adds two Momentum to the Treatment test, instead of the usual one.
- EMPATHIC HEALER**  
When Kramer passes a Treatment test, each Momentum spent allows the target to recover two Light Wounds to the hit location of the healer's choice.
- PHYSICIAN**  
Kramer may re-roll any dice that did not generate a success on the initial roll when making a Medicine test, but must accept the new result.

**SHARP SENSES**

Kramer may re-roll one d20 when making an Observation test, but must accept the new result.

### GEAR:

**BALLISTIC NYLON WORK UNIFORM:**

(Torso 1, Arms 1, Legs 1)

**MEDKIT**

As a standard action use one load to heal all light wounds in one location, or one light wound from all locations on yourself or an adjacent character.

**WORK GOOGLES WITH ONE CRACKED LENS**

**WELL-WORN CLOTHING**

**BASIC URBAN SURVIVAL KIT**

**LABORATORY (PERSONAL)**

**CONCEALED HOLSTER**

# THE SOLAR SYSTEM IS A ROARING MAELSTROM OF DEATH AND WAR

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ISBN 978-1-910132-69-2



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