

MUTANT

CHRONICLES

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ENTERTAINMENT

PLAYERS' GUIDE

3RD EDITION

F&F™

MUTANT CHRONICLES

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TABLE OF CONTENTS

CHAPTER 01

WELCOME TO MUTANT CHRONICLES	04
Players	04
Dice	04
Paper and Pencils	04
Tokens, Beads, or Poker Chips	05
What is Mutant Chronicles?	06
Timeline	06
Humanity	06
The Opposition	07
The Setting	07

CHAPTER 02

CORE MECHANICS	08
Dice Rolls	08
The Skill Test	08
What are Dark Symmetry Dice?	08
Momentum	09
Chronicle Points	09
Dark Symmetry Points	10
The Dark Symmetry Economy	10
Example of Play	11

CHAPTER 03

CHARACTER LIFEPATHS	14
Character Makeup	14
Lifepath Character Creation	14
Decision One, Attributes	15
Decision Two, Birth Faction	16
Decision Three, Status	19
Decision Four, Environment	20
Decision Five, Education	22
Decision Six, Primary Career	30
Decision Seven, Iconic Careers	37
Decision Eight, Final Customisation	50
Optional Rules	51
Character Creation Example	52

CHAPTER 04

EXPERIENCE AND GAMEPLAY REWARDS	54
Short Term Rewards	54
Long Term Rewards	54

CHAPTER 05

SKILLS AND TALENTS	56
Difficulty Zero Tests	59
Skill Descriptions	63
Hostile Environments	84

CHAPTER 06

GAINING AND SPENDING MOMENTUM	96
Momentum Options	96
Group Momentum	96
Scenario Momentum Spends	97

CHAPTER 07

CHRONICLE POINTS	98
Starting Chronicle Points	98
Using Chronicle Points	98
Gaining Chronicle Points	99

CHAPTER 08

COMBAT BASICS	100
Combat Rounds and Time	100
Turn Order	100
Combat Actions	101
Response Actions	103
Combat Momentum	105
Combat Positioning and Abstract Movement	105
Distances	106
Movement and Terrain	107

APPENDIX 01

CHARACTER SHEETS	109
-------------------------------	------------

APPENDIX 02

WEAPONS TABLE	111
----------------------------	------------

APPENDIX 03

ARMOUR TABLE	114
---------------------------	------------

APPENDIX 04

MUTANT CHRONICLES FACTIONS	114
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WELCOME TO MUTANT CHRONICLES

Welcome to the *Mutant Chronicles 3rd Edition* Roleplaying game, or MC3 for short.

To get the most out of the MC3 rules and begin your adventures, access to the following items is strongly recommended:


- ◆ **PLAYERS:** One Game Master and one to four player characters.
- ◆ **PLAYER CHARACTERS:** Either create your own using the rules in this book, or use some pre-generated characters (one for each player). You can download sample pre-generated characters from www.modiphius.com/mutant-chronicles.
- ◆ **DICE:** Two d20s per player, a dozen or more d6s for the group.
- ◆ **PAPER & PENCIL:** To draw maps, keep notes, and track various game effects.
- ◆ **TOKENS OR BEADS:** Up to five per player character to track Chronicle points, and a dozen or more for the Game Master's Dark Symmetry pool.

PLAYERS

Playing *Mutant Chronicles* requires at least two players and can comfortably include up to five (we have often played with seven). One player is the Game Master (GM) and the other players each control a player character. The role of the GM is to set the scenes, describe environments, present interesting puzzles and encounters, and manage characters not controlled by the other players.



The other players each control one of the main characters in the ongoing story. These players are responsible for working together to face the GM's challenges, explaining how their characters are acting or responding to their environment, and encouraging their fellow players to ensure everyone at the table is having fun.

DICE

MC3 uses two common types of hobby dice. These are twenty-sided dice, abbreviated d20, and six-sided dice, abbreviated d6. Six-sided dice are often used as Dark Symmetry dice, shown by a  symbol.

The d20s are used for several different tasks, such as performing skill tests, determining hit locations during combat, and determining

results from tables, such as those found during character creation. It is recommended that each player, including the GM, has at least two d20s.

The Dark Symmetry  dice are used to determine the magnitude of certain game effects, such as physical or mental damage from perilous or traumatic situations, and corruption suffered by characters. The GM also uses  dice when triggering certain actions, such as activating NPCs or determining the effects of the Dark Symmetry.

It is recommended the group has a large number of d6s available. The players will generally need three to six d6s to determine damage, and the GM may need a dozen or more to manage his Dark Symmetry pool, if he does not use beads or other tokens. You can acquire official *Mutant Chronicles* 'Dark Symmetry dice' and d20s showing your favourite faction's logo (as well as the full range of accessories and supplements) from www.modiphius.com/mutant-chronicles



Recommended for play.



Official *Mutant Chronicles* dice and metal tokens.



The cover of *Mutant Chronicles 2nd Edition* RPG.

PAPER & PENCILS

The players will want paper and pencils handy to make note of temporary impairments affecting their characters, and keep track of clues, important events, and NPCs they meet during their adventures.

The GM may wish to use paper and pencil to track the status and health of NPCs and villains, as well as to draw maps for encounters, or write notes to remember key details from the session.

TOKENS, BEADS, OR POKER CHIPS

There are two resources used in the game which will require some management over the course of play: Chronicle points (CPs) and the Dark Symmetry pool (DSP).

Chronicle points are the key resource the player characters will be tracking during each session. CPs are powerful, and are one of the things that set player characters apart from normal people in the setting. These CPs can allow the player characters to persevere in the face of overwhelming odds, achieve spectacular goals, and

perform a number of impressive feats. Most player characters will have three to five CPs at the start of each session, with opportunities to earn more CPs over the course of the adventure.

The Dark Symmetry pool is a resource used by the GM for a variety of tasks. The Dark Symmetry pool will generally start with six to twelve points at the beginning of each session, but will change frequently as the GM uses the pool to introduce complications and manage non-player characters (NPCs), while mishaps by the player characters and powerful artefacts or NPCs may generate more points for the Dark Symmetry pool.

While Chronicle points and the Dark Symmetry pool can be tracked using paper and pencil, having something to track these resources physically, such as tokens, beads, poker chips, or even other dice, has a number of advantages. First, it is easier to track the resources by simply adding or removing tokens from each resource pool. Further, it makes it much easier for everyone to know how many resources remain for each of the other players. Finally, there is an exciting psychological element as the players watch the GM's Dark Symmetry pool increase, heightening the tension and a growing sense of unease.

WHAT IS MUTANT CHRONICLES?

Mutant Chronicles is a dieselpunk techno-fantasy game! Let's break that down:

- ◆ **DIESELPUNK:** The awful power of the Dark Symmetry has turned the machines and advanced technologies of man against their maker. Old technologies have been dusted off and patched up to keep civilisation rolling and the lights on. Ancient ships are repaired and kept operational long after they should have been retired. A well-worn, reliable gun is your best friend. Luna City, a vast and ancient city, covers much of Earth's moon. Gargoyles fight for space with 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 has fled the devastated Earth, and colonised and terraformed Luna, Mars, Venus, Mercury, and much of the Asteroid Belt. It is a world where heroes are forged and can determine the future of mankind, but where a dark, ancient, and powerful enemy from the Dark Soul threatens the very existence of humanity.

Since the early 1990s, **Mutant Chronicles** has spawned two 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. All of that is still in



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

Mutant Chronicles, but we have also expanded the background to include areas that new and existing fans wanted to see, such as the occult investigations carried out by freelancers, Luna PD, and corporate agents as they try to stop the spreading infection of the Dark Symmetry; a noir-shrouded battle that is never reported on the evening news.

TIMELINE

Mutant Chronicles 3rd Edition expands upon the previous versions of the roleplaying game by setting the game across three distinct time periods.

- ◆ The first is the new Dark Symmetry period. In this exciting time you get to play through the very first appearance of the Dark Apostles, as the Dark Symmetry quickly takes hold. This is the apex of technology. The quick-start adventure, *Straffar Gattan 39*, is set in the very first days of the Dark Symmetry era.
- ◆ The second period in the timeline is the Dark Legion era. Fans will recognise this as the setting of the original roleplaying game and the *Warzone* miniatures game.
- ◆ The final time period, Dark Eden, will offer a fascinating look at the height of the conflict. The previous version of the roleplaying game began to explore this period, but we will finally answer some of the questions the setting raised!

HUMANITY

Humanity in the **Mutant Chronicles** universe is divided into a number of factions, and is opposed by the malevolent legions of the Dark Apostles.

THE FACTIONS

The main factions of humanity are divided into the corporations (Capitol, Bauhaus, Mishima, Imperial and Cybertronic) and others (Cartel, Luna PD, Brotherhood and Whitestar). Each of these is covered in its own chapter later in the **Mutant Chronicles** corebook, and also features in their own guidebooks, with the exception of Luna PD, which is covered in the Luna City guidebook.

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 above their pay grade; and others because they were motivated by an entrepreneurial spirit, or simply a desire for more adventure.

Whatever the reason, the life of a freelancer is hard. Stripped of the safety net the corporations provide, they are dependent on 'off-the-books' work from shady corporate executives, contracts with Luna PD or the Cartel, or 'charity' work with The Brotherhood. What they lose in terms of safety is made up for in freedom.

THE OPPOSITION

THE DARK APOSTLES

Ilian (The Mistress of the Void), Muawijhe (Lord of Visions), Semai (Lord of Spite), Algeroth (Lord of Technology), and Demnogonis (The Befouler) are the mightiest of the servants of the Dark Soul. The Dark Apostles come from an alien dimension, hell-bent on the conquest and corruption of all who stand in their way. Humanity is simply the latest victim for their legions.

HERETICS

Heretics work towards the fall of humanity in service of the Dark Apostles. Not everyone who is, or becomes, a Heretic sets out to betray his race. Many who serve the Dark Apostles do so unwittingly, and would be horrified if they realised the true consequences of their actions. Most have good intentions, intentions frustrated by the harsh realities of the corporations. Whatever the reason, those with a grudge to bear are in good company and are often sought out by other like-minded people, and ever so slowly seduced and corrupted by the Dark Symmetry. Heretics often bear the dark gifts of their masters.

THE SETTING

EARTH

The universe of **Mutant Chronicles** spans our entire solar system with one notable exception: Earth. Rendered largely lifeless, what remains is corrupted, dangerous, and unpredictable. Only the iron will of the Tsarina to hold the motherland allows the forces of Whitestar to survive here. All others have died or fled, or so the corporations believe.

LUNA CITY

Orbiting the dead planet, Luna has become the hub of humanity. Partially terraformed, grav-plated, and domed in parts, Luna is the greatest city mankind has ever known, and has engulfed almost the entire surface of the moon. It is known to locals simply as 'the City'; only off-worlders call it Luna City. All of the corporations have major facilities in the City, but only Cybertronic bases its headquarters here. In the Dark Legion time period Luna City is home to The Brotherhood Cathedral, centre of worship for the entire solar system. Luna City is officially divided into five vast sectors: The



Her Imperial Serenity surrounded by loyal retainers.

Ancient Heart, Perimeters, Industrial Districts, Spaceports, and the Outskirts. Alongside the official districts are two more: The Undercity and Spaceship Graveyard. There are plenty of hidden corners within Luna City where the Dark Symmetry can take root. Luna is the setting of the Straffar Gatan 39 adventure.

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

Colonised by the corporations, the Inner System worlds are all largely terraformed. The lush jungles of Venus, mighty cities and plains of Mars, harsh mining colonies of Mercury, and myriad different environments in the Asteroid Belt are home to millions of people.


OUTER SYSTEM (JUPITER, SATURN, NEPTUNE, URANUS, PLUTO, AND NERD)

Never heavily colonised, when the Dark Symmetry was unleashed by Imperial Conquistadors, the Dark Legion conquered its way across most of the colonies and outposts here, leaving only a few on scattered moons. Quickly the Outer System became the heartland of the Dark Legion.

CORE MECHANICS

This section provides an overview of the concepts central to *Mutant Chronicles 3rd Edition*, including skill tests, Momentum, Chronicle points, and the Dark Symmetry pool. Momentum, Chronicle points, and the Dark Symmetry also have their own sections, which go into greater detail than the overviews provided here.

DICE ROLLS

A number of actions performed by the player characters or NPCs require dice rolls. When rolling dice, lower results are better than higher results. This is true with both d20s and Dark Symmetry dice , but there are slight differences with how the two dice types are evaluated.

THE SKILL TEST

The main game mechanic that determines character success or failure is called the skill test. A skill test is required when a character attempts a task where the outcome is in doubt, or there are consequences for failure. When asked to perform a skill test, a player rolls two d20s, hoping for low results on one or both dice. A task can be affected by several other elements, including attributes, skills, bonus success, and difficulty.

ATTRIBUTES

Each character is defined by eight attributes. These attributes indicate a character's inherent abilities, or their physical and mental limits. Agility, Intelligence, and Strength are examples of attributes. Most attributes for player characters range from 6 to 12. Higher attribute ratings reflect greater ability. To perform a basic skill test, a player rolls 2d20 and tries to roll equal to or lower than the tested skill's attribute on one or both dice.



For example, Adam is asked to make a skill test that uses his character's Intelligence. Adam's character has Intelligence 9 and no related training in the skill. When making a skill test based on Intelligence, Adam wants to roll 9 or less on at least one of the two d20s he will roll.


SKILLS & EXPERTISE

Skill tests call on a particular skill, which is a focused application within an attribute. For example, Knowledge and Sciences are skills based on the Intelligence attribute. A player may have one or more ranks of expertise training with a particular skill, or may be asked to attempt a skill test using a skill in which he has no expertise training. When making a skill test using a skill with which a player has ranks of expertise training, expertise ranks are added to the related attribute to indicate the target number a player must roll equal to or less than on a d20 in order to achieve a success.

WHAT ARE DARK SYMMETRY DICE?



A  is a particular kind of six-sided die, or a particular way of rolling a six-sided die. When you roll a , the only faces that matter are the ones showing 1, 2, and the Dark Symmetry Icon (or the 6 face on a normal six-sided die). Results of 1 and 2 are counted normally. Results of 3, 4, and 5 are ignored. Dice that show the Dark Symmetry Icon (or a 6, if using normal six-sided dice) are considered to generate one Dark Symmetry Icon, commonly abbreviated to DSI. Much of the time, the number of DSI you generate on a roll is irrelevant, but some effects, weapon qualities, and other special rules are triggered by generating one or more DSI on a roll.

For example, Brand Barton successfully shoots a heretic with his Bolter heavy pistol. The weapon has a damage rating of 1+4, and the Armour Piercing 1 quality. The player rolls four six-sided dice and generates [1, 2, 4, 6]. The attack inflicts four damage – one for the weapon's base damage, and three from the 1 and 2 rolled. It also ignores one point of the target's armour, as the 6 counts as a DSI, and thus triggers the weapon's Armour Piercing 1 quality.



Result of 1



Result of 2



Ignore result



Ignore result



Ignore result



Special effect

Adam's character is asked to make a Sciences skill test. Adam's character has 2 ranks of Expertise in the Sciences skill. Adam adds these ranks of Sciences Expertise to his Intelligence rating of 9. Adam will generate a success on any result of 11 or less (9 + 2) on each d20.

SUCCESS & FOCUS

When performing a skill test, a player generally needs to generate a success on one or both of the d20s rolled in order to pass. If the player rolls equal to or less than the attribute, plus ranks of skill expertise, he generates one success as outlined above.

Skill training can also improve one's Focus with a particular skill. Focus indicates the range on a d20 within which a player generates additional success when using the related skill. If a player rolls equal to or less than the skill's Focus rating on a d20, the skill test generates one additional success. Since basic skill tests have the player rolling 2d20, it is possible for multiple dice to roll equal to or less than a skill's Focus rating, which would then trigger one additional success for each die that falls within the skill's Focus rating.

Adam makes a Sciences skill test against his character's Intelligence 9 and Sciences Expertise 2. Adam also has Sciences Focus 2, meaning any die result of 1 or 2 on a d20 will generate an additional success. Adam rolls 2 and 8 on his 2d20. Both numbers are equal to or less than the character's Intelligence + Sciences Expertise, which generates two successes. The 2 is also equal to or less than Adam's ranks of Sciences Focus, which generates one additional success. Adam has generated a total of three successes.

Some special talents, equipment, teamwork, or highly specialised training may increase the number of successes generated while performing specific types of skill tests.

MOMENTUM

When a player passes a skill test, there are a number of ways in which it can be resolved. For many tests, the only important result is whether or not the test was successful. Other times, the magnitude of success is important.

When performing a skill test, the number of successes generated is compared to the skill test's difficulty rating. As long as the skill test generated a number of successes equal to or greater than the difficulty rating, the character passes the test. However, when the number of successes generated is greater than the difficulty rating, the skill test not only passes, but results in a higher quality or magnitude of effect.

The difference between the number of successes generated and the difficulty rating becomes Momentum – a resource the player

can use to fuel a variety of different effects. For example, in combat, this Momentum may allow a character to inflict additional damage, target a specific location, or disarm an opponent.

Adam's character generates three successes after passing an Average (Difficulty 1) Sciences test. Not only does the character pass the test, he has two Momentum (three successes minus D1 rating) that he can spend to improve the magnitude or quality of the computer test, such as completing the task in less time, or learning an additional piece of information.

Some special talents or affiliation abilities may increase the amount of Momentum a character generates while performing specific types of skill tests.

CHRONICLE POINTS

Player characters have access to a special type of resource called Chronicle points or CPs. This reflects the fact that the player characters are cut from a different cloth than the average person. Whether or not they are viewed as heroes, the player characters are destined for greatness. These CPs are used to accomplish a wide variety of possible goals.

Since a character's pool of available Chronicle points refreshes at the beginning of each session, players are encouraged to spend Chronicle points to influence the story and perform heroic actions. A character cannot have more than five Chronicle points at any given time. Since players will be rewarded with additional Chronicle points during play, they should be sure to use their Chronicle points often enough that they can benefit from bonus points awarded by the GM.

Chronicle points may also be awarded by the GM during a session to reward players for good roleplaying, clever plans, successfully overcoming difficult challenges, or using teamwork. Players may have other opportunities to gain Chronicle points by achieving certain goals within an encounter, reaching a milestone in the story, or choosing to be the one to suffer the consequences of some dire event. As a general guideline, there should be two to three opportunities for players to gain Chronicle points per hour of play.

Here are just a few of the ways Chronicle Points can be spent during play:

- ◆ **ADD AN AUTO-SUCCESS D20 TO A SKILL CHECK:** A player can add an extra d20 to any skill test for one Chronicle point. The extra die is placed on the 1 face and automatically generates successes as if it were rolled as part of the skill test.
- ◆ **PERFORM AN ADDITIONAL ACTION:** During combat, a player can usually only perform one combat action on his

turn. By spending a Chronicle point, he can perform a second combat action.

- ◆ **RECOVER LIGHT WOUNDS:** A player can catch his breath and recover all Light Wounds in one hit location by spending a Chronicle point.

DARK SYMMETRY POINTS

The GM begins play with a number of tokens in his Dark Symmetry pool. The Dark Symmetry pool reflects the growing threat of the dark forces at work in the setting, adding a sense of foreboding and unease. Over the course of a session, the Dark Symmetry pool will fluctuate greatly.

A variety of different game events allow the GM to add more tokens to the Dark Symmetry pool. For example, a powerful artefact, a cursed location, or a terrifying enemy may generate Dark Symmetry points. However, the players are the main source of Dark Symmetry points, and may inadvertently or consciously increase the Dark Symmetry pool. Here are just a few examples of how the players may add Dark Symmetry points:



Dark Symmetry points power the GM's characters.

THE DARK SYMMETRY ECONOMY

Dark Symmetry points will, throughout the course of a game, move back and forth from the GM's pool. Ideally, this will happen frequently and in great quantity – players will pay points into the pool by taking a variety of actions, while the GM will spend those points to keep the game moving and developing. It is worth considering an important matter of terminology when discussing Dark Symmetry points early on.

A variety of actions and other options that a character may undertake – for example, Response Actions in combat – cost one or more Dark Symmetry points. The nature of this cost is expressed in two ways, depending on whether the character undertaking the action is a player character or a non-player character.

Player characters, who have no Dark Symmetry pool of their own to draw upon, always pay Dark Symmetry points into the GM's pool. Non-player characters, who draw upon the GM's Dark Symmetry pool, always spend points from that pool.

Non-player characters typically employ the Dark Symmetry pool in place of the numerous pools of resources that a player character can employ. NPCs cannot bank Momentum, and do not use reloads and other equipment resources as player characters do – the Dark Symmetry Pool serves in place of these resources, ensuring that the GM only has a single pool of points to manage. This is discussed in more detail in the *Mutant Chronicles* corebook.

- ◆ **REPERCUSSION:** When a character suffers one or more Repercussions on a skill test, one of the possible outcomes is adding two points to the Dark Symmetry pool for each Repercussion.
- ◆ **IMPROVE THE ODDS:** A skill test may be too difficult for a player to comfortably generate enough successes. The player can purchase additional d20s to roll during a skill test, at the cost of one Dark Symmetry point for each d20 the player would like to add. A player may purchase no more than three dice in this way.
- ◆ **VOLUNTARY FAILURE:** Sometimes, the odds are stacked against the player so heavily that rather than risk a roll and having something catastrophic happen, he may add one point to the Dark Symmetry pool and voluntarily choose to fail at the task at hand.

The GM has the opportunity to spend the points in the Dark Symmetry pool for a variety of effects. In a way, the GM's use of the Dark Symmetry pool is similar to how the players use Chronicle points and other resources to achieve spectacular results with their characters. There are detailed guidelines in the *Mutant Chronicles* corebook, but here are just a few examples of what the GM may spend Dark Symmetry points on:

- ▶ **ACTIVATING NPC ABILITIES:** One of the key functions of the GM is to manage the various NPCs the players may encounter. Particularly powerful NPCs may require Dark Symmetry points to trigger some of their most potent abilities.
- ▶ **INTERRUPTING PCS:** As long as a player has not already rolled the dice for a skill test, the GM may spend Dark Symmetry points to introduce a wrinkle or Complication the characters may have to contend with before advancing the story.
- ▶ **TRIGGERING A COMPLICATION:** The GM can use Dark Symmetry points to bring a dormant issue to the forefront, such as having an old war wound act up, confronting a character with the object of a phobia or Trait, or otherwise forcing a character to deal with failure or weakness.

EXAMPLE OF PLAY

Luna PD Detective Vance Ryder – played by Stephane – is investigating a kidnapping in a slum in the Nines, a particularly dangerous part of the perimeters. On a hunch – “yeah, that ol’ war wound was twitching in my shoulder” – Vance decides to check out the street behind the slum: the one full of old cars and hills of trash. He spots a few old drops of blood leading towards the filthy, gaping maw of a nearby sewer tunnel. Vance is not the kind to take chances, so he unclips his holster, slips his Piranha out, chambers a round, and then checks that his shoulder pad is on tight.

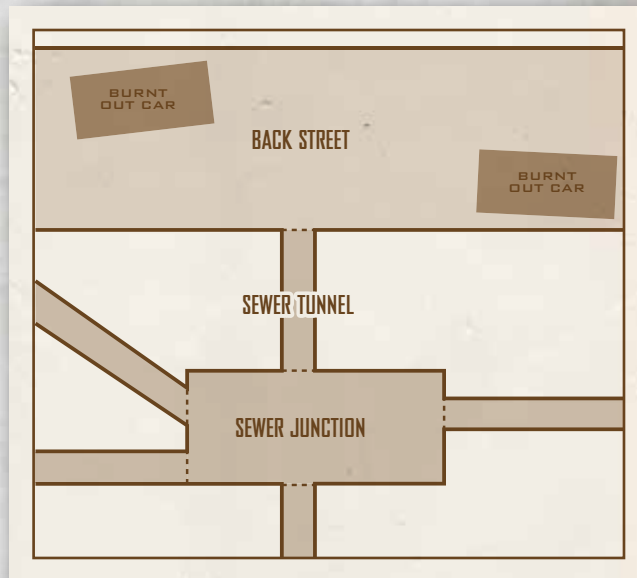
The GM has decided that there are three zones present in this scene: a **backstreet littered with burnt-out cars**, which connects to a **slimy dark sewer tunnel**, which leads to a **sewer junction**. The GM lays out a handful of markers – one for each Chronicle point that Vance has, setting aside three to represent his Dark Symmetry points.

Lurking at the sewer junction are three Croaks, members of a vicious gang known for kidnapping people in the Nines for drug money. They were paid to pick up an old man by a stranger with a weird-sounding Bauhaus name – Von Howl or something. Easy pickings, except the old man had a knife and one of the gang got cut dragging him down here. The guy is moaning on the ground from the kicking they gave him. They are just passing the time, waiting for their ‘employer’ to come and collect the old man and pay them. They can almost taste their next hit! As Trooper type NPCs, they roll

only one 1d20 each when attempting tests, and as drug-addled, poorly-trained scum, they suffer Repercussions on any d20 roll of 19 or 20.

STEPHANE: With my gun ready, I listen at the edge of the tunnel.

GM: Okay. That’ll be an Observation test. With your Awareness score of 8, and the +2 from your Observation Expertise, you’ll need a 10 or less.



STEPHANE: Well... I rolled a 1 and a 13. I’ve got Observation Focus 2, so the 1 I rolled is worth two successes. I’ve got the Sharp Senses talent, though, that’ll let me re-roll the 13. And... I got a 20. Even worse – that’s a Repercussion.

GM: I’ll take two Dark Symmetry points for the Repercussion. The test was only Difficulty 1, so you’ve got one Momentum left to spend.

At this point, the GM could have caused a minor Complication: perhaps causing Vance to slip in the muck at the entrance to the junction, causing a sound and alerting the gang. For the moment, however, he chooses to let the tension build and gather some more Dark Symmetry points for the scene ahead.

STEPHANE: I’ll hold on to it for the moment. What do I hear?

GM: There’s a faint moaning. Someone less experienced might dismiss it as the wind rushing down the tunnels... but you’ve been around too long to make that kind of mistake. It’s someone in pain.

STEPHANE: I can’t just stand around here, then. I bring my gun up, and edge into the tunnel slowly. I let my eyes get used to the darkness as I go.

The GM feels that the player is being cautious enough to suffer no penalty on his action. Of course, he is still coming from outside, so he might end up silhouetted by the sunlight if he is not careful.

GM: Okay, I'll need a Stealth test from you to approach without being noticed.

STEPHANE: Stephane: Job's gotta get done. I've got Agility 9, and no training in Stealth... but I really need to get the drop on these guys. I've got a couple of Chronicle points spare, so I'll spend one here for a success, and I won't bother rolling after that, just in case.

GM: Good enough. You sneak forward, careful where you put your feet so as to cause the least noise, and hugging the side of the tunnel. You approach undetected, but your new trenchcoat will need a good wash when you're done...

STEPHANE: I grit my teeth and curse... someone's gonna pay. Can I see anything yet?

GM: Make another Observation test, Difficulty 1.

STEPHANE: A 5 and a 16. One success, and I re-roll the 16 with my Sharp Senses talent. An 8. That's enough for two successes.

GM: One's enough, so you've got one Momentum left over. You can just make out a couple of figures hunched over someone lying on the floor ahead in the intersection. A third figure is taking a drag from cigarette – you can see the butt glowing – as he leans against one of the tunnel entrances to the junction.

STEPHANE: If they're down here, then they're trouble. I line up a shot on the one with the cigarette, and then call out: "Luna Police! Hands up!"

GM: There's a lot of shouting and panic all of a sudden, as they struggle for their guns. Because you've lined up the shot first, you get a bonus 2d20 and inflict an extra $\uparrow 2$ damage if you hit.

The GM is referring to the 'Exploit Weakness' action, which the character gets as a bonus if he succeeds as a Stealth test before attacking.

STEPHANE: I've also got that Momentum left from my last Observation test. I use that with my Quick Survey talent to get another bonus d20 on the test. I'm aiming to take down the one that was leaning against the wall, but I'll try and take down more than one if I can. I've got an 8 in Coordination, and Ranged Weapon Expertise 3, so I need to roll 11 or less on each d20. I've got Ranged Weapon Focus 2 as well. I'll pay a Chronicle point up front: that gives me a bonus die that's already rolled a 1. Then I've got 5d20 to roll – 5, 8, 9, 17, and 20. That's two successes from the Chronicle

point's die, and three more from the dice roll – five in total. One success is enough to pass the test, and then four Momentum on top of that.

I roll damage: $1 + \uparrow 3$, plus the bonus $\uparrow 2$ from lining up the shot. I roll 1, 1, 3, 5, and 5, totalling 3 damage – 1 for the gun's base damage, plus two from the dice. I get to re-roll one of those \uparrow because of my Sniper talent, turning one of the 5s into a 2, increasing the damage to 5. I then spend two Momentum to add an extra 2 damage, bringing my total to 7. I've got two Momentum left over.

GM: Seven wounds! The first ganger is blown backwards and slides down the wall, leaving a bloody smear. You've got two Momentum left, so what do you want to do with it?

STEPHANE: It takes two Momentum to hit a secondary target, right? I'll do that.

GM: So a second ganger is hit as well, taking half damage – three and a half, rounds down to three. Another ganger drops to the ground. Their turn. The remaining ganger fires back. Do you want to Dodge? I get a Dark Symmetry point if you do.

STEPHANE: I won't this time – it's dark in here, and hopefully that's enough to keep him from hitting.

GM: Unfortunately, that 20 you rolled on your attack is a Repercussion. I'm going to use that to bring in a Complication – to get off that second shot and drop the second ganger, you needed to step out of the cover of darkness; you're silhouetted by the light shining down the tunnel, and you don't get any protection from the gloom.

STEPHANE: Typical...

GM: He's paying one Dark Symmetry point for extra ammo, and spending a Reload to boost his chances, leaving me with four Dark Symmetry points left.

NPCs do not carry Reloads for their weapons; instead, a Dark Symmetry point is spent to grant the same effects as a Reload.

GM: So, with the bonus from the Reload, he gets an extra d20 on his attack roll, and an extra $\uparrow 1$ of damage if he hits. He rolls an 18 and a 5, scoring one success. He hits... in the right leg for... 5 damage.

STEPHANE: Aargh! That's all but one of the Light Wounds from that leg. Remind me to Dodge next time. It's my turn now, so I fire back.

GM: He's going to Dodge, trying to reach some cover... he fails.

STEPHANE: Rolling 2d20 for the attack... a 16, and a 19. Nothing.

GM: Your shot ricochets from the filthy concrete walls. He leans out and lets off another shot, but rolls a 19. He's completely incompetent! Not only did he miss, but that's also a Repercussion, because these guys suffer Repercussions on a 19 or 20. I lose two Dark Symmetry points rather than inflict a Complication. I'm down to two Dark Symmetry points.

STEPHANE: The law will get you in the end. I burn a Reload for my gun, and let rip with my Piranha. I get... 14, 10, and 2. With Focus 2, that's three successes. Damage is 1+**T**3, plus an extra **T** for the Reload. Bang: 5 damage! I'll just keep the two Momentum for later – I've done more than enough damage here.

GM: You have indeed – the last ganger is filled with holes from a hail of bullets. The missing person is curled up on the floor, groaning in pain.

STEPHANE: I pull out my medkit, and tend to his injuries. I've got Intelligence 7 and Treatment Expertise 1 and Focus 1. I roll... a 1 and a 14, which is two successes, plus two more successes from the Momentum I've got saved up.

GM: Good enough. You free the old man, and he's thankful to be alive. He leans against the wall, breathing heavily, while you search the bodies for evidence.

We leave Vance Ryder searching the pockets of the gangers, while a short distance away a cloaked figure watches...



Some people fall into heresy, corrupted over time. Those people were fools, doomed to serve as mindless Dark Legionnaires. Others had their sights set much higher.

Andrew Rogers took a sip of fine red wine and looked around at his fellow diners in Pasquale's restaurant. He knew without a shadow of a doubt that he was the smartest guy in the room. Unlike the others, he had seen the writing on the wall, and knew that humanity was doomed. Just like in business, if you got in on the ground floor you got the best deal. So he sought out heretics here in Luna city. It had not taken long. Turns out they were everywhere if you knew how to look, and Andrew did. He walked in and, within a matter of days, he had negotiated his position with the so-called Dark Lord of Madness, Muawijhe. The Dark Lord had gifted him with impressive abilities and given him his own cell of heretics to do with as he pleased, and all he had asked for in return was a symbolic gesture – a moment of dark beauty. Andrew knew just how to provide that.

He looked at his fellow diners. They blabbed inconsequentially to each other about pointless trivialities, unable to see the universe as he saw it. Quietly laughing to himself, he reached down and pulled out the gasmask from his briefcase under the table, smoothly sliding it into place on his face. The scent of rubber filled his nostrils. It smelled like victory. He nodded at the unshaven waiter, who nodded back and pulled on his own gasmask, before reaching down and opening the valves on the tanks of hallucinogenic gas hidden in the food trolley. The other heretics did likewise. The gas silently filled the room.

If the diners would not see Muawijhe's truth for themselves, then Andrew Rogers was going to have to make them see it. This was going to be delightful. It took mere moments for the screaming to begin.



Thanks to Andrew Rogers.

CHARACTER LIFEPATH

CHARACTER MAKEUP

This section discusses the key features that define a character, including attributes, skills, talents, and affiliations. Skills and talents are further explored in their own sections.

ATTRIBUTES

Each character in *Mutant Chronicles* is defined by eight attributes. These attributes embody a character's intrinsic physical and mental abilities and limitations. They are: Agility, Awareness, Coordination, Intelligence, Mental Strength, Personality, Physique, and Strength.

Each attribute has a rating that measures its magnitude or quality. Higher attribute numbers reflect better ability. For humans, most attributes range from 6 to 12, with 8 representing an average, default rating. It is possible for human attribute ratings below 6 to reflect particularly inept, weak, or poor attributes. Some human attributes may have ratings above 12 to reflect the absolute pinnacle of human capability. Non-humans, including animals, beasts, mutants, or creatures of the Dark Symmetry, may have attributes that vary across a broader range.

An attribute forms the basis for a skill test by providing the default Target Number (TN), which is then modified by a character's ranks in Expertise related to a given skill. Attributes and their related skills are described below.

AGILITY

The measure of one's physical and manual dexterity, sense of balance, and body control. Agility governs Acrobatics, Close Combat, and Stealth.

AWARENESS

A person's perception and sense acuity across all five of the key senses: vision, hearing, touch, taste, and smell. Awareness governs Observation and Thievery. Awareness determines a character's bonus damage with ranged weapons.

COORDINATION

The hand-eye coordination, aim, and ability to navigate a three-dimensional environment, physically and mentally. Coordination governs Piloting and Ranged Weapons.

INTELLIGENCE

The measure of someone's wit, intellect, and a combination of both

book and street smarts. Intelligence governs Education, Survival, and Treatment.

MENTAL STRENGTH

A person's moxie, force of will, and mental resolve. Mental Strength governs Willpower. Mental Strength determines a starting character's Mental Wounds capacity.

PERSONALITY

A measure of charisma, ease of social interaction, and the ability to be charming or deceptive as needed. Personality governs Lifestyle and Persuade. Personality determines a character's Influence bonus.

PHYSIQUE

The physical toughness, endurance, and constitution of a character. Physique governs Resistance. Along with Strength, Physique is a factor in determining a character's physical health and the number of wounds he can withstand.

STRENGTH

A measure of brawn, might, and the physical force a character can exert. Strength governs Athletics. Strength determines a character's close combat damage bonus. Along with Physique, Strength is a factor in determining a character's physical health and number of wounds he can withstand.

LIFEPATH CHARACTER CREATION

The *Mutant Chronicles* Lifepath has been designed to let you create the characters you want through spending points or letting the whims of fate decide their role in this epic story.

All characters receive five Life points to help them navigate the tumultuous nature of their personal histories. Each Life point has a specific effect dependant on the table they are rolling on.

The life path is broken into player decisions. Before each decision, a player must decide to spend Life points OR roll; they cannot spend points after the roll if they do not like the result.

The first time a skill is awarded to a character it should be assigned as an Expertise bonus, after which additional training can be assigned to Expertise or Focus up to a maximum training of three each. If the player has been given a Signature Skill, Expertise and Focus can both be trained up to a maximum of

five each. Later increases through experience can be assigned to either Focus or Expertise, as long as they do not exceed the maximum training.

During character generation, you may not select the same skill twice from one set of options in any one decision phase. That is, if a Career presents Athletics, Mechanics, and Treatment as

OPTIONAL POINT BUY SYSTEM

If your players have actual roles in mind, and you are happy to let them choose what they want, then give each player twelve Life points to use. This will give them enough to get exactly the role they want with two Career Phases. This should be an all or nothing change – all players either generate characters randomly or use Point Buy. Using the Point Buy system, any leftover Life points are lost and may not be traded in for assets, skills, or Chronicle points at the end of character creation.

SUMMARY OF LIFEPATH DECISIONS

DECISION ONE: Select Starting Attributes. Lower attributes to raise others. Option to spend one to eight Life points to raise one to eight Attributes.

DECISION TWO: Determine birth faction. Gain skills, talent, languages, and faction event. Option to spend one Life point to pick result.

DECISION THREE: Determine social status. Gain Attribute bonus, skills, Earnings Rating, items of interest, apparel and lodging. Option to spend one or two Life points to pick the result.

DECISION FOUR: Determine environment. Gain Attribute bonus, skills, and equipment, or resource. Option to spend one Life point to pick the result

DECISION FIVE: Determine education. Gain Attribute bonuses, skills, talents, free career picks, and equipment. Option to spend one or two Life points to pick the result. Roll for adolescent event. Option to spend one Life point to re-roll or, with GM approval, pick the result.

Elective Skills, you cannot choose one of those skills twice. However, You could take the same skill multiple times from one career if it was offered separately as a Mandatory Skill and an Elective Skill.

If the same talent is awarded a second time, the player may instead select the next higher talent in the tree; their hard work and training has paid off. The talent's prerequisites apply as normal.

DECISION ONE, ATTRIBUTES

A character's life begins with attributes determined by a range of factors that influence his early life. The Lifepath will take your character through a series of events that will determine his starting Attributes. A character begins with all characteristics (Agility, Awareness, Co-ordination, Intelligence, Mental Strength, Personality, Physique, and Strength) at 5.

A character may voluntarily lower any number of Attributes by one point (to 4) and assign these points to other Attributes. A player may spend Life points to raise an Attribute by one point for each Life point spent. No attributes can start the Life Path greater than 6.

DECISION SIX: Determine Primary Career. You must begin with a Primary Career, and you may take no more than four career phases in total, including Iconic Careers (see **Decision Seven**, below). Gain attribute bonuses (first career only), Skills, Signature Skill, talent, and equipment. Update Earnings Rating. Spend one or two Life points to pick the result. Mark age as 16 and increase by 1d6+1 years for each career phase. Option to be unemployed and regain up to two Life points. Roll for career event after each career phase. Option to spend one Life point to re-roll or, with GM approval, pick the result.

DECISION SEVEN: Iconic Career. Check prerequisites for entry. May spend one to three Life points to reduce cost of entry. Gain skills, Signature Skill, talent, and equipment.

DECISION EIGHT: Final customisation. Gain two Chronicle points. May convert up to two Life points for two extra Chronicle points. Further Life points maybe converted to assets or new Skills. Gain two Attribute bonuses, two skill increases and one talent. Determine derived stats: bonus ranged and close combat damage and influence. Determine starting wounds and Mental Wounds. List character traits and, optionally, determine relationship to other characters in the group. Optionally, check if age has impacted character Attributes.

Mick decides that he wants a tough shooter type character, so he reduces both his Intelligence and Personality scores to 4, and assigns these points to his Co-ordination and Strength, increasing those scores to 6.

See the beginning of this chapter, **Character Makeup** and **Decision Eight** for information on Attributes and how these affect your starting wounds, ranged weapon, close combat, and influence bonuses (Derived Stats).

The decision must be made now and the points assigned to Attributes now – you cannot choose to delay this choice until later.

DECISION TWO, BIRTH FACTION

Which corporation were you brought up in, or are you living in the gaps in between them?

STEP ONE

Roll 1d6 and consult the Faction Table opposite. If you roll 1, 2, or 3, roll again on the Heritage Table opposite to see which corporation your parents belonged to. If you roll 4, 5, or 6, you belong to one of the great corporations; roll on the Heritage Table to determine which corporation you were born into. A character may pay one Life point to pick both results.

* A criminal could be a smuggler, freedom fighter, rebel, street punk, gang member, or out and out criminal, or may simply have family ties to organised crime. Remember, a criminal may have a normal job and just be acting 'outside of the system' in some way.

** If Cybertronic has not yet arisen (because you are playing during the First Dark Legion War), choose Capitol (as it is the most heavily populated corporation).

STEP TWO

Based on your heritage or faction, select your first languages, base skills, and talents from the table opposite. If you are freelancer, criminal or microcorp employee you get the listed skill and one skill that is available to your heritage faction. You get one rank of training in each of these skills. As these will be the character's first ranks in any skill, they must be put into Expertise. In addition, nominate one of the skills gained during this stage as your first Signature Skill. This skill gains an additional rank of training.

UNDER THE RADAR (TALENT)

Being under the radar of the corporations, living in the gaps in society, allows you a certain amount of freedom. By necessity, plan, or desperation you have better access to items. This reduces

FACTION TABLE

RANDOM ROLL	YOUR FACTION
1	Freelancer, roll on the Heritage Table for parents' heritage.
2	Criminal *, roll on the Heritage Table for parents' heritage.
3	Microcorp, roll on the Heritage Table for parents' heritage.
4-6	You are part of one of the major corporations. Roll on Heritage Table.

HERITAGE TABLE

RANDOM ROLL	FACTION / HERITAGE
1	Corporation (Mishima)
2	Corporation (Capitol)
3	Corporation (Bauhaus)
4	Corporation (Imperial)
5	Corporation (Cybertronic**)
6	Whitestar

all Restriction Ratings by one but all items come with the Quality 'Black Market'. Possession of any equipment with this quality is illegal as the item is stolen, a knock-off, or otherwise restricted by law. Penalties start with fines and end with summary execution, depending on the faction.

CITIZEN (TALENT)

You are a citizen in good standing with a corporation. While subject to its laws, you also gain the benefit of its protections. Corporate law varies by jurisdiction and can mean that some availability tests are easier for corporate citizens. When legally purchasing any item manufactured by your own corporation, reduce the Restriction Rating and Cost by one. Any benefit outlined in future supplements as being common custom is automatically included in this talent.

EXAMPLE CORPORATE LAWS AND INTERESTS

- ◀ **CAPITOL:** Possession of handguns and shotguns is legal. Possession of other weapons requires a permit.
- ◀ **BAUHAUS:** All citizens receive supplementary rations and uniforms as befitting their station.

- ◆ **IMPERIAL:** No clansman can charge any other clansman for air or water. After one request, a clansman may treat the fellow clansman as a trespasser, and bid them leave his territory.
- ◆ **MISHIMA:** You are subject to the rigid social structure of the Mishima corporation. You have both the power of life and death over your lessers, and have the same power held over you by your betters.
- ◆ **CYBERTRONIC:** All citizens receive the right of access to subreality.
- ◆ **WHITESTAR:** Right of adoption. Any Whitestar citizen may offer his children to the Tsarina in full knowledge that they will be raised in the appropriate fashion.

STEP THREE

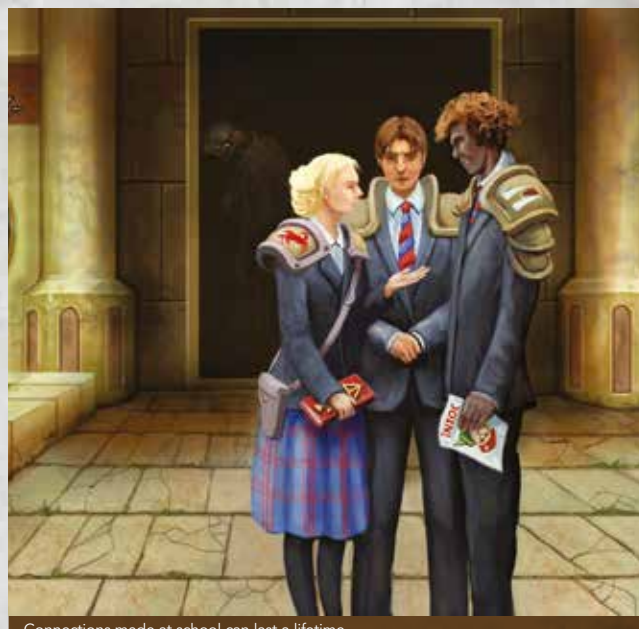
Based on your character's faction, roll on the Faction Event Table on page 18 (a Life point can be spent to re-roll).

The talents received in this section are specifically related to the benefits of being part of your particular faction.

Mick rolls a 4 on the Faction Table, showing his character to be part of one of the major factions. He then rolls again, rolling another 4, which makes him a member of the Imperial corporation. As an Imperial, he writes down that his character knows the languages Imperial and Luna Patois. He also marks down that he is trained in

both Ranged Weapons and Pilot, giving him Expertise 1 in both skills, as he does not already have ranks in either of them. He then records that his character has the Citizen/Kinsman of Imperial talent, and chooses Pilot as his Signature Skill, gaining Pilot Focus 1.

In addition, he rolls on the Faction Event table, rolling a 1. This means that a contact within one of the corporations owes Mick's character a significant amount of money. He gains three assets.



Connections made at school can last a lifetime.

LANGUAGES, BASE SKILLS, AND TALENTS TABLE

FACTION	LANGUAGE	SKILLS (SELECT ALL)	TALENT
Freelancer	As Heritage, Luna Patois	Select Thievery or Education, 1 from Heritage	Under The Radar
Criminal	As Heritage, Luna Patois	Thievery, 1 from Heritage	Under The Radar
Microcorp	As Heritage, Luna Patois	Lifestyle, 1 from Heritage	Under The Radar
Mishima	Mishima, Luna Patois	Close Combat, Unarmed Combat	Citizen/Vassal of Mishima
Capitol	Capitol, Luna Patois	Ranged Weapons, Persuade	Citizen/Shareholder of Capitol
Bauhaus	Bauhaus, Luna Patois	Mechanics, Lifestyle	Citizen/Subject of Bauhaus
Imperial	Imperial, Luna Patois	Ranged Weapons, Pilot	Citizen/Kinsman of Imperial
Cybertronic**	Bauhaus, Luna Patois	Sciences, Stealth	Citizen/Agent of Cybertronic
Whitestar	RussoMandarin, Luna Patois	Survival, Resistance	Citizen/Comrade of Whitestar

FACTION EVENT TABLE

ROLL	MISHIMA	CAPITOL	BAUHAUS	IMPERIAL	CYBERTRONIC	WHITESTAR
1	A contact in a rival corporation who owes you a favour (roll randomly).	The business card of a good contact who owes you a favour.	A contact in the Brotherhood or Bauhaus who owes you a favour.	A contact in a corporation who owes you significant funds (three assets).	A contact within Cybercurity who owes you a favour.	A senior contact in Whitestar who owes you a favour.
2	Gain one asset.	Gain one asset.	Gain one asset.	Gain one asset.	Gain one asset.	Gain one asset.
3	A contact within Mishima that you have blackmail over. Gain a favour and an enemy.	Three business cards from contacts in random corporations (One of these is a secret enemy).	A noble favour has been granted to your house. Using this favour will gain you an enemy in the noble who granted it.	A contact in another clan or corporation who secretly owes you a favour and hates you for it.	A contact working for your former employer who begrudgingly owes you a favour.	You have been given proof that one corporation has committed misdeeds against another. Roll two corporations randomly. Either one will grant a favour for the evidence.
4	You have family debts and history with a Triad. Gain a one asset debt, but you can make peaceful contact with the Triad at any time and negotiate favours.	You have obtained a gang member as a contact. For purchasing illegal goods you may spend two assets to reduce the Availability by one.	You have a relative in an underground movement who owes you a favour.	Your family has extensive ties to the criminal networks of multiple corporations. You are owed no favours but can make peaceful contact with any organised crime body.	Your corporate mentor is connected to an illegal augmentation business (and now so are you). Purchasing augmentation is one difficulty rank less than normal.	Your clan is involved in the medical labs of the Tsarina and the criminal exploitation of its discoveries. While most gangs will not have heard of you, you can make peaceful contact with senior members of organised crime.
5	A Mishiman family has declared war against your family. This family is of equal status to your own. The war may not be legal, but its best to avoid them where possible.	People still remember what your uncle did and you have had to change your surname. Some of the family's enemies still turn up from time to time.	Your family has run afoul of an inquisitor and is under investigation.	A family enemy in a rival corporation (roll randomly).	A personal enemy in a rival corporation (1-4 Imperial, 5-6 random).	Your homeland still bears the scars of the corporate exodus. Your public comments have made an enemy in Bauhaus.
6	Your Leige lord has favoured you with extensive assets. Gain five assets, which you must spend on a single item. If you use this on purchasing a Mishiman weapon or armour, you may improve its usual reliability by one.	An office to collect you thoughts in (rent on a small office is paid for the next two months).	A proud family line. Gain a cape, a heavy Civilain shoulderpad with your family crest and a faux cresthelm (armour 0). If you purchase a helmet you may later merge the faux cresthelm with this helmet for free.	Your grandfather's pistol. While not strictly legal, your family has kept an Old Aggressor pistol that has been handed down to you.	Cybernetic enhancement. A SARaH system has been implanted in your upper spine.	Gain your choice of a basic survival kit suitable for Dark Eden's irradiated coldland, or a set of night vision goggles.

DECISION THREE, STATUS

What social class has your character grown up in? How does this affect his earnings? This table allows you to determine what social status your character was born into, what bonuses this gives to your Attributes, what additional skill you gain, and your initial Earnings Rating.

STEP ONE

Roll 2d6 and consult the Social Status Table. A character may pay one Life point to select any result up to and including Upper Status. A character may pay two Life points to select the Elite Status result.

After social status has been determined, make the following adjustments to your character: increase the two listed Attributes by one each, gain one rank in training in the listed skill, and note down the Earnings Rating for that social status. This Earnings Rating is the starting value for the character, and cannot be reduced below this level during character creation, though some careers may increase it if they are particularly high-paying.

STEP TWO

Based on your roll, you receive the items listed in the Social Status Equipment Table on page 20. Whether your character maintains this standard of living or moves up in the world is dependent on the nature of the campaign being played. Where an item has an * it can be found in the equipment section. Other items have no specific rules but may provide bonuses at the GM's discretion.

Mick rolls on the table, and gets a result of Working Lower Class. This adds +1 to each of his Physique and Strength, increasing them to 6 and 7, respectively. He gains a rank of training in Resistance,

giving him Resistance Expertise 1. Further, he notes his Earnings Rating as 2 (Average).

As a result of his upbringing, Mick has some basic, well-worn clothing, some of which is new. He lives in a small suburban apartment in a quiet part of town. He then picks an item of interest, choosing his dad's old wrench, which can be used as an impromptu cudgel.

ASSETS & EARNINGS

The different resources a character can call upon to achieve financial or reputation-based tasks are collectively referred to as that character's assets. Money, cash-in-hand, savings, jewellery, deeds, or inheritances are easy assets to define. Other assets are more conceptual, such as favours, secret contacts, blackmail, family bonds, or goods and services a character can liquidate for capital.

Assets are a broad measure of these resources, rather than asking each player to meticulously track each and every expense. Assets for a starting character are equal to his Personality attribute – these are added at the end of a Lifepath, when you know the character's final Personality score. Most items, weapons, gear, or services a character may wish to acquire cost a certain number of assets.

By contrast, earnings represent a character's income, usually tied to a recurring or reliable resource stream, such as drawing on a salary, receiving dispensation, regular stock dividends, freelancing contracts, and so on. Though Elite Status starts with an Earnings Rating of 5, there are many levels of earnings that can be achieved above this. There is no cap on Earnings Rating and characters are free to reach for the stars in the corporate economy of *Mutant Chronicles*.

In game terms, the recovery of money, certain goods, resources, favours, or other items of value will often add to a character's existing assets, whilst purchasing expensive equipment or vehicles may reduce their assets. The GM will often provide assets as rewards

SOCIAL STATUS TABLE

ROLL	SOCIAL STATUS	ATTRIBUTE BONUS	SKILLS	EARNINGS RATING
2	Unemployed Underclass	Strength and Agility	Close combat	0 (Impoverished)
3-5	Employed Underclass	Physique and Strength	Survival	1 (Meagre)
6-8	Working Lower	Physique and Strength	Resistance	2 (Average)
9-10	Working Middle	Physique and Personality	Observation	3 (Comfortable)
11	Upper	Mental Strength and Personality	Lifestyle	4 (Affluent)
12	Elite	Mental Strength and Personality	Persuade	5 (Wealthy)

SOCIAL STATUS EQUIPMENT TABLE

SOCIAL STATUS	ITEMS OF INTEREST (PICK ONE)	APPAREL	RENTED LODGINGS
UNEMPLOYED UNDERCLASS	A battered pack of cards, several worn paperback novels, a postcard from Luna, a battered hip flask.	Basic, threadbare, and dirty clothing.	A single room with no view in a dilapidated tenement in the slums.
EMPLOYED UNDERCLASS	A mini-torch*, pocket knife (slicer*), a lighter, a military issue wristwatch, set of polished military boots, travel pass.	Basic, patched and mended second-hand clothing.	A single room with no view in an overcrowded employee boarding house.
WORKING LOWER	Third Place sports trophy, work goggles with one cracked lens, your dad's old wrench (cudgel*), a video of your grandfather meeting someone important, a cabin class ticket to Luna – 50% paid, a fast food chain discount card, several sets of military dog tags.	Basic, well-worn clothing, some of which is new.	A small suburban apartment in a quiet part of town.
WORKING MIDDLE	Employee of the Month mug, shiny belt buckle with your faction's logo, lifetime subscription to TV channel package, mini-torch*.	A modest wardrobe of respectable clothing.	A small apartment in the centre of the city.
UPPER	Statuette of someone famous, VIP card from a flashy casino or club, faction appropriate officer's sword* from a grandparent, a family portrait.	A large wardrobe of stylish, fashionable clothing.	A large apartment in an exclusive tenement, in the centre of the city.
ELITE	An heirloom rifle* hung over the fireplace, a globe of your faction's homeworld made of platinum and gems, a ceremonial suit or uniform worn by a celebrated member of the family, a bottle of very ancient brandy, a gilded holy icon.	An extensive wardrobe of bespoke-tailored, ultra-fashionable clothing.	A lavish apartment in the most exclusive complex in the most expensive part of the city.

for completion of missions, or payments, whilst recovered items of value can be sold to provide assets for the characters to use.

Note that debts incurred during character creation, may not be negated with assets received during character creation. They must be role-played, and dealt with, through gameplay.

DECISION FOUR, ENVIRONMENT

In this section, you will learn what type of environment your character grew up in, and how this influenced him.

STEP ONE

A character rolls 1d6 and consults the Environment Table opposite. A character may pay one Life point to choose the result. Once you have determined the type of environment, choose a single

Attribute from the two listed, and increase it by one. In addition, you receive one rank of training in the skill listed for that environment.

The Region Table opposite provides a number of examples for what each kind of environment represents for a given faction.



ENVIRONMENT TABLE

ROLL	ENVIRONMENT	ATTRIBUTE BONUS – CHOOSE ONE ONLY	SKILL
1	Luna City	Mental Strength or Personality	Pilot
2	Heritage world	Strength or Personality	Lifestyle
3	Heritage foothold	Strength or Physique	Resistance
4	Heritage hotspot	Agility or Physique	Acrobatics
5	Orbital or minor heritage location	Mental Strength or Personality	Survival
6	Sequestered	Physique or Co-Ordination	Willpower

REGION TABLE

RESULT	MISHIMA	BAUHAUS	IMPERIAL
LUNA CITY	Tai-Show Industrial Port or Cherry Blossom District	Gotland or The Nines	The Smokes
HERITAGE WORLD	Mercury	Venus – Heimborg	Victoria (Asteroid Belt)
HERITAGE Foothold	Mars, Hosokawa, or Sensomachi	Mundburg on Mars, or the Bauhausian quarter in San Dorado	Fukido (Mercury)
HERITAGE HOTSPOT	Venus, Quan	Venus – Graveton Archipelago and isolated settlements	Ganymede or Titan
ORBITAL / MINOR HERITAGE LOCATION	Southern Banners (Mars) / Luna	Triumvar, Novakursk, Torburg	Diemensland or Trojans
SEQUESTERED	Sages Temple	Asteroid Estate, Research outpost	Clan Fortress or Estate
RESULT	CAPITOL	CYBERTRONIC	WHITESTAR
LUNA CITY	Lesser Mars (around base of Pinnacle) or Southside	The Cybertronic Building	Whitestar Bunker on Luna
HERITAGE WORLD	Mars (San Dorado Capitol City)	Ganymede	Earth – Siberia
HERITAGE Foothold	Venus – Graveton Archipelago, Mercury – Longshore or Fukido	Recruited from other Corp Foothold – roll for original faction in Decision 2 (Heritage Table). You are from that faction's Foothold	Earth – Central Europe
HERITAGE HOTSPOT	The Doughpits, or The Southern Lands	Recruited from other Corp Hotspot – roll for original faction on Decision 2 (Heritage table) then roll for environment for their faction on this table	Frontier Fort or Bunker
ORBITAL / MINOR HERITAGE LOCATION	Eos, Peacekeeper Station and orbital naval yard, Longshore or Fukido on Mercury	Secret Trojan location or Asteroid facility	Luna monitoring station
SEQUESTERED	The Great Rust Desert, home of Nomad tribes	Cyberopolis (knows little of outside world)	Central Bunkers

REGIONAL EQUIPMENT TABLE

RESULT	EQUIPMENT
LUNA CITY	A basic urban survival kit (poncho for acid rain, air filter mask etc).
HERITAGE WORLD	A favour owed by a connection in your own faction.
HERITAGE Foothold	A basic survival kit for your region or a basic medkit.
HERITAGE Hotspot	Either a heavy civilian shoulder pad or a corporation-appropriate handgun or a basic medkit.
ORBITAL/ MINOR HERITAGE	A vacuum suit or colonial survival kit for your region.
SEQUESTERED	High society clothing, a notable object of personal significance (relic, piece of art etc), a meditation room and a personal library.

STEP TWO

Based on your environment, you also receive a single choice from the Regional Equipment Table above. Each environment entry has one or more items of equipment listed, one of which may be chosen.

Mick rolls for his environment, and gets a 4: 'Heritage Hotspot'. He chooses to increase his Agility by one to 6, and gains a rank of training in Acrobatics, giving him Acrobatics Expertise 1. As he is Imperial, he decides that the hotspot he grew up in was the moon of Ganymede. He chooses a heavy civilian shoulder pad as the piece of equipment from this stage.

DECISION FIVE, EDUCATION

What type of education did your character receive and what Attribute bonuses, skills, talents, and equipment do they gain?

STEP ONE

Roll 1d6 and consult Column A of the Education Table below. You may pay one Life point to pick (or roll) from Column A or Column B. You may pay two Life points to pick (or roll) from Column C.

If your character is from the Cybertronic corporation, you may not choose Brotherhood Educated or Brotherhood Apprenticeship. If those results are rolled for a Cybertronic character, Brotherhood Educated is replaced with Technical Pre-Career Training, and Brotherhood Apprenticeship is replaced by Post Graduate Scientific.

STEP TWO

Make a note of the various education effects for your character:

EXAMPLE OF EDUCATION EFFECTS:

- ◀ **ATTRIBUTE IMPROVEMENTS:** Increase each of your Attributes by the values listed on the Education Table.
- ◀ **MANDATORY SKILLS:** You receive one rank of training in all of these skills. If this would be the first rank you have gained in that skill, gain Expertise 1. If you already have Expertise 1 in a given skill, you may use this rank to gain either Expertise ranks or Focus ranks.
- ◀ **ELECTIVE SKILLS:** Pick two of these skills; you gain one rank of training in each of them.

EDUCATION TABLE

ROLL	COLUMN A	COLUMN B	COLUMN C
1	Grew Up On The Streets	Technical Pre-Career Training	Post Graduate Technical
2	Technical OTJ Training	Technical Pre-Career Training	Post Graduate Scientific
3	Rural/Colonial Education	Creative Pre-Career Training	Creative Education
4	Clerical Education	Military Academy	Officer Trained
5	Teenage Draft	Managerial Experience	Managerial Education
6	Pick Result From Table A	Brotherhood Educated	Brotherhood Apprenticeship

- ▶ **TALENTS AVAILABLE:** Select one of the eligible skills (normally the Mandatory Skills provided by that career effect, but some provide different or additional options), and select one talent from the associated tree, for which you fulfil the prerequisites.
- ▶ **CAREER:** You may choose this career without having to pay Life points or roll on the Primary Career table. You may roll on the Primary Career table, and then choose to take your education's career option instead.
- ▶ **EQUIPMENT:** You may take this piece of equipment or asset.

Mick wants to pick his education rather than rolling for it, so he spends one of his Life points to pick Military Academy from Column B. This increases his attributes considerably, with the following end result.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	8	7	5
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	4	8	5

He picks up training in Education, Close Combat, Observation, Acrobatics, and Athletics – his education's Mandatory Skills. He then chooses Ranged Weapons and Willpower as his education's Elective Skills. Together, these bring him to Education Expertise 1, Close Combat Expertise 1, Observation Expertise 1, Acrobatics Expertise 2, Athletics Expertise 1, Ranged Weapons Expertise 2, and Willpower Expertise 1.

Next, he picks his first choice of talent, selecting Sniper from the Ranged Weapons talent tree. He also notes that he can choose to enter the Military Primary Career freely should he want to. Finally, he picks up a pair of light military shoulder pads and a corporate-quality military dress uniform.

Having done this, he rolls 2d20 on the Adolescent Event Table, and gets a 29. Apparently, his character has an answer for everything, and growing up he's gained the Trait "Smart Ass". Mick elects to use the optional rules, meaning that whenever he makes an Education test, he gains 2d20 for each Dark Symmetry point spent, but all social tests will increase in difficulty by one step.

A1 GREW UP ON THE STREETS

You got by on the streets, kept your head down, and learned how to survive on your wits.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	0	1	0

Mandatory Skills: Survival, Resistance, Willpower, Stealth, Observation.

Elective Skills: Close Combat, Athletics, Lifestyle.

Talents: Select one talent from any of your Mandatory Skills.

Career: Criminal.

Equipment: None.

A2 TECHNICAL 'ON THE JOB' TRAINING

The vast majority of blue collar employees are trained with a faded copy of a health and safety manual and the tirades of their supervisor. Along the way, they often learn to keep an eye open and bend the rules on occasion.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	0	0

Mandatory Skills: Education, Mechanics, Observation, Pilot, Thievery.

Elective Skills: Close Combat, Lifestyle, Survival.

Talents: Select one talent from any of your Mandatory Skills.

Career: Technical.

Equipment: Basic repair kit.

A3 RURAL/COLONIAL EDUCATION

Whether raised on a giant agribusiness or out on the frontier, scraping by collecting animal samples for the genebanks there are many open spaces if you know where to look. Often ignored, the rural colonies are home to the quick and hardy. Specialists such as K9 handlers and Venusian marshals often have such humble backgrounds.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	1	0	0

Mandatory Skills: Education, Mechanics, Pilot, Survival, Resistance.

Elective Skills: Animal Handling, Athletics, Observation.

Talents: Select one talent from any of your Mandatory Skills.

Career: Farmer/Frontiersman.

Equipment: Basic regional survival kit.

A4 CLERICAL EDUCATION

Many billions of people across the system spend their working lives in office cubicles, toiling away to perform the basic service and administrative tasks necessary to keep even small parts of the massive corporations running. It is a humble background, and one that many people share, as little beyond basic numeracy, literacy, and the ability to follow simple instructions is required for such roles.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	1	2	2

Mandatory Skills: Education, Lifestyle, Observation, Stealth, Persuade.

Elective Skills: Willpower, Thievery, Pilot.

Talents: Select one talent from any of your Mandatory Skills.

Career: Corporate Worker.

Equipment: One suit of corporate quality clothing.

A5 TEENAGE DRAFT

You lucked out. The army decided that you were ideal for its purposes; you and half a million others were conscripted out of school. If you were lucky, you were assigned to policing one of the more recently pacified colonies. Failing that, you enjoyed a life of drudgery and pointless drills.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	0	1	0

Mandatory Skills: Athletics, Close Combat, Education, Ranged Weapons, Survival.

Elective Skills: Acrobatics, Resistance, Willpower.

Talents: Select one talent from any of your Mandatory Skills.

Career: Military.

Equipment: Pair of light military shoulder pads, one set of regular quality military fatigues.

B1-2 TECHNICAL PRE-CAREER TRAINING

Whether from an apprenticeship, or from a specialist technical college, you studied your chosen craft for some time before you began your first real job, and entered the workforce with valuable skills.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	3	0	0

Mandatory Skills: Education, Mechanics, Pilot, Lifestyle, Observation.

Elective Skills: Space, Treatment, Survival.

Talents: Select one talent from any of your Mandatory Skills.

Career: Medical, Ship Crew, Technical.

Equipment: Basic first aid kit or basic tool kit.

B3 CREATIVE PRE-CAREER TRAINING

You were always artistic as a child, and that internship, or the year you spent at that art college, was a valuable way to learn how to express yourself even better.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	0	3

Mandatory Skills: Education, Lifestyle, Observation, Willpower, Persuade.

Elective Skills: Insight, Pilot, Mechanics.

Talents: Select one talent from any of your Mandatory Skills.

Career: Media.

Equipment: Media kit.

B4 MILITARY ACADEMY

Your childhood was one of rigorous discipline, learning the military way of doing things. You are likely to end up a soldier as a result, but many jobs within the corporations suit someone who is fit, driven, and accustomed to following orders.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	0
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	0	3	1

Mandatory Skills: Education, Close Combat, Observation, Acrobatics, Athletics.

Elective Skills: Ranged Weapons, Resistance, Willpower.

Talents: Select one talent from any of your Mandatory Skills or Ranged Weapons.

Career: Military.

Equipment: Pair of light military shoulder pads, one set of corporate quality dress military uniform.

B5 MANAGEMENT EXPERIENCE

Entering the workforce through one of countless management training schemes is a common way to bypass the drudgery of working your way up from the bottom.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	1	2	3

Mandatory Skills: Education, Lifestyle, Observation, Willpower, Persuade.

Elective Skills: Command, Thievery, Stealth.

Talents: Select one talent from any of your Mandatory Skills or Command.

Career: Executive.

Equipment: Good-quality smart business attire.

B6 BROTHERHOOD EDUCATED

The Brotherhood runs numerous prestigious academies, offering an education that produces disciplined, learned individuals to contribute to the well-being of society. These schools are technically free, offering only placements to those who meet their criteria for a scholarship, but are very limited in spaces. Often a student application is accompanied by a large tithe to the Brotherhood.

This result cannot be rolled or chosen by a character from the Cybertronic corporation, or in the Dark Symmetry era. If it is rolled, it becomes B1-2 Pre-Career Technical Training.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
0	2	3	1

Mandatory Skills: Education, Willpower, Persuade, Observation, Resistance.

Elective Skills: Insight, Athletics, Close Combat.

Talents: Select one talent from any of your Mandatory Skills or Insight.

Career: Choose from Primary Career Table, Column A or B.

Equipment: One set of corporate quality clothing, a small symbol of the Brotherhood.

C1-2 POST GRADUATE TECHNICAL/SCIENTIFIC

Extensive training in a particular technical field produces many of the specialists that society needs to continue functioning – doctors, engineers, and scientists. These highly-educated persons are invaluable, for it takes considerable dedication to reach such a level of training, let alone to thrive in the careers that follow this training.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	3	1	1

Mandatory Skills: Education, Lifestyle, Pilot, Mechanics, Treatment.

Elective Skills: Space, Science, Medicine.

Talents: Select one talent from any of your Mandatory Skills or Sciences or Medicine.

Career: Academic, Medical, Technical.

Equipment: Mechanics tool kit or laboratory, personal.

C3 CREATIVE EDUCATION

A few years at art school, or studying under a private teacher of whatever creative endeavours your talents best suit, have prepared you for a life of performance and creativity, where the limelight is seldom far away.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	0	3

Mandatory Skills: Education, Lifestyle, Observation, Persuade, Insight.

Elective Skills: Linguistics, Mechanics, Pilot.

Talents: Select one talent from any of your Mandatory Skills.

Career: Media.

Equipment: Media kit.

C4 OFFICER TRAINING

You have spent years of your life learning not only how to fight, but how to lead others to risk their lives in battle. Your commanding presence is considerable, and your training in how to handle life-or-death matters is as valuable in the boardroom as it is on the battlefield.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	2	0	0
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	1	2	3

Mandatory Skills: Education, Persuade, Observation, Athletics, Command.

Elective Skills: Close Combat, Ranged Weapons, Acrobatics.

Talents: Select one talent from any of your Mandatory Skills.

Career: Military, Executive.

Equipment: Pair of light military shoulder pads, one set of military dress uniform, corporation appropriate handgun.

C5 MANAGERIAL EDUCATION

Years of hard work and knowing all the right people pay off – internships with an old associate or friend of the family's firm, going to the right schools, belonging to the right exclusive societies, and having the right connections.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	1	2	3

Mandatory Skills: Education, Lifestyle, Willpower, Persuade, Command.

Elective Skills: Insight, Thievery, Observation.

Talents: Select one talent from any of your Mandatory Skills or Observation.

Career: Executive.

Equipment: One set of corporate quality business attire, one set of fashionable clothing.

C6 BROTHERHOOD APPRENTICESHIP

You were chosen at a young age by the Brotherhood, because you have a gift – you have the innate potential within you to master the Arts of the Light. You have spent your life in study and contemplation, mastering this hidden power within yourself so that you can serve the Cardinal's vision.

NOTE: This Education is the only way to become a Mystic, Inquisitor, or other Arts-wielding Brotherhood character, and is the only means by which a character can (normally) acquire the Mystic talent necessary for wielding the Arts. Characters from the Cybertronic corporation cannot roll or choose this education. If it is rolled, it becomes C1-2 Post Graduate Technical/Scientific.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	3	0

Mandatory Skills: Education, Observation, Willpower, Persuade, Mysticism.

Elective Skills: Insight, Resistance, Athletics.

Talents: Gain the Mystic talent.

Career: Academic.

Equipment: Brotherhood symbol pendant, Brotherhood robes, Book of the Law.



STEP THREE

Once you have determined your education, roll 2d20 and add the results together to see what has affected your upbringing on the Adolescent Event Table below. You may use spend one Life point to re-roll or, with GM approval, pick the result. Some of the results provide suggested character Traits, which can be triggered to gain Chronicle points (See **Chapter 7: Chronicles Points**). There are many more Traits you could have, so you can also use these as inspiration and pick your own based on the adolescent event. In addition, each event can trigger optional effects that allow you to customise your character further.

ADOLESCENT EVENT TABLE

DICE ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
2	A stranger visited your home and spoke in hushed tones with a family member. What did they talk about?	Shady Past	Your family's surname is infamous amongst corporate elite, your Social tests amongst them are one difficulty rank higher.
3	Something your family did haunts you wherever you go.	Infamous	Security guards tend to become alert when they hear your name. Difficulty to avoid attention is one higher when your identity is known.
4	There is something odd you can do, nothing much, just... weird. What is it, and why are you afraid of showing people what you can do?	Mutant	What strange little thing can you do? It should not provide any Skill benefit and will make Social tests one difficulty rank higher if people see you do it. See <i>Mutants & Heretics Handbook</i> for expanded rules.
5	A stranger came to the house and left a package for you. What is so important about it? How will you know when to open it?	Unwanted Heritage	You gain a package worth five assets that you must never lose. You do not know what is inside. Decide when you will know whether to open the package.
6	You just do not know when to say no.	Weak Willed	Social tests against you receive one bonus Momentum, but your openness to adventure has paid off. Gain one asset.

DICE ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
7	Something has been handed down through the family for generations, and your ancestors nearly did not make it off Earth because of it. What is it, why do you think it is so important, and what must you never do to it?	Dangerous Possession	You gain an artefact worth five assets that is coveted by others and unique in some fashion. Gain an enemy in a random faction who is aware of the artefact.
8	Slender Body	You feel every punch	Reduce your Serious Wounds by one and increase your Critical Wounds by one.
9	You are a prodigy. You excelled at a particular skill from a very young age. You could have been a talented musician or a maths whiz. Regardless, your talent got a lot of attention in the media and your family profited from it. However the moment passed, and now you are bitter that others have done better.	Bitter	Gain one level of Social Status or five assets. Alternatively, gain a contact in media, academia, or the entertainment industry. Social tests with members of the entertainment industry are increased by one difficulty (you are a failed media star after all).
10	Dimwitted	Slow to react	Your Mental Strength tests against mental assaults are one difficulty lower (minimum one), but you always go last (after NPCs) in Initiative unless you pay 1DSP.
11	You got involved with the wrong people and were involved in a serious crime.	Criminal Record	Spend 1d6 years in jail before starting your first career. Gain Criminal Record*.
12	Both your parents died in a mysterious accident. You were sent to an orphanage.	Orphan	Reduce Social Status by one (minimum 0). Gain 1d6 assets at age of 20 from an estate left for you.
13	Your family has corporation connections and is owed a lot of favours.	Daddy's Boy / Girl	If you get a Fired result you can ignore it, but reduce your Earnings Rating by one.
14	At 4am in the morning you were taken from your home. You heard shots and never saw your family again.	Lost Family	You have a mysterious benefactor who saved you, and you grew up with family friends. Decrease your Social Status by one, but gain a free re-roll on a career event.
15	You messed up and are arrested for a minor crime.	Criminal Record	Spend one year in jail before starting your first career. Gain Criminal Record*.
16	You had a terrible childhood accident.	Disabled	All movement related skill tests are one difficulty harder, but you have gained a strong will. All Mental Strength tests are one difficulty lower (minimum 1).
17	You have a godparent with connections.	Annoying Family	You may choose any result from Column A on the Primary Career Table or roll for free on Column B.
18	Your body is intolerant to chemical substances.	Industrial Hay Fever	All Resistance tests for artificial substances are increased by one level of difficulty. Coagulant provides no bonuses.

DICE ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
19	Criminal Family.	Connected to Criminals	You may freely choose the Criminal Primary Career. You are often a suspect in police enquiries and all Social tests with security or police services are one difficulty rank greater. Gain a favour in another criminal organisation.
20	You are charismatic – people just love you.	Big Headed	You gain one free Momentum in Social tests with new contacts, but with those in your immediate departments or community (those who know of you) are one difficulty greater.
21	You will believe anything.	Naïve	Illusions seldom cause confusion. You either believe them, or you do not. All illusions are one difficulty rank greater against you, but once in place last twice as long.
22	You do not know how, but sometimes everything just goes right for you. However, you have this feeling that one day you are going to have to pay back all that good luck.	Building up a debt	Make a Difficulty 1 Willpower test whenever you refresh Chronicle points. If you succeed, gain an extra Chronicle point this session only, and any Momentum converts to Dark Symmetry points added to the GM's pool.
23	Your actions revealed a traitor or the plans of another faction.	Enemy	Gain an enemy in a random faction. However you are promoted as a result, increasing Earnings Rating by one.
24	You developed a terrible way with words.	Tactless	Persuasion tests are one difficulty rank greater, but when successful you gain one additional Momentum.
25	You know way too much about something.	Obsessive	Gain one Momentum on Education tests to know things about your obsessive topic.
26	You are a gifted student, and come to the attention of a leading scientist.	Conflict	Gain a conflict within your own faction as others are jealous of your achievements. You have a great contact in an educational institution (favour) and may freely choose the Academic Primary Career.
27	You helped solve a serious crime. You have a contact in the police department.	Snitch	If you ever gain a Criminal Record, you may reduce your Earnings Rating by one to remove it. Social tests with this contact are one difficulty lower.
28	Seems like anything can make you angry.	Violent temper	Dark Symmetry points spent to make melee attacks give you 2d20 instead of one, but increase all Social tests by one difficulty.
29	You have an answer for everything.	Smart Ass	Dark Symmetry points spent for all Education tests give you 2d20 instead of one, but increase all Social tests by one difficulty for a scene.
30	A relative leaves you money in their will.	Annoying Family	Gain 1d6 assets at age of 20 as long as you do not get a Criminal Record before then.

DICE ROLL

ADOLESCENT EVENT

SUGGESTED CHARACTER TRAITS

OPTIONAL EFFECTS

31	You spent a lot of time with the wrong people, either due to a rebellious streak or circumstances at home; or you could simply not have had a lot of options. Your friends taught you how to survive on the street, how to steal, beg, rob, or other 'useful life lessons'. You may or may not have cut your ties with your old associates, but they surely remember you. Even if they do not, the law certainly does.	Bad Company	You are comfortable around low-lives and know how to communicate with them. Gain a free Momentum on successful Social tests with criminals, gang members or people in Social Status 0 or 1. Alternatively, gain a criminal contact.
32	Born with a spanner in your hand, you have a way with equipment.	Gearhead	You gain one free Momentum when making tests to understand or fix a piece of equipment.
33	There is something you cannot get enough off. What is it? You will take risks to satisfy your craving.	Addict	Availability tests for procuring your addiction are Difficulty 1.
34	Your body is very resistant to artificial substances.	Nothing helps the pain	All Resistance tests for artificial substances are reduced by one level of difficulty.
35	You have an anatomical sixth sense – somehow you hit people where it hurts the most.	Merciless	Extra \uparrow 1 ranged damage.
36	You stood up to the muggers as a kid, have done it many times over, and have the scars to show it.	Reckless	Extra \uparrow 1 close combat damage.
37	Your family cleared its name, and regained long lost social status or wealth that was yours by rights.	Unsympathetic to the poor	Increase Social Status and Earnings Rating by 1 level or gain two assets (do not change equipment choices made previously).
38	There is something quite cool you can do, but it got you in trouble a few times before you learned to hide it. What is it? Why did your parents tell you never to tell anyone about it? You try not to use it much as you get killer headaches afterwards.	Mutant	Pick the top talent of any skill tree. You can pay a Chronicle point to use this ability, however you take a Challenging D2 Willpower test, or suffer a mental assault, afterwards from the pain it causes. Describe how your mutant heritage allows you to do this. See the <i>Mutants & Heretics Handbook</i> for expanded rules.
39	A life in the colonies can be hard, and you had the worst of it where you came from. The punishing life or training has given you a strong body.	Unsympathetic to the weak	Take your wounds from the next best row in the wounds table.
40	You are changing, you can feel it. There has been something going on inside your body since you were a kid; you have these odd dreams, and you're afraid people will think you are corrupted or something. What one thing about you is different from other people that you have to hide?	Mutant	Pick the top talent of any skill tree. You can pay a Chronicle point to use this ability. Describe how your mutant heritage allows you to do this. See the <i>Mutants & Heretics Handbook</i> for expanded rules.

* **CRIMINAL RECORD:** Characters with a Criminal Record reduce their Social Status by one, and may only select first Primary Careers in Column A or Column B. Characters with a Criminal Record may

automatically select Criminal or Military (Basic) careers for free, and may never select a police or corporate executive career.

DECISION SIX, PRIMARY CAREER

Which career does the character pursue? At a minimum, you will go through two Primary Career phases or one Primary Career and then one Iconic Career (see **Decision Seven, Iconic Career**), without cost. You can choose to stay in and repeat a career or select a new career as a third or fourth phase. To do so, simply pay one Life point for careers in Column A and B of the Primary Career Table, or two Life points for careers in Column C or D. All Primary Careers are non-faction specific and open to everyone – though different careers could mean different things to different factions.

STEP ONE

For each Primary Career phase, roll 1d6 and consult Column A on the Primary Career Table below. You may pay one Life point to pick from Column A or B. You may pay one Life point to roll on Column C or D. You may pay two Life points to choose from Column C or D. You can choose to be Unemployed for up to two Primary Careers and regain one Life point each time. If you choose unemployment as a third or fourth Primary Career, it does not regain a Life point.

You may roll and then, if you do not like the results, you can choose one of the free career options provided by your education. This free career option is only available for your first and second Primary Career phases.



STEP TWO

Raise your Earnings Rating to match your Primary Career's rating if your current rating is less.

STEP THREE

Mark your age as sixteen. This increases by 1d6+1 years for each Primary or Iconic Career phase you go through in addition to any changes made by career events or extending your career. You may pay a Life point to choose the age increase of a Primary or Iconic Career phase before or after the roll.

STEP FOUR

Roll on the Career Events Table (see page 35) for each 1d6+1 roll of years spent in that career phase.

STEP FIVE

OPTIONAL RULE: Players can arrange their life history after their build, choosing which career, and events came first, second, and so on.

EXTENDING CAREERS

With GM approval, you may voluntarily spend 1d6+1 more years in any career, rolling again for a career event for each extension. You do not receive any other benefits for extending the career. This does not count as an additional career, nor does it limit the number of careers you may have; it is simply a way to represent older, more experienced characters who have seen more of what life has to throw at them.

PRIMARY CAREERS

The bonuses for each career decision are as follows:

PRIMARY CAREER TABLE

ROLL	CAREER COLUMN A	CAREER COLUMN B	CAREER COLUMN C	CAREER COLUMN D
1	Unemployed	Military (basic)	Medical (first responder)	Corporate Executive
2	Corporate worker	Military (basic)	Medical (first responder)	Corporate Executive
3	Technical (repairman)	Military (basic)	Academic (researcher)	Ship Crew
4	Farmer/Frontiersman	Police (beat cop)	Academic (researcher)	Ship Crew
5	Pick result from Column A	Police (beat cop)	Media (reporter)	Intelligence (operative)
6	Roll on Column B	Criminal	Media (reporter)	Intelligence (operative)

ATTRIBUTE IMPROVEMENTS: Add these to your Attributes, if this is your first career only. Remember that on the second or subsequent Primary Career phase you do NOT gain the Attribute bonuses.

MANDATORY SKILLS: You receive one rank of training in all of these skills. If this would be the first rank you have gained in that skill, gain Expertise 1. If you already have Expertise 1 in a given skill, you may use this rank to gain either Expertise ranks or Focus ranks.

ELECTIVE SKILLS: Pick two of these skills; you gain one rank of training in each of them.

SIGNATURE SKILL: Pick a single skill from this list, that you already have at least Expertise 1 in; this becomes a Signature Skill for you, and you gain one further rank of training in it. You may not select a skill that is already a Signature Skill for you. A character may only have three Signature Skills – one from faction, and two from careers – so this benefit is not granted to a character taking their third or fourth career.

TALENTS: Select one of the eligible skills (normally the Mandatory Skills provided by that career effect, but some provide additional options) and select one talent from the associated tree, for which you fulfil the prerequisites.

EARNINGS RATING: This is the minimum Earnings Rating for this career. If your current Earnings Rating is less, increase it to this level. If your current Earnings Rating is equal to or higher, no change.

EQUIPMENT: You may take these items of equipment or assets.

Mick decides to take the free career choice from his education, and enters the Military Primary Career. This gives him another set of Attribute bonuses, so his Attributes now look like this:

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	10	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	5	10	5

He gains training in the Athletics, Close Combat, and Ranged Weapons skills as his Mandatory Skills, and selects Acrobatics and Mechanics as his Elective Skills. He also chooses Ranged Weapons to be his Signature Skill, gaining an additional rank of training in it. This means he has the following skills ranks in total: Acrobatics Expertise 2, Acrobatics Focus 1, Athletics Expertise 1, Athletics Focus 1, Close Combat Expertise 2, Education Expertise 1, Mechanics Expertise 1, Observation Expertise 1, Pilot Expertise 1, Pilot Focus 1, Ranged Weapons Expertise 3, Ranged Weapons Focus 1, and Willpower Expertise 1.

Next he picks a talent, choosing No Mercy from the start of the Close Combat talent tree. He gains a ballistic nylon military uniform, a corporate standard assault rifle, and a pair of medium military shoulder pads. As he is Imperial, he chooses the Mk. Xlb 'Invader' as his assault rifle. He checks the career's Earnings Rating (which is 1) and compares it to his Earnings Rating from his Social Status. As his existing Earnings Rating was already 2, it does not change here.

Then, he rolls to see how long he spent in his first career, and gets a total of five years. He is now twenty one years old. After completing his first career phase, Mick rolls on the Career Events Table, getting a total of 8 – a rival within Imperial with whom he has a conflict.

A1 UNEMPLOYED

The last career was a dead end, or you just could not get on the ladder. Whatever the reason you are walking the streets, looking for a job.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	2	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	1	0

Mandatory Skills: Survival and any one other skill.

Elective Skills: Select one skill of player's choice.

Signature Skill: Survival.

Talents: Select one talent from any skill you possess.

Earnings Rating: 0

Equipment: None.

A2 CORPORATE WORKER

You are a small cog in a vast wheel, helping keep the goods moving, or the paperwork flowing. You dream of better things, but you have seen people better than you chewed up and spat out.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	2	2

Mandatory Skills: Lifestyle, Observation, Stealth.

Elective Skills: Persuade, Willpower, Education.

Signature Skill: Lifestyle, Observation, Persuade, Education.

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 1

Equipment: One corporate quality suit or a basic urban survival kit.

A3 TECHNICAL (REPAIRMAN)

You have got a fistful of parts and a head full of plans. In a world of machines, you are on the front line.

ATTRIBUTE IMPROVEMENTS

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	2	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	0	1

Mandatory Skills: Mechanics, Pilot, Thievery.

Elective Skills: Observation, Resistance, Willpower.

Signature Skill: Mechanics, Pilot, Thievery, Resistance.

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 1

Equipment: Basic tool kit, B&E kit (player's choice).

A4 FARMER/FRONTIERSMAN

Those city folks forget where the food that ends up on their table comes from. Out here, it is tough making sure the shipments get through, what with enemies probing the borders and those... things.

ATTRIBUTE IMPROVEMENTS

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	2	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	1	2	0

Mandatory Skills: Survival, Animal Handling, Resistance.

Elective Skills: Willpower, Athletics, Thievery.

Signature Skill: Survival, Animal Handling, Resistance, Athletics.

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 1

Equipment: Colonists' regional survival kit

B1-3 MILITARY (BASIC)

It is a good life, ensuring accommodation and three square meals a day. It toughens you up, and puts a solid gun in your hands. It is not an easy life – there is always some new and dangerous challenge to face, or some new war to fight. Maybe you will get lucky and join one of the elite outfits.

ATTRIBUTE IMPROVEMENTS

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	2	0

Mandatory Skills: Athletics, Close Combat, Ranged Weapons.

Elective Skills: Survival, Acrobatics, Mechanic.

Signature Skill: Athletics, Close Combat, Ranged Weapons, Survival.

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 1

Equipment: Ballistic nylon military uniform, corporate standard assault rifle, pair of medium military shoulder pads.



Military (Basic).

B4-5 POLICE (BEAT COP)

You are on the front line, down on the streets. If it was not for you, the cities would be anarchy. You sort out people's problems, and deal with the people who are everyone's problem.

ATTRIBUTE IMPROVEMENTS

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	2	1

Mandatory Skills: Athletics, Observation, Persuade.

Elective Skills: Ranged Weapons, Close Combat, Treatment.

Signature Skill: Athletics, Observation, Persuade, Ranged Weapons.

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 2

Equipment: Uniform, heavy civilian shoulder pads, faction appropriate handgun.

B6 CRIMINAL

Maybe it was just a little crime, or maybe you are in deep. You are breaking the rules, maybe the law, but you need to, right? It could be for your family, maybe you just want to get rich, or maybe you are being blackmailed.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	2	0	1

Mandatory Skills: Thievery, Observation, Stealth.

Elective Skills: Ranged Weapons, Close Combat, Mechanics.

Signature Skills: Thievery, Observation, Stealth, Ranged Weapons.

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 2

Equipment: B&E kit (player's choice) or disguise kit.

C1-2 MEDICAL (FIRST RESPONDER)

Stay out of trouble, your mother said. If she could see you now – dodging bullets on the street, dealing with drugged up gangers, or mad old freaks, just to patch them up so they can go out and do it again.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
0	2	3	1

Mandatory Skills: Treatment, Athletics, Medicine.

Elective Skills: Psychotherapy, Animal Handling, Survival.

Signature Skill: Treatment, Medicine, Psychotherapy, Survival.

Talents: Select one talent from Mandatory Skills or Psychotherapy.

Earnings Rating: 3

Equipment: Hospital class medkit and ballistic nylon medical uniform.

C3-4 ACADEMIC (RESEARCHER)

You are head deep in the old records, working on theories or overseeing a breakthrough. The laboratory, library, or college is your home from home.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	2	1

Mandatory Skills: Education, Persuade, Sciences.

Elective Skills: Linguistics, Education, Treatment.

Signature Skill: Education, Science, Linguistics, Persuade.

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 3

Equipment: Laboratory, personal or library, personal.

C5-6 MEDIA (REPORTER)

It is all about the story... just get the story. They just never tell you the crazy stuff you have to do to get that story.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	2	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
0	2	1	2

Mandatory Skills: Education, Persuade, Insight.

Elective Skills: Linguistics, Willpower, Stealth.

Signature Skill: Education, Persuade, Insight, Stealth.

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 3

Equipment: Media kit or surveillance kit.



Media (reporter).

D1-2 CORPORATE (EXECUTIVE MANAGEMENT)

You are climbing the food chain and have so many opportunities. You are moving in the right circles, and this is just the beginning. A desk with a view, a phone book full of contacts, and an office ready to do your bidding.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	3

Mandatory Skills: Persuade, Lifestyle, Command.

Elective Skills: Education, Lifestyle, Willpower.

Signature Skill: Persuade, Lifestyle, Command, Education.

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 4

Equipment: Fashionable quality corporate suit.



Corporate Executive Management

D3-4 SHIP CREW

Out in the cold hard depths of space a quick mind and steady nerves are vital. You know how to fix anything your life relies on, and you are never far from a vacuum suit. These old ships have been going for centuries, but look after them and they will see you through one more journey.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	2	0

Mandatory Skills: Survival, Mechanics, Vacuum.

Elective Skills: Gunnery, Sciences, Pilot.

Signature Skill: Survival, Mechanics, Vacuum, Pilot.

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 3

Equipment: Vacuum suit (3 Oxygen Loads), mechanics tool kit, five assets towards the cost of a spaceship.

D5-6 INTELLIGENCE OPERATIVE

With so many factions vying for secrets, there is plenty of work for those who know how to find them. Maybe you are in-house with one of the corporations, or a freelancer working for the highest bidder. Just watch your back.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	2	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	1

Mandatory Skills: Observation, Stealth, Insight.

Elective Skills: Mysticism, Linguistics, Thievery.

Signature Skill: Observation, Stealth, Insight, Thievery.

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 3

Equipment: Fake ID (choose or roll for a faction and primary career), light handgun, bullet-proof vest, disguise kit.

CAREER EVENTS

After every Primary or Iconic Career phase, you must roll 2d20 to determine if there were any notable events. You may use a Life point to re-roll or, with GM approval, pick a result. If you extend your career you must roll again on the Career Events Table for each extension. If you roll the same event as a previous career event, simply roll again.



CAREER EVENT TABLE

ROLL	CAREER EVENT	GAME EFFECT
2	Disabling disease.	You contract a wasting disease. The treatment will cost fifty assets and until then you count as having wounds equal to one level lower on the Wounds Table (page 51).
3	The Brotherhood (or authorities) and the Dark Legion are both hunting you. What do you know, or what have you got that they want?	Gain an enemy in a Heretic cult and the Brotherhood (or the authorities).
4	You are on the run. Who is after you, and why?	Gain an enemy in a Heretic cult, or the Brotherhood, or a Corporate Authority.
5	Powerful enemy. Somehow you managed to get yourself a deadly enemy who also is quite powerful. They might be a district authority, well connected ex-lover, or a jealous colleague.	Who are they and what is their connection to you? Why are they an enemy? Until you resolve this, treat this as a conflict and trait.
6	An old debt has caught up with you. Who is it to, and what will happen if you do not pay?	Gain a conflict with an organisation. You have a twenty asset debt that must be paid off with that organisation. Once it is paid the conflict is removed. This debt does not prevent characters from using earnings to make purchases.
7	Involved in a serious crime. Guilty or not, you are sentenced to hard labour and lose your job.	Add 1d6 years to age. You are Fired (see page 37). You may not continue in this Primary Career. Gain a Criminal Record (see page 29)
8	Rival within a corporation.	You have a rival within your faction with which you have a conflict.
9	Wealthy ex-lover. It did not end well, and it is your fault. They will stop at nothing to make your life a misery.	Randomly select one faction using the Heritage Table with which you have an enemy. It will be a very challenging task to make things up to them, but it could be a side plot for your character.
10	You were called in for questioning by the authorities. What did they want to know? They let you go, but on what condition?	Gain a debt to a random faction or the Brotherhood.
11	Criminal Record. Your name is mentioned in connection with a criminal act, recorded with police and security databases, and you lose your job.	You are Fired (see page 37). You may not continue in this Primary Career. Gain a Criminal Record (see page 29).
12	Shooting accident	Roll a random body location. You have a gunshot wound that has not healed well in this location (Old War Wound trait).
13	Someone has been keeping an eye on you. They always seems to be there when you look around. What do you think they are interested in? Who are they?	Gain a trait: Under Surveillance.
14	You were involved in a Heretic (or criminal) plot and suffered at the hands of the Inquisition (or authorities) for your crime. What did they do to you, and what one thing will you remember for the rest of your life?	Gain a trait : Nightmares.
15	They are on to you! Who are they and what have you done?	Gain a trait: Paranoia.
16	Someone you know is a Heretic (or criminal), but you cannot turn him or her in. What hold do they have over you?	Gain a trait: Blackmailed.
17	Whatever you did, and it was bad, you've paid for it now – but they will not give up.	Gain a trait: I am your Nemesis.
18	You were one of the only survivors when a ship you were travelling on broke down or crashed, and rescue was a long time coming.	Add one year to your career and gain a trait: Space Sickness.

ROLL	CAREER EVENT	GAME EFFECT
19	You volunteered to take part in a secret medical experiment that succeeded. Well, almost.	Gain trait: Curse of the Mayfly. You may roll an aging test to regain a Chronicle point once per session.
20	What on earth did you do? You got fired!	You are Fired. You may not continue in this Primary Career (see page 37).
21	Your lover is very wealthy and generous.	Increase Earnings Rating by one (to a maximum of five) whilst they are still in love with you, but they are very demanding or vulnerable (Vulnerable Lover trait).
22	You foiled a Heretic (or criminal) plot on your own, or with some friends. Why didn't you call in the Brotherhood (or Authorities)?	Gain an enemy in a Heretic cult. Gain five assets in 'liberated equipment'.
23	Survived a serious disaster.	Something horrendous went wrong, but you got out with your skin intact. You gain one favour from a useful contact, one enemy made during the disaster and one asset as compensation for undergoing the trauma. You also have a tendency for nasty, sleep depriving nightmares (Nightmares trait).
24	You were remembered in the will of a relative.	Gain two assets at the age of twenty. If you gain a Criminal Record before then, you do not receive it.
25	You helped solve a serious crime.	Gain a favour with a senior figure in law enforcement in your faction.
26	You scored the big one! You earned a big promotion.	Increase Earnings Rating by one (does not affect Social Status). If your earnings are at five, gain a favour from a powerful executive instead.
27	Contact within a corporation.	Randomly select one corporation using the Heritage Table. You have a contact who owes you a favour.
28	You were friends with a Heretic (or rebel). The Inquisition (or authorities) requested your help in arresting them. What didn't you tell them?	Gain a favour from someone in a Heretic or rebel group.
29	You were implicated in a Heretic (or criminal) plot. Why were you involved? Why did the Brotherhood (or authorities) let you go?	Gain a contact in the Brotherhood, or a random faction. The contact owes you a favour.
30	You helped discover a Heretic temple (or criminal hideout) and you were rewarded by the authorities or Brotherhood.	Gain five assets for your trouble, and the trait: Snitch.
31	You stumbled on a mysteriously empty Heretic (or criminal) hideout. You found something there before you got out. What was it?	Gain an item worth five assets. This item is distinctive and is missed by its owner. Gain an enemy in a Heretic cult or criminal gang.
32	You came across a body after a fight. They had something strange on them. You could not resist, and took it. What is it?	Gain an item worth ten assets with a Reliability of 1.
33	Your lucky day! Something paid off – a lottery ticket, a risky business venture, or a hard won contract. You get a big pay-out.	Gain five assets.
34	You saved someone from a terrible accident.	Gain an ally (favour) in a random faction, or ignore one subsequent event roll result.
35	You volunteered to take part in a secret medical experiment that succeeded. Well, almost.	Gain the first talent in the talent tree of your choice and describe how you can do this as a result of the experiment. However, sometimes you lose the plot or wake up in strange places. (Experimental Subject trait). The talent can be purchased again normally, allowing double the benefit.
36	Media Star. You have had a couple of successful releases – whether film or music.	You gain one free Momentum on successful Social tests, but all Stealth tests are one difficulty greater where being recognised would cause you a problem.

ROLL	CAREER EVENT	GAME EFFECT
37	Disabled in a terrible accident.	All movement related skill tests are one difficulty harder, but you have gained a strong will. All Mental Strength tests are one difficulty lower (minimum of 1). Treatment to fix you is fifty assets, or you could join Cybertronic and they will fix you for free, of course.
38	Whether it is in the boardroom, doing a deal on the streets, or talking down an armed robber, you are gifted at negotiating.	All Social tests involving negotiating are one difficulty less (minimum 0).
39	You are harbouring an AI system, perhaps in a childhood toy. The AI is strongly degraded. You grew up with it and cannot bear to part with it.	Gain an item worth five assets that houses the AI. The AI provides one Momentum to Education tests so long as the characters can freely converse with it.
40	Major career success.	You have been incredibly successful in this career path. Increase your Earnings Rating by one, with an equivalent increase in Social Status. If already of Elite status, instead gain a favour from your faction's top leadership.

FIRED

If you are fired, you may retain all the benefits of this career but may not repeat or extend this Primary or Iconic Career unless you spend two Life points (in addition to any other costs) and lose one Earnings Rating. If this is not your fourth Primary Career, you may enter another career next.

If you get this result, consider what might have caused it in the context of your character. If in a rich Mishima family, you may have suffered some major dishonour, for example. A movie star might have a failed release, a Brotherhood character might have been implicated in a Heretic plot – perhaps making his goal to prove his innocence.

DECISION SEVEN, ICONIC CAREERS

You can select an Iconic Career, one of the major professions that stand out in *Mutant Chronicles*, which are representative of some of the great institutions across the solar system.

STEP ONE

You must select one Primary Career before attempting to enter an Iconic Career. You may only have one Iconic Career, and you may have no more than four careers in total.

STEP TWO

Each Iconic Career has prerequisites that must be met in order to enter that career. This is normally the character's faction, but may also include Expertise ranks in particular skills, a particular previous career or education, a particular social status, or even a specific talent.

The difficulty of entering the career is the skill test required using one of the Mandatory Skills of your character's choice. You should include any Skill Bonuses gained so far in your skill test (assigning them to Expertise and Focus now). You may spend unused Life points to reduce the difficulty by one for each Life point used in this way. You must choose to spend Life points before rolling the test.

If you fail the skill test, you may repeat your previous Primary Career as long as this would not take you beyond your fourth career phase.

STEP THREE

If the skill test is passed, now record any bonus talents, skills, equipment, powers or other benefits. If the test is failed, you enter a Primary Career instead – either your previous one, or a newly-rolled/ chosen one.

PREREQUISITES: The entry requirements for a particular career.

DIFFICULTY: This is the difficulty of the skill test used to enter the career.

MANDATORY SKILLS: You gain two ranks of training in all of these skills. If this would be the first rank you have gained in that skill, gain Expertise 1. If you already have Expertise 1 in a given skill, you may use this rank to gain either Expertise ranks or Focus ranks.

ELECTIVE SKILLS: Pick two of these skills; you gain two ranks of training in each of them.

SIGNATURE SKILL: Pick a single skill from this list that you already have at least Expertise 1 in. This becomes a Signature Skill for you, and you gain two further ranks of training in it. You may not select a skill that is already a Signature Skill for you.

TALENTS: For each talent an Iconic Career provides, select one of the eligible skills, and pick a single talent from the associated talent tree for which you fulfil the prerequisites. If an Iconic Career provides multiple talents, you may pick talents from the same skill multiple times.

EARNINGS RATING: This is the minimum Earnings Rating for characters in this career. If the character's Earnings Rating is lower than this value, it is increased to this value. If the character's Earnings Rating is already equal to or higher than that provided by the career, there is no change.

EQUIPMENT: You may take the equipment and assets listed.

SPECIAL: Describes any other notes or considerations about the Iconic Career.

For Mick's second career phase, he decides to dive straight into an Iconic Career, choosing the Blood Berets! He already meets the prerequisites – he is Imperial, and has a Military Education or a Military career (he has both), and Close Combat or Ranged Weapons Expertise 1 (again, he has both). The 'entrance exam' is a Challenging D2 test using one of the Blood Beret Mandatory Skills. Mick chooses Ranged Weapons and spends a Life point to reduce the difficulty to an Average D1 test. He needs to roll one 12 or less (9 for his Co-ordination plus 3 for Ranged Weapons Expertise 3) on 2d20. Rolling a 3 and a 13, he generates one success – he is now a Blood Beret.

Mick gets two ranks each in Ranged Weapons, Stealth, and Athletics (the career's Mandatory Skills), as well two ranks each in Close Combat and Mechanics (the career's Elective Skills). He picks Close Combat as his third and final Signature Skill, gaining an additional two ranks of training there. This brings his skills up to: Acrobatics Expertise 2, Acrobatics Focus 1, Athletics Expertise 2, Athletics Focus 2, Close Combat Expertise 2, Close Combat Focus 4, Education Expertise 1, Mechanics Expertise 3, Observation Expertise 1, Pilot Expertise 1, Pilot Focus 1, Ranged Weapons Expertise 3, Ranged Weapons Focus 3, Stealth Expertise 2, and Willpower Expertise 1.

Next, he chooses two talents, selecting the Ranged Weapons talents Gun in Hand and Through and Through. He also gains an assortment of gear: a Plasma Carbine, a Mk XIV 'Aggressor' pistol, a dagger, and a sturdy set of Mk III Combat Armour. The Blood Beret career's Earnings Rating is 3, so he increases his own Earnings Rating to 3.

He rolls to see how long he has been a Blood Beret, and gets a total of three years – he is now twenty four years of age. Mick rolls for his second Career Event and gets a 12: he has got an old injury, a gunshot wound that has healed poorly. This gives him the Old War Wound trait, which may play up at inopportune moments, giving him a Chronicle point for his troubles.

HERETIC



Prerequisites: GM's Permission.

Difficulty: 1-3

Mandatory Skills: Willpower, Stealth, Persuasion.

Elective Skills: Mysticism, Close Combat, Resistance.

Signature Skill: Willpower, Stealth, Persuasion, Close Combat.

Talents: Instead of talents, gain a number of Dark Gifts equal to the difficulty of the Iconic Career.

Equipment: SMG, corporate clothing for two additional corporations.

Earnings Rating: 1

Special: You must secure the GM's express permission to play a Heretic character. When attempting to enter the Heretic career, attempt the test (or spend Life points) before determining the difficulty. If you score one success, you enter the career and gain one Dark Gift. If you score two successes, you enter the career and gain two Dark Gifts. If you score three or more successes, you enter the career and gain three Dark Gifts. Note that Heretic characters are actively hunted by law enforcement and the Brotherhood, and will have extremely difficult lives. Once you have entered the career, choose a single one of the Dark Apostles; this Apostle is your patron, and will determine the Dark Gifts and Bleed effects available to you.



INQUISITOR



Inquisitors are at the forefront of the war against Darkness. Most warriors within the Brotherhood aspire to join the ranks of the Inquisition. The stereotype of the stoic, driven Inquisitor is a popular one in Capitolian action movies, though most know that this depiction is as much propaganda as anything else. The mere mention of an Inquisitor strikes fear into the hearts of all but the most faithful, for there are few whose thoughts are entirely pure, and the Inquisition has ways of exposing secrets. Inquisitors Majoris are the most powerful of their organisation, and few can withstand their prowess, whether on the battlefield or in the interrogation room. All Inquisitors are highly skilled in a single Aspect of the Art.

Prerequisites: Brotherhood only, Mystic talent.

Difficulty: 2

Mandatory Skills: Mysticism, Observation, Insight.

Elective Skills: Ranged Weapons, Close Combat, Persuade.

Signature Skill: Mysticism, Insight, Ranged Weapons.

Talents: One Mysticism talent, one from Observation, Insight, Ranged Weapons, or Close Combat.

Equipment: Power controller, P-60 Punisher Pistol and Punisher Sword, Inquisitorial battledress.

Earnings Rating: See Corebook page 249, Brotherhood Economics.

Special: Mysticism talents include Arts talents. An Inquisitor must pick a single Aspect of the Arts, and may only take talents and abilities from that Aspect's talent tree.



MYSTIC



At the heart of the Brotherhood are the Mystics. Found both within their own Directorate, and in support of the other three, a Brotherhood Mystic is a powerful ally and a terrifying foe. They are the most accomplished and capable spell casters amongst all of humanity. Advancement through the ranks is arduous, requiring nothing less than absolute devotion and determination, both to achieve greater levels of mastery of the Arts, and to fortify themselves against the Darkness. The greatest amongst them, the Keepers of the Art, are some of the most powerful people in the system, and their attentions are devoted wholly to matters concerning the war against darkness and the survival of humanity.

Prerequisites: Brotherhood, Mystic talent.

Difficulty: 2

Mandatory Skills: Mysticism, Education, Observation.

Elective Skills: Treatment, Sciences, Insight.

Signature Skill: Mysticism, Education, Observation.

Talents: 2 Mysticism talents.

Equipment: Power controller, armoured robes, combat helmet.

Earnings Rating: See Corebook page 249, Brotherhood Economics.

Special: Mysticism talents includes Arts talents. A Mystic may select talents from any or all of the Aspects of the Arts, and is not limited to one as some other Brotherhood careers are.



MORTIFICATOR



Where the Inquisition and the Brotherhood's armies are its mailed fist, the Mortifactors are its concealed blade. These experts in covert operations are called in for assassinations and lightning raids, and are widely believed to be a myth, for there are few who have seen one and lived to tell of it. Each Mortifactor is skilled in the use of an Aspect of the Art, giving him a considerable advantage over warriors not similarly skilled, and allowing him to reach and eliminate targets that he would not otherwise be able to overcome.

Prerequisites: Brotherhood, Mystic, Stealth Expertise 1.

Difficulty: 2

Mandatory Skills: Mysticism, Stealth, Close Combat.

Elective Skills: Thievery, Ranged Weapons, Survival.

Signature Skill: Mysticism, Stealth, Close Combat.

Talents: Two talents from Mysticism, Stealth, Close Combat or Ranged Weapons.

Equipment: Quietus Armour, Mortis Sword, Piranha Pistol.

Earnings Rating: See Corebook page 249, Brotherhood Economics.

Special: Mysticism talents include Arts talents. A Mortifactor must pick a single Aspect of the Arts, and may only take talents and abilities from that Aspect's talent tree.



CONQUISTADOR



Heroic explorers, spies, traders, and warriors; the Imperial Conquistadors are a class unto themselves. Issued with a Letter of Marque by the Serenity, they are free to use whatever means they require to advance Imperial's ambitions as long as they can justify their actions to the Houses of Parliament. Many are recruited from one of the divisions of Imperial Security Command.

The typical Conquistador is confident, brash, and larger-than-life. Their equipment and vehicles are all of the highest quality and well maintained, partly to live up to their reputations as the best-of-the-best, but also due to the more pragmatic knowledge that they often operate far from help and need reliability. When 'in civilisation' they favour exquisite suits, but when they are in deep space they are just as comfortable in armoured spacesuits.

Prerequisites: Imperial, Survival Expertise 1, Space Expertise 1.

Difficulty: 2

Mandatory Skills: Survival, Space, Resistance.

Elective Skills: Observation, Close Combat, Athletics.

Signature Skill: Survival, Space, Resistance, Observation.

Talents: Two talents from Survival, Space, Observation, or Close Combat.

Equipment: P-60 Punisher Handgun and Punisher Short Sword, fashionable suit, heavy civilian shoulder pads.

Earnings Rating: 4



MURDERS & ACQUISITIONS AGENT



ISC-5 Murders & Acquisitions Department (MAD) agents are a perfectly terrifying blend of ruthless killers and cold-hearted accountants. For a MAD agent, the world and everything in it neatly falls into profit and loss tables, and his job is to secure the profits and eliminate the losses. Their primary role is to find potential new assets for Imperial and acquire them in any way possible. That often requires some dirty work, and MAD agents are chosen for their 'moral flexibility'. They are not averse to using their fearsome reputation when it will give them an edge.

A typical agent wears a spotless dark blue pinstripe suit and bowler hat, and carries a sword cane or umbrella and briefcase. The contents of the briefcase always includes a badge, large calibre pistol (usually a Mk. XIV Aggressor), an adding machine, and the infamous black notebooks where the fate of entire corporations are decided.

Prerequisites: Imperial, Stealth Expertise 1, Persuade Expertise 1.

Difficulty: 2

Mandatory Skills: Stealth, Persuade, Willpower.

Elective Skills: Close Combat, Survival, Insight.

Signature Skill: Stealth, Persuade, Willpower, Insight.

Talents: Two talents from Stealth, Persuade, Willpower, or Close Combat.

Equipment: Fashionable suit, Mk. XIV Aggressor pistol, sword cane, black notebook, hand crank calculator.

Earnings Rating: 3



BLOOD BERET



Arguably one of the most recognisable units battling the Dark Legion, the Blood Berets are a frequent feature of recruitment campaigns by the Imperial Defence Forces. Recruited primarily from units of the Defence Forces serving on Venus, there are a large percentage of Blood Berets from the non-Anglo Clans, giving the whole unit a truly multi-cultural feel. All Blood Berets receive additional training from the Brotherhood to prepare them for fighting the Dark Legion.

Always wearing their iconic berets when in the field, the Blood Beret's Mk. III armour is painted in green and brown Venusian Jungle Camouflage, and they are never without their trusty Mk. 43 Intruder assault rifle and Lyon & Atkinson Mk. 24 Aggressor sidearm.

Prerequisites: Imperial, military education or primary career, Close Combat or Ranged Weapons Expertise 1.

Difficulty: 2

Mandatory Skills: Ranged Weapons, Stealth, Athletics.

Elective Skills: Close Combat, Mechanics, Command.

Signature Skill: Ranged Weapons, Close Combat, Stealth, Athletics.

Talents: Two talents from Close Combat, Stealth, Athletics, or Ranged Weapons.

Equipment: Mk. XLIII plasma carbine, Mk. XIV Aggressor pistol, Mk. III combat armour, dagger.

Earnings Rating: 3



CORPORATE SAMURAI



The warrior-managers of Mishima's samurai caste can be broadly split into two types: those who are soldiers through and through, and those who focus on the corporation's business affairs.

The former type are usually from lower ranking samurai families. They exist to fight for their lords and obey orders, carrying them out to the best of their ability. When not on active duty, these warriors train hard and play hard. Higher-ranking samurai must also be ready at a moment's notice to take arms when they are commanded to do so. However, they spend far more time on their business affairs: overseeing production quotas, attending meetings, and so forth.

Prerequisites: Upper or Elite Status, Mishima.

Difficulty: 2

Mandatory Skills: Close Combat, Persuade, Lifestyle.

Elective Skills: Ranged Weapons, Command, Education.

Signature Skill: Close Combat, Unarmed Combat, Acrobatics, Ranged Weapons.

Talents: One talent from Close Combat, Persuade, or Lifestyle.

Equipment: Sode class light battlesuit, daisho (katana and wakizashi), shogun assault rifle, faction business suit.

Earnings Rating: 4



TRIAD ENFORCER



The pledged associates of the Triad crime outfits encounter all levels of Mishima society through their vice, smuggling, and extortion rackets. At the rank of enforcer, an associate is allowed a degree of autonomy from his master, having attained a high degree of trust, familiarity with the codes of his Triad, and an easy way with threatened violence.

Prerequisites: Mishima.

Difficulty: 1

Mandatory Skills: Close Combat, Persuade, Thievery.

Elective Skills: Acrobatics, Stealth, Ranged Weapons.

Signature Skill: Close Combat, Persuade, Thievery, Acrobatics.

Talents: One talent from Close Combat, Persuade, Thievery, or Stealth.

Equipment: Windrider SMG, bulletproof vest, selection of loud clothing.

Earnings Rating: 3



SHADOW WALKER



Industrial spies, corporate extraction specialists, and sometimes killers. Their name comes from the dreaded Shadow Walker Cult – a heretical order of assassins suppressed many years ago, or so Mishima management would have its employees believe. The more mundane shadow walkers are dangerous enough in their own right. Extensively trained in stealth, espionage, and combat, shadow walkers are the ultimate deniable assets, hired by corporate lords desperate enough to cross the boundaries of honour.

Prerequisites: Mishima.

Difficulty: 2

Mandatory Skills: Close Combat, Stealth, Thievery.

Elective Skills: Unarmed Combat, Acrobatics, Willpower.

Signature Skill: Close Combat, Stealth, Thievery, Acrobatics.

Talents: Two talents from Close Combat, Stealth, Thievery, or Acrobatics.

Equipment: Katana, Ronin handgun, ballistic nylon clothing, heavy civilian shoulder pads, rebreather, three gas grenades, camouflage clothing.

Earnings Rating: 3



TECHNOLOGICAL ARCHAEOLOGIST



Archaeologists of pre-Fall technology know where to find it, how to get it, and how not to get killed while doing so. Part adventurer and part academic, their travels take them from the steaming jungles of Venus to the vast deserts of Mars. They contend with ancient security machines, rival corporations, and, sometimes, the Brotherhood, to claim their prizes. That is fine by them; danger is part of the thrill. There is little they would not do to find ancient technology.

Prerequisites: Cybertronic, Education Expertise 2.

Difficulty: 1

Mandatory Skills: Sciences, Mechanics, Observation.

Elective Skills: Survival, Stealth, Insight.

Signature Skill: Sciences, Mechanics, Observation, Insight.

Talents: One talent from Sciences, Mechanics, Observation, or Survival.

Equipment: SA-SG7200I shotgun, EYE-Tronic, SARaH system.

Earnings Rating: 3



SECURITY, WARFARE, AND INTELLIGENCE CYBER-INFILTRATOR



These are a mix of cyber-spy, agent, and assassin, augmented with cutting edge enhancements to perform espionage and wet work for Cybertronic. Quick as a snake, and just as lethal, there is little information they cannot obtain or rival corporate execs they cannot reach. While their existence is whispered about, those whispers strike fear in to corporate employees the system over. No one wants one on their tail.

Prerequisites: Cybertronic.

Difficulty: 2

Mandatory Skills: Stealth, Education, Linguistics.

Elective Skills: Close Combat, Ranged Weapons, Persuade.

Signature Skill: Stealth, Education, Close Combat, Ranged Weapons.

Talents: Two talents from Stealth, Education, or Linguistics.

Equipment: P1000 handgun, subdermal armour, cell link, EYE-Tronic.

Earnings Rating: 4



CYBERSCIENTIST



The best and brightest Cybertronic has to offer; their brains have been enhanced to calculate at inhuman speeds and their minds are finely tuned to the world of machines. Technical expertise is the cyberscientist's specialty. While they can repair, jury-rig, or design current technology, their real talent lies in creating the new, stunning leaps in human imagination Cybertronic is known for. Their imagination is the only limitation, and their imagination is vast and cyber enhanced.

Prerequisites: Cybertronic, Sciences Expertise 2.

Difficulty: 1

Mandatory Skills: Education, Mechanics, Treatment.

Elective Skills: Medicine, Mysticism, Sciences.

Signature Skill: Education, Mechanics, Treatment, Sciences.

Talents: One talent from Mechanics, Treatment, Medicine, or Sciences.

Equipment: Automated, DIANA system, CX multi-tool.

Earnings Rating: 3



BONE HUSSAR



With their signature bone swords in hand, a heart full of courage, and, as often as not, a belly full of vodka, the Bone Hussars seek out ever more fearsome foes to take on in hand-to-hand combat. There can be no greater glory for one of these fanatical warriors than to die in combat, facing off against insurmountable odds without a flicker of fear. Having heard of the terrors that stalk the colonies, a few Bone Hussars have been given permission by the Tsarina to hunt them down wherever they may be. These adventurous monster hunters voyage into space to take on new, even greater challenges than those they have faced on Earth.

Prerequisites: Whitestar, Close Combat Expertise 1.

Difficulty: 3

Mandatory Skills: Close Combat, Willpower, Acrobatics.

Elective Skills: Close Combat, Acrobatics, Resistance.

Signature Skill: Close Combat, Willpower, Acrobatics.

Talents: Three talents from Acrobatics, Close Combat, Willpower.

Equipment: Pair of Bone Swords, heavy military shoulder pads.

Earnings Rating: 3



RESECTOR



The Resectors are explorers who scavenge for useful items in the wreckage of the old world. Adept at navigating the wilderness and urban ruins, Resectors always have an eye out for the main chance. After all, the next score could be the one that will set them up for life.

Resectors can often be found braving the drifting wrecks and abandoned orbitals that were claimed by the Dark Symmetry. Moreover, although their flighty nature makes them somewhat unreliable, they are often chosen by the Tsarina for off-world missions, offering a different perspective on things from her military officers.

Prerequisites: Whitestar, Observation Expertise 1,

Thievery Expertise 1.

Difficulty: 2

Mandatory Skills: Stealth, Thievery, Mechanics.

Elective Skills: Pilot, Animal Handling, Resistance.

Signature Skill: Stealth, Thievery, Mechanics, Resistance.

Talents: Two talents from Thievery, Mechanics, Animal Handling, Resistance.

Equipment: Iron Hand autopistol, explorer's pick (melee weapon), survival kit or vac suit, Medkit.

Earnings Rating: 3



NIGHT WITCH



The Night Witches are sentinels, scouts, and velocity addicts. Piloting their custom-built jetwings on Earth or at the helm of Whitestar's jury-rigged spacecraft, the Night Witches must develop a sixth sense for the condition of their vehicles, and instinctively know just how far they can push them without something important falling off or catching fire.

Night Witches are often chosen for off-planet assignments where pilot skill will be of vital importance, including combat missions and journeys of exploration, where anything might happen.

Prerequisites: Whitestar, Pilot Expertise 1, Mechanics 1.

Difficulty: 2

Mandatory Skills: Pilot, Mechanics, Ranged Weapons.

Elective Skills: Space, Mechanics, Pilot.

Signature Skill: Pilot, Mechanics, Ranged Weapons, Space.

Talents: Two talents from Pilot, Mechanics, or Space.

Equipment: Electro-jolt, vacuum suit.

Earnings Rating: 3



LUNA PD DETECTIVE



Founded by Capitol, Luna PD was transferred to the Cartel at its founding. Luna PD is the only law enforcement organisation with jurisdiction over the whole of Luna, and is a true inter-corporate organisation, with cops recruited and trained at the LPD Academy working alongside investigators seconded from Capitol Security Services and the Imperial Security Corps. To a lesser extent, Bauhaus, Mishima, and even Cybertronic second assets, though these are usually only for specific operations. Luna PD is underfunded and subject to the conflicting wills of the corporations, and is often forced into hiring freelancers to supplement its investigators.

Prerequisites: Observation Expertise 1.

Difficulty: 2

Mandatory Skills: Persuade, Education, Observation.

Elective Skills: Stealth, Ranged Weapons, Thievery.

Signature Skill: Persuade, Education, Observation, Ranged Weapons.

Talents: Two talents from Persuade, Education, Observation, or Thievery.

Equipment: Piranha handgun, heavy civilian shoulder pad, radio, armoured trench coat.

Earnings Rating: 3



DOOMTROOPER



Doomtroopers are the Cartel's elite military forces, established on behalf of the Brotherhood to represent the very finest warriors that mankind could produce, regardless of corporation. Their skills and exploits are legendary, and the sacrifice of each and every Doomtrooper that falls in battle is honoured in perpetuity. Doomtroopers can be called upon to serve in a wide variety of missions and circumstances, and are given almost complete autonomy to complete their objectives – they are the best, and are trusted to take every necessary action to ensure the continued survival of humanity.

Prerequisites: Military career, Ranged Weapons Expertise 1, Close Combat Expertise 1.

Difficulty: 3

Mandatory Skills: Ranged Weapons, Resistance, Willpower.

Elective Skills: Close Combat, Heavy Weapons, Mysticism.

Signature Skill: Ranged Weapons, Close Combat, Heavy Weapons, Willpower.

Talents: Three talents from Mysticism, Ranged Weapons, Resistance, Willpower, Close Combat, or Heavy Weapons.

Equipment: Any two weapons, any suit of armour.

Earnings Rating: 3

Special: Increase the character's Corruption Soak by one, permanently.



CELEBRITY



These are the voices, faces, bodies, and personalities that make up Capitol's high society and entertainment empire. From film to radio to art galleries and beyond, these stars wield their fame with aplomb and can even come to have high political influence at times. It would surprise many a citizen to realise how many renowned actors and artists are trained not just to smile and pose well, but also to spy on targets during premiere tours, and have the fighting skills to defend themselves if the spotlight of suspicion ever falls on them.

Prerequisites: Capitol.

Difficulty: 1

Mandatory Skills: Persuade, Lifestyle, Education.

Elective Skills: Lifestyle, Athletics, Persuade.

Signature Skill: Lifestyle, Athletics, Education.

Talents: Any one talent from Lifestyle, Education, or Athletics.

Equipment: Fashionable clothing, two assets, lavish apartment (paid for a month).

Earnings Rating: 5



CHARACTER LIFEPATH

POLITICIAN



Politicians often fancy themselves the true leaders of all things Capitol. It is true that the vast administrative machine would grind to a halt without the blood of politicians greasing the wheels. Causes would not be ratified, votes would go uncounted, and budgets would not be funded without politicians and their networks. In some ways, they are the stars of their own stories, and their exploits can be as entertaining as the latest feature film. While some decry the system as a hive of villainy and corruption (and it is), this does not negate the fact that there are those officials who can steer entire colonies to their whim and turn the tide of a battle with a well-worded speech.

Prerequisites: Capitol.

Difficulty: 2

Mandatory Skills: Persuade, Education, Command.

Elective Skills: Lifestyle, Linguistics, Persuade.

Signature Skill: Persuade, Education, Command.

Talents: Two talents from Persuade, Education, or Command.

Equipment: Faction clothing, personal assistant, small office (paid for a month).

Earnings Rating: 4



FREEDOM BRIGADE



One of two paths lands people here: either they had their old citizenship stripped away by a criminal conviction, or they decided that the chance to become a Capitol citizen offered enough perks and possibilities to risk their lives. Now they just have to survive long enough to earn a new life and clean past. The Freedom Brigade gets stationed at the most Light-forsaken hellholes on Mars, and sent on the worst missions available. Its members are also pumped full of a slow neurotoxin, with the antidote only available at their commanding officer's discretion. Their gear and armour are all cast-offs from former Brigadiers, and they only get live ammo when in the field.

Prerequisites: None.

Difficulty: 1

Mandatory Skills: Ranged Weapons, Resistance, Close Combat

Elective Skills: Survival, Thievery, Stealth.

Signature Skill: Ranged Weapons, Stealth, Thievery.

Talents: Two talents from Ranged Weapons, Resistance, Close Combat, or Thievery.

Equipment: M50 assault rifle, Tortoise Mk. 1 armour.

Earnings Rating: 2

Special: All members of the Freedom Brigade gain a Criminal Record (see page 29), which is assumed to have happened prior to joining the Brigade. All members of the Freedom Brigade become Citizens of Capitol, losing any previous affiliation to a faction.



VENUSIAN MARSHAL



The Venusian Marshals are an elite cadre of soldiers attached to battlegroups, but they typically operate with a great degree of independence. They are outriders and scouts, expected to carry out reconnaissance missions and lightning fast attacks. To become a marshal, a Bauhaus soldier must prove himself a competent warrior, expert rider, and survivalist. A marshal's main task is to keep note of any enemy activity he observes and report back to the commanders of his battlegroup. He may also be tasked with acts of subterfuge and sabotage, and be ready to execute a fighting retreat at any given moment. Marshals' wargear is much like that of the Venusian Rangers, from whom many of them are drawn. They can be distinguished by their characteristic heavy cloaks.

Prerequisites: Bauhaus, Ranged Weapons Expertise 1, Survival Expertise 1.

Difficulty: 2

Mandatory Skills: Ranged Weapons, Stealth, Survival.

Elective Skills: Athletics, Animal Handling, Observation.

Signature Skill: Ranged Weapons, Stealth, Survival, Observation.

Talents: Two talents from Ranged Weapons, Survival, Stealth, or Athletics.

Equipment: HG-14 shotgun, MP-105 handgun, Guardsman Mk. 3 armour, heavy cloak (counts as camouflage kit, choose one environment)

Earnings Rating: 3



MERCHANT CAPTAIN



Bauhaus organises its own fleets of freighters and merchant vessels. The captains of these vessels are experienced pilots who need a fairly broad skillset. Many specialise in the transport of a particular type of freight, and develop some expertise in these items in order to better take stock of them. Many develop the skills of a negotiator. Whilst they rarely do the actual deals for the products they transport, they may be able to strike lucrative bargains when they collect the goods, or make profitable sales of add-ons when they deliver them. Some may even be tempted to further line their pockets by involving themselves in smuggling operations.

Merchant captains are usually drawn from the nobility or those who have learned to pilot spacecraft as part of their military service.

Prerequisites: Bauhaus, Space Expertise 1, Social Status: Working Middle or above.

Difficulty: 3

Mandatory Skills: Persuade, Command, Space.

Elective Skills: Mechanics, Close Combat, Lifestyle.

Signature Skill: Persuade, Command, Space, Lifestyle.

Talents: Two talents from Persuade, Space, or Lifestyle.

Equipment: Duelling sabre, light civilian shoulder pad, access to a small transport freighter under licence (paid for a month).

Earnings Rating: 4



CHARACTER LIFEPATH

RAKE



There are some nobles, particularly amongst the youth, who find the exacting regime and taut manners that they are expected to adopt both arduous and dull. They would much rather enjoy all the perks of aristocracy, in particular amazing wealth and relative freedom from legal consequence. These affluent youngsters often enjoy a life of fast cars, loose companions, intoxicants, vandalism, and violent confrontation. The nobility does all in its collective power to limit the damage done by such wastrels and to see them brought to justice, knowing that the anarchists and insurrectionaries make much of their excesses. The commoners hold a noble gone bad in high contempt, and their resentments are only made worse through realising that were they to be held accountable for equivalent crimes they would no doubt face harsher punishment.

For their part, the rakes plan to straighten out and fly right once they have enjoyed themselves for a year or two. By and large, they are simply dealing with the tension that comes from realising that they will soon have to shoulder a great responsibility. Some are bad apples though, and really do abuse their privileged background in order to get away with all sorts of sociopathic behaviour.

Prerequisites: Bauhaus, Lifestyle Expertise 2, Social Status Upper or above.

Difficulty: 2

Mandatory Skills: Close Combat, Lifestyle, Education.

Elective Skills: Athletics, Lifestyle, Ranged Weapons.

Signature Skill: Close Combat, Lifestyle, Athletics.

Talents: Two talents from Close Combat, Lifestyle, or Athletics.

Equipment: Duelling sabre, heavy military shoulder pads, fashionable clothing including a cape.

Earnings Rating: 5



DECISION EIGHT, FINAL CUSTOMISATION

You now have a chance to do some final customisation for your character.

- ◆ You receive two Chronicle points, and may convert up to two remaining Life points for two additional Chronicle points. See page 98 for more on Chronicle Points.
- ◆ If you still have remaining Life points you may convert each one to an asset or a skill increase, but no skill Focus or Expertise may be increased by more than one in this way.
- ◆ You may increase any one attribute by two, or any two attributes by one each.
- ◆ You may increase two skills from Focus 0 to Focus 1 or Expertise 0 to Expertise 1.
- ◆ You may choose one talent for any of your skills.

DERIVED STATS

Some important character details are based on several attributes. These are called derived stats, and they include the character's physical and mental wounds, damage bonuses, and influence.

BONUS DAMAGE

The Damage Bonus table shows the amount of bonus damage a character inflicts in either ranged combat or close combat. To determine ranged combat damage bonus using the table opposite, compare the character's Awareness to find the damage bonus listed in the right column.

To determine close combat damage bonus using the table opposite, compare the character's Strength to find the damage bonus listed in the right column.

INFLUENCE

Similar to combat damage bonuses, characters also have Influence, which provides bonus dice during certain social encounters, as well as when attempting to purchase items, gear, or favours using the acquisition rules. Influence is a combination of social prowess, status, and charisma. To determine a character's Influence bonus using the Damage Bonus Table, compare the character's Personality to the damage bonus listed in the right column.

STARTING WOUNDS

The Starting Wounds Table opposite shows how many wound boxes per location a character starts with. To determine the starting wound levels, add the character's Physique and Strength together, and find

the value in the left column. The associated row then indicates how many wound boxes a character has per location.

DAMAGE BONUS TABLE

ATTRIBUTE	BONUS
Less than or equal to 8	0↑
9	1↑
10-11	2↑
12-13	3↑
14-15	4↑
Greater than 15	5↑

MENTAL HEALTH

A character's mental health is easier to calculate than physical health, since mental health does not track individual locations. A character's starting Mental Wounds are equal to his Mental Strength attribute.

CHARACTER TRAITS

If you have not gained a character trait through event tables, decide on a trait now (or roll on an event table for inspiration). Traits are way to portray a character's failings, but are often things that will enhance the experience. The headstrong soldier who rushes in first, the tactless politician, the boastful thief. Traits also give the player the opportunity to claim Chronicle points when they succumb to their trait, in a situation that causes him some difficulties. The GM can also trigger them in situations with a Dark Symmetry point, but the reason is to bring a richer flavour to the scene. Interesting things happen when character traits come in to play, and they should be seen as an opportunity not as a weakness.



STARTING ASSETS

Characters' starting assets are equivalent to their final Lifepath Personality score. These may be spent immediately to purchase additional equipment, or saved for later use.

OPTIONAL RULES

AGING

In a cinematic world, age really means nothing, however if you would like age to have some impact on your characters, use the Aging Table below. When a character reaches the age of thirty, and every three years after, roll on the table. Take the resulting Attribute, roll 1↑, and if a DSI is rolled (6 on a 1d6) reduce that attribute by one.

AGING TABLE

2D6 ROL	ATTRIBUTE
2	INTELLIGENCE
3	AWARENESS
4-5	AGILITY
6-7	PHYSIQUE
8-9	STRENGTH
10-11	COORDINATION
12	MENTAL STRENGTH

RELATIONSHIPS

If the group agrees, roll once on the Relationship Table on page 52 to see how you met one or more of the other characters in the group. Roll 1d20 and check the result. You can pick one of the other characters in the group to have this relationship with, or randomly choose whom you know.

STARTING WOUNDS TABLE

STARTING WOUNDS BY LOCATION

COMBINED VALUE PHYS+ STR	HEAD	TORSO	ARMS	LEGS	SERIOUS	CRITICAL
< 10	2	5	2	3	4	2
10-11	2	6	2	4	4	2
12-13	2	6	3	4	5	3
14-15	3	7	3	5	5	3
16-17	3	7	4	5	6	3
18-19	3	8	4	6	6	4
20-21	4	8	5	6	7	4
22-23	4	9	5	7	7	4
24-25	4	9	6	7	8	5
26-27	5	10	6	8	8	5
28-29	5	10	7	8	9	5
30+	5	11	7	9	9	6

RELATIONSHIP TABLE

ROLL	RELATIONSHIP
1	Your parents had some secretive business together. They all disappeared the same night and you became friends as you both tried to find out what happened to them.
2	You were amongst the survivors of a mysterious meteor bombardment. You ran for cover in their building.
3	You were amongst the survivors of a terrible orbital crash. What did you find in the wreckage that connected the two of you?
4	You were both betrayed on a previous contract. You lost mutual friends and now someone is going to pay.
5	The building you both worked in succumbed to the Dark Symmetry or a strange fire. You helped each other escape.
6	A mysterious malfunction stranded you 100 floors up in a lift together. You helped each other escape and have been friends since.
7	You were both told to meet at the same time and place by someone promising a very special job, but they never showed up.
8	A mysterious malfunction stranded you adrift in an orbital transport with other passengers. You were the ones that saved the day and got everyone else home. How did you do it?
9	You have been childhood friends since your parents took you both to a mysterious place. You are forbidden to ever speak of it.
10	You were both briefly arrested and put in the same cell by a corporate security team who said you matched the descriptions of two very dangerous criminals. Though you were released without charge, you have both decided to find out who they are.
11	You were both sent letters explaining you would each be vital to proving the other's innocence by 'an anonymous friend'.
12	You were both called to a meeting in a small independent corporation's boardroom, but when no one came you looked around and found the office mysteriously empty. It turns out the company never existed.
13	You have been assigned to work together by both your current employers, but you have this odd feeling you have met before.
14	The gadget, whatever it was, was trying to kill you. They saved your life.
15	Internal Security in your faction wants you to watch the group and so you have made friends with one of them. You are to report the first sign of criminal or heretical activity. Will you tell the group? What is the risk if you do not report as ordered?
16	You both met in a bar during a fight. You were the only two left standing and when you heard the sirens, you escaped together. Since then you have been the best of friends.
17	You met on a previous contract. You went through hell, and the two of you were the only survivors. What happened?
18	You saw it, the piece of equipment, literally change before your eyes, and try to kill them. You saved them and have been friends ever since.
19	Your families were bitter enemies, until you discovered evidence that it was engineered. You made friends to find out the truth.
20	You met in a fight but realised you both wear the same mysterious pendant given to you as a child. What is it? How do you think you both got it?

CHARACTER CREATION EXAMPLE

Mick's almost done with character creation now. He has three Life points remaining. He spends one of these to start with an additional starting Chronicle point – three, rather than two – and two additional assets. He can also increase one or two of his Attributes, and chooses to increase Awareness and Intelligence by one each. Never being much for people, he keeps his Personality at 5.

Next, he gets two additional ranks of training in skills, which can only be used to increase Expertise or Focus from 0 to 1. He picks Education Focus 1, to take better advantage of his Smart Ass Trait, and Unarmed Combat Expertise 1 – he has learned to be quick with his fists. Finally, he picks one more talent, choosing Natural Engineer from the Mechanics talent tree to boost his aptitude with machines – a valuable skill in the field. After coming up with a name for his character, the end result looks like this:

CORPORAL JIM "RED" BURNS

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	10	8	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	6	10	5

ALLEGIANCE: Imperial.

CONFLICT: Rival in Imperial.

FAVOURS: None.

BACKGROUND: Grew up on Ganymede. Educated at a Military Academy. Joined the Imperial Military after graduating, and then was selected to join the Blood Berets.

LANGUAGES: Imperial, Luna Patois.

TRAITS: Smart Ass, Old War Wound.

CHRONICLE POINTS: 3

SKILLS:

- ◀▶ **Acrobatics** Expertise 2, Focus 1
- ◀▶ **Athletics** Expertise 2, Focus 2
- ◀▶ **Close Combat** (Signature) Expertise 2, Focus 4
- ◀▶ **Education** Expertise 1, Focus 1
- ◀▶ **Mechanics** Expertise 3
- ◀▶ **Observation** Expertise 1
- ◀▶ **Pilot** (Signature) Expertise 1, Focus 1
- ◀▶ **Ranged Weapons** Expertise 3, Focus 3
- ◀▶ **Stealth** Expertise 2
- ◀▶ **Unarmed Combat** Expertise 1
- ◀▶ **Willpower** Expertise 1.

DAMAGE BONUSES: **Melee** (+↑2)

WOUNDS:

- ◀▶ **Head 4**
- ◀▶ **Arms 5**
- ◀▶ **Serious Wounds 7**
- ◀▶ **Critical Wounds 4**
- ◀▶ **Mental 10**

SOAK: Imperial Mk. III combat armour (Head 4, Torso 5, Arms 3, Legs 3).

ATTACKS:

- ◀▶ **Mk. XIb 'Invader' battle rifle (ranged):** Range M, 1+↑6, Burst, 2H
- ◀▶ **Grenade launcher (ranged):** Range M, Munition, damage and qualities as Grenade
- ◀▶ **Mk. XLIII plasma carbine (ranged):** Range M, 1+↑6, Burst, 2H, Ammo (Blast (close), Vicious 1)
- ◀▶ **Mk. XIV Aggressor pistol (ranged):** Range C, 1+↑4, Burst, Unbalanced, Close Quarters



◀▶ **'Dad's old wrench' (melee):** 1+↑5, 1H, Stun

◀▶ **Dagger (melee):** 1+↑5, 1H, Armour Piercing 1, Hidden 1

◀▶ **Unarmed strike (melee):** 1+↑4

TALENTS:

- ◀▶ **Citizen/Kinsman of Imperial**
- ◀▶ **Sniper** (Ranged Weapons)
- ◀▶ **No Mercy** (Close Combat)
- ◀▶ **Gun In Hand** (Ranged Weapons)
- ◀▶ **Through and Through** (Ranged Weapons)
- ◀▶ **Natural Engineer** (Mechanics)

EQUIPMENT: (Earnings 3)

Basic, well-worn clothing, some of which is new; small suburban apartment in a quiet part of town; dad's old wrench; dress military uniform, ballistic nylon military uniform, Mk. XIb 'Invader' assault rifle, plasma carbine, Mk. XIV Aggressor pistol, dagger, Mk III combat armour, eight assets.

Fredrik checked the ammo count on his pistol. Only three rounds left... should have brought more. It was supposed to be a simple, elegant wedding. Fredrik and Yoki had made all the arrangements for the wedding. It was to be a simple, low-key affair just for their closes friends and family. A chance for a moment of peace in this world of troubles. But then the doors were kicked open and the necromutants burst in. Fredrik and his wife both knew what they were, their roles as special operatives for Bauhaus ensured it. He had looked at his wife, smiled and they had pulled their concealed weapons and opened up. No one – no thing – was going to ruin their special day!



Thanks to Fredrik and Yoki Oskarsoon.

EXPERIENCE AND GAMEPLAY REWARDS

This section discusses the role of experience points, how they are gained, and how they can be applied to character development and growth.

SHORT TERM REWARDS

Chronicle points are an important player resource; the players use Chronicle points to pull off exciting stunts, provide an edge during dramatic situations, or otherwise help to advance the story. Each player character begins a session with their starting Chronicle points (determined during character creation), and a character cannot have more than five Chronicle points at any point.

Players are encouraged to spend Chronicle points to empower their characters during the cinematic, action-packed encounters they will face. In order to best take advantage of this system, however, there needs to be a steady stream of Chronicle points made available to the players. GMs are encouraged to award Chronicle points to the players regularly. Awarding Chronicle points is a tangible way the GM can support the style of play and involvement of the players.

CHRONICLE POINT GUIDELINES

Sometimes, a GM may award a Chronicle point to a single player in the group – perhaps one player came up with the perfect plan to thwart the enemy, made a bold sacrifice for the benefit of the group, or perhaps made a funny comment that diffused the tension and made everyone at the table laugh.

Other times, the GM may choose to award Chronicle points to all the players based on their progress in a campaign, or during the transition from one key scene to the next. Chronicle points make excellent rewards when characters reach a certain narrative milestone, defeat an important villain, solve a mystery, or survive a tense encounter.

As a general guideline, the GM should award players with one to three Chronicle points per hour of gameplay, spread across the whole group. Keep in mind that a character cannot have more than five.

LONG TERM REWARDS

One of the more exciting aspects of a roleplaying game is watching the development and growth of a player character over the course of a campaign. Players have a number of options available to them in order to develop and customise their characters. Most of these options are based on investing experience points gained during play.

In general, the GM awards experience points at the end of a play session or at the end of a significant story arc or campaign. Even though the experience points are awarded at the end of a session, they may have been earned for tasks or accomplishments during the session. Experience points are long term rewards given outside the context of actual gameplay.

GAINING EXPERIENCE POINTS

There are a number of different ways to gain experience points over the course of play: reaching the end of key encounters, disrupting enemy plans, defeating enemies, or completing achievements outlined in a pre-written adventure. Players may also be awarded experience points for roleplaying their characters well, such as portraying vulnerabilities and flaws, or showing loyalty to their corporation.

For a four-hour game session, players may receive 300-500 experience points, based on the amount of progress, their level of teamwork, their goals accomplished, and how well they roleplayed their characters.

GMs are encouraged to start by assigning the same amount of experience points to each player. Then, based on individual accomplishments or achievements, award a smaller amount of bonus experience to some players.

For example, the GM may assign 400 experience points to the group based on how well it thwarted a corrupt politician's plans by foiling an assassination attempt, saved the target, and planned their next actions. If Adam came up with the plan to stop the politician, the GM may award him 50 bonus experience. If Beth played her character well and had some great one-liners during the game, the GM may award her 25 bonus experience, and so on.

Regardless, the GM is encouraged to award no more than 100 bonus experience to any one player. This helps keep all characters relatively in line with each other in terms of development and abilities, as well as helping alleviate feelings of favoritism.

INVESTING EXPERIENCE POINTS

Experience points can be used to improve a character in a number of ways. The most common are: attribute improvement, skill improvement, and talent acquisition.

ATTRIBUTE IMPROVEMENT

A player can increase a character's attribute by one, by investing experience points equal to 100 times the target characteristic. For example, raising Physique from 7 to 8 costs 800 experience points.

DERIVED ATTRIBUTE CHECKUP

When increasing an attribute, it is important to see if any related derived attributes are also affected. Derived attributes can change during play based on their governing characteristics.

- ◆ A character's ranged combat damage bonus is based on the character's Awareness.
- ◆ A character's close combat damage bonus is based on the character's Strength.
- ◆ A character's Influence bonus is based on the character's Personality.
- ◆ A character's wound boxes by hit location are based on adding the character's Physique + Strength.
- ◆ A character's Mental Wounds are based on the character's Mental Strength.

SKILL IMPROVEMENT

When increasing a skill, a player needs to decide if he wishes to increase the skill's expertise rating or focus rating. Each type of training must be acquired separately, but each level of improvement costs the same amount of experience. Improving skill training requires experience points equal to 200 times the target skill rank.

For example, improving a skill from Expertise 1 to Expertise 2 costs 400 experience points.

XP COST	EXPERTISE IMPROVEMENT	FOCUS IMPROVEMENT
200	0 → 1	0 → 1
400	1 → 2	1 → 2
600	2 → 3	2 → 3
800*	3 → 4	3 → 4
1000*	4 → 5	4 → 5

*Note, a character can only increase Signature Skills to these levels. A character can have no more than three Signature Skills.



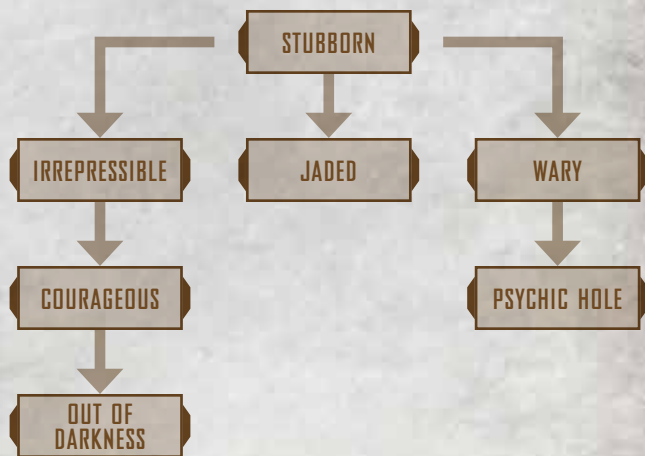
ACQUIRING TALENTS

Talents vary in cost based on where in the talent tree they reside. In general, talents further down the tree may cost more than talents toward the top of the tree. Also, many talents have prerequisites, such as requiring a certain level of expertise or possessing other talents.

The first talent in any tree costs 200 experience. Other talents cost 200 experience for each step away from the first talent. A step measures the talent's distance from the starting talent and is based on the number of arrows or spaces it takes to draw a path back to that first talent.

In the Willpower tree, Stubborn is the first talent and costs 200 experience. Jaded is one step away from Stubborn, so also costs 200 experience. Out of Darkness is three steps from Stubborn and costs 600 experience points.

WILLPOWER TALENT TREE



SKILL FOCUS CREDITS

Focus training with a skill represents a deep, specialised understanding of that skill. Such intense dedication makes it easier for a character to fully explore all the nuances of the skill. The cost to acquire talents is reduced by 50 for each level of Focus training a character has, to a minimum of 50 experience points.

For example, Mitch Hunter has Willpower Focus 1. Acquiring talents from the Willpower talent tree cost 50 fewer experience points for Mitch Hunter.

SKILLS & TALENTS

Mutant Chronicles features a number of skills, which help define a characters' training or understanding of a variety of disciplines or specialised applications of an attribute. Each skill is associated with one of the eight attributes. Skills can be classified as either general skills or advanced skills. Additionally, each skill encompasses two important elements of training: expertise and focus.

GENERAL SKILLS

General skills can be attempted by anyone, and an individual can improve general skills via practice or organised training. A character can attempt a general skill without training, but he will find he succeeds less frequently, and doesn't generate as many successes overall.

Further, a character is at greater risk of suffering a Repercussion when attempting a general skill without training. This is described in more detail below.

ADVANCED SKILLS

Advanced skills are more specialised, and require more rigorous training to improve. Each advanced skill is associated with a parent skill, and uses the same attribute as that parent skill. If you do not have at least Expertise 1 in the parent skill, you suffer the penalty for using the skill untrained (described below).

Attempting an advanced skill without expertise training is significantly more challenging. First, the lack of training with an advanced skill increases the difficulty by one step. Further, a character is at significantly greater risk of suffering a Repercussion when attempting an advanced skill without training. This is described in more detail below.

EXPERTISE

Skill expertise refers to the type of training that improves one's understanding of the nuances of the skill and its applications. Standard expertise training has three ranks: 1, 2, and 3. Expertise ranks are added to the related attribute during a skill test, increasing the odds of succeeding.

FOCUS

Skill focus refers to the type of training achieved through constant practice, superior discipline while using the skill, and the ability to

maximize a skill's effectiveness. Focus has three ranks: 1, 2, and 3. Focus ranks indicate the range in which a d20 generates an additional success; for example, rank 2 would generate an extra success on a roll of 1 or 2.

SIGNATURE SKILLS

Under most circumstances, each skill can be trained to a maximum skill cap of three. However, each character has the opportunity to train three skills to even greater ranks. These are called Signature Skills. Signature Skills can be trained up to a maximum of five ranks, allowing for Expertise 5 and Focus 5. **Advanced skills chosen as Signature Skills ignore the normal requirement to have training in their parent skill.**

No character can have more than three Signature Skills. Once selected, a character's Signature Skills cannot be changed.

TALENTS

While skills are specialised applications of a characters' innate attributes, talents tend to be specialised uses of certain skills, or the tricks of the trade a character has learned over the course of his career.

Talents are acquired from the 'top down', meaning a character must acquire the topmost talent before those deeper in the tree become available. A character gains new talents by investing experience points (XP) to purchase them. Talents can only be purchased if they fulfil two conditions: they must be able to trace a path back up the tree to an already-acquired talent, and the character must meet any other prerequisites listed in the talent's description.

TALENTS & EXPERTISE RANKS

Skill expertise is an important factor when considering which talents to acquire. Each talent lists one or more pre-requisites: conditions a character must fulfil in order to be eligible to acquire it. In many cases, one of the prerequisites will be a minimum level of expertise training in the skill related to the talent. Increasing a character's expertise with a skill increases the variety of talents available to him.

TALENTS & FOCUS RANKS

Skill focus also impacts talent acquisition. However, instead of being one of the prerequisites associated with a talent, focus training makes acquiring the talents for the related skill less expensive. For each rank of focus in the related skill, the cost for one of that skill's

talents is reduced by fifty experience points. Therefore, if a character with Persuade Focus 2 wishes to acquire a Persuade talent, he pays 100 experience points less than the normal cost.

MAKING A SKILL TEST

When a character attempts a task where success is obvious, such as driving to work or calling someone on the phone, then he does not need to make a skill test. The task simply succeeds. When success is not guaranteed, however, or there are interesting repercussions for failure, a skill test is warranted.

SKILL TEST BASICS

To perform a skill test, the GM determines which skill best applies to the situation. The attribute rating determines the skill's Target Number (TN). The TN becomes the threshold that a player must roll equal to or less than, to achieve success. If the character has ranks of expertise training with a skill, those ranks are added to the skill's attribute to determine the TN. For example, an 8 attribute plus three expertise ranks would create a TN 11 skill test.



The Luna Shipyards are full of opportunity.

Once the skill test's TN has been determined, the player rolls 2d20 and compares the results to the TN. Each die that rolls equal to or less than the TN generates one success toward passing the skill test. A character attempting a skill test may have advantages making the skill test either easier to perform or, if the task succeeds, increasing the magnitude of the success. The most common advantages a character may have is expertise or focus training in the associated skill, or special talents acquired through character development. A character does not necessarily need training or special talents to succeed, but they are often helpful.

Players have a number of ways to improve their odds when making a skill test. They may purchase additional d20s from the GM to roll with their standard 2d20, or invest Chronicle points to add dice set to the 1 face.

ATTRIBUTES

Each character is defined by eight attributes. These attributes indicate a character's inherent abilities, or their physical and mental limits. The attributes are Agility, Awareness, Coordination, Intelligence, Mental Strength, Personality, Physique, and Strength. The human average is 8, with a general range from 6 to 12. Higher attribute ratings reflect greater ability.

A character's attributes form the base TN for skill tests. If a character has expertise training in the associated skill, those ranks are added to the attribute to determine the test's TN. If a character has no expertise training in the associated skill, the TN is simply the skill's related attribute.

After determining the TN, the player rolls 2d20 and attempts to roll equal to or less than the skill's related attribute.

For example, Adam is asked to make an Acrobatics skill test, which uses his character's Agility. Adam's character has Agility 11, but no expertise ranks in Acrobatics. When attempting an Acrobatics skill test, Adam rolls 2d20 and wants to roll 11 or less on the dice.

RELATED SKILLS & EXPERTISE

Skill tests call on a particular skill, which is a focused application within an attribute. For example, Athletic feats are based on Strength, while being able to Persuade someone is based on Personality. A player may have one or more ranks of expertise training with a particular skill, or may be asked to attempt a skill test using a skill in which he has no expertise training.

When making a skill test, a player rolls 2d20 and compares the results to the test's TN. The TN for a skill test is equal to the attribute value, plus ranks of expertise training in the related skill.

Adam's character is asked to make an Athletics skill test, which uses Adam's Strength 9. Adam has one expertise rank in Athletics, which results in a skill TN 10 (Strength 9 + Athletics Expertise 1). Adam will achieve one success for each d20 he rolls equal to or less than the skill's TN of 10.

SUCCESS & FOCUS

To pass a skill test, the player needs to roll equal to or less than the TN on one d20. If the player rolls equal to or less than the TN, he generates one success. If the player has ranks of focus training in the skill being tested, the character generates one additional success if he also rolls equal to or less than the ranks of focus in the tested skill.

Adam is now asked to make a Willpower skill test. Adam has Mental Strength 8 and one expertise rank in Willpower. The skill test TN is 9 (Mental Strength 8 + Willpower Expertise 1). However, Adam also has Willpower Focus 2. While Adam will achieve one success for each d20 rolling equal to or less than TN 9, he achieves one additional success for each d20 that rolls a 1 or 2, the range of his skill Focus.

Some special talents, equipment, teamwork, or highly specialised training may increase the number of successes generated while performing specific types of skill tests.

UNSKILLED SKILL TESTS

When a character attempts a skill test using a skill he has no ranks of expertise training in, it is referred to as an unskilled test. The difficulty of an unskilled test depends on whether the test uses a general skill or an advanced skill.

GENERAL SKILL: When performing an unskilled test of a general skill, the player rolls 2d20 and attempts to roll equal to or less than the skill's related attribute. Unless modified by some other ability or circumstance, the best result a character can generate with an unskilled test is two successes, one for each d20. Further, a character is at greater risk of Repercussion when attempting a general skill without training. While attempting a general skill test with no training, the Repercussion range on each die is increased one step, from 20 to 19-20, or one higher than the range from the character's current level of Dread.

ADVANCED SKILL: Attempting an advanced skill without expertise training is significantly more challenging. The lack of training with an advanced skill increases the difficulty by one step. Further, a character is at significantly greater risk of Repercussion when attempting an advanced skill without training. While attempting an advanced skill test with no training, the Repercussion range on each die is increased two steps, from 20 to 18-20, or two steps higher than the range from the character's current level of Dread.

FAILURE & REPERCUSSION

Since skill tests require the player to roll equal to or less than the skill's related attribute, rolling higher than the related attribute results in a failure. When a d20 rolls higher than the total TN (the attribute, with any bonus from expertise), it is either a failure, or a Repercussion.

FAILURE

Simple failure reflects not succeeding at the task, but not necessarily triggering any dire consequences – other than those associated with not completing the task. Failure occurs when a character rolls higher than the skill's related attribute on all dice, or the number of successes generated is less than the skill test's difficulty rating, but no Repercussions (see below) are generated.

Failure can be resolved in a number of different ways. Depending on the situation and the skill being tested, it may be obvious what failure would entail. The player or GM may have other ideas on what failure means in a given situation. The GM has the final say, however, over the effects of failure.

REPERCUSSIONS AND COMPLICATIONS

Repercussions are more significant, and may trigger severe consequences beyond the scope of a simple failure. A Repercussion occurs when a character rolls one or more natural 20s, or generates results within a character's Repercussion range, influenced by the amount of Dread (see Corebook page 143) from which the character is currently suffering. When a Repercussion occurs, the GM has the opportunity to impose a Complication to the task resolution for each natural 20 rolled, or to add two Dark Symmetry points to his pool.

A Complication can impair the character in a variety of ways, hindering him in his future progress. An important distinction, however, is that a Complication does not indicate that the character failed the skill test, but is an additional penalty or setback applied on top of either success or failure. This may be a negative effect that impairs the character, an obstacle he must now overcome to advance the scene, or even something as simple as a weapon jam or an embarrassing *faux pas* in a social situation. The GM instead has the option to add two Dark Symmetry points to his pool. The GM has the final say over how a Complication manifests.

Example of failure: a character trying to cross a river attempts a Challenging D2 Athletics test, rolling one success and one natural 20 – a Repercussion. The GM determines that the character only makes partial progress – swimming half-way across the river – and then must determine how the Repercussion plays out. He could choose to simply add two points to the Dark Symmetry pool, or he could choose to inflict some manner of additional Complication on the character; perhaps the current has dragged the character downstream, making his next Athletics test more

difficult, or the character begins to drown, suffering a small amount of damage.

SUCCESS & COMPLICATION

When rolling multiple d20s for a skill test, it is possible to have both very good and very bad results occurring during the same test. A character could roll one success on one die and roll a natural 20 on the second die. In this way, a character can pass a skill test with Complications. Each Repercussion is still resolved, regardless of how many successes are generated, even if the skill test was passed.

WHEN IT RAINS, IT POURS

Complications and Repercussions can be resolved in a variety of ways. If several Repercussions are generated in a single skill test, the GM has the option of resolving each one separately – imposing a series of small Complications – or combining multiple Repercussions together to create a more significant setback, or serious Complication.

Generating a single Repercussion on an Athletics test might cause fatigue, slipping and falling, or some other minor irritation. With several Repercussions, however, the GM may decide something more serious occurs – perhaps the character has pulled a muscle, aggravated an old wound, or fallen prone and injured himself. The GM may choose to impose a temporary status effect, such as becoming Rattled or Staggered.

SKILL TEST DIFFICULTY

Not all skill tests are created equal. Some skill tests are more challenging than others. The characters will frequently face situations where the actions they wish to perform are far more than simply 'average' in difficulty. Skill tests have a difficulty rating that indicates how much skill and effort a character requires to succeed.

DIFFICULTY RATING

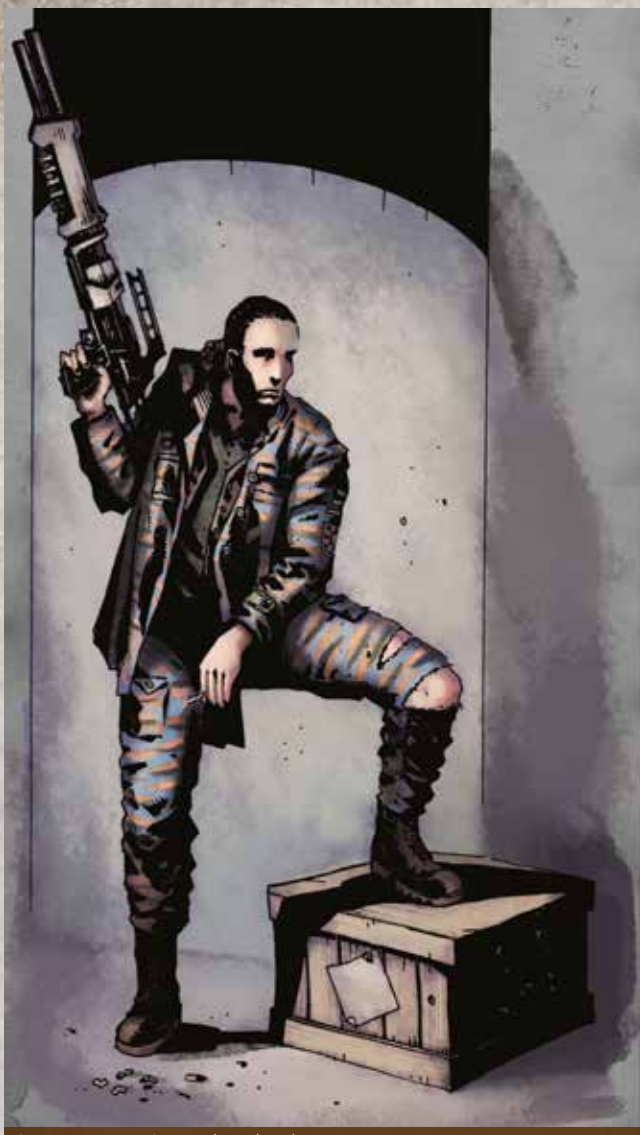
The difficulty rating can reflect any number of different obstacles or challenges. Shooting a stationary target is one thing, but shooting at a small target, which is running through heavy mists, is more difficult. The difficulty rating of a skill test indicates how many successes the player must generate in order to pass the skill test.

The default skill test is average difficulty, represented by D1, meaning the player must generate one success to pass the skill test. As the difficulty rating increases, more successes are required to pass the skill test. Some skill tests are so difficult that a character may not be able to generate the required number of successes without some type of assistance. Where it is mentioned that an effect increases difficulty, it is usually by one step.

DIFFICULTY ZERO TESTS

A number of situations, and a number of talents, can reduce the difficulty of a skill test below one. These tests have a difficulty of Simple D0, or 'Difficulty 0', and are a special case. If a test is D0, it does not require a test to be made – it is automatically successful with zero successes, requiring no effort whatsoever, and with no risk of Repercussions. However, because no test is made, it can generate no Momentum – even bonus Momentum from talents, gear, or particularly advantageous circumstances. A character can still choose to make a test if it has been reduced to Difficulty 0 – this takes the normal amount of time, and can generate Momentum as normal (indeed, because zero successes are required to pass the test, every success generated on the test is Momentum). Under no circumstances can a character choose voluntary failure on a Difficulty 0 test – the test is too simple to fail.

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.



Learn your weapon's strengths and weaknesses.

For example, Mitch Hunter has Agility 12, Acrobatics Expertise 3 and Acrobatics Focus 1. He is jumping across a chasm, while being shot at. The GM rules this as a Challenging D2 skill test. The D2 difficulty rating means Mitch must generate two successes to pass the test. Mitch rolls 2d20 for the skill test. Without any other modifiers impacting the skill test, Mitch would need to roll 15 or less on both dice (Agility 12 + Expertise 3) or roll a natural 1 on either die (Focus 1) to generate the two successes required to pass the test.

OVERCOMING THE ODDS

The players may often be faced with skill tests that require a lucky roll in order to pass the test. It can seem like the universe is stacked against them. Fortunately, the players have several ways to mitigate the difficulty of skill tests.

SEIZING OPPORTUNITY

Players have the ability to improve their chances for success – or generate multiple successes – by adding more d20s to roll during a skill test. The players purchase these additional d20s by paying the GM one Dark Symmetry point (DSP) per die purchased. A player may purchase no more than three bonus d20s in this way, and must do so prior to rolling any dice.

For example, Adam Archer is attempting to shoot a necromutant behind cover, from long range. The GM determines it will be a Daunting D3 Ranged Weapons skill test. Adam has Coordination 11, Ranged Weapons Expertise 2 and Ranged Weapons Focus 3. Adam has a chance to succeed without additional dice, but wants to make sure he not only hits, but generates some bonus successes to inflict some extra damage.

Adam chooses to add 2d20 to his roll. He pays the GM two DSP (one for each d20) and rolls a total of 4d20 for the skill test, dramatically improving his chances to hit. Each d20 rolling 13 or less will generate one success (Coordination 11 + Expertise 2), and any d20s rolling 1-3 (Focus 3) will generate one additional success.

CHRONICLE POINTS

One of the many uses of Chronicle points (CP) is to automatically generate successes for a skill test. A player has the option to spend Chronicle points either before or after attempting a skill test.

A player can spend one CP before rolling a skill test to add one d20 die to the roll, placed on the 1 face as if the die had generated a natural 1 result. Alternatively, a player can spend two CP after rolling a skill test to add a d20 with a natural 1 result.

In either case, spending a Chronicle point generally adds one or two successes to the player's dice results. If a character has zero focus in the related skill, a Chronicle point adds one success. If a character has Focus 1 or greater in the related skill, then adding a natural 1 generates two successes.

If a player is willing to invest enough Chronicle points to guarantee success, he may choose not to roll the normal 2d20 afforded for a skill test. A player may wish to do this to avoid potentially generating 20s or Complications.

For example, Brand Barton is attempting to shoot a necromutant behind cover, from long range during heavy rains. The GM determines it will be a Daunting D3 Ranged Weapons test. Brand has Coordination 12, Ranged Weapons Expertise 1, and Ranged Weapons Focus 2. Before rolling, Brand decides to spend one CP to add a natural 1 to his results, which generates two successes since it falls within that skill's focus rating. He now only needs to generate one more success on the 2d20 in order to pass the D3 skill test.

Alternatively, Brand could simply spend two CP to generate four successes (two per CP) and automatically pass the skill test with one success left over, granting him one Momentum to invest into a bonus, such as extra damage.

DETERMINING SKILL TEST DIFFICULTY

It is up to the GM to determine how difficult a particular skill test may be. Combat skill tests often have specific difficulty ratings for particular actions performed under certain circumstances, but there are some helpful guidelines for determining difficulty rating for a variety of situations.

The GM can start with an assumption of a skill test starting out as Average D1 difficulty. This represents a typical person with typical resources under typical conditions, attempting a fairly typical task related to the skill in question. If there are no further Complications or factors influencing this particular instance, the GM may choose to stay with D1 difficulty.

However, there are a number of external factors that can make skill tests more, or less, difficult. The GM should consider whether one or more of these factors are influencing this particular skill attempt.

Individual skill entries will refer to the specific conditions in this Skill Difficulty Table (on the next page), to show which categories are most relevant to a given skill.

The GM may also choose to take into account the affiliations, preparedness, training, or profession of the character. For example, something that is Daunting D3 to an average blue collar worker may only be Average D1 to a seasoned Doomtrooper.

For example, Adam Archer is attempting to bypass a secure lock. The GM starts out assuming an Average D1 difficulty, and then evaluates the situation. This lock is sophisticated, Adam is rushed for time, and the lights are flickering. The GM decides that combined, these factors are significant enough to warrant increasing the difficulty rating by two steps. The GM calls for a Daunting D3 skill test.

VOLUNTARY FAILURE

There may be some situations where a player feels it may be better to fail than invest a Chronicle point or pay Dark Symmetry points to the GM for bonus dice. This may be the case with a skill test using a skill the player's character has no training with, or where the initial difficulty is high enough that there are greater risks than potential rewards.

With agreement from the GM, the player may choose to have his character voluntarily fail a skill test where there is a significant risk

of failure. Examples include: being chased, fixing something under pressure, avoiding a shot, or climbing a building. To voluntarily fail at a skill test, the player gives the GM one Dark Symmetry point. In exchange, the character gains one Chronicle point. When a player chooses to have his character 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.

TEAMWORK & ASSISTANCE

A number of tasks can benefit from the assistance of others. If the situation, time, and GM allow, several characters can work together as a team when attempting to perform a task. When more than one character is involved in a task, one character is designated as the leader and the other characters are designated assistants.

In order to assist with a skill test, each player must describe how his character is assisting the leader. If the GM approves, then the leader, and all assistants involved, roll for the skill test. The leader performs a standard skill test, rolling 2d20 against his attribute, skill expertise, and focus to generate successes as usual. Each assistant only rolls 1d20, using his own attribute, expertise training, and focus to determine if any successes are generated. Assistants may not use Dark Symmetry points to increase this dice pool.

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

There is an additional risk to having too many people trying to help at once. Any Repercussions rolled by the leader or any of the assistants are cumulative, potentially creating a series of negative Repercussions, regardless of whether or not the original skill test was passed. The GM has the option to narrate the 20s as significant Complications or may add two Dark Symmetry points to his pool. If multiple 20s are generated, the GM may choose any combination of those results.

OPPOSED SKILL TESTS

When two or more characters are competing for success, each character involved in the task performs an Average D1 skill test. The character who achieves the most Momentum wins the opposed test. In the case of a tie, the character with the higher expertise training in the tested skill wins.

If it is still a tie during a combat encounter, the action continues into the next round, where a new skill test will be made. Outside of combat, the two characters perform another skill test.

SKILL DIFFICULTY TABLE

CONDITION	EFFECT
COMBINATIONS	If there are multiple elements that individually are not enough to warrant a penalty, a combination of conditions can collectively increase difficulty by one step.
LIGHTING	Low light imposes no penalty by itself, but increasingly dark conditions impose progressively higher difficulties. A bright moonlit night may increase difficulty by one step, a cloudy night by two steps, and complete darkness by three steps. Conversely, extremely bright light, or moving from an area of darkness into bright light (or vice versa) can impose increased difficulties.
DIFFICULT TERRAIN	Slippery floors, sheer surfaces, deep snow, dense foliage, heaps of refuse, or even dense crowds all make movement-related tests more difficult. At the GM's discretion, difficult terrain conditions can increase the difficulty of movement-related tests, or even require a test where none would normally be required.
DISRUPTION OR DISTRACTION	The efforts of hostile creatures or characters, to interfere can impose an increased difficulty, depending on how severe the interference is. Suppressive fire increases difficulty by one step, for example.
DISTANCE	If a skill is usable at a distance, every range category beyond Close increases difficulty by one step.
ENCUMBRANCE	A character is encumbered if the total encumbrance of the items he carries is equal to or greater than the sum of his Physique and Strength attributes. An Encumbered character increases the difficulty of relevant skill tests by one step for each multiple of Physique plus Strength: so a character with Physique and Strength of 8 each, carrying 34 encumbrance worth of items increases difficulty by two steps.
FOREIGN LANGUAGE	All social tests where the characters do not speak the language fluently are more difficult by one step.
NOISE	Loud noises can hinder the attempts of a character to make himself heard or to notice other noises. Moderate noise (such as a crowd, machinery, or traffic) increases difficulty by one step. Loud noise (gunfire, angry mob, construction work) increases difficulty by two steps. Characters attempting to move unheard gain one bonus Momentum for moving through an area filled with moderate noise, or two bonus Momentum for moving through an area filled with loud noise.
POOR OXYGEN	A character attempting to perform complex or arduous tasks with limited oxygen increases the difficulty by one step.
POOR WEATHER	A character exposed to severe weather may increase difficulty by one step.
RANDOM MOTION	Strong winds, crashing waves, or simply the shifting of a moving vehicle are often enough to hinder a test. Skills relying on concentration or a controlled environment increase difficulty by one step when used in an environment of random motion.
SOCIAL FACTORS	Social tests to interact with a character who does not trust you, who is of a rival faction, or who regards you to have committed some slight or social <i>faux pas</i> , increase in difficulty by one or more steps, at the GM's discretion.
TIME	Under most circumstances, a skill test takes a single round, but this is a hurried affair. Taking more time makes the test easier, granting one bonus Momentum for each increment of additional time. For tests that take a longer time, each point of Momentum spent reduces the time needed by one step. These increments are as follows: 1 round/1 minute – 1 hour – 8 hours – 1 day – 1 week.
UNFAMILIARITY OR COMPLEXITY	Performing complex or specialised tasks, or tasks that the character has little experience in, increases the difficulty. This is subject entirely to GM's discretion, and will vary from character to character and situation to situation. A first responder may have little experience of neurosurgery, for example, while an engineer or scientist may struggle when confronted with advanced or strange technology.

A player may purchase additional d20s with Dark Symmetry points for an opposed skill test, as with a normal skill test. However, any purchased dice are granted for only one test. If the opposed test results in a tie, the player would need to re-purchase any bonus d20s for subsequent tests.

A player may also choose to invest a Chronicle point in an opposed skill test, following the standard rules for Chronicle point usage.

SKILL DESCRIPTIONS

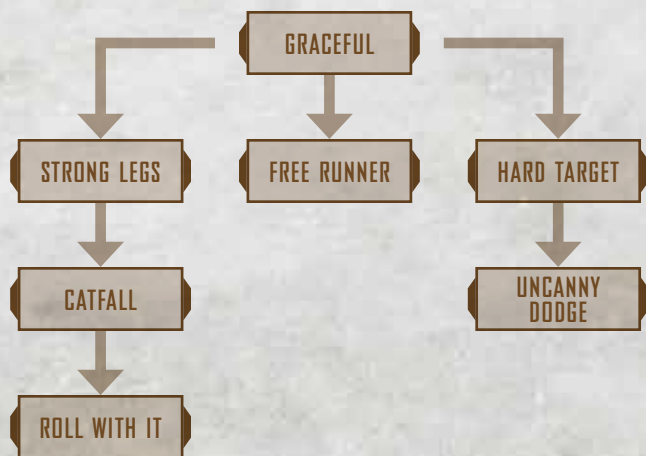
This section describes the individual skills that characters in *Mutant Chronicles* may be trained in, providing a list of example uses, guidelines for difficulty, the effects of Momentum spent, and the associated talent trees for each skill individually.

ACROBATICS GENERAL SKILL (AGILITY)

This skill is a measure of body control, covering whole-body movements such as jumping, tumbling, and diving. Attempts to dodge enemy attacks also fall under Acrobatics.

Acrobatics covers any use of reflexes, agility, and coordinated movement to overcome obstacles or avoid attacks.

ACROBATICS TALENT TREE



COMMON USES: Evading an opponent, performing acrobatic tricks, landing safely after a fall.

DIFFICULTY: Difficult Terrain, Disruption or Distraction, Encumbrance, Poor Oxygen.

MOMENTUM SPENDS: Momentum is used to determine the overall look and style of the manoeuvre. Specific Momentum Spends vary based on the circumstances of the test – an Acrobatics

test made to dodge an attack can benefit from many of the combat-specific Momentum spends (see page 105), while a test to reduce falling damage allows Momentum to be spent to reduce the damage suffered.

GRACEFUL

PREREQUISITE: Acrobatics Expertise 1

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

STRONG LEGS

PREREQUISITE: Graceful

Characters who intensely train their lower leg muscles and learn to coordinate their body can leap extraordinary distances. When making an Acrobatics test to jump, the character reduces the difficulty by one rank. This may eliminate the need for the skill test.

CATFALL

PREREQUISITE: Strong Legs, Acrobatics Expertise 2

The character has learned to take advantage of wind resistance and surface conditions when making a landing. For every rank of Catfall, the character can reduce the distance fallen, when calculating damage, by three metres (one floor). **Catfall may be taken up to three times.**

ROLL WITH IT

PREREQUISITE: Catfall

When the character is targeted by a melee attack, or a ranged attack with the Blast quality, and fails a Dodge Response Action, he gains additional ⬆ Soak equal to the character's Acrobatics Focus.

FREE RUNNER

PREREQUISITE: Graceful

A Free Runner trains to recognise the environment and let his body move naturally in response to it, taking advantage of the terrain's effects. A character with this talent may ignore all effects of moving through difficult terrain. This does not include hazardous terrain.

HARD TARGET

PREREQUISITE: Graceful

Characters with the Hard Target talent are constantly in motion and difficult to hit with ranged attacks. When they make a Dodge Response Action, each rank of Hard Target counts as an additional point of Acrobatics Focus, possibly increasing the focus range beyond its normal limits. **Hard Target may be taken up to three times.**

UNCANNY DODGE

PREREQUISITE: Hard Target, Acrobatics Expertise 2

The character has a natural sense for when his life might be endangered. He may make a Dodge Response Action against any ranged attacks, including ones he might not have any reason to know about.

ANIMAL HANDLING GENERAL SKILL (PERSONALITY)

This skill governs a character's ability to care for, train, and work with domesticated animals, including riding mounts, security animals, and rescue animals. The skill also provides an understanding of wild animals, and a knowledge of how to interact with them safely.

COMMON USES: Controlling animals that are scared, confused, or startled; understanding animal behaviours.

DIFFICULTY: Disruption or Distraction, Unfamiliarity or Complexity (more exotic or unusual animals increase difficulty). The presence of a dominant animal of the same species, an animal the target creature preys upon, or a natural predator of the target animal all increase the difficulty by one step, as will significant stimuli, such as blood, explosions, or fire.

A trained animal in combat can be controlled without a test, following the character's commands. Untrained animals cannot be controlled in combat – they will act purely on instinct. Outside of combat, a test to command an animal takes one minute, and will last for ten minutes, plus an additional ten minutes per Momentum spent.

Particularly wilful animals may attempt a Response Action to resist, opposing the Animal Handling test with the creature's Willpower test.

initial success total and Repercussions on these additional dice may be ignored. **Empathetic may be taken up to three times.**

RECOGNISE CUES

PREREQUISITE: Empathetic

The character has come to recognise when an animal is reacting to the environment. Any time the character is in the company of animals and needs to make an Observation test, he may substitute his Animal Handling skill instead.

FIRM COMMAND

PREREQUISITE: Recognise Cues, Animal Handling Expertise 2

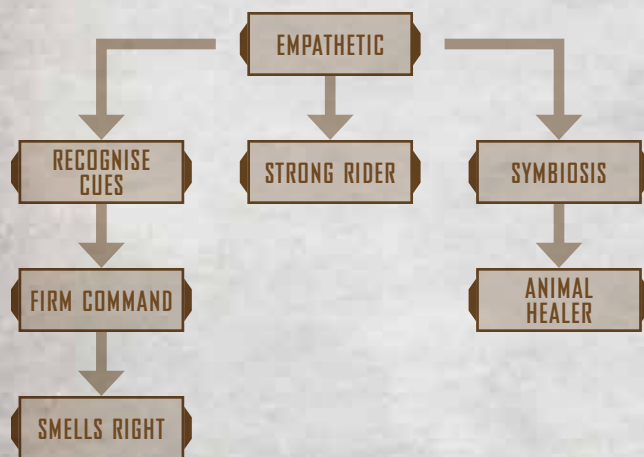
The character has worked with animals that are resistant to training. Any time the character attempts to direct an animal to take an action that goes against its instinct or training – including if the animal is in service of another – any DSPs paid to add extra dice to the skill test add two d20s to the dice pool, instead of one.

SMELLS RIGHT

PREREQUISITE: Firm Command

Some characters spend so much time among animals that they

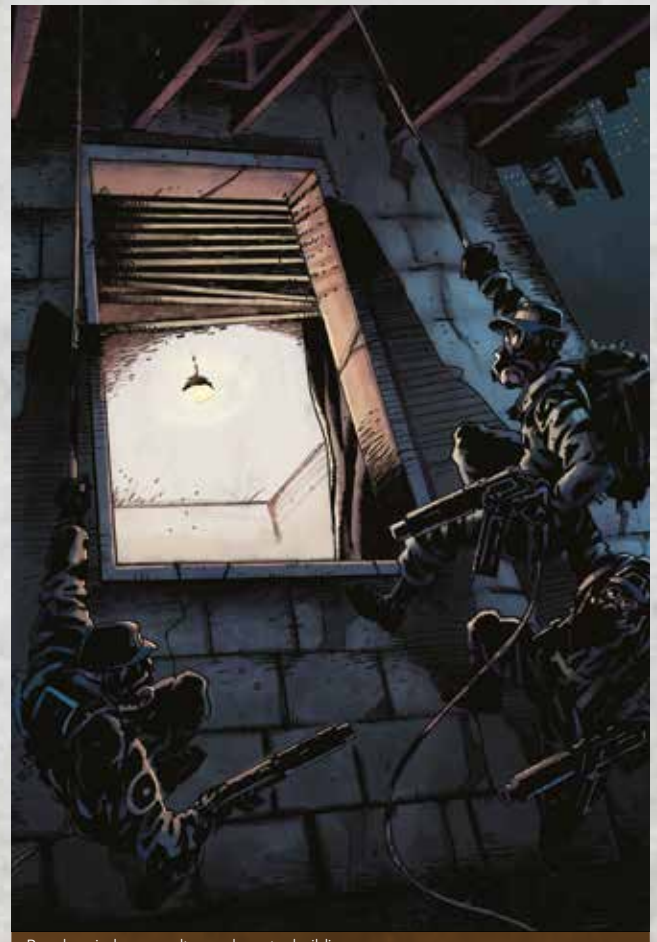
ANIMAL HANDLING TALENT TREE



EMPATHETIC

PREREQUISITE: Animal Handling Expertise 1

The character has spent much of his life in the company of animals. He can quickly recognise personality quirks and identify the sources of distress. On any Animal Handling test where the character generates at least one success, he may immediately roll an additional number of dice equal to his ranks of Empathetic. Any successes generated on these additional dice are added to the



Regular window assaults are character building.

learn to blend in with other animals naturally. Any time the character encounters a new animal, he may make an Average D1 Animal Handling test as a Restricted Action. On success, the animal immediately considers him to be a friend. If the target is a guard animal, it does not alert its handlers to the character's presence.

STRONG RIDER

PREREQUISITE: Empathetic

The character is particularly adept at riding mounts. When making a skill test to ride an animal, the character reduces the difficulty by one rank. This may eliminate the need for the skill check.

SYMBIOSIS

PREREQUISITE: Empathetic

The character is particularly adept at recognising the needs of his animal companions. Any time the character succeeds at a Survival test, he automatically also finds adequate food and shelter for his animal companions. Note that their presence does not increase the difficulty of the test for characters with this talent.

ANIMAL HEALER

PREREQUISITE: Symbiosis, Animal Handling Expertise 2

Any time the character is called upon to make a Treatment or Medicine test upon an animal, he may instead substitute his Animal Handling skill. Characters with this talent may also substitute their Animal Handling skill for Treatment tests upon humans, but increase the difficulty of any such tests by one rank.

ATHLETICS GENERAL SKILL (STRENGTH)

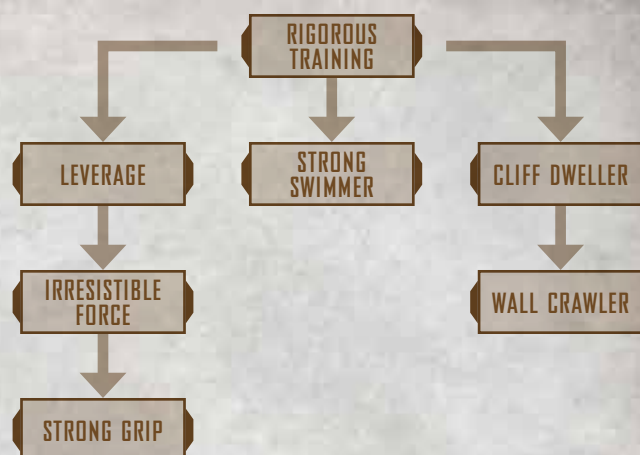
This skill is a measure of how well a character can apply his overall body strength. Examples of using the Athletics skill include lifting objects, breaking down doors, swimming, climbing, or running.

COMMON USES: Any form of expressed human strength is covered by Athletics. Lifting weights up to a player character's encumbrance value is an Average D1 Athletics test. Climbing, swimming, and running are activities covered by this skill. Athletics can also be used in opposed tests when two characters are pitting their athletic prowess against one another – wrestling, races, kicking down a door being held shut by someone else.

DIFFICULTY: Difficult Terrain, Disruption or Distraction, Encumbrance, Poor Oxygen.

MOMENTUM SPENDS: Momentum from Athletics tests is commonly banked to help other (possibly less able) characters perform the same task. Alternatively, Momentum could be used to run, climb, or swim more quickly, or to continue a tiring Athletics task for longer.

ATHLETICS TALENT TREE



RIGOROUS TRAINING

PREREQUISITE: Athletics Expertise 1

The character is exceptionally athletic and nearly as gifted as professional sportsmen. For each rank of Rigorous Training, a character generates one additional success on any Athletics test that generates at least one success. **Rigorous Training may be taken up to three times.**

LEVERAGE

PREREQUISITE: Rigorous Training

The character is able to perform feats of strength that seem at odds with his physique, due to a combination of training and expertise. On any test to lift or move an inanimate object where the character generates at least one success, he may immediately roll an additional number of d20s equal to his rank of Leverage. Any successes generated on these additional dice are added to the initial success total and Repurcussions on these additional dice may be ignored. **Leverage may be taken up to three times.**

IRRESISTIBLE FORCE

PREREQUISITE: Leverage, Athletics Expertise 2

The character gains the weapon quality Knockdown on all melee attacks.

STRONG GRIP

PREREQUISITE: Irresistible Force

The character never drops or surrenders an object unless he has chosen to do so. He is immune to Disarm actions taken against him.

STRONG SWIMMER

PREREQUISITE: Rigorous Training

The character is a prodigious swimmer. He reduces the difficulty of any swimming test by one step per rank of Strong Swimmer. This may eliminate the need for the skill test. **Strong Swimmer may be taken up to three times.**

CLIFF DWELLER

PREREQUISITE: Rigorous Training

The character has spent a significant portion of his life in an environment that involves a great deal of climbing, often in the presence of sheer drops. He is very comfortable acting in these environments and never suffers from vertigo or fear of heights. In addition, he may reduce the difficulty of any climbing test by one step. This may eliminate the need for the skill test.

WALL CRAWLER

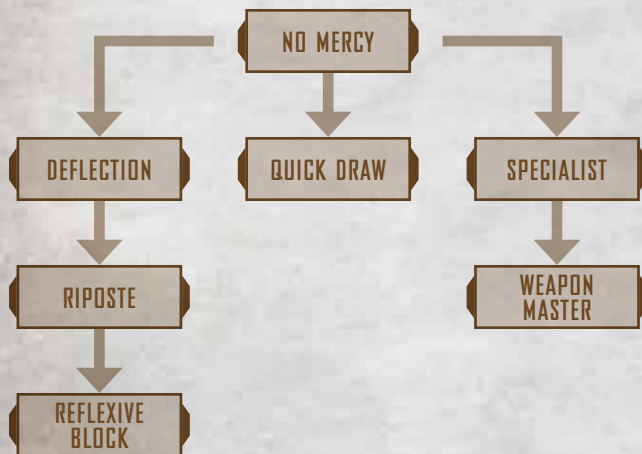
PREREQUISITE: Cliff Dweller, Athletics Expertise 2

The character has learned to climb comfortably using only his body, even while carrying significant burdens. The character never suffers any penalty for climbing without proper equipment. Further, if rope, harness, and other supplies are available, the character may add one additional d20 to his Athletics skill test.

CLOSE COMBAT GENERAL SKILL (AGILITY)

This skill governs the ability to hit targets within Reach (see page 106) with hand-held weaponry. This includes objects intended for this purpose – such as knives or swords – but also improvised weaponry like metal bars, barstools, and broken beer bottles. Close Combat is the parent skill to Unarmed Combat.

CLOSE COMBAT TALENT TREE



COMMON USES: See the Combat section. Also, identifying close combat weaponry and the injuries they cause, identifying weapon-based combat styles, proper maintenance of melee weapons.

DIFFICULTY: See the Combat section. Non-combat uses are affected by Distance (distance to the weapon, fighting style, or injury being identified), Unfamiliarity or Complexity (obscure forms of weaponry or fighting styles).

MOMENTUM SPENDS: See the Combat section. Non-combat uses gain more detailed or more specific information with Momentum spent.

NO MERCY

PREREQUISITE: Close Combat Expertise 1

Some characters are ruthless in combat, seeking to cause as much damage as possible. When making a Close Combat attack, a character may re-roll a number of damage dice equal to the total number of Close Combat talents he has acquired. The new die rolls must be accepted.

DEFLECTION

PREREQUISITE: No Mercy

Careful study has enabled the character to become particularly proficient at using a weapon to parry melee attacks. Characters with this talent do not need to pay a Dark Symmetry point in order to take a Parry Response Action in a combat turn.

RIPOSTE

PREREQUISITE: Deflection, Close Combat Expertise 2

Some characters learn that the instant after an opponent strikes is when they are most vulnerable. After successfully executing a Parry Response Action, characters with this talent may immediately pay one Dark Symmetry point to make a standard melee attack against the foe they parried. Momentum remaining from the Parry action may be carried over to this melee attack.

REFLEXIVE BLOCK

PREREQUISITE: Riposte

The character has become so attuned to his melee expertise that he can use it to defend against ranged attacks. The player may substitute his Close Combat skill for his Acrobatics any time he attempts a Dodge Response Action.

QUICK DRAW

PREREQUISITE: No Mercy

The character is always prepared for melee combat. The character does not need to have a weapon in his hand to parry. So long as he has a free hand and a weapon within Reach (see page 106), he can always attempt a Parry Response Action.

SPECIALIST

PREREQUISITE: No Mercy

Some individuals train extensively with specific classes of weapons. For these characters, the weapon type becomes an extension of their body. When selecting this talent, the character must also select a specific size of melee weapon: One-Handed, Unbalanced, or Two-Handed. When using weapons from that size, each Dark Symmetry point paid to gain additional dice for a test provides two dice instead of one. **This talent may be taken three times: once for each size of melee weapon.**

WEAPON MASTER

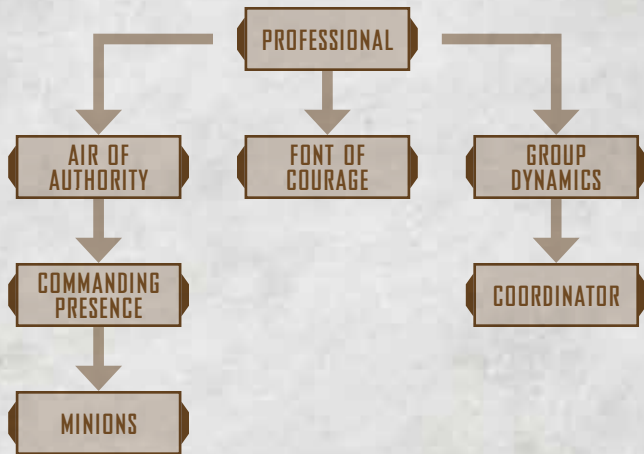
PREREQUISITE: Specialist, Close Combat Expertise 2

Characters that continue their focus with a specific size of weapon become particularly proficient with it. When selecting Weapon Master, the character must choose a specific size of melee weapon that he has already chosen as the size for the Specialist talent. When wielding weapons of this size, each point of Momentum on a successful attack adds two points of damage instead of one. **This talent may be taken three times: once for each size of melee weapon.**

COMMAND ADVANCED SKILL (PERSONALITY) – PERSUADE

Command is the measure of a character's ability to manipulate groups of people, including, but not limited to, those expected to defer to the character, such as those of a lower military rank social caste.

COMMAND TALENT TREE



COMMON USES: Commanding a group of NPCs, bolstering subordinates in the face of horror or disaster, conveying orders and objectives clearly and with the correct emphasis.

DIFFICULTY: Disruption or Distraction, Distance (distance to commanded allies), Foreign Language, Noise, Social Factors (normal chain of command, differences in faction, etc), Unfamiliarity or Complexity (giving complex orders is more difficult).

Straightforward orders to direct subordinates, that are within those subordinates' normal expected duties, are considered to be Difficulty 0, and require no test unless some other factor increases the difficulty. Holding no official or recognised rank over the NPCs increases difficulty by one step. Orders that require significant risks to be taken increase the difficulty by one step, as do any orders that do not fall within the NPCs' normal expected duties. An order that is both dangerous and not an expected part of the NPCs' duties is two steps more difficult. Issuing an order in combat is a Standard Action.

MOMENTUM SPENDS: Momentum can be spent to communicate additional orders (one Momentum per additional order), or to issue the order(s) as a Restricted Action instead of a Standard Action (two Momentum). It may also be added to the Momentum pool to help those subordinates carry out the orders given.

PROFESSIONAL

PREREQUISITE: Command Expertise 1

The character has learned to issue orders in such a way that they are clear to the recipient, with little margin for misinterpretation. The character may re-roll one d20 when making a Command test, but must accept the new result.

AIR OF AUTHORITY

PREREQUISITE: Professional

When attempting to draw the attention of a large group of people, the character may pay one Dark Symmetry point. In return, the target characters stop what they are doing, and pay attention to his words for the duration of a brief monologue. If used during combat, the character may attempt a Command test with difficulty equal to the number of NPCs whose attention he is trying to draw. If the test succeeds, the targeted NPCs are distracted and may not make any actions against the character until after that character's next turn. Any other actions attempted by the NPCs that require a skill test, have the difficulty increased by one step.

COMMANDING PRESENCE

PREREQUISITE: Air of Authority, Command Expertise 2

The character speaks in such a way that even those who do not know him, or fully understand his language, recognise his charisma and persuasive abilities. The character reduces the difficulty of any Command test by one for each rank of Commanding Presence. This may eliminate the need for a test. **Commanding Presence may be taken up to three times.**

MINIONS

PREREQUISITE: Commanding Presence

Individuals under the character's authority become extremely loyal to him, even willing to sacrifice themselves. Any time the character comes under attack and has a character under his command within Reach, he may pay one Dark Symmetry point. In return, a character under his command immediately succeeds at a Guard Response Action, becoming the new target of the attack.

FONT OF COURAGE

PREREQUISITE: Professional

The character is an inspiring presence to those who follow him. Any time forces under his direct command must make a Willpower test, they reduce the difficulty by one step for each rank of Font of Courage. This may eliminate the need for a test. **Font of Courage may be taken up to three times.**

GROUP DYNAMICS

PREREQUISITE: Professional

The character is very familiar with the way a crowd would normally act, and recognises actions that are unusual. When dealing with places full of people – even if the people are not organised – the character may substitute his Command skill for any Observation or Insight tests that deal with the crowd or the area.

COORDINATOR

PREREQUISITE: Group Dynamics, Command Expertise 2

The character has become proficient in making certain that the actions of a group are well coordinated. Any time the character is involved in a teamwork test – even if he is not the leader for the test

RESEARCH AND INFORMATION

Many skills are geared towards allowing a character to gain information on a given subject. Even some skills that are primarily used for combat or other active tasks may be used for study and research purposes, as the physical proficiencies are typically accompanied by familiarity with, and understanding of, the theoretical and technical side of things. For example, characters skilled in Athletics likely have a decent understanding of exercise regimes, nutrition, and other information that supports their physical activities, while a character with training in Ranged Weapons will understand how guns work, as well as how to use them.

For this reason, almost any skill can be used to obtain relevant information. This is a relatively simple matter; when a character uses a skill to obtain information, a success means that he is allowed to ask the GM a single question about the subject, and an additional question on the subject for each Momentum spent. If a player needs assistance in coming up with questions, other players are encouraged to assist, and the GM should be liberal in supporting players who find themselves at loose ends.

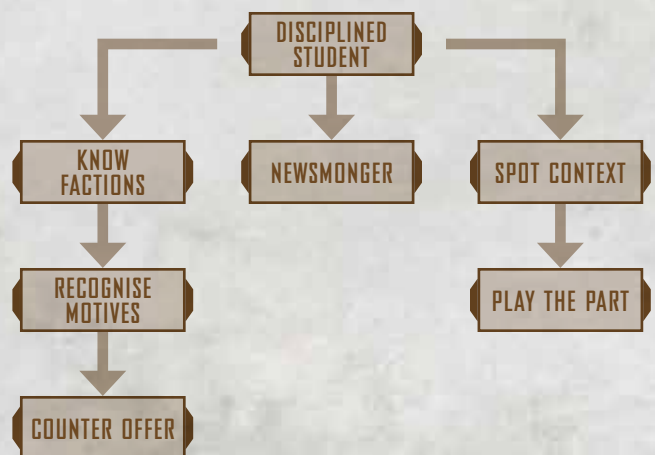
If the GM is feeling particularly ambitious and creative, and everyone at the table is amenable to the idea, the GM may even permit Momentum spent to define interesting facts on the subject, rather than merely asking questions. This can help some players feel more immersed in the setting, by allowing them some measure of creative control over the details, and relieves some of the burden on the GM to have an answer for everything, at the cost of having to figure out how all those crazy ideas fit together.

– all characters involved may choose to re-roll any die that results in a failure on the initial roll. They must accept the results of the re-roll, even if they are worse than the initial roll.

EDUCATION GENERAL SKILL (INTELLIGENCE)

This skill is a measure of the character's familiarity with the worlds beyond his personal experiences, as well as knowledge gained through formal education systems. This includes a basic understanding of history, politics, current events, and places. Education is the parent skill of Linguistics and Sciences.

EDUCATION TALENT TREE



COMMON USES: Researching general knowledge topics, knowledge of recent history, and facts about the local environment.

DIFFICULTY: Equipment (newspapers and similar current events media), Foreign Language (research is more difficult if you do not understand the materials), Time, Unfamiliarity or Complexity (more complex subjects are more difficult to research).

The distance of the character from events or locations increases difficulty. Researching events that occurred on another planet increase the difficulty by one step. Events that occurred a decade ago increase the difficulty by one step, a century ago by two steps, or a millennium or more ago by three steps. Widely-known events, such as the founding of the corporations, major wars, and so forth, can reduce or eliminate these increases in difficulty. Similarly, obscure events that influenced only a small group of people increase the difficulty by one step. Government or Brotherhood censorship of particular information increases the difficulty by one. Availability or lack of a library or other archive, may increase or decrease the difficulty of a given test, at the GM's discretion. The Education skill represents – in part – general knowledge that characters will have about the world of *Mutant Chronicles*, and the GM is encouraged

to provide players with the kind of information that ordinary people in the setting would know.

MOMENTUM SPENDS: In general, when a player character succeeds on an Education test, the GM should answer one question on the subject per Momentum spent.

DISCIPLINED STUDENT

PREREQUISITE: Education Expertise 1

The character paid attention in classes and sometimes even studied materials that went beyond the scope of the minimum necessary training. If the character generates at least one success when attempting an Education test, he may immediately roll an additional 1d20 and add the result to the skill test. Ignore any Repercussions from these bonus dice.

KNOW FACTIONS

PREREQUISITE: Disciplined Student

The character is familiar with the philosophies, styles, and motivations of various political and corporate entities. When interacting with an opponent, the character may attempt an Average D1 Education test as a Restricted Action. On a success, he recognises the foe's political and corporate affiliations based upon his mannerisms and actions.

RECOGNISE MOTIVES

PREREQUISITE: Know Factions, Education Expertise 2

When analysing an opponent's pattern of actions – including crime scenes, tactical engagements, and business transactions – the character has learned to recognise his foe's overall strategy. Once the character has assembled the available clues, he may spend one Dark Symmetry point. The GM must then truthfully reveal the opponent's short term goals.

COUNTER OFFER

PREREQUISITE: Recognise Motives

The character has come to recognise the reasons why an opponent is acting in a particular way, and can use that to dissuade him from acting. The character may substitute his Education skill for Persuade or Command when making a test against an opponent whose motivations he understands.

NEWSMONGER

PREREQUISITE: Disciplined Student

The character keeps up on current events, both globally and throughout the solar system. On any Education test that deals with a familiarity of events within the past twenty years, the character reduces the difficulty by one step per rank of Newsmonger. This may eliminate the need for the test. **Newsmonger may be taken up to three times.**

SPOT CONTEXT

PREREQUISITE: Disciplined Student

The character has a broad education that includes an understanding

of history and culture from a variety of different perspectives. When interacting with an opponent, the character may attempt an Average D1 Education test as a Restricted Action. On success, he recognises an element of common ground for discussion in his opponent. Any Momentum from the Education test may be immediately added to a Persuade or Command test taken as a Standard Action.

PLAY THE PART

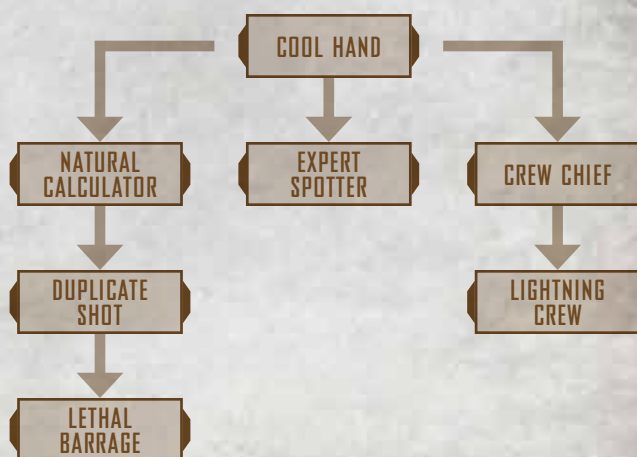
PREREQUISITE: Spot Context, Education Expertise 2

The character is so familiar with foreign cultures that he has learned to effectively impersonate the members of a broad range of cultures. This includes style of dress, speech, and other mannerisms. When attempting to make use of a disguise, the character may substitute his Education skill for Stealth.

GUNNERY ADVANCED SKILL (COORDINATION) – RANGED WEAPONS

This skill governs the ability to use weapons that are vehicle mounted or part of an emplacement. This includes the guns in the turret of a tank, or the guns on a spaceship. Weapons that use the Gunnery skill are far too large to be carried by a human being – even the smallest are massive cannons with recoil that would pulverise a human body, while the largest are mass drivers hundreds of metres long, that fire shells the size of cars.

GUNNERY TALENT TREE



COMMON USES: See the Vehicles and Starships sections. Also, Identification of vehicle-mounted and spaceship-mounted weaponry.

DIFFICULTY: See the Vehicles and Starships sections. Non-combat uses are affected by Distance (distance to the weapon being identified), or Unfamiliarity or Complexity (obscure or unusual weapons).

MOMENTUM SPEND: See the Vehicles and Starships sections. Non-combat uses gain more accurate or detailed information with Momentum spent.

COOL HAND

PREREQUISITE: Gunnery Expertise 1

When making a Gunnery attack, a character may re-roll a number of damage dice equal to the number of Gunnery talents he has acquired. The new die rolls must be accepted.

NATURAL CALCULATOR

PREREQUISITE: Cool Hand

The character has experience firing from a moving platform and compensating for its motion, as well as atmospheric conditions and poor lighting. For each rank of Natural Calculator, the character can reduce the difficulty of a Gunnery test by one step. This may never reduce the difficulty below one. **Natural Calculator may be taken up to three times.**

DUPLICATE SHOT

PREREQUISITE: Natural Calculator, Gunnery Expertise 2

The character has learned how to focus his fire carefully against a large enemy target. When making a test to fire a weapon using the Gunnery skill, the character may spend two Momentum in order to guarantee that his next attack against the target before the end of his next turn hits the same location.

LETHAL BARRAGE

PREREQUISITE: Duplicate Shot

The character is an expert at targeting large-scale weapons. When spending Momentum for bonus damage after a successful Gunnery attack, each point of Momentum spent adds two damage.

EXPERT SPOTTER

PREREQUISITE: Cool Hand

The character is familiar with being a spotter to coordinate artillery barrages and long-range missile attacks. When performing this role, he may roll his normally Gunnery dice pool when assisting another character's Gunnery test, rather than the normal 1d20 for assisting.

CREW CHIEF

PREREQUISITE: Cool Hand

The character has become particularly adept at coordinating the actions of a weapons crew. When working with a weapons crew, the character may substitute his Gunnery skill for Command or Persuade.

LIGHTNING CREW

PREREQUISITE: Crew Chief, Gunnery Expertise 2

The character has learned how to coordinate his crew so that the weapon may be prepared for firing much more quickly. During combat, he may spend a Restricted Action to increase his rate of fire, allowing him to spend one more Reload with the weapon that

turn than he would normally be allowed to. For example, a character with this talent using a semi-automatic weapon would be allowed to spend up to two Reloads, rather than the normal limit of one.

HEAVY WEAPONS

ADVANCED SKILL (COORDINATION)

– RANGED WEAPONS

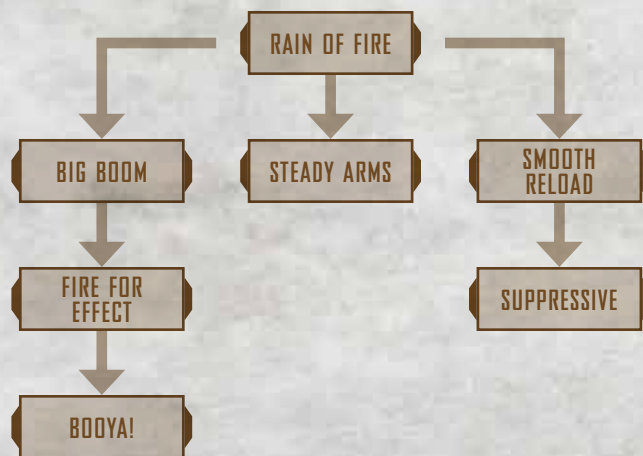
The Heavy Weapons skill encompasses a variety of heavy man-portable weapons, which typically require special equipment, stabilisation, bracing, or a bipod or tripod for use. Examples include missile and rocket launchers, heavy flamethrowers, light and heavy machine guns, autocannons, and mortars.

COMMON USES: See Combat section. Also, Identification of heavy weaponry, identification of damage and injuries inflicted by heavy weaponry.

DIFFICULTY: See the Combat sections. Non-combat uses are affected by Distance (distance to the weapon or damage being identified), or Unfamiliarity or Complexity (obscure or unusual weapons).

MOMENTUM SPEND: See the Combat sections. Non-combat uses gain more accurate or detailed information with Momentum spent.

HEAVY WEAPON TALENT TREE



RAIN OF FIRE

PREREQUISITE: Heavy Weapons Expertise 1

When making an attack with a heavy weapon, a character may re-roll a number of damage dice equal to the number of Heavy Weapon talents he has acquired. The new result must be accepted.

BIG BOOM

PREREQUISITE: Rain of Fire

When making a successful heavy weapons attack, the character



Heavy weaponry helps when making an entrance.

gains the Spread quality, with a rating equal to the number of ranks of Big Boom. If the weapon already has the Spread quality, its rating increases by that amount. **Big Boom may be taken up to three times.**

FIRE FOR EFFECT

PREREQUISITE: Big Boom

The character is particularly adept at using heavy weapons fire to unsettle his foes. If the character is wielding a heavy weapon with the Blast quality, he may pay one Dark Symmetry point to use this talent against an opponent, or group of opponents within a single zone. This is treated as an opposed test between the character's Heavy Weapons skill and the target's Willpower (using the highest Willpower amongst the target group, if attacking multiple targets). The attack deals no physical damage. Instead, success, and each point of Momentum inflicts one rank of Rattled upon the target(s).

BOOYA!

PREREQUISITE: Fire for Effect, Heavy Weapons Expertise 2

The character has learned to operate a specific class of heavy weapon in a way that is particularly deadly. When selecting this talent, the character must choose a specific class of heavy weapon: Light Machine Guns, Heavy Machine Guns, Rocket Launchers, Autocannons, or Heavy Flamethrowers. When firing a weapon in that class, the character may choose to spend a Chronicle Point before attacking with the weapon to prevent the target from taking a Dodge Response Action. In the case of weapons with the Blast or Torrent qualities, this may include multiple targets. Note that no Momentum from this attack may be spent on selecting secondary targets. **Booya! may be taken once per class of heavy weapon.**

STEADY ARMS

PREREQUISITE: Rain of Fire

The character has learned to balance a specific weapon, and recoil is much less of a problem. Each time the character purchases Steady Arms, the character must select a specific model of heavy weapon. (for example, an Improved M89). When firing a heavy weapon of the selected type, all attacks count as being braced. This talent may be purchased once per model of heavy weapon.

SMOOTH RELOAD

PREREQUISITE: Rain of Fire

The character has trained with his weapon to the point that its functions are intuitive. During combat, he may spend a Restricted Action to increase his rate of fire, allowing him to spend one more Reload than normal for the weapon that turn. For example, a character with this talent using an automatic weapon would be allowed to spend up to four Reloads, rather than the normal limit of three.

SUPPRESSIVE

PREREQUISITE: Smooth Reload, Heavy Weapons Expertise 2

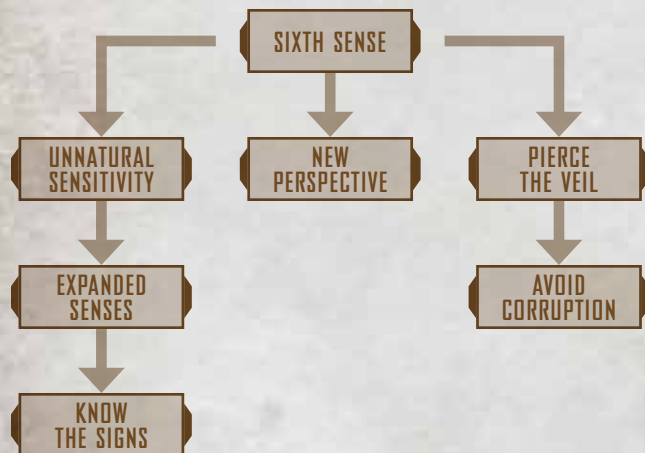
The character is particularly talented at using his heavy weapon's functions to keep his opponents suppressed. When the character performs a Covering Fire action using a heavy weapon, attacks made against the assisted character have their difficulty increased by two instead of one.



INSIGHT ADVANCED (AWARENESS) – OBSERVATION

Insight represents a character's ability to recognise signs of the supernatural or instinctively discern anomalies that are not otherwise explainable by science. This includes indications of the Dark Symmetry, the Arts, or Mutations. The gut instinct and keen perceptions needed to notice the supernatural are also valuable for determining if someone is lying to you.

INSIGHT TALENT TREE



COMMON USES: Detect lies, discern supernatural presences.

DIFFICULTY: Disruption or Distraction, Distance.

Insight is often an opposed test, taken to oppose a Persuasion test made by a character attempting to lie, or opposed by the Willpower test of a character attempting to conceal his supernatural powers. In other cases, an Average D1 Insight test is used to detect the presence of the supernatural nearby, requiring one minute of concentration/one action in combat, unless the GM rules that a presence is sufficiently strong that a character can detect it without an action (this is the case with some creatures of the Dark Legion). More subtle effects, or abilities that deliberately obscure supernatural presences, will increase the difficulty. Some effects are obviously supernatural: if a hole in space is spewing blood and rime-frost and jagged spikes are erupting from the ground nearby, the source is probably unnatural. However, a test may be required to determine a source, or to distinguish other supernatural presences in an area in spite of the obviously unnatural phenomenon.



SIXTH SENSE

PREREQUISITE: Insight Expertise 1

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

UNNATURAL SENSITIVITY

PREREQUISITE: Sixth Sense

A character may spend one Momentum from an Insight test to instantly recognise the reason the test was made. If this occurred prior to entering a conflict, the character may add 1d20 to any skill test made during his first turn, without paying any Dark Symmetry points.

EXPANDED SENSES

PREREQUISITE: Unnatural Sensitivity, Insight Expertise 2

During combat, the character may make an Average D1 Insight test as a Restricted Action. If the test is passed, he can identify one special power that an opponent has in use. Each Momentum spent allows the character to recognise an additional power.

KNOW THE SIGNS

PREREQUISITE: Expanded Senses

The character has dealt with the effects of the supernatural, and recognises the signs of its activity. Whenever he is in the presence of a person or object that was affected by supernatural abilities within the last five hours, he may attempt an Insight test with a difficulty equal to the number of hours ago the person or object was affected. On success, the character can recognise the taint of powers. By spending two points of Momentum, he can identify the specific powers in use.

NEW PERSPECTIVE

PREREQUISITE: Sixth Sense

The character can intuitively relate his alternate senses to the physical world. He may substitute his Insight skill for Observation.

PIERCE THE VEIL

PREREQUISITE: Sixth Sense

The character has a knack for recognising the subtle cues of supernatural ability. Whenever the character is in the presence of the supernatural or beings with unusual powers – particularly if the character is not aware of it – the GM should call for the character make an Average D1 Insight test. On success, the character recognises that the opponent has supernatural abilities, and may spend two Momentum to identify the type of abilities. This test should be made even if the target does not have any abilities active.

AVOID CORRUPTION

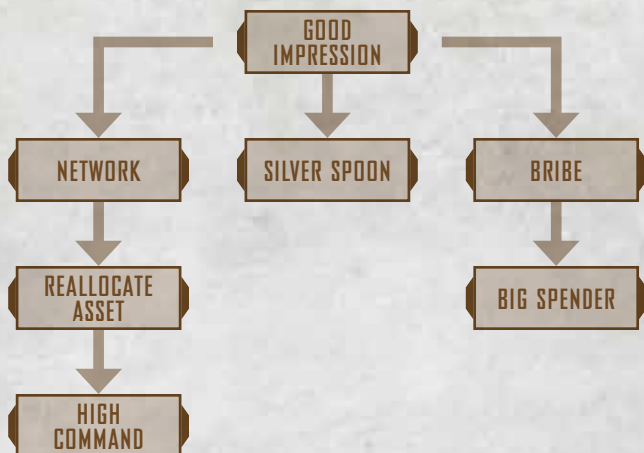
PREREQUISITE: Pierce the Veil, Insight Expertise 2

The character's mind and soul are guarded against Corruption. Each rank of Avoid Corruption increases the character's Corruption Soak by one. **Avoid Corruption may be taken up to three times.**

LIFESTYLE GENERAL SKILL (PERSONALITY)

Lifestyle measures a character's social influence, status within popular culture and high society, access to resources such as cash and other assets, and the ability to wield those assets effectively to get what he wants.

LIFESTYLE TALENT TREE



COMMON USES: Purchasing goods and services (see the Acquisitions section), fitting in with a particular social class, avoiding social embarrassment, interpreting business or financial information.

DIFFICULTY: See the Acquisitions section. For other uses: Equipment (access to funds and accounts), Social Factors, Time, Unfamiliarity or Complexity (unfamiliar social or financial systems).

Attempting to maintain the appearance of a particular social class (including your own), requires a Lifestyle test, with a Difficulty of D1, plus one for every level of social status above or below your own. When attempting to avoid social embarrassment, a Lifestyle test with a difficulty determined by the GM (based on the scale of the faux pas) is required to 'contain the fallout' by paying off witnesses, contacting lawyers on retainer, or simply passing yourself off as wealthy and eccentric. When interpreting business or financial information, the basic difficulty is Average D1, increased by the relative complexity or depth of that information – a bank statement is simple to interpret, while an annual stock report is more challenging. Most Lifestyle tests take much longer than one minute to perform – even simple financial or social activities on this scale take at least an hour of effort.

MOMENTUM SPENDS: See the Acquisitions section. For other uses, the main Momentum spend for Lifestyle tests is to reduce the time taken to attempt the test. Beyond that, Lifestyle tests to obtain or interpret information can provide greater clarity and detail with Momentum spent.

GOOD IMPRESSION

PREREQUISITE: Lifestyle Expertise 1

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

NETWORK

PREREQUISITE: Good Impression

The character has a broad range of contacts in different fields and in different regions. Any time the character needs assistance from other individuals, he may reduce the difficulty to find a contact by one step per rank of Network. This may eliminate the need for a test. **Network may be taken up to three times.**

REALLOCATE ASSET

PREREQUISITE: Network, Lifestyle Expertise 2

Having friends with valuable assets can be the quickest way to acquire equipment that is needed for an assignment which is of questionable legal status. Characters with Reallocate Asset may reduce the restriction rating of any item or service by one per rank of Reallocate Asset, to a minimum of one. However, the item or service is regarded as illegally-obtained, which may cause other problems later. **Reallocate Asset may be purchased up to three times.**

HIGH COMMAND

PREREQUISITE: Reallocate Asset

The character's network of contacts is extensive, and includes individuals who are in positions of significant authority. When selecting this talent, the character must specify the type and allegiance of his High Command contact. He must also obtain GM approval for that selection. The character may make a Daunting D3 Lifestyle test to ask the selected contact for a favour. On success, the contact responds with resources proportionate to the NPC's level of importance, providing one asset, plus an additional asset per point of Momentum spent. The character can make such a skill test once per game month. It takes one hour if the character is on the same planet, or eight hours if he is on a different planet, to make the attempt. High Command may be purchased multiple times, with each purchase establishing a new highly placed contact.

SILVER SPOON

PREREQUISITE: Good Impression

The character has several financial streams of income and knows how to manage them effectively. Each rank of Silver Spoon increases a character's Earnings Rating by one. **Silver Spoon may be taken up to three times.**

BRIBE

PREREQUISITE: Good Impression

The character recognises that everyone has their price, and he knows how to pay it – particularly without raising any flags. He may substitute his Lifestyle skill for Persuade when attempting to bribe, coerce, or deceive an NPC.

BIG SPENDER

PREREQUISITE: Bribe, Lifestyle Expertise 2

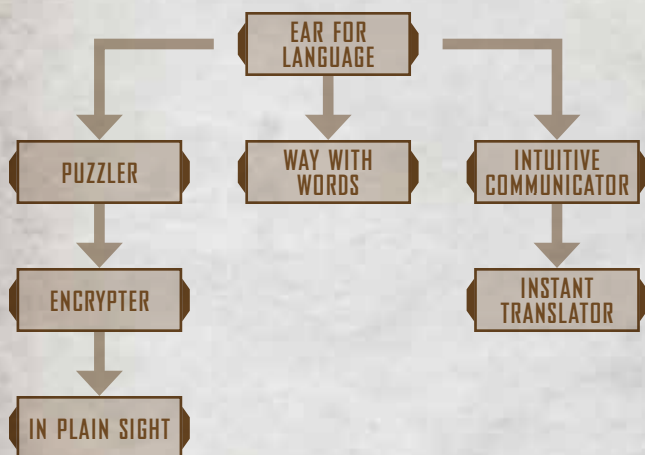
The character knows the best ways to raise awareness and draw others to a cause. When attempting to spread a message across a large group of people, or even a region, the character can substitute his Lifestyle skill for Command.

LINGUISTICS

ADVANCED SKILL (INTELLIGENCE) – EDUCATION

This skill indicates the character's familiarity with foreign, obscure, or dead languages. This measures fluency, as well as understanding of cultural contexts, nuances, and idioms. It also covers cryptography and the use of language to obfuscate or manipulate information. A character with one or more ranks of training in Linguistics is assumed to have a basic working knowledge of all the common languages spoken in the solar system, as well as a fair grasp of the more significant Old Earth languages, such as Latin or English.

LINGUISTICS TALENT TREE



COMMON USES: Reading foreign languages, creating or deciphering codes, composing or interpreting misleading language (such as press releases or propaganda), translating ancient texts, real-time translation of conversation between two parties.

DIFFICULTY: Equipment (research materials, libraries), Foreign Language (obscure dialects, dead languages), Time, Unfamiliarity or Complexity (deliberately obscure texts, complex codes, or ciphers). A character is most familiar with the two languages determined during character creation – dealing with other languages increases difficulty by one step. Working with highly specialised or technical language, increases difficulty by one step. Ancient, dead, or archaic forms of language increase the difficulty by one step.

The simplest translations require only a minute, or as long as the text takes to read, as does interpreting obscured or misleading

language. Deciphering complex codes, translating ancient languages, or writing texts of any sort, takes significantly longer.

MOMENTUM SPENDS: The main Momentum spends for Linguistics tests will either increase the quality of the translation – providing more information – or reduce the time made to perform the task.

EAR FOR LANGUAGE

PREREQUISITE: Linguistics Expertise 1

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

PUZZLER

PREREQUISITE: Ear for Language

The character has knack for solving word and number puzzles, regardless of how they are formed. The difficulty of any test to translate language, crack a code, or decrypt a cypher is reduced by one step per rank of Puzzler. This may eliminate the need for a test.

Puzzler may be taken up to three times.

ENCRYPTER

PREREQUISITE: Puzzler, Linguistics Expertise 2

The character has developed countless different encryption schemes, and has learned various ways to make them extremely difficult for an opponent to crack. When creating an encryption scheme, passing along a code, or using non-verbal cues to express a message, each Dark Symmetry point spent to add an additional die to the test adds two dice instead of one.

IN PLAIN SIGHT

PREREQUISITE: Encrypter

The character is aware that often a bit of secret information can be effectively communicated in plain sight, without the opponent becoming aware. Any time the character is using a cypher to perform an act of misdirection, the character can substitute Linguistics for Command, Persuade, or Stealth.

WAY WITH WORDS

PREREQUISITE: Ear for Language

The character is familiar with the idioms and speech patterns of a broad range of different populations. He knows not just how to speak a language, but how to speak it in a fashion that sets a native speaker at ease, often even exploiting a local dialect. The character can substitute Linguistics for Persuade.

INTUITIVE COMMUNICATOR

PREREQUISITE: Ear for Language

The character recognises that language is merely one aspect of communication. He is also comfortable communicating through inflection, tone, body language, and gestures. He can converse with any being that is ostensibly human without penalty for a language barrier.

INSTANT TRANSLATOR

PREREQUISITE: Intuitive Communicator, Linguistics Expertise 2

The character has studied a broad range of foreign languages, including many that are no longer in use. Any time the character discovers a written work in a language he does not know, he may spend one Dark Symmetry point. In return, he can instinctively decrypt a basic meaning from a text without having to spend the arduous time normally required to translate it. However, producing a more comprehensive translation will require time and tests as normal.

LANGUAGES OF THE SOLAR SYSTEM

Each of the major factions in the solar system has its own language, each of which is a natural evolution of the many languages once spoken on Old Earth before the rise of the corporations. The old languages, while they may remain in scattered ancient texts, and fragments of grammar and vocabulary, are more curiosity than useful knowledge.

A character in *Mutant Chronicles* is fluent in two languages as standard – the language of his heritage or faction, and the ubiquitous Luna Patois. Aside from single-corporation material – broadcasts and publications intended only for the consumption by a corporation's own populace – the majority of the media output in the solar system is in Luna Patois, allowing it to be watched, listened to, or read by basically everyone. Luna Patois started as a rough mixture of the languages of the original four corporations, but over the centuries since Luna City was founded, it has evolved into a distinct language all of its own.

In practical terms, a character will be able to communicate effectively with any other character he encounters – fluency in Luna Patois is the assumed standard across the system. Still, being able to speak with another character in a faction language is helpful – a few words in Mishiman to the right Triad lieutenant may open doors that a whole conversation in Luna Patois may not.

MECHANICS GENERAL SKILL (INTELLIGENCE)

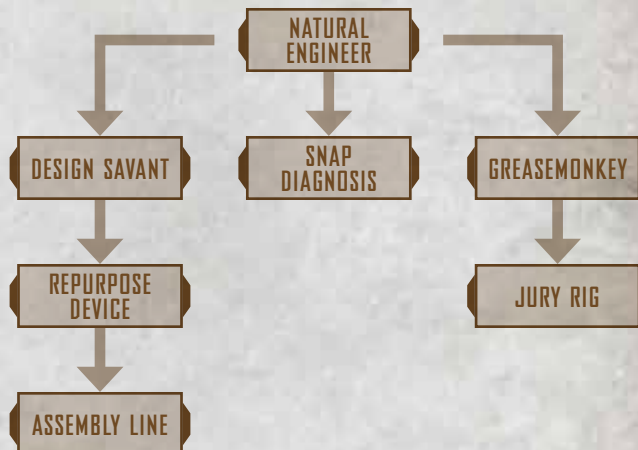
This skill covers the understanding, maintenance, and repair of machinery and structures. This covers a wide range of disciplines and fields of expertise, from internal combustion engines, to structural repair, to engineering.

COMMON USES: See Vehicles and Starships sections. Also, identifying, building, repairing, maintaining, or disabling mechanical devices. Identifying, creating, placing, or disarming explosive devices. Mechanics may substitute for Treatment and Medicine when attempting to 'heal' damage to cybernetic implants and similar technologies.

DIFFICULTY: Lighting, Disruption or Distraction, Distance (identifying only), Equipment (tools, workshops), Random Motion, Time, Unfamiliarity or Complexity. Mechanics is a broad skill, encompassing a wide range of tasks and situations. The GM has a considerable amount to take into consideration when adjudicating a given use of the skill, to ensure that it is not overly effective or a waste of effort.

MOMENTUM SPENDS: The main uses of Momentum on Mechanics test are to reduce the time taken, and to improve the quality of success; in the case of vehicles and starships, this increases the amount of damage repaired, while placing explosives increases a device's damage with Momentum spent.

MECHANICS TALENT TREE



NATURAL ENGINEER

PREREQUISITE: Mechanics Expertise 1

The character may re-roll a single d20 that did not generate a success on the initial roll, but must accept the new result.

DESIGN SAVANT

PREREQUISITE: Natural Engineer

The character has knack for designing novel solutions to problems. Any time the character chooses to design a new piece of equipment – or modify an existing design – he may reduce the difficulty of the Mechanics test by one step per rank of Design Savant. This may eliminate the need for a test. **Design Savant may be taken up to three times.**



Making the first incision.

REPURPOSE DEVICE

PREREQUISITE: Design Savant, Mechanics Expertise 2

The character has the vision to recognise alternative uses of common devices. With success on a Challenging D2 Mechanics test, the character can adapt existing equipment at hand to solve a problem. This adaptation is only good for a single use. Any Momentum from the test can be spent to provide an additional use per point of Momentum. After the final use has been completed, the equipment is ruined for both the alternative use and its originally intended use.

ASSEMBLY LINE

PREREQUISITE: Repurpose Device

The character is capable of identifying ways to mass-produce parts and resources from little more than scrap. Once the necessary components are obtained, the character can attempt an Average D1 Mechanics test. With success, a single load of Parts or a single Reload can be created. Every point of Momentum spent on this test can produce an additional load. All creations are subject to GM approval.

SNAP DIAGNOSIS

PREREQUISITE: Natural Engineer

The character is able to identify the problem with any broken device – or to recognise a vulnerability that could be used to break

a device. The character reduces the difficulty of any Mechanics test by one. This may reduce the difficulty to zero, removing the need for a test. When an exploit weakness action is taken, Snap Diagnosis also grants the Armour Piercing weapon quality to the character's subsequent attack for a value equal to their Mechanics Focus.

GREASEMONKEY

PREREQUISITE: Natural Engineer

The character is familiar with mechanical systems, and recognises the most likely points of failure intuitively. When attempting a repair, each point of Momentum spent to reduce the repair time reduces the time taken by two steps, rather than one.

JURY RIG

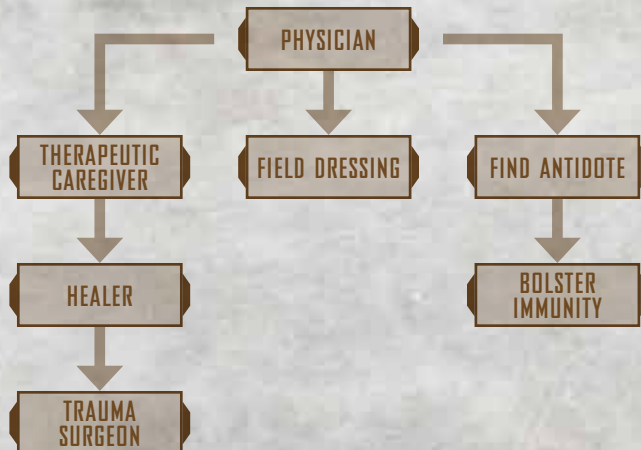
PREREQUISITE: Greasemonkey, Mechanics Expertise 2

Often when a critical piece of equipment breaks down – either due to wear and tear or Corruption – components necessary to replace it are unavailable. Characters with this talent have a knack for making do without the necessary missing components. The character may make an Average D1 Mechanics test to repair a device temporarily when necessary components are unavailable. On success, it will function normally for one hour. Each point of Momentum earned on the test can be spent to add an additional hour of function.

MEDICINE ADVANCED SKILL (INTELLIGENCE) – TREATMENT

This skill covers an advanced knowledge of medical technology, pharmacology, and disease diagnosis. It allows a character to provide long-term medical care, perform surgery, and implant cybernetics, or treat diseases, radiation sickness, and other significant maladies.

MEDICINE TALENT TREE



COMMON USES: See **Chapter 12: Damage, Wounds, and Healing** in the corebook. Also, studying and identifying poisons, diseases, and other ailments and performing autopsies.

DIFFICULTY: Lighting, Disruption or Distraction, Equipment (medkits, hospital suites), Random Motion, Unfamiliarity or Complexity.

Most of the difficulty on a Medicine test comes from the injury, disease, or other condition being treated or studied. Autopsies are an Average D1 Medicine test, taking an hour to perform.

MOMENTUM SPENDS: See **Chapter 12: Damage, Wounds, and Healing** in the corebook. The main use of Momentum on Medicine tests is to improve the quality of success – a test to treat injuries or diseases gain in effectiveness with Momentum, while tests made to study diseases or perform autopsies grant more information with Momentum.

PHYSICIAN

PREREQUISITE: Medicine Expertise 1

The character 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.

THERAPEUTIC CAREGIVER

PREREQUISITE: Physician

Different patients respond to different types of long-term care in very different ways. Some physicians specialise in tailoring the treatment to the patient. When making a Teamwork test to assist a patient in long-term care, the character may roll a number of dice equal to the number of Medicine talents he possesses instead of the single die normally permitted.

HEALER

PREREQUISITE: Therapeutic Caregiver, Medicine Expertise 2

The character has learned techniques to aid a character in recovering from particularly grievous injuries. The character may reduce the difficulty of a Treat Wounds test by one step per rank of Healer he possesses. This may eliminate the need for the skill check. **Healer may be taken up to three times.**

TRAUMA SURGEON

PREREQUISITE: Healer

The character is particularly adept at keeping patients alive, even in the face of gruesome trauma. The character may reduce the difficulty of a Stabilise test by one step per rank of Trauma Surgeon he possesses. This may eliminate the need for the skill check. **Trauma Surgeon may be taken up to three times.**

FIELD DRESSING

PREREQUISITE: Physician

The character has become particularly adept at practicing medicine in situations where few resources are available. He suffers no penalty for Medicine tests attempted without a medkit or other tools.

FIND ANTIDOTE

PREREQUISITE: Physician

Swift treatment with an antivenin or anti-toxin can dramatically reduce the effects of poison. A trained physician can sometimes identify a cure for a deadly poison by recognising the nature of its symptoms. The character can attempt an Average D1 Medicine test any time he encounters a poisoned or drugged patient. On success, he is able to identify both the poison or drug and the antidote necessary to relieve its symptoms. The character may spend Momentum to have the antidote at hand, though the amount required is subject to GM discretion, based upon the rarity and toxicity of the poison or drug.

BOLSTER IMMUNITY

PREREQUISITE: Find Antidote, Medicine Expertise 2

Serious diseases are often difficult to diagnose, and even more difficult to treat. Some physicians specialise in identifying treatments that are effective against the disease and that minimise the side effects for the patient. The character can attempt an Average D1 Medicine test to identify the best treatment for any patient he encounters. On success, he is able to identify both the disease and the best possible treatment plan. The character may spend Momentum to have the necessary pharmaceuticals, though the cost is subject to GM discretion, based upon the rarity and severity of the disease.

MYSTICISM

ADVANCED SKILL (MENTAL STRENGTH) – WILLPOWER

This skill covers a knowledge and instinctive understanding of the power of the Light and the effects it – and other supernatural forces – can produce. It is deeply intertwined with the lore of the Brotherhood and its understanding of the enemies of mankind: the Dark Legion.

MYSTICISM TALENT TREE



COMMON USES: Identifying supernatural powers, studying and identifying creatures and abilities of the Dark Soul, casting Spells when used with the Mystic talent (see Corebook page 168).

DIFFICULTY: See **Chapter 17: The Art of the Light** in the corebook. For uses other than casting Spells: Equipment (research materials, library), Time, Unfamiliarity or Complexity (more complex subjects are more difficult to research).

MOMENTUM SPENDS: See **Chapter 17: The Art of the Light** in the corebook. For other uses, Momentum will provide more detailed information, or make a research project take less time.

SPIRITUAL UNDERSTANDING

PREREQUISITE: Mysticism Expertise 1

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

DARK KNOWLEDGE

PREREQUISITE: Spiritual Understanding

The character has an understanding of the creatures of the Dark Legion, and is adept at identifying these vile beasts and the powers they manifest. The character reduces the difficulty of any Mysticism test to identify a creature or power of Darkness by one for each rank of Dark Knowledge. This may eliminate the need for a test. **Dark Knowledge may be taken up to three times.**

DARK DEFENCE

PREREQUISITE: Dark Knowledge, Mysticism Expertise 2

The character has turned his knowledge of the Darkness to the practical matter of saving his life. As a Standard Action, during a combat where there is at least one Heretic or creature of the Dark Soul on the opposing side, he may attempt an Average D1 Mysticism test. If this test is passed, he gains a free Response Action against an attack from a Heretic or creature of the Dark Soul, due to his defensive tactics. For every Momentum spent, he gains an additional free Response Action. These free Response Actions may be used at any point before the end of the combat.

SLAYER OF DARKNESS

PREREQUISITE: Dark Defence

The character has learned how to most effectively harm and kill the creatures of Darkness. As a Restricted Action, the character may nominate a single creature of Darkness and attempt a Challenging D2 Mysticism test. If this succeeds, then the character's next attack against that creature inflicts one additional point of damage per Momentum spent, in addition to the normal bonus damage gained from spending Momentum from the attack itself.

RITUALIST

PREREQUISITE: Spiritual Understanding

The character is versed in the arcane arts, understanding enough to

assist true masters of those arts in their work. As a Standard Action, the character can attempt an Average D1 Mysticism test to assist another character. If passed, this test has no benefits of its own, but immediately adds all its Momentum to the assisted characters' next Mysticism test, rather than going to the group Momentum pool. Multiple characters with this talent can assist a single test, allowing for some truly spectacular spells to be cast by large groups. This may not be used to assist Mysticism tests made as Free Actions.

SPIRITUAL ARMOUR

PREREQUISITE: Spiritual Understanding

The character's mind and body are armoured against the supernatural. Against any damage-dealing supernatural power – Arts, Dark Gifts, or any other supernatural power – the character counts his Soak as one higher than normal for every rank of this talent he possesses. **Spiritual Armour may be taken up to three times.**

MYSTIC WARD

PREREQUISITE: Spiritual Armour, Mysticism Expertise 2

The character has learned the way to protect himself from the spells and sorcery of his foes. By spending an hour meditating and performing a minor ritual, the character may perform a Response Action to resist a spell or supernatural power used on him, so long as he is aware of the attacker. The test to use the power now becomes an opposed test, opposed by the defending character's Mysticism skill. For supernatural powers that do not require a test, the character may attempt a Mysticism test to resist the power's effect, instead of any normal test to resist (if any), and gains a bonus d20 on that test. The benefits of this ritual last a day.

OBSERVATION

GENERAL SKILL (AWARENESS)

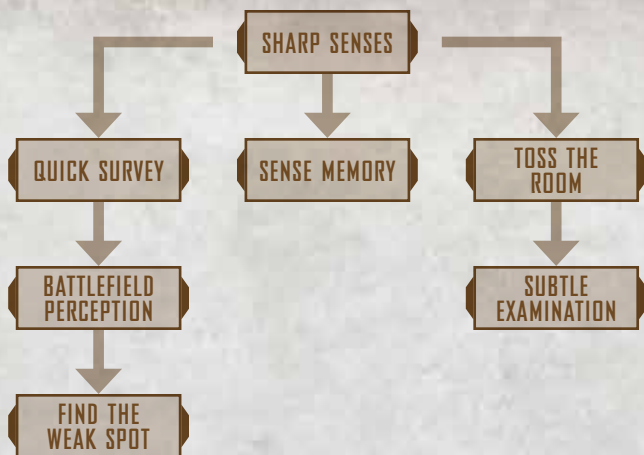
This skill governs a character's ability to notice and discern details and subtle environmental cues. It also covers general perceptiveness and the ability to recognise that something is out of place, to search an area for clues, or to spot a potential ambush. Observation is the parent skill to Insight.

COMMON USES: Searching for physical clues, detecting ambushes and other threats, noticing small details.

DIFFICULTY: Lighting (sight-based Observation), Distance, Noise (hearing-based Observation), Poor Weather. Observation tests are frequently used to oppose Stealth or Thievery tests. The difficulty of Observation tests can also be influenced by the size of the object or threat being spotted.

MOMENTUM SPENDS: Observation tests frequently use Momentum to allow a character to perform other activities – such as alerting allies of threats spotted, or moving to take cover in response to an ambush – or to provide additional detail.

OBSERVATION TALENT TREE



SHARP SENSES

PREREQUISITE: Observation Expertise 1

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

QUICK SURVEY

PREREQUISITE: Sharp Senses

A character may spend one Momentum from an Observation test to recognise the reason the test was made. If this occurred prior to entering a conflict, the character may add 1d20 to any skill test made during his first turn, without paying any Dark Symmetry points.

BATTLEFIELD PERCEPTION

PREREQUISITE: Quick Survey, Observation Expertise 2

During combat, the character may make an Average D1 Observation test as a Restricted Action. If the test is passed, he can determine the severity of his opponent's worst wound. Each Momentum spent allows the character to know how many Light Wounds remain on the hit location of his choice.

FIND THE WEAK SPOT

PREREQUISITE: Battlefield Perception

During combat, the character may make an Average D1 Observation test as a Restricted Action. If he passes the test and makes a Ranged or Close Combat Action, he immediately applies additional damage dice equal to his Observation focus level. Momentum carries forward as normal.

SENSE MEMORY

PREREQUISITE: Sharp Senses

The character has a knack for recalling patterns of sounds, smells, or colours. He is more likely to recognise people, places, and objects he has interacted with, even when attempts have been made to obscure, disguise, or hide them. When trying to detect, locate, or recognise such targets, he gains a bonus 1d20 to any related skill tests.

TOSS THE ROOM

PREREQUISITE: Sharp Senses

The character is adept at thoroughly searching an area quickly. The search is obvious, with a difficulty determined by the size of the area searched. Searching within Reach requires an Average D1 Observation test, while searching within Close range takes a Challenging D2 test instead (see page 106 for definitions of Reach and Close range). If the character passes the Observation test, the character identifies all of the important clues in the space. Momentum can be spent to reduce the amount of time required, or to obfuscate the fact the area was searched. Searching within Reach takes one minute, while searching within Close range takes ten minutes.

SUBTLE EXAMINATION

PREREQUISITE: Toss the Room, Observation Expertise 2

The character can perform the Toss the Room action as described, but in half the normal time, or subtly, without leaving tell-tale evidence of the search. In order for anyone to notice that a search has been undertaken subtly, they must succeed at a Challenging D3 Observation test.

PERSUADE

GENERAL SKILL (PERSONALITY)

This skill governs the character's ability to convince others, to make them believe what he wishes, or to hold to one of his beliefs, even for a short while. It covers a wide range of interpersonal skills, such as the ability to charm, deceive, coerce, bribe, seduce, or haggle. Persuade is the parent skill to Command.

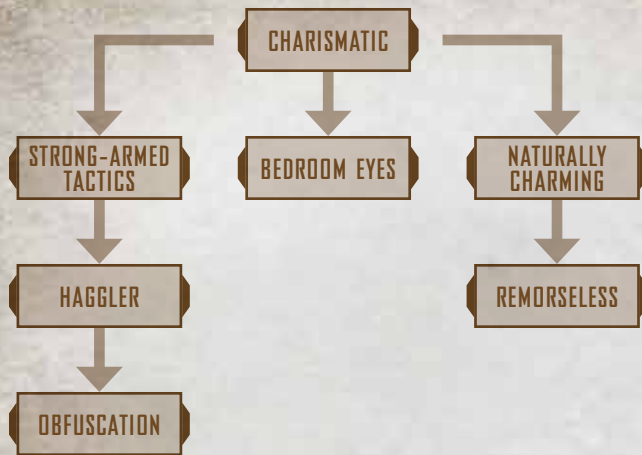
COMMON USES: Acquisition tests, lying to, negotiating with, intimidating, seducing, or befriending others to gain assistance, access, or information.

DIFFICULTY: Distance, Foreign Language, Noise, Social Factors, Time, Unfamiliarity or Complexity (unfamiliar target or subject matter, complex lies, etc).

Persuade is often opposed by the target's Willpower test. NPCs will eventually shake off the effects of a Persuade test, having second thoughts, seeing through a lie, or overcoming a scare. The GM should set the duration of the effect, and the time required for the test, when he sets the difficulty – a brief scare meant only to distract for a minute should only take a minute or so to perform, but a complex lie meant to last for days or weeks should be more difficult and take longer to attempt. As a rule of thumb, a Persuade test should take as long to attempt as the player wishes the effects to last.

MOMENTUM SPEND: Momentum on Persuade tests is often used to reduce the time taken to persuade a character, or to make the effects of a Persuade tests last longer.

PERSUADE TALENT TREE



CHARISMATIC

PREREQUISITE: Persuade Expertise 1

The character's Influence bonus rating is increased by +1.

STRONG-ARMED TACTICS

PREREQUISITE: Charismatic

The character recognises others' limitations and is always willing to exploit them. When attempting to intimidate an opponent, he is able to immediately recognise the most effective strategies to use. He gains one additional d20 to any Persuade or Command test per rank of Strong-Armed Tactics. **Strong-Armed Tactics may be**

purchased up to three times.

HAGGLER

PREREQUISITE: Strong-Armed Tactics, Persuade Expertise 2

The character is particularly proficient at striking a bargain to obtain either goods or favours. Prior to attempting a Lifestyle check, the character may make an Average D1 Persuade test. Every point of Momentum earned on the Persuade test provides an additional d20 to the Lifestyle test.

OBFUSCATION

PREREQUISITE: Hagglers

Some individuals thrive on the fact that others are limited in the speed with which they can process information. They prey on individuals by dissembling, speaking quickly, and using obscure references or idioms. When the character attempts to fast-talk an opponent, each Dark Symmetry Point spent on the test provides two bonus d20s to the Persuade test instead of one.

BEDROOM EYES

PREREQUISITE: Charismatic

The character is particularly adept at seducing others. When attempting a seduction, the character gains two additional d20s to his Persuade test per Dark Symmetry Point paid, instead of one.

NATURALLY CHARMING

PREREQUISITE: Charismatic

The character has a warm personality and a winning smile. People



Whitestar's Night Witches are among the best pilots.

trust him. A successful Persuade test yields one additional point of Momentum per rank of Naturally Charming. **Naturally Charming may be taken up to three times.**

REMORSELESS

PREREQUISITE: Naturally Charming, Persuade Expertise 2

The character is willing and able to tell any lie that he feels is necessary to overcome an opponent's social defences. When lying to an opponent, the character gains one additional d20 to his Persuade or Command test per rank of Remorseless. **Remorseless may be taken up to three times.**

PILOT GENERAL SKILL (COORDINATION)

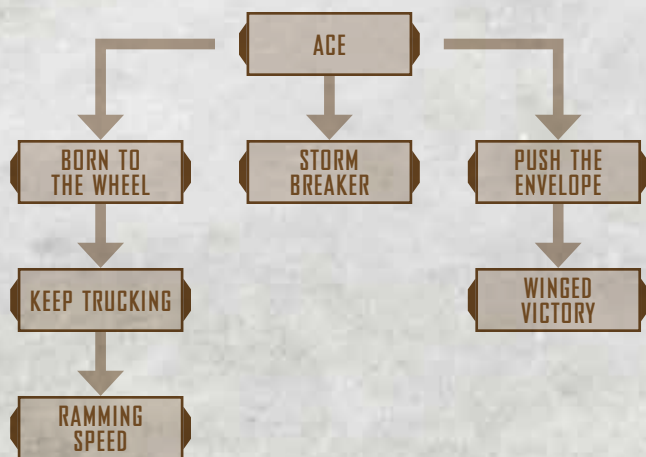
This skill covers the ability to operate and drive a variety of vehicles. This includes motorcycles, cars, trucks, hovercraft, watercraft, and aircraft. Pilot is the parent skill to Space.

COMMON USES: See Vehicles.

DIFFICULTY: Lighting, Difficult Terrain, Poor Weather, Unfamiliarity or Complexity. Damage to a vehicle may also impose additional difficulty increases.

MOMENTUM SPENDS: Momentum on Pilot tests is normally used to improve the quality of a test – the manoeuvre is performed with greater efficiency or style. Specific manoeuvres may have their own unique Momentum spends.

PILOT TALENT TREE



ACE

PREREQUISITE: Pilot Expertise 1

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

BORN TO THE WHEEL

PREREQUISITE: Ace

The character is particularly adept at driving in difficult situations. Decrease the difficulty rating for any Pilot tests using ground-based vehicles by one, to a minimum of one.

KEEP TRUCKING

PREREQUISITE: Born to the Wheel, Pilot Expertise 2

The character has mastered tactics for keeping a vehicle running effectively, even when it is seriously damaged. When performing a Pilot test with a damaged vehicle, for each rank of Keep Trucking the character has, the damage modifies the difficulty of the test by one step less than normal. **Keep Trucking may be taken up to three times.**

RAMMING SPEED

PREREQUISITE: Keep Trucking

A vehicle can be an exceptionally deadly weapon. The character has studied and mastered techniques to increase its lethality. If the character uses a ground-based vehicle to ram a target, each point of Momentum spent to add additional damage adds two damage instead of one.

STORM BREAKER

PREREQUISITE: Ace

The character has become an expert at piloting watercraft under extreme conditions. The character may ignore any penalties to a Pilot test for a water-based vehicle that are due to choppy waters, severe weather, or other environmental conditions.

PUSH THE ENVELOPE

PREREQUISITE: Ace

The character is particularly adept at making atmospheric craft perform beyond their design specifications. When attempting to increase the speed or performance of an airborne vehicle, each Dark Symmetry point spent to add dice to the Pilot pool adds two d20s instead of one.

WINGED VICTORY

PREREQUISITE: Push the Envelope, Pilot Expertise 2

The character is an expert in the use of single-pilot flight craft. He may substitute his Pilot skill for Gunnery when firing weapons mounted on an airborne vehicle that he is also piloting.

PSYCHOTHERAPY ADVANCED SKILL (INTELLIGENCE) – TREATMENT

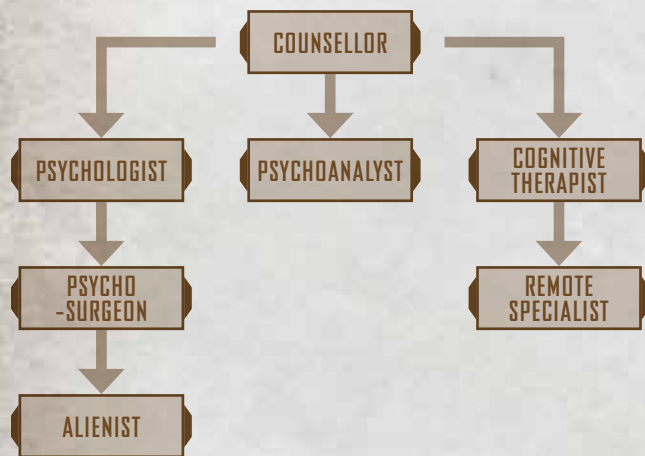
This skill governs the ability to diagnose mental distress, psychoses, and insanity, and to provide treatment for those maladies. This includes naturally-occurring syndromes as well as those inflicted through exposure to the supernatural or to creatures of Darkness.

COMMON USES: See **Chapter 13: Mental Strain and Madness** in the corebook

DIFFICULTY: Disruption or Distraction, Distance, Foreign Language, Noise, Social Factors, Time.

MOMENTUM SPENDS: See **Chapter 13: Mental Strain and Madness** in the corebook.

PSYCHOTHERAPY TALENT TREE



COUNSELLOR

PREREQUISITE: Psychotherapy Expertise 1

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

PSYCHOLOGIST

PREREQUISITE: Counsellor

The character has become devoted to preserving the rational world and eliminating madness in all its forms from his patients. **When making a Psychotherapy test to reduce madness, every Dark Symmetry point spent to add dice to the Psychotherapy test provides two d20s instead of one.**

PSYCHO-SURGEON

PREREQUISITE: Psychologist, Medicine Expertise 2

The character has worked with countless patients, who suffered from multiple types of madness simultaneously. He has learned to isolate these different strains and cure each one individually. The difficulty step increase for multiple instances of madness is decreased by one for each rank of Psycho-surgeon the character has. This may eliminate the need for a test. **Psycho-surgeon may be taken up to three times.**

ALIENIST

PREREQUISITE: Psycho-surgeon

The character has become skilled at working with patients who have fallen prey to the supernatural. When attempting Psychotherapy to help another character recover from Dread, the difficulty of the test is reduced by one step, to a minimum of one.

PSYCHOANALYST

PREREQUISITE: Counsellor

Rest is an effective means to recover Mental Wounds. A trained counsellor is often able to guide a patient's focus while resting in order to expedite the recovery process. The character may perform a Psychotherapy test to assist a character already undergoing natural rest. This is conducted as assisting in a teamwork test; however, the character may use his full Psychotherapy dice pool instead of a single die.

COGNITIVE THERAPIST

PREREQUISITE: Counsellor

The character has come to specialise in assisting individuals in recovering from mental trauma. When helping a patient to recover Mental Wounds, the patient recovers two Mental Wounds per Momentum spent on the test, instead of one.

REMOTE SPECIALIST

PREREQUISITE: Cognitive Therapist, Psychotherapy Expertise 2

There are far more individuals suffering from mental trauma than there are trained psychotherapists. The character has learned how best to provide therapy when a face to face meeting is impossible. The character does not suffer a difficulty increase in situations where he is unable to interact with a patient face-to-face.

RANGED WEAPONS

GENERAL SKILL (COORDINATION)

This skill covers the use and maintenance of ranged weaponry, as well as a familiarity with the damage it inflicts. This encompasses pistols, sub-machine guns, shotguns, assault rifles, sniper rifles, and



Hone those shooting skills or die in the field.

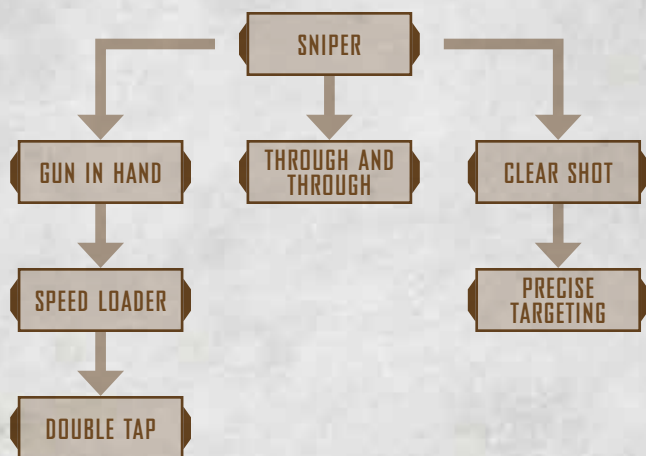
both grenades and grenade launchers. Ranged Weapons is the parent skill to Heavy Weapons and Gunnery.

COMMON USES: See the Combat section. Also, identifying ranged weaponry and the injuries they cause, identifying weapon-based combat styles, proper maintenance of firearms.

DIFFICULTY: See the Combat section. Non-combat uses are affected by Distance (distance to the weapon or injury being identified), or Unfamiliarity or Complexity (obscure forms of weaponry).

MOMENTUM SPENDS: See the Combat section. Non-combat uses gain more detailed or more specific information with Momentum spent.

RANGED WEAPONS TALENT TREE



SNIPER

PREREQUISITE: Ranged Weapons Expertise 1

When making an attack with a ranged weapon, a character may re-roll a number of damage dice equal to the number of Ranged Weapons talents he has acquired. The new results must be accepted.

GUN IN HAND

PREREQUISITE: Sniper

The character is always prepared for a gunfight. As a Response Action the character may respond to an attack with an attack of his own with any weapon he can wield in one hand. This attack has a base difficulty of Daunting D3, and is resolved before the enemy attack. If this reaction kills or otherwise incapacitates the attacker, then his attack is prevented.

SPEED LOADER

PREREQUISITE: Gun in Hand, Ranged Weapons Expertise 2

The character can disassemble and reassemble his weapon and its components with little thought. During combat, he may spend a Restricted Action to increase his rate of fire, allowing him to spend

one more Reload with the weapon that turn than he would normally be allowed to. For example, a character with this talent using a semi-automatic weapon would be allowed to spend up to two Reloads, rather than the normal limit of one.

DOUBLE TAP

PREREQUISITE: Speed Loader

The character has learned to fire his weapon rapidly without sacrificing accuracy. If the character succeeds at a Ranged Weapon attack and spends Momentum to perform a Swift Strike, there is no increase in difficulty rating for the attack taken with Swift Strike. However, Double Tap can only be used once per turn.

THROUGH AND THROUGH

PREREQUISITE: Sniper

When the character spends Momentum on a Secondary Target effect for a Ranged Weapons attack, it only costs one Momentum. In addition, the character can select a number of Secondary Targets equal to his ranks of Through and Through. **Through and Through may be taken up to three times.**

CLEAR SHOT

PREREQUISITE: Sniper

The character has learned to compensate instinctively for variations in weapon manufacturing, weather conditions, and other anomalies that could affect the trajectory of an attack. He reduces the penalty for firing at a range other than the weapon's optimal range by one step, to a minimum of zero.

PRECISE TARGETING

PREREQUISITE: Clear Shot, Ranged Weapons Expertise 2

The character knows that just hitting a man-sized target is seldom accurate enough. Instead, he has come to focus his attacks far more precisely. When spending Momentum for the Called Shot benefit on an attack made with the Ranged Weapons skill, each point of Momentum may be spent to shift the hit location roll by up to two points.

RESISTANCE GENERAL SKILL (PHYSIQUE)

Resistance covers both natural resilience and physical conditioning to better endure substances, activities, and events that would otherwise impair a character. This might include sensory deprivation, extremes of environment, poisons, diseases, physical disorientation, or extreme pain.

COMMON USES: See **Chapter 12: Damage, Wounds & Healing** in the corebook. Also, resisting or recovering from physical status conditions, enduring physical hardships or extremes of effort. Resistance is primarily used in response to threats or situations, or to recover from injury naturally.

RESISTANCE TALENT TREE



DIFFICULTY: Poor Oxygen. The difficulty of Resistance tests is normally set by whatever situation or effect is forcing the Resistance test to be taken in the first place.

Outside of those conditions, if confronted with an ongoing situation – such as extremes of environment or prolonged strenuous activity – the difficulty of the test should start at Average D1, and increase by one step with every successive test required. For example, enduring the extreme cold of an arctic wasteland may require a Resistance test each hour, inflicting $\uparrow 3$ damage with the Dreadful quality on a failed test. The first test would be D1, the second increases to D2, and so forth, to a maximum of D5.

MOMENTUM SPENDS: See **Chapter 12: Damage, Wounds & Healing**. It is common to use Momentum from Resistance tests to recover Dread, or to bank it for later use offensively. For ongoing

HOSTILE ENVIRONMENTS

The solar system is filled with diverse environments, not all of which are conducive to human habitation. Characters use the Resistance skill, and a variety of equipment, to endure these dangerous climes, which range from freezing cold to blistering heat. They may also be faced with the threat of thirst or starvation if isolated from habitable environs for too long, or be forced to go without sleep for long periods. If exposed to one or several of these problematic conditions for too long, a character's life can be at risk.

For the purposes of the game, these effects all work in a similar way – tracking Fatigue. A character gains Fatigue for failing Resistance tests against environmental conditions and similar effects. Fatigue is tracked with a character's Serious Wounds boxes, but it does not inflict damage. Instead, a mark is placed under a Serious Wound box, starting with the last one in the line: start tracking from the opposite end you mark wounds from, as explained in the diagram.

Marking Fatigue



Becoming Exhausted



A character who has marked one or more Fatigue does not suffer any penalties at first. He may feel tired or unwell, but nothing particularly limiting. Problems occur, however, when all of a character's Serious Wound boxes are marked with Fatigue, or one or more Serious Wound boxes are both crossed off and marked with Fatigue.

If a character has marked all of his Serious Wound boxes with Fatigue, then the next time he gains Fatigue, from any source, he suffers a Serious Wound instead. As soon as a character has a Serious Wound box both crossed off and marked with Fatigue, then he becomes Staggered – the stress of his condition has grown too severe to carry on. The character finds himself too weak to move without great effort.

Recovering from Fatigue does not take long – once a character has removed himself from the source of the Fatigue (found shelter from heat, cold, or radiation; found a source of food or water etc.), he may attempt an Average D1 Resistance test after eight hours of rest. This will unmark one Serious Wound box – starting with the last mark made – and an additional box, working back towards the first mark made, for each Momentum spent. Characters with the Survival or Treatment skills may assist a character in this Resistance test. If a character has received Fatigue from more than one source – for example, heat and thirst – he must remove himself from all sources of Fatigue before recovery can begin.

COLD AND HEAT

Temperature hazards are amongst the most common to plague humanity in the wilderness. Extremes of cold or heat pose a serious risk to the unwary, and those without proper protection

situations, Momentum can be spent to delay the next test, with the first point of Momentum doubling the time before the next test, the second point tripling it, and so forth.

HARDY

PREREQUISITE: Resistance Expertise 1

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.

JUST A SCRATCH

PREREQUISITE: Hardy

The character has a knack for shrugging off minor injuries and quickly recovers from wounds. When resting or recovering naturally, a character recovers one additional Light Wound per rank of Just a Scratch. **Just a Scratch can be taken up to three times.**

RUB SOME DIRT ON IT

PREREQUISITE: Just a Scratch, Resistance Expertise 2

The character has been injured before, and has probably faced something more grievous than what just happened to him. When attempting to recover from a temporary status effect, the difficulty rating is reduced by one step, to a minimum of one.

QUICK HEALER

PREREQUISITE: Rub Some Dirt on It

When attempting to heal via natural healing, the character can add an additional 1d20 to the Resistance test per rank of Quick Healer.

Quick Healer may be taken up to three times.

RESILIENT

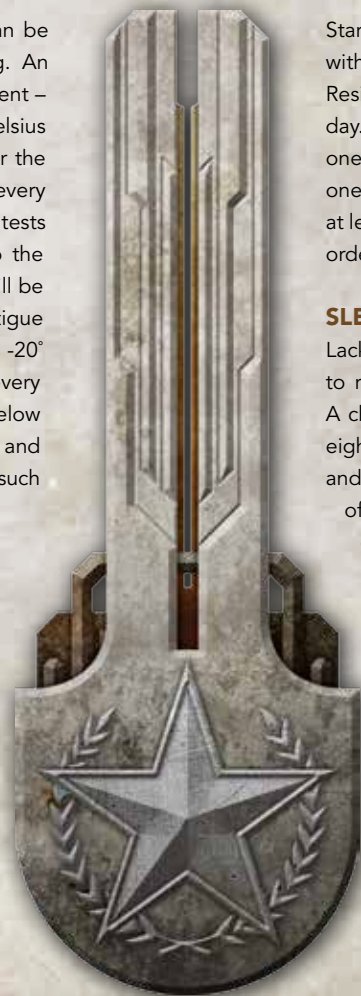
PREREQUISITE: Hardy

The character's physique is particularly resilient to injuries. When

– shelter, protective clothing, and so forth – can be incapacitated or killed if exposed to too long. An unprotected character in a cold or hot environment – temperatures below zero Celsius, or above 35° Celsius – must take an Average D1 Resistance test after the first hour of exposure, plus an additional test for every full hour of exposure after that. These additional tests increase the difficulty by one for each test (so the second test will be Difficulty 2, while the third will be Difficulty 3). Failure on any test inflicts one Fatigue on the character. Severe cold or heat (below -20° Celsius or above 45° Celsius) requires a test every ten minutes instead. Extreme temperatures (below -30° or above 60°) require a test every minute, and inflict one Serious Wound as well as Fatigue – such temperatures are swiftly lethal.

STARVATION AND THIRST

Lack of basic sustenance is a major concern in the wilds, particularly for those not skilled in survival techniques. A character who has gone without water for a number of hours equal to twenty four plus his Physique score, must take an Average D1 Resistance test and a further test after each additional hour. These additional tests increase the difficulty by one for each successive test. Failure on any test inflicts one Fatigue on the character. A character requires at least a gallon of water a day – or three times that in hot environments – in order to avoid suffering from thirst.



Starvation is a little more forgiving. After three days without food, a character must take an Average D1 Resistance test and a further test after each additional day. These additional tests increase the difficulty by one for each successive test. Failure on any test inflicts one Fatigue on the character. An adult human requires at least one reasonable meal or equivalent each day in order to avoid suffering from starvation.

SLEEP DEPRIVATION

Lack of sleep is, in theory, the easiest source of Fatigue to recover from, but it comes with its own hazards. A character who has been awake constantly for forty eight hours must take an Average D1 Resistance test, and a further test after every additional eight hours of sleeplessness. These additional tests increase the difficulty by one for each successive test. Failure on any test inflicts one Fatigue and one Dread on the character as his mind and body weaken. A character requires eight hours of sleep in order to begin recovering from sleep deprivation. Characters can make use of caffeinated drinks – tea, coffee, and certain popular soft drinks all contain caffeine – or other stimulants to help stave off the effects of sleep deprivation. A character who imbibes at least one serving of a caffeinated drink or a dose of a stimulant gains one bonus Momentum towards his next Resistance test against sleep deprivation.

someone triggers an effect would require a Resistance test to avoid a status condition, the difficulty of the Resistance test to resist the negative effects is reduced by one step per rank of Resilient. This may reduce the difficulty to zero, removing the need for a test. **Resilient may be purchased up to three times.**

STRONG LIVER

PREREQUISITE: Hardy

The character has been exposed to countless toxins, and possibly pharmaceuticals. Through exposure, he has developed a powerful resistance to their effects. When the character needs to make a Resistance test against a poison, toxin, or to resist the effects of alcohol or other drugs, he may reduce the difficulty of the test by one step per rank of Strong Liver. This may eliminate the need for a test. **Strong Liver may be taken up to three times.**

FEVER DREAMS

PREREQUISITE: Strong Liver, Resistance Expertise 2

The character has gone through grievous injuries and survived massive benders. He has learned how to stubbornly face down the seemingly insurmountable, and he relies on his physical stamina to do so. When already suffering from a physical injury, the character may substitute his Resistance skill for Willpower.

SCIENCES

ADVANCED SKILL (INTELLIGENCE) – EDUCATION

The character is familiar with a wide range of scientific studies and principles, including both practical applications and theoretical considerations. This includes the fields of physics, chemistry, geology, astronomy, biology, botany, advanced mathematics, and the arcane fields of study revolving around computers and artificial intelligences.

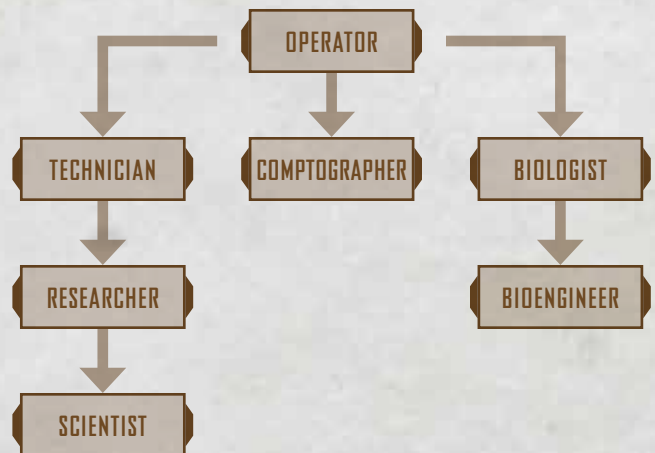
COMMON USES: Understanding scientific documentation, recognising scientific principles, gathering or analysing evidence, research of scientific subjects, creation of experimental procedures, using comptographs and similar computational devices, interacting with computers and artificial intelligences. Sciences may substitute for Persuade and Psychotherapy when interacting with artificial intelligences.

DIFFICULTY: Disruption or Distraction, Equipment (analytical equipment, laboratory), Poor Weather, Time, Unfamiliarity or Complexity. A typical Sciences test takes ten minutes or an hour to perform properly, but particularly complex tasks may take even longer.

MOMENTUM SPENDS: The majority of Momentum spent on Sciences tests will be used to provide increased levels of detail when gathering or analysing evidence or performing research. As with Education and other research-based skill uses, each point of Momentum spent on a test to investigate, research, or analyse can

allow the player to ask the GM a single related question and expect a truthful answer (though the answer does not have to be complete).

SCIENCES TALENT TREE



OPERATOR

PREREQUISITE: Sciences Expertise 1

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

TECHNICIAN

PREREQUISITE: Operator

The character's education included a thorough grounding in mathematics and the physical sciences. Any time he spends a Dark Symmetry point to add additional dice to a Sciences test that deals with complex mathematics or the physical sciences, he adds two d20s instead of one.

RESEARCHER

PREREQUISITE: Technician, Sciences Expertise 2

The character has a broad grounding in the physical sciences, and has become adept at applying them in everyday life. The character may substitute Sciences for any tests of Mechanics or Education.

SCIENTIST

PREREQUISITE: Researcher

The character has intensely studied the physical sciences, conducted independent research, and has formulated advanced theories about the core nature of reality. He may reduce the difficulty of any Sciences test by one step per rank of Scientist. This may eliminate the need for a test. **Scientist may be taken up to three times.**

COMPTOGRAPHER

PREREQUISITE: Operator

The character is adept at operating comptography equipment. The character may reduce the difficulty of any Sciences tests related to comptography tests by one step per rank of Comptographer to a

minimum of one. **Comptographer** may be taken up to two times.

BIOLOGIST

PREREQUISITE: Operator

The character has a familiarity with all of the different living things that can be found throughout the solar system. Whenever the character attempts to recall information about or identify an organism, for every Dark Symmetry point spent to add dice to the test, the character adds two d20s instead of one.

BIOENGINEER

PREREQUISITE: Biologist, Sciences Expertise 2

The character is not only familiar with the different organisms that dwell in the solar system, he is also comfortable creating new forms of life. If the character has access to laboratory facilities, he can create living machines, effectively substituting Sciences for Mechanics when creating living devices.

SPACE ADVANCED SKILL (COORDINATION) – PILOT

This skill governs the ability to operate vehicles designed to function outside of a planet's atmosphere or through interplanetary space. This ranges from small shuttlecraft to larger spaceships.

SPACE TALENT TREE



COMMON USES: See **Chapter 19: Spacecraft** in the corebook.

DIFFICULTY: Difficult Terrain (celestial objects – asteroids, gas clouds, debris), Poor Weather (stellar and planetary phenomena, gravitational anomalies), Unfamiliarity or Complexity. Damage to a spacecraft may also impose additional difficulty increases.

MOMENTUM SPENDS: Momentum on Space tests is normally used to improve the quality of a test – the manoeuvre is performed with greater efficiency or style. Specific manoeuvres may have their

own unique Momentum spends. See **Chapter 19: Spacecraft** in the corebook.

ASTRONAUT

PREREQUISITE: Space Expertise 1

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

TRANS-ATMOSPHERIC

PREREQUISITE: Astronaut

Many spacecraft are also capable of atmospheric flight. However, re-entry can always pose a risk for any craft entering an atmosphere. The character has mastered this flight technique and can reduce the difficulty of any re-entry by one step per rank of Trans-atmospheric to a minimum of one. **Trans-atmospheric** may be taken up to three times.

ROCKET JOCKEY

PREREQUISITE: Trans-atmospheric, Space Expertise 2

The character is particularly adept at flying a spacecraft in difficult and dangerous situations. Decrease the difficulty rating for any Space tests involving piloting by one step per rank of Rocket Jockey. This may eliminate the need for a test. **Rocket Jockey** may be taken up to three times.

STARFIGHTER

PREREQUISITE: Rocket Jockey

The character is an expert in the use of relatively small spacecraft, designed for crews of five or fewer. He may substitute his Space skill for Gunnery when firing weapons mounted on Light Craft.

ALONE IN THE NIGHT

PREREQUISITE: Astronaut

Often, when a spacecraft encounters a mechanical difficulty it is unable to reach a facility where repairs can be made – without at least achieving some interim solution. The character has become familiar with his craft and with possible solutions to common problems. The character may substitute his Space skill for Mechanics when attempting repairs on a spacecraft.

NAVIGATION

PREREQUISITE: Astronaut

The character has learned to navigate a space cruiser throughout the various navigational hazards present in the solar system. The character may ignore any penalties to the difficulty of a Space test incurred by situational hazards, including cosmic radiation, solar flares, rogue objects, and similar dangers.

FLEET ACTION

PREREQUISITE: Navigation, Space Expertise 2

The character has commanded squadrons of spacecraft during conflicts and has survived the experience. He may substitute his Space skill for Command in any such conflicts.

STEALTH GENERAL SKILL (AGILITY)

The art of going unnoticed, such as staying hidden within shadows or moving silently. This skill also governs the creation and use of camouflage and disguises, and the ability to cover one's tracks.

COMMON USES: Moving quietly or silently, hiding from observers, setting up an ambush, creating camouflage, creating and employing disguises, concealing tracks.

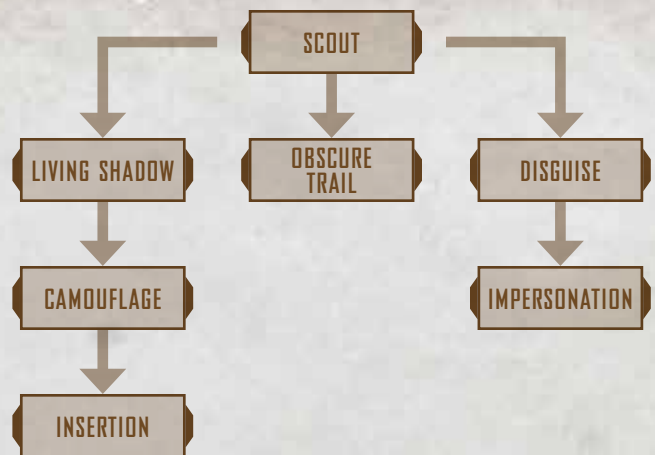
DIFFICULTY: Stealth is commonly opposed by an Observation test. Other problems may include Lighting (reversed – bright light hinders stealth), Difficult Terrain (impedes stealthy movement, may cause noise), Encumbrance, Noise (reversed – loud noises aid stealth). If taken as an opposed test, factors such as lighting and noise should be applied only once, either to the Observation test or to the Stealth test. Stealth tests to create camouflage to hide a larger object, or to create a convincing disguise, take at least ten minutes. Stealth tests for moving unnoticed are different: a character declares that he is moving stealthily, but no test is required until someone is present to oppose it with an Observation test (a guard passes nearby, etc), at which point, the test takes no time whatsoever.

MOMENTUM SPENDS: Momentum on Stealth tests is typically carried forward onto other tests, the advantages of a stealthy approach allowing a character to focus on their task without distraction.



Even a soldier in full armour can melt in to the shadows.

STEALTH TALENT TREE



SCOUT

PREREQUISITE: Stealth Expertise 1

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

LIVING SHADOW

PREREQUISITE: Scout

The character has become adept at using terrain effects and social cues to remain unnoticed by observers. When attempting to remain unseen or unnoticed, the character may add a number of d20s to his Stealth pool equal to the total number of Stealth talent ranks he has purchased.

CAMOUFLAGE

PREREQUISITE: Living Shadow, Stealth Expertise 2

The character recognises that often it is not important for just him to remain unseen, but also his allies and any equipment they may be using. When attempting to conceal anything vehicle sized or larger, the character may add two d20s per Dark Symmetry point spent on the Stealth test instead of one.

INSERTION

PREREQUISITE: Camouflage

The character has learned a variety of techniques necessary to bypass security measures when infiltrating a target facility. The character may substitute Stealth for Thievery when attempting to bypass physical security measures.

OBSCURE TRAIL

PREREQUISITE: Scout

The character has learned how to make it substantially harder for someone to follow him. When he suspects or fears that he might be pursued, the character may make an Average D1 Stealth test. Success means that the difficulty of any pursuer's tests to follow the character increases by one step, plus an extra step per Momentum spent.

DISGUISE

PREREQUISITE: Scout

The character has learned to capably impersonate a broad range of different types of people, effectively blending into the background and acting like he belongs. For each extra success gained on a Stealth test made to create a disguise, the character gains two Momentum instead of one.

IMPERSONATION

PREREQUISITE: Disguise, Stealth Expertise 2

The character has learned to effectively mimic the appearance, personality, and physical mannerisms of other specific individuals. When impersonating another, the character may substitute his Stealth skill for Persuade, Command, or Education.

SURVIVAL GENERAL SKILL (INTELLIGENCE)

This skill covers the ability to find resources such as food and shelter in harsh environments, from hostile wilderness to dangerous urban sprawls. It also governs the ability to find tracks and follow a target through such environments.

SURVIVAL TALENT TREE



COMMON USES: Avoiding environmental hazards, finding daily sustenance, tracking movement through an area, setting traps, and determining likely weather forecasts for the next twenty four hours.

DIFFICULTY: Lighting, Difficult Terrain, Equipment (survival kits), Poor Weather, Time, Unfamiliarity or Complexity.

Most hazards and challenges involving the Survival skill are Average D1 tests, but certain situations can be classified as more difficult, particularly if the character is unfamiliar with them, or they are the work of ancient rogue technology or the Dark Symmetry. A character seeking to avoid a hazard can find or create shelter, locate food and

water, and find secure sites to rest, removing or reducing the need to take Resistance tests against exposure, starvation, thirst, or sleep deprivation. Where animals and other creatures are concerned, a character can use Survival to determine their likely locations and influence their chance of encountering such creatures (reducing it to avoid predators, or increasing it to find prey). Spotting and hiding from creatures is governed by Observation and Stealth, respectively.

MOMENTUM SPENDS: Each Momentum spent allows the character to provide assistance for one additional character – finding food or shelter for four people is harder than finding it for one. Momentum can also be spent to ask the GM questions about the environment, finding information about other local hazards or threats, good places to shelter, or other interesting features in the area.

SELF SUFFICIENT

PREREQUISITE: Survival Expertise 1

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

RISKS

PREREQUISITE: Self Sufficient

The character is familiar with the various environmental hazards implicit in the wilderness. Any time the character travels within a particular kind of environment, chosen when this talent is purchased, he may make an Average D1 Survival test. On success, the character is able to avoid all implicit dangers – possibly avoiding dangerous encounters. Each point of Momentum may be spent to protect one of the character's allies from these same risks. This talent may be selected multiple times, purchasing a new environment type each time. Possible Environments are as follows: Arctic, Desert, Jungle, Mountain, Forest, Plains, Subterranean, or Urban.

REMEDIES

PREREQUISITE: Risks, Survival Expertise 2

The character knows various natural or traditional remedies for illness and sickness that can be found in the wild. When outside of the city, the character may substitute his Survival skill for Treatment.

REWARDS

PREREQUISITE: Remedies

The character recognises that there is a broad range of valuable resources that grow or may be recovered from wilderness areas. When travelling through the wilderness, he may make a Challenging D2 Survival test once per week. Success, and each point of Momentum earned provides a type of resource that can be brokered or traded for one asset.

TRACKER

PREREQUISITE: Self Sufficient

The character has learned to recognise all the signs of passage, from the subtle to the obvious, and has become particularly adept

at following a target. When tracking an opponent, the character reduces the difficulty of the Survival test by one step per rank of Tracker. This may eliminate the need for a test. Tracker may be taken up to three times.

SCROUNGER

PREREQUISITE: Self Sufficient

Useful items and resources are often discarded or abandoned. A resourceful individual can often recover these for his own purposes. The character may reduce the Restriction value when attempting to acquire an item equal to his ranks of Scrounger, to a minimum of one. **Scrounger may be taken up to two times.**

PROVIDER

PREREQUISITE: Scrounger, Survival Expertise 2

The character is particularly capable of finding the necessities of life. When attempting to find food, water, or shelter, each point of Momentum earned on the Survival test can be spent to provide necessities for two additional allies, or for two additional days if on his own.

THIEVERY GENERAL SKILL (AWARENESS)

Simply, Thievery is the ability to engage in criminal activities with a reasonable expectation of success, and an understanding of the nuances of the criminal underworld that exists beneath every ordered society. Characters with this skill may not necessarily be thieves or criminals – Thievery is a common skill for those in the fields of law enforcement or espionage as well – but it brings an understanding of how criminals act and think, as well as a familiarity with the techniques they employ.

COMMON USES: Picking locks, picking pockets, circumventing surveillance or security systems, bypassing traps and alarms, assessing a target of criminal activities, obtaining or selling items through illicit channels (see Acquisitions).

DIFFICULTY: Disruption or Distraction, Distance, Equipment (lock-picks, toolkit), Time, Unfamiliarity or Complexity.

Thievery tests performed upon or in the vicinity of a person are opposed by that person's Observation test: attempting to pick a pocket or unlock a door are much more difficult when there are people present to observe you. Other Thievery tests are taken against static difficulty values. The GM should set a basic difficulty for a given lock or security system. When assessing a potential target, the Thievery skill is treated similarly to the Survival skill – though in this case, the threats and hazards it identifies are guards, security checkpoints, alarms, and similar impediments to crime, or the weaknesses in those things that can be exploited.

MOMENTUM SPEND: Most Momentum spends for Thievery tests reduce the time taken – a faster thief is less vulnerable to being caught – or to hide the fact that something was stolen (a pickpocket may spend Momentum to put a target's wallet back in his pocket after emptying it, for example), making it harder to detect. When assessing a target, Momentum may be spent to ask the GM questions about threats or vulnerabilities that may be avoided or exploited, respectively.

THIEVERY TALENT TREE



LIFE OF CRIME

PREREQUISITE: Thievery Expertise 1

After years of dealing with the criminal underworld, the character has a basic familiarity of how to interact with this segment of the population. When the character generates at least one success on a Persuade or Education test to relate to or interact with the criminal element, he may immediately roll one additional d20 and add the result to the skill test.

SPOT THE MARK

PREREQUISITE: Life of Crime

The character is particularly astute at recognising profitable opportunities. He may substitute his Thievery skill for Observation on any tests that are related to committing a crime.

PETTY LARCENY

PREREQUISITE: Spot the Mark, Thievery Expertise 1

The character has become particularly adept at picking pockets, short cons, and other minor crimes. When committing such feats, an opponent's difficulty to detect the scam or crime is increased by one for each rank of Petty Larceny. **Petty Larceny may be taken up to three times.**

MISDIRECTION

PREREQUISITE: Petty Larceny, Thievery Expertise 2

A successful theft relies on making sure the target has no reason to

expect it. In an opposed Thievery test (such as against Observation to see if the theft is noticed), if the character generates at least one success, he may immediately roll one additional d20 and add the result to the skill test.

KNOW THE RISKS

PREREQUISITE: Life of Crime

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

INCONSPICUOUS

PREREQUISITE: Know the Risks, Thievery Expertise 1

Committing a crime is easy, getting away with it is another matter entirely. Through practice, the thief has learned how to avoid notice by blending in with the crowd. He may substitute his Thievery skill for Stealth when attempting to escape from a crime scene.

BYPASS SECURITY

PREREQUISITE: Thievery Expertise 1

The character has studied different security systems and has developed a broad range of different techniques to mitigate their efficiency. Any time a character with Bypass Security attempt to pick a lock or overcome a security system – regardless of whether it is mechanical or electronic – he may re-roll a number of d20s equal to his ranks of Thievery Expertise. The results on the re-rolled dice must be accepted.

MANIPULATE THE ODDS

PREREQUISITE: Bypass Security, Thievery Expertise 2

The character recognises that the only way to be sure of succeeding at crimes continually, is by always working to shift the odds in his favour. When preparing to commit a crime – or investigating another criminal's methods – he reduces the difficulty rating for all Education, Observation, and Persuade tests by one per rank of Manipulate the Odds, to a minimum difficulty of one. **Manipulate the Odds may be taken up to three times.**

TREATMENT GENERAL SKILL (INTELLIGENCE)

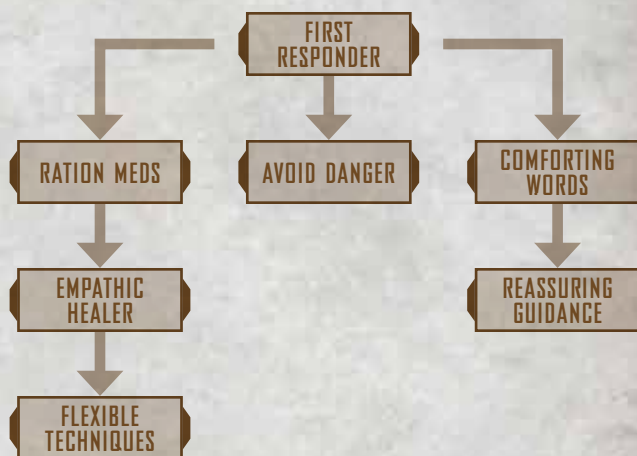
This skill provides the ability to give immediate assistance or short-term care to someone who has suffered from minor physical injuries, burns, or sprains, as well as allowing a character to stabilise someone who is severely injured to improve their chances once help arrives. It also includes the treatment of minor mental issues, such as temporary impairment caused by frightening or disturbing encounters. Treatment is the parent skill to Medicine and Psychotherapy.

COMMON USES: See **Chapter 12: Damage, Wounds, and Healing** in the corebook. Treatment may also be used to provide assistance to characters using the Medicine or Psychotherapy skills – while characters may not have their depth of knowledge, they know enough to help.

DIFFICULTY: Lighting, Disruption or Distraction, Equipment (Medkit), Random Motion, Time, Unfamiliarity or Complexity.

MOMENTUM SPENDS: See **Chapter 12: Damage, Wounds, and Healing** in the corebook.

TREATMENT TALENT TREE



FIRST RESPONDER

PREREQUISITE: Treatment Expertise 1

Some characters are used to being the first to arrive at the scene of an accident or injury, and are capable of providing care under difficult conditions. The character may re-roll one d20 when making a Treatment test, but must accept the new result.

RATION MEDS

PREREQUISITE: First Responder

The character has had to work with very limited resources in the past, and has learned to take full advantage of them when available. Each dose of Coagulant from a medkit or automed adds two Momentum to the Treatment test instead of the usual one.

EMPATHIC HEALER

PREREQUISITE: Ration Meds, Treatment Expertise 2

The character has a natural sense for the treatment of injuries, and understands that often a careful, gentle approach can be more effective than hurried, drastic action. When the character passes a Treatment test while performing first aid, each Momentum spent allows the target to recover two Light Wounds to the hit location of the healer's choice.

FLEXIBLE TECHNIQUES

PREREQUISITE: Empathic Healer

The character has learned a range of different approaches to healing injuries, and is capable of adapting those techniques in the field. The difficulty for any Treatment test is reduced by 1 step, to a minimum of one.

AVOID DANGER

PREREQUISITE: First Responder

The character recognises various environmental risks and knows how to mitigate them. The character may substitute his Treatment skill for Survival for the purposes of avoiding hazards.

COMFORTING WORDS

PREREQUISITE: First Responder

The character has learned how to best assist individuals in working through the mental consequences of a particularly traumatic experience. When the character passes a Treatment test while assisting a character recovering Mental Wounds, each Momentum spent allows the target to recover one additional Mental Wound.

REASSURING GUIDANCE

PREREQUISITE: Comforting Words, Treatment Expertise 2

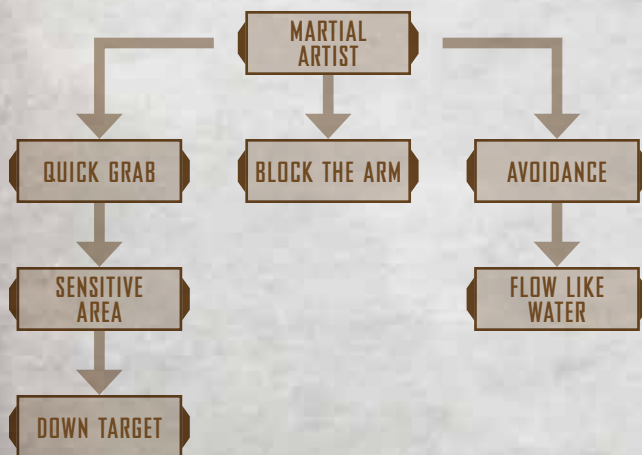
The character recognises that rest and relaxation within a controlled environment can be an effective means to recover Mental Wounds. The character may perform a Treatment test to assist a character already undergoing natural rest who is attempting to recover Mental Wounds. This is conducted as assisting in a teamwork test.

UNARMED COMBAT

ADVANCED SKILL (AGILITY) – CLOSE COMBAT

This skill determines a character's ability to inflict bodily harm to someone without the use of a weapon. This includes hand-to-hand skills such as wrestling, grappling, and a range of martial arts, as well as good old-fashioned street brawling.

UNARMED COMBAT TALENT TREE



COMMON USES: See **Chapter 8: Combat Basics**. Also, identifying fighting styles and the injuries they inflict.

DIFFICULTY: See **Chapter 8: Combat Basics**. Non-combat use is

affected by Distance (distance to the fighting style, or injury being identified), or Unfamiliarity or Complexity (obscure fighting styles).

MOMENTUM SPENDS: See **Chapter 8: Combat Basics**. Non-combat uses gain more detailed or more specific information with Momentum spent.

MARTIAL ARTIST

PREREQUISITE: Unarmed Combat Expertise 1

When making an unarmed combat attack, a character may re-roll a number of damage dice equal to the number of Unarmed Combat talents he has acquired. The new die rolls must be accepted.

QUICK GRAB

PREREQUISITE: Martial Artist

The character's training has focused upon speed and accuracy, enabling him to snatch an item from an opponent. When spending Momentum to disarm an opponent, the cost is reduced by one point. In addition, the character may spend one additional Momentum to gain hold of the item the target dropped.

SENSITIVE AREA

PREREQUISITE: Quick Grab, Unarmed Combat Expertise 2

The character has studied anatomy and fighting styles, and recognises which portions of the body are most vulnerable to a precise attack. When spending Momentum for the Called Shot benefit on an attack made with the Unarmed Combat skill, each point of Momentum may be spent to shift the hit location roll by up to two points.

DOWN TARGET

PREREQUISITE: Sensitive Area

Often, success in a battle can be won by keeping an opponent disrupted. Any time the character successfully makes an Unarmed Combat attack, he gains the Stun and Knockdown weapon qualities.

BLOCK THE ARM

PREREQUISITE: Martial Artist

The character has learned that stopping an attack does not necessarily mean blocking the weapon. He can attempt to parry, using his Unarmed Combat skill, even when he does not have a close combat weapon drawn.

AVOIDANCE

PREREQUISITE: Martial Artist

As part of his unarmed combat training, the character has learned how to effectively avoid ranged attacks. He may substitute Unarmed Combat for Acrobatics when taking a Dodge Response Action.

FLOW LIKE WATER

PREREQUISITE: Avoidance, Unarmed Combat Expertise 2

The character recognises that success in a physical conflict is often

RADIATION

Radiation is a perpetual hazard for those operating in certain kinds of heavy industry, in space, and in ancient battlefields where terrible weapons were employed. It is also a particular hazard almost anywhere on the surface of Old Earth. Strictly speaking, radiation is not a single type of hazard, but rather several similar hazards; but for the sake of brevity, we will regard them as a single problem here.

A character exposed to radiation becomes subject to Radiation Sickness. The character can minimise this by limiting the time spent near radiation, the distance he is from the source of radiation, and the manner of shielding he employs. This is an environmental hazard costing the GM one, two, or three Dark Symmetry points, depending on the severity of the exposure. One Dark Symmetry point inflicts a mild exposure, two points inflicts a major exposure, and three points inflicts a severe exposure. Radiation Sickness is a disease with the following effects:

- ◀ **VECTOR:** Exposure (see above).
- ◀ **VIRULENCE:** 1, 2, or 3 (equal to GM Dark Symmetry Spend).
- ◀ **INCUBATION PERIOD:** Six hours (Virulence 1), one hour (Virulence 2), or ten minutes (Virulence 3).
- ◀ **SYMPTOMS:** Patient suffers one Fatigue. Patient suffers 1+3 Serious Wounds with the Dreadful and Vile qualities. Patient is Dazed.
- ◀ **INTERVAL:** Hours, Progressive (6).

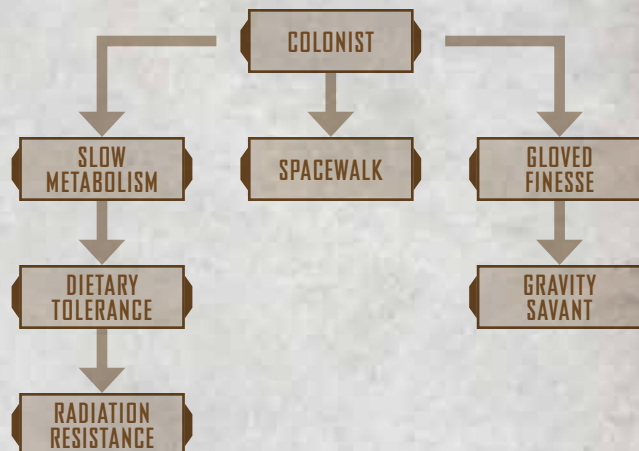
Treatment of Radiation Sickness is simple, but not always effective, particularly with severe exposure. All spacecraft medkits and medical facilities include anti-radiation drugs (antirads), which help reduce the absorption of radiation into the body. These drugs are also widely available in hospitals and free clinics. Some armed forces include antirads in their medics' field kits as standard. Antirads are Availability 1 and Cost 5. However, the most severe exposures become dangerous very quickly and fatal soon after, and once a person has been subjected to a high dose of radiation – even if he recovers from the symptoms – it will never leave him.

based upon avoiding the enemy's blows. He does not need to pay Dark Symmetry point for Dodge or Parry Response Actions.

VACUUM ADVANCED SKILL (INTELLIGENCE) – SURVIVAL

This skill provides the specialised training necessary to survive and function in the vacuum of space or on worlds without life-sustaining atmospheres – such as those that have not yet been terraformed.

VACUUM TALENT TREE



COMMON USES: Surviving common hazards in non-standard gravity, maintaining oxygen supplies, movement in non-standard gravities, operating vac suits.

DIFFICULTY: Difficult Terrain (obstacles or debris), Encumbrance, Equipment (Vac suit), Poor Oxygen, Poor Weather (celestial phenomena, such as radiation or micrometeoroid showers), Time, Unfamiliarity or Complexity.

Most Vacuum tests have a Difficulty of Average D1 as standard, though wearing armour can impede this further. A character attempting an Acrobatics, Athletics, Close Combat, or Unarmed Combat test while in non-standard gravity reduces his expertise and focus ranks to those of his Vacuum skill; moving easily in space or on un-terraformed worlds is challenging even for the most physically adept. Hazards in space or on alien worlds can be an unfamiliar prospect even to skilled survivalists, and the Vacuum skill helps characters to avoid these threats effectively.

MOMENTUM SPEND: Momentum for Vacuum tests is spent in much the same ways as it can for Survival tests – each Momentum spent allows the character to provide assistance for one additional character. Momentum can be spent to ask the GM questions about the environment, finding information about local hazards or threats, good places to shelter, or other interesting features in the area.

COLONIST

PREREQUISITE: Vacuum Expertise 1

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

SLOW METABOLISM

PREREQUISITE: Colonist

The character has learned to function at a decreased atmospheric pressure and with a reduced level of oxygen, in order to extend time when operating in an environment that requires a pressure suit. Any time the character begins strenuous activity in a pressure suit, he may make an Average D1 Vacuum test. On a success, he does not use up any of the suit's Oxygen Loads.

DIETARY TOLERANCE

PREREQUISITE: Slow Metabolism, Vacuum Expertise 2

When spending an extended time in an environment that is not terraformed, many nutritional requirements are less readily available. Substitutions must be made, but they can have serious ramifications. Some individuals are capable of adapting to these changes more effectively than others. The character may substitute Vacuum for Resistance when dealing with the consequences of malnutrition, dehydration, or sleeplessness.

RADIATION RESISTANCE

PREREQUISITE: Dietary Tolerance

Either due to a genetic quirk or a deliberate anatomical modification, the character is less subject to the affects of cosmic radiation. The character may substitute Vacuum for Resistance when faced with Radiation poisoning or comparable environmental hazards.

SPACEWALK

PREREQUISITE: Colonist

The character has significant experience in using a spacesuit and operating in zero gravity environments. Whenever a test is required for working in such an environment, the character adds two d20s to their Vacuum pool for every Dark Symmetry point spent, instead of one.

GLOVED FINESSE

PREREQUISITE: Colonist

The character has learned how to work fine tools effectively, even when wearing the thick gloves that are part of a pressure suit. The character may ignore any penalties associated with wearing a pressure suit or otherwise encumbering equipment.

GRAVITY SAVANT

PREREQUISITE: Gloved Finesse, Vacuum Expertise 2

The character has worked in a broad range of different gravitational environments and has learned to quickly adapt to such changes. The character can ignore any penalties associated with working in situations of gravity that differ from Earth normal.

WILLPOWER

GENERAL SKILL (MENTAL STRENGTH)

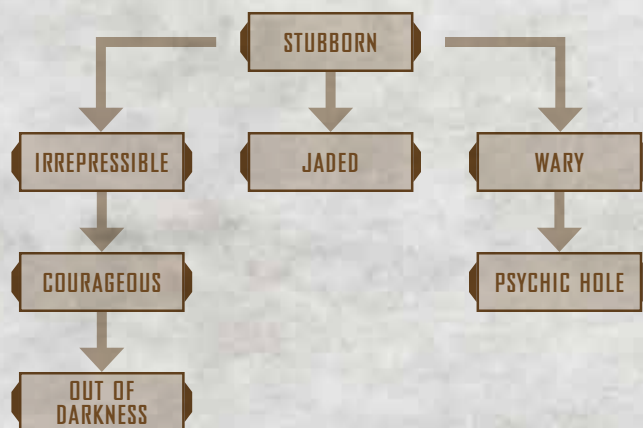
This skill provides the ability to resist mental damage, as well as the discipline to avoid succumbing to interrogation, coercion, or fear. It is also used by characters with access to certain forms of supernatural abilities, such as Dark Gifts.

COMMON USES: Resisting persuasion, resisting mind-influencing effects. Also, see **Chapter 13: Mental Strain and Madness** in the corebook.

DIFFICULTY: The difficulty of a Willpower test is set primarily by its circumstances – a test to avoid a mental assault is set at a particular value based on the severity of the assault. In addition, Lighting, Disruption or Distraction, and Poor Weather can all influence a character's resistance to coercion, influence, and terror – the uncertainty of darkness, an inability to concentrate fully, or the simple depressing nature of heavy rain and cold winds can sap a man's will.

MOMENTUM SPEND: Momentum on Willpower tests is typically stored for later use – the bolstered determination that comes from overcoming a threat is often sufficient to boost a character's resolve and performance.

WILLPOWER TALENT TREE



STUBBORN

PREREQUISITE: Willpower Expertise 1

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

IRREPRESSIBLE

PREREQUISITE: Stubborn

The character has survived countless challenges and is prepared to face even more. When the character takes a Shake it Off action, he may recover two Light or Mental Wounds (or one of each) for each Momentum spent on the Willpower test.

COURAGEOUS

PREREQUISITE: Irrepressible, Willpower Expertise 2

When confronted with a traumatic event, some characters are simply more capable of standing up to it than others. When the character must attempt a Willpower test due to exposure to a traumatic event, he may reduce the difficulty of the test one step per rank of Courageous. This may eliminate the need for a test. **Courageous may be taken up to three times.**

OUT OF DARKNESS

PREREQUISITE: Courageous

Some characters have such an organised mental framework that they are better able to recover from the long term effects of a traumatic event. When attempting to recover from madness, the character can reduce the difficulty of the Willpower test by one step per rank of Out of Darkness, to a minimum of one. **Out of Darkness may be taken up to twice.**

JADED

PREREQUISITE: Stubborn

The character has observed and suffered cruelties repeatedly. He has built up a tolerance to mental suffering. The character increases his number of Mental Wounds by one for each rank of Jaded. **Jaded may be taken up to three times.**

WARY

PREREQUISITE: Stubborn

The character has seen countless advertisements and been the target of countless sales pitches. He is a cautious consumer and is hesitant to believe the hype. Any time the character is the target of a Persuade or Command action, any Dark Symmetry points paid to add dice to the Willpower test adds two dice instead of one.

PSYCHIC HOLE

PREREQUISITE: Wary, Willpower Expertise 2

The character is particularly resistant to attempts to directly manipulate his perceptions, beliefs, and mental processes. Any time the character attempts to resist supernatural powers that target his mind, any Dark Symmetry point paid to add dice to the Willpower test adds two dice instead of one.

Shiryō-X, demonhunter, moved through the building in complete silence. The fortress through which he stalked his prey belonged to the Lord Heir. Artfully laid out in a series of concentric pagoda-like palaces, it was built with a precision that showed in the finely-tuned nightingale floors and perfect feng shui. Only... only the feng shui was not perfect; something had disturbed the ordered perfection of the palace. Shiryō-X knew it, could feel it deep in his bones. He had known as soon as he had arrived in the waiting room that something was wrong. Without requesting permission, he had slipped away, and now he stalked the lower levels of the palace. His sense of 'wrongness' – so hard-earned in the battlefields against the Dark Legion – guided him unerringly here.

Suddenly a hint of a shadow, a slight scent of rotting cherries, and Shiryō-X spun around – all four arms raised. He caught the horribly twisted courtier – fully possessed by the Malignant – in the air. His blades flashed and severed body parts hit the ground. The action was over in less than a second, but he could feel the heat of battle spread through him. Looking down at the corpse, Shiryō-X felt the first stirrings of fear. Such a creature could not – would not – appear alone in the fortress of a Lord Heir. He knew then that this would be a titanic battle.



Thanks to Henrik Dahlberg.

GAINING AND SPENDING MOMENTUM

This chapter looks at the Momentum mechanic, which allows characters to spend additional successes generated on a test to gain additional benefits.

When a character attempts a skill test, the first thing the players evaluate is whether or not the character passes the skill test. If the character generates successes equal to or greater than the skill test's difficulty rating (DR), the test passes. If the character fails to generate enough successes, the test fails.

When a test passes by more successes than the minimum needed, there is a surplus of successes. Any successes remaining after subtracting the required number, based on a skill test's difficulty rating, are converted into a special resource called Momentum. Some special talents may also allow a character to generate additional Momentum under certain circumstances, or when passing certain skill tests.



Create cinematic action with your Momentum.

For example, Adam Archer attempts a Challenging D2 Acrobatics test. He rolls four successes on the skill test. The skill test passes and generates two Momentum (four successes, less the difficulty of two). Adam has two Momentum to spend on special effects or bonuses related to this skill test.

MOMENTUM OPTIONS

A player can spend Momentum on a number of different options that generally improve the quality of the success, or offer the player ways to modify the skill test or adapt to the environment. In combat, Momentum can be spent to achieve a number of tactical advantages. In most cases, Momentum only lasts until the end of the character's turn, so players should take advantage of it when it is available. Momentum can be spent on the same effect multiple times, unless otherwise specified in the effect.

The skills section provides a number of options available to a player when he generates Momentum while passing various skill tests, including a host of combat options. With the GM's permission, a player may also suggest new ways to spend Momentum. The GM is encouraged to come up with situational spends to increase the excitement of his scenes. In the skill section, each skill will have guidance on potential ways that Momentum can be used.

GROUP MOMENTUM

Sometimes a character performs a task where either no clear use for Momentum exists, or there is a pending action that could benefit from additional Momentum. Characters have the option to contribute excess Momentum to a central pool of group Momentum. This group resource reflects teamwork, group dynamics, leadership, action coordination, assistance, and other ways the group helps each other out.

To manage group Momentum, it is recommended the group use either a six-sided die or has up to six tokens available. Regardless of which method is used, the group Momentum should be placed conveniently so all players can see how much the group has. No matter how many players are in the group, the group Momentum pool caps at six points.

BANKING GROUP MOMENTUM

If a character has more Momentum than required for the effects he wishes, he may choose to 'bank' points and add them to the group's

current Momentum pool. The group Momentum is capped at six, so a player could contribute up to six points of Momentum from a skill test to the group Momentum. Any excess is lost. To reflect the banked Momentum, the contributing player adjusts the group Momentum by either changing the six-sided die to the new value's face, or adding more tokens to the pool.

Adam Archer passes an Observation test, which generates three Momentum. Since he cannot improve the quality of this particular Observation test, he decides to contribute his Momentum to the group's Momentum pool. The group currently has two Momentum banked, so Adam adjusts the group's total to five.

SPENDING GROUP MOMENTUM

All Momentum in the group's pool is available to any of the group's members. On a player's turn, as long as there is one or more points in the pool, he is free to spend as much Momentum from the pool as he wishes. The player may add the Momentum before or after seeing if a skill test has succeeded.

After spending Momentum from the group's pool, the player should adjust the Momentum die or number of tokens to reflect the remaining amount.

MOMENTUM ATTRITION

At the end of each round during combat, or at the end of each scene out of combat, the group loses one Momentum from its pool. The adrenaline starts to fade, the energy ebbs, and things start to normalise.

Continuing the above example, if no one has used any Momentum during the turn Adam Archer contributed his points, at the end of the round the pool is reduced from five to four.

SCENARIO MOMENTUM SPENDS

In addition to the Momentum options available during most actions, some special options may exist within the context of a certain scenario or scene. The GM should let players know when they may be able to spend Momentum to advance storylines, interact with the environment, or otherwise take advantage of opportunities in the scene.

CINEMATIC SCENES

When the GM is designing a scene, or preparing for a game session, he may wish to take some time considering interesting ways the characters may be able to spend Momentum. These opportunities can add depth to a scene and allow the characters new ways to interact with the story. Here are two examples:

◆ **A SOCIAL ENCOUNTER:** If the characters are meeting with an important diplomat who has key information they need, then perhaps Momentum could be used to make the diplomat divulge more information than originally planned, or the meeting is conducted much more quickly than expected. If the diplomat was going to notify the authorities, perhaps the players can spend Momentum to keep the diplomat from disclosing their meeting.

◆ **A TIGHT SPOT:** The characters are on the run from a frenzied mob of heretics when they come across a locked building they wish to enter. The characters may have used a combination of skills such as Observation, Stealth, or Thievery up to this point.

In addition to the success or failure of various skill tests leading up to this point, Momentum could be spent to reflect finding an especially well-hidden location, picking the locked door in a fraction of the expected time, setting up an ambush to surprise the heretics, or buying enough time for the players to collectively catch their breath and recover some wounds or mental damage.

MORE MOMENTUM OPTIONS

Momentum is a powerful and flexible resource at the players' disposal. It can dramatically alter the flow of an encounter, give a combatant a tactical advantage, or influence the story in a number of ways. Ultimately, it is up to the GM to approve any suggested Momentum options.

◆ **IMPROVE SPEED OF THE ACTION:** Momentum can dramatically reduce the amount of time required to complete a task. A character may be able to repair an item, pick a lock, search a room, translate an old document, or treat an injury in far less time than would usually be expected. It may reduce weeks to days, days to hours, hours to minutes, or so on.

◆ **IMPROVE QUALITY OF THE ACTION:** How much does a character impress the Imperial Commander? Is it enough for him to recommend you or to loan you his ship? How well-crafted are those forged documents? Will they stand up to scrutiny? Momentum can be used to increase the Difficulty Rating of tests made against a character related to the task.

◆ **ASSIST A COLLEAGUE:** When multiple characters are attempting a similar task at the same time, one character can spend Momentum to assist someone else. For example, several characters are climbing a steep cliff. One is skilled in Athletics and generates Momentum. The skilled character can spend Momentum to assist others, adding 1d20 to another character's climbing attempt per Momentum spent.

CHRONICLE POINTS

This chapter explores the core concept of Chronicle points and their importance during play, including how they promote and reward dramatic play.

Chronicle points (CPs) are a special resource specific to player characters. Chronicle points help distinguish player characters from the common population. Whether they view themselves as heroes or not, Chronicle points allow players to perform heroic tasks and dramatic deeds.

Each character has his own pool of Chronicle points, which can be drawn from to take advantage of a number of benefits. Players begin each session with a starting pool of Chronicle points, and more may be granted by the GM during play as rewards.

STARTING CHRONICLE POINTS

At the end of the character creation process, a new character begins play with at least two Chronicle points, and up to four, depending on how they've spent their life points. This total is the character's starting pool of Chronicle points.

At the start of each subsequent session, a character's Chronicle point total is reset to that starting value. However, during each session, the character's number of Chronicle points can – and will – fluctuate up and down. If a player ended the previous session with fewer Chronicle points than their starting total, his pool is refilled to his starting value. If a player ends a session with more Chronicle points than his starting value, then any surplus points are lost.

Players are strongly encouraged to spend those Chronicle points!

USING CHRONICLE POINTS

A player may spend Chronicle points at any time, even when it is not his turn. There is no limit to the number of Chronicle points a character can spend at one time, or during one turn – if he wishes, a player could spend all of his Chronicle points on a single task.

Spending Chronicle points is an opportunity to describe something dramatic and exciting. Players are encouraged to describe the cinematic action their characters are taking when they spend Chronicle points.

Chronicle points can be spent for the following effects:

ADD 1S TO A SKILL TEST

A player may announce he is spending one or more Chronicle points before rolling for a skill test. Then, after rolling his skill test dice, the player adds one d20 to the results for each Chronicle point spent. Each die added in this way is placed with the '1' face up.. Alternatively, a player may spend Chronicle points after seeing the results of a skill test to add one or more d20s set on their 1 face, at a cost of two Chronicle Points for each d20 added in this way.

Each of these bonus dice automatically adds one success to any unskilled test. If a character has at least Focus 1 in the related skill, this automatically adds two successes per die to the skill test.

EXTRA ACTION

During combat, a character may spend a Chronicle point to perform another standard action on his turn, at no penalty. During any given turn, a character cannot perform more than one extra standard action granted by a Chronicle point.

RECOVERY

A character may spend Chronicle points to recover some of his health. For each Chronicle point spent, the character recovers one Mental Wound and one Light Wound box in each hit location.

STORY DECLARATION

A player may spend a Chronicle point to introduce a fact, or add a detail to the current encounter. Story declarations can have both cosmetic and mechanical effects.

For example, a player may announce "I have my car outside, with my shotgun under the back seat," or "I know the bouncer working here," or "I found a first aid kit in the bathroom".

Story declarations should be plausible. The GM has the final say over whether or not a suggested alteration is valid. The GM may also decide that making a particularly significant or outlandish story declaration would require more than one Chronicle point.

SUPPRESS A WEAKNESS

A character may spend a Chronicle point to ignore the effects of a debilitating condition for the duration of the encounter or scene. This allows a character to ignore the effects of a critical injury, an insanity, a character trait, or end the duration of a status effect that imposes a penalty.

GAINING CHRONICLE POINTS

While each character's Chronicle point pool refreshes to three Chronicle points at the beginning of each session, there are a number of ways players may earn additional Chronicle points during play. The GM should be willing to offer Chronicle points as both a reward and incentive for clever planning, teamwork, and roleplaying. However, a character cannot have more than five Chronicle points at a given time. Since players will be rewarded with additional Chronicle points during play, they should be sure to use their Chronicle points often enough that they can benefit from bonus points awarded by the GM.

As a general guideline, there should be one to three opportunities for players to gain Chronicle points per hour of play. This not only rewards players during the game for their involvement and story progression, it encourages them to use those Chronicle points for dramatic effect.

ACHIEVING MILESTONES

Characters should receive one or more Chronicle points for reaching key milestones during a scenario. This may be after the characters have defeated an important foe, foiled a villain's schemes, pieced together an important clue, or otherwise achieve a dramatic accomplishment.

GOOD ROLEPLAYING

Playing in character or contributing to the narrative may earn Chronicle points for the players. Whether a player holds conversations in character, portrays his character's flaws and traits, or otherwise embraces and enhances the story, the GM should be willing to reward this style of play with Chronicle points.

VOLUNTARY FAILURE

With agreement from the GM, the player may choose to have his character voluntarily fail a skill test. To voluntarily fail at a skill test, the player gives the GM one Dark Symmetry point. In exchange, the character gains one Chronicle point (Page 61).

Christian Trondman, Venusian Ranger, watched the approaching headlights of the truck as it wound its way recklessly fast up the narrow road. His informant had been right. The smugglers were using this back road to sneak their stolen shipments of weapons to an unknown third party.

"Time for action," whispered Trondman quietly to himself.

As it passed by beneath him, Trondman launched himself off the rocky outcropping and slammed on to the top of the fast-moving truck. Though he was wearing the bulky armour of a Venusian Ranger, it did not seem to slow him down at all. He rose to a crouch and moved swiftly and sure-footedly along the top of the truck, towards the driver's cab.

Heedless of the terrifying drop into the canyon, Trondman grabbed the edge of the cab and swung himself into the passenger side, smashing the glass with his armoured boots and kicking the passenger hard in the face before crashing down on him. Marshal Trondman opened the passenger door and threw out the now unconscious man. The driver looked up in surprise and fear at the replacement of his armed companion with a heavily armoured and very angry Venusian Ranger, who now pressed the barrel of his pistol to his forehead.

"Pull over, Schmidt! I think it is time you and I had a little talk about smuggling, or you can join your friend."



Thanks to Christian Trondman.

COMBAT BASICS

This section provides a high level overview of combat basics, including initiative, combat actions, damage calculations, and wounds. Damage and wounds are further detailed in **Chapter 12: Damage, Wounds and Healing**.

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.

Combat should play out dramatically, with pulse-pounding, action-packed encounters. Characters have a number of resources at their disposal to accomplish cinematic feats of heroism. With access to Momentum, Chronicle points, and the ability to purchase bonus dice for skill tests, players can strategise and get the most out of their characters during combat.

COMBAT ROUNDS AND TIME

Combat encounters are divided into rounds. Each round can represent a very short amount of time (10-20 seconds) to longer stretches (1-2 minutes), depending on the encounter. Regardless, each character has one turn per combat round. During a character's turn, he has a number of options, usually in the form of different actions he can perform.

On his turn, a character can perform any number of Free Actions, and one Standard Action, or one Free Action, one Restricted Action, and one Standard Action. Outside of his turn, a character may perform one Response Action.

After all player characters and GM controlled characters have had a turn to act, the combat round ends and a new combat round begins.

TURN ORDER

Each round, the players agree on the order in which their characters will take their turns. After all player characters have acted, each of the GM controlled characters take their turns, in whichever order the GM chooses.

The GM has the opportunity to interrupt the player characters' turns in order to allow a GM controlled character to take its turn earlier. The GM spends Dark Symmetry points from his pool to trigger the NPCs. The more powerful the NPC, the more Dark Symmetry points may be required to interrupt the players' turns.

If players spend too much time discussing action rather than acting, the GM may wish to warn the players that their inaction may lead to empowering the Dark Symmetry. If players continue to take too long, or argue among themselves about turn order, the GM adds one Dark Symmetry point to his pool. The sight of a growing Dark Symmetry pool should spur them into action.

SURPRISE

Sometimes, one group of characters may try to surprise or ambush the other group. If one group has sufficient time to hide or set up an ambush, its success is based on an opposed roll. The group attempting the ambush designates a leader, who makes a Stealth skill test. The group reacting to the surprise designates a leader, who makes an Observation skill test.

If the ambushing group generates more successes than its intended targets, the ambush is a success. Each character in the ambushing group gains a bonus d20 on his action for the turn. If the ambush failed, the group that noticed the ambush may perform their actions for the round before the failed ambushers.



Like the claws are an extension of the wolf, the sword is an extension of the Wolfbane.

COMBAT ACTIONS

The four main types of actions are Free Actions, Restricted Actions, Standard Actions, and Response Actions.

FREE ACTIONS

During your turn, your character may perform one or more of the following Free Actions. A character cannot perform the same Free Action more than once during his turn, but subject to GM approval may take as many Free Actions as he wishes. Free Actions can be taken both before and after a Standard Action, but all intended actions should be stipulated before any dice are rolled. Generally any given Free Action can be performed once per turn, but the final decision as to whether any combination of actions is achievable rests with the GM.

ADJUST STANCE

The character can move to any point within Close range of his current position (that is, anywhere in his current zone), as long as he isn't engaged in close combat or attempting to cross difficult or hazardous terrain.

DROP ITEM

The character opens one or more hands that hold an item. The item falls to his feet.

FALL PRONE

The character drops to the ground, reducing his ranged combat target silhouette. While prone, a character can only move by crawling. A character cannot fall prone on the same turn he stands up.

SPEAK

A character may talk to nearby allies, scream a war cry, shout an order, threaten a political opponent, or otherwise converse with a few sentences or phrases that do not require a Skill test.

STAND UP

If a character was previously in a prone position, he may stand up. A character cannot stand up on the same turn he falls prone.

RESTRICTED ACTIONS

UNJAM

If a weapon is jammed, the character can use this action to clear the jam.

MOVEMENT

A character can move to anywhere within Medium range (anywhere in an adjacent zone). See Movement and Terrain for more information, including information on traversing difficult terrain.

RECOVER

When a character is suffering from a temporary status effect such as Bleeding or Staggered, he may be able to attempt a Resistance test to prematurely end the condition. If the status effect has a specific magnitude (such as Burning 3), the condition's magnitude becomes the difficulty rating for the Resistance test. If the status effect does not have a specific magnitude, it requires a Challenging D2 Resistance test. If the character passes the test, the status effect ends.

STANDARD ACTIONS

There are a number of Standard Actions available. Most combat actions that require a skill test, such as attacks, are Standard Actions. Standard Actions also cover managing gear, sprinting, lining up attacks, and other tasks. A character usually only performs one Standard Action on his turn; however, there are several ways a character can perform more than one Standard Action.

◆ **TALENT OR ABILITY:** Some special talents and abilities allow a character to perform a second Standard Action without having to pay the GM any Chronicle points. This is described in the individual talent or ability descriptions. A player may only use one talent or ability that grants an extra Standard Action each turn.

◆ **CHRONICLE POINTS:** A player may spend a Chronicle point to allow his character to perform an additional standard action. When spending a Chronicle point, the player does not have to pay the GM any Dark Symmetry points and he may choose to perform the same Standard Action more than once. A player may spend more than one Chronicle point to allow a character to perform multiple extra actions. (Likewise, the GM will be able to perform bonus Standard Actions by spending Dark Symmetry points from his pool)

ACTIVATE POWER

A character can use a special power, such as a Dark Gift, the Arts, or a Mutation.

ATTACK, CLOSE COMBAT

The character waits for an opening, then attacks a target within Reach (NPC, Character, or Object) either with his bare hands or an equipped melee weapon. When a character makes a Close Combat Attack, he must declare a target, as well as which equipped weapon is being used, and attempt an Average D1 Close Combat test. If this test succeeds, the attacker moves to the damage step of the combat sequence.

Once a character engages another with a Close Combat Attack, they are considered part of a melee. Once in a melee, a character must use the Withdraw action to disengage safely from the other combatants. If the target of a Close Combat Attack has not already performed a Response Action, he may attempt a Dodge or Parry Response Action.

A character can voluntarily fail this attack and still count as engaged for purposes of blocking a character's free movement. See Voluntary Failure for details.

ATTACK, RANGED

The character draws down on and attacks a target at range. Ranged Attacks require an Average D1 Ranged Weapons test, modified by range. The target must be within the weapon's effective range, or the action's difficulty increases by one for every zone outside this effective range. If the target is not visible to the attacker, the difficulty increases by two steps. If the test succeeds, the attacker moves to the damage step of the combat sequence. A character who attempts a Ranged Attack while an enemy is within Reach increases the difficulty by one, unless it has the Close Quarters quality.

Some ranged weapons have different qualities that can inflict status effects, deal additional damage, or allow an attack to strike multiple targets. If the target of a Ranged Attack has not already performed a Response Action, he may attempt a Dodge Response Action as long as he is aware of the attacker and has the necessary room to avoid the attack.

BRACE

Certain weapons are described as Unwieldy, such as heavy machine guns, rocket launchers, and Doomtrooper weapons. An attack with an Unwieldy weapon increases the difficulty rating for the attack action by two ranks and its Repercussion range is increased by one step, from 20 to 19-20, or further if the character is suffering from Dread.

When a character performs the Brace action, the difficulty and unreliable penalties are removed from future actions with the wielded weapon. Once a character performs the Brace action, he is considered braced until he moves from his location, or changes what is being held in his hands.

COUP DE GRACE

If he has a ranged or close combat weapon equipped, a character can deliver a killing blow to an adjacent (within melee range) helpless, unconscious, or critically wounded target. The GM may deem that some targets require a skill test. The GM has the final say over whether or not a target is considered helpless, or if it can be dispatched with a *Coup de Grace* action.

DRAW / USE ITEM

Using a free hand, the character may pick up a nearby item, or draw a weapon being carried on his person or stowed in his gear. If the item is already in hand, the character can use it with this action. Some items, like automeds, can take effect as soon as they are drawn, allowing a character to draw and use the item with only one Standard Action.

EXPLOIT WEAKNESS

A character takes extra time readying his next Close Combat or Ranged Attack to further increase his odds of hitting and potentially inflict more damage. If the character performs a Close Combat Attack or Ranged Attack when the previous action was to Exploit Weakness, the character adds 2d20 to the attack's skill test. If the attack succeeds, the attack inflicts +**2** extra damage. This is cumulative with any bonus dice from fully automatic weapons, to an absolute maximum of 3d20. This action can also be used to represent attempts to ambush, whether with an intent to knock out an opponent or dispatch them more quietly. GMs may allow, at their discretion, successful Stealth tests to trigger a free Exploit Weakness action.

PASS

The character may decide to spend his turn doing nothing. Passing still uses a character's Standard Action for his turn.

READY ACTION

The character may declare he is waiting for a certain condition or event to occur before performing an action. When the triggering condition 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 his turn as normal. If the triggering condition does not occur before the character's next turn, the readied action is lost. Characters with a readied action can still take Restricted and Free Actions as normal. Examples of readied actions include firing at a Necromutant when he stands up from behind cover or closing a security gate immediately after the last party member passes by.

SHAKE IT OFF

The character may spend a Dark Symmetry point to attempt a Willpower test to push past the pain of physical or mental wounds he may be suffering from. On a successful Willpower test, a character can recover one Light Wound box from the hit location of his choice, or one Mental Wound box. The character can recover one additional Light or Mental Wound box for each Momentum spent from the test.

The difficulty of the Willpower test is based on the severity of the character's wounds. If a character is only suffering from Light Wounds, it is an Average D1 Willpower test. If the character is suffering from Serious Wounds, it is a Challenging D2 Willpower test. If the character is critically wounded, it is a Daunting D3 Willpower test.

SPRINT

The character may move to any point in any zone within Long range. Sprinting through difficult or hazardous terrain increases the difficulty of terrain tests by one step. If the test fails, the character either counts as having taken a Movement action or, at the GM's

preference, faces a Complication such as tripping, making too much noise, or not being in Cover at the end of his action. Ranged attacks made against a character who is sprinting (by using a readied action, for example) have their difficulty rating increased by one step.

WITHDRAW

A character may safely leave a melee engagement using the Withdraw action. If a character and his allies in the melee engagement outnumber the opposition, Withdraw can be performed as a Free Action. The character remains in the same zone, but is no longer within Reach of any character in that melee.

If a character attempts to leave a melee engagement with a Movement or Sprint action, he must make an opposed Close Combat skill test against the most skilled enemy combatant in the melee engagement. If the skill test succeeds, the character has safely left the melee engagement.

If the skill test fails, each enemy combatant in the melee engagement may perform a Retaliate Response Action to strike at the character.

RESPONSE ACTIONS

Response Actions do not occur during a character's turn, but are special actions triggered by some event, such as an enemy attacking. No matter how many different events occur that could potentially trigger a response, a character can only perform one Response Action per round. A prone character, or character whose movement is otherwise restricted, cannot perform Response Actions.

Performing a Response Action requires a bit of additional effort and tempts fate. When a player chooses to perform a Response Action, he must pay one Dark Symmetry point to the Dark Symmetry pool. Likewise, when a GM chooses to perform a Response

POSSIBLE COMPLICATIONS

FOR ATTACK, CLOSE COMBAT

The following are a selection of example Complications that may befall a character making a Close Combat Attack.

OVER-EXTENDED

The character has left himself vulnerable to retaliation, and cannot take a Response Action until the start of his next turn.

DISARMED

The character has lost his grip on his weapon, and it tumbles to the ground. The character may not use the weapon until he reclaims it.

FOR ATTACK, RANGED

The following are a selection of example Complications that may befall a character making a Ranged Attack.

JAMMED

The character's firearm has jammed, and he may not use it to make further attacks until after he has taken the Unjam action.

FUMBLE/MISFIRE

The character's attack has gone awry, and he finds himself caught in the blast. The character suffers the effects of the attack as if he was one of the targets hit. This Complication is only suitable for weapons with the Blast or Torrent qualities.

EXPOSED

The character has focused too much on offence, and too little on his own well-being; he cannot gain the benefits of Cover until the start of his next turn.

AMMUNITION

The character loses a single Reload of ammunition for his current weapon.

FOR SHAKE IT OFF

The following are a selection of example Complications that may befall a character making a Shake It Off action.

WORSE THAN IT LOOKED

The character's injuries are worse than they first appeared; the character suffers an additional Light Wound or Mental Wound, depending on which one (and what location, if a Light Wound) the character attempted to recover.

DEBILITATED

The character's attempts to recover have exacerbated some existing problem, and whether through pain or doubt, the character is not ready to return to the fight just yet. The character is Staggered until the start of his next turn.

PANIC

The character takes stock of his situation, and finds only reasons to despair; the character suffers one Dread.

FOR SPRINT

The following are a selection of example Complications that may befall a character making a Sprint action.

STUMBLE

The character's haste has caused him to trip and fall. He is knocked prone.

NOISY

The character has inadvertently caused a significant amount of noise while running; any Stealth tests attempted before the end of the character's next turn have their difficulty increased by one step.

EXPOSED

The character finds himself in the open; the character cannot benefit from Cover until the start of his next turn.

Action with a non-player character, he must spend one Dark Symmetry point from the Dark Symmetry pool.

COVERING FIRE

A character can declare he is supporting another character with covering fire using an equipped ranged weapon. The character providing covering fire must have line of sight to either the character he is supporting or the enemy combatants being suppressed by covering fire.

The character providing covering fire expends one Reload for the equipped weapon. Until the supporting character's next turn, any Ranged or Close Combat Attacks made against the assisted character have their difficulty rating increased by one rank. Multiple characters can provide covering fire to support a single character; the effects stack.

GUARD

A character within Reach of another character may aid in his defence. There are two ways to defend another character:

◀ **GUARD AGAINST RANGED ATTACK:** When a nearby ally is declared the target of a Ranged Attack, the guarding character can declare he is providing defence for the original target. The guarding character attempts a challenging D2 Acrobatics skill test as a Response Action. If the character passes the Acrobatics skill test, he becomes the attack's new target. Momentum may be spent as regular dodge successes for the purposes of avoiding the attack.

◀ **GUARD AGAINST CLOSE COMBAT ATTACK:** When a nearby ally is declared the target of a Close Combat Attack, the guarding character can declare he is providing defence for the original target. The guarding character attempts a challenging D2 Close Combat skill test as a Response Action. If the character passes the Close Combat skill test, he becomes the attack's new target. Momentum may be spent as regular parry successes.

MOMENTUM AND GUARD

Note that a particularly skilled opponent might be able to spend Momentum to perform a secondary attack that targets the person you were seeking to defend. While a Guard action forces the initial attack to be used against yourself, it does not prevent Momentum spends causing harm to the original target. Momentum can only be spent in this way if the character using Guard is hit by the attack.

DODGE

After being declared the target of a Ranged Attack or Close Combat Attack, a character can perform a Dodge Response Action as long as he is aware of the attacker and has the necessary room to avoid the attack. The Ranged Attack now becomes an opposed test, opposed by the defending character's Acrobatics skill.

PARRY

After being declared the target of a Close Combat Attack, a character can perform a Parry Response Action as long as he has a suitable weapon or item equipped. The Close Combat Attack now becomes an opposed test, opposed by the defending character's Close Combat skill.

DEFENSE 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 Guard ties are adjudicated in favour of the player characters.

RETALIATE

When an enemy combatant does not safely Withdraw from a melee engagement, a character in the same melee engagement who could reasonably reach the retreating combatant may perform a Retaliate Response Action to strike at that combatant. Each character who performs the Retaliate Response Action makes one free melee attack against the retreating combatant. This attack cannot be parried or dodged.

DUAL WIELDING

A character who attempts to wield two weapons at once may use either weapon to make an attack, and may use the Swift Strike Momentum spend – allowing a second action at +1 Difficulty – for one Momentum, instead of the usual two, so long as any second attack is made with the other weapon.

A character may attempt to dual-wield with a pair of melee weapons, a pair of ranged weapons, or one of each, so long as he can wield those weapons in one hand. A sufficiently strong character could wade into battle with an assault rifle in each hand, but he is unlikely to be particularly accurate with them.

COMBAT MOMENTUM

Momentum is a key strategic resource in *Mutant Chronicles*, with a wide variety of uses. When a character generates more successes than necessary to pass a combat related skill test, he generates Momentum. That Momentum can either be spent for a variety of different effects, or added to the party Momentum for use by other players. See **Chapter 6: Gaining & Spending Momentum** for further details.

The Combat Momentum Table below provides a number of options available to a player when he generates Momentum in combat.

With the GM's permission, a player may also suggest new ways to spend Momentum. The GM is encouraged to come up with situational spends to increase the excitement of his scenes.

COMBAT POSITIONING AND ABSTRACT MOVEMENT

In battle, knowing where everyone is relative to each other and the important locations on the battlefield is important. Rather than tracking everything in precise distances, however, we divide a battlefield into zones.

BATTLEFIELD ZONES

Each battlefield zone is a small area defined by the terrain it contains. Normally, this will be a single noteworthy object or obstacle within that area, but some zones are defined as much by the absence of terrain as its presence. A battle in a crowded city may define zones by parked cars, obstacles like bus shelters and barricades, and objects like lamp posts or fire hydrants, as well as by sections of open space, like the middle of a road. It might also be defined by

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 spent 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.

hazards – fast-running water, objects on fire, precarious walkways, or dangerous chemicals.

At the start of an action scene, the GM should define three to five significant zones on the battlefield, depending on the scale of the fight and the size of the battlefield. In general, more zones is better than fewer, as exciting fights benefit from the options and movement that a more complex battlefield brings.

Some of these zones may be adjacent to one another, while others may be distant. In the case of distant zones, adding 'empty' zones to represent the intervening space is advisable if there are not any other meaningful objects. Zones may exist above or below one another – a balcony or gantry may be considered a distinct zone that is above the others, for example, while a combat involving flying creatures may include 'empty' zones above the battlefield. These zones can be simply described, but it is often useful to quickly note them down or even sketch a rough map of the relationship between these zones. This does not have to be a work of art, thirty seconds to pick out a handful of terrain features for quick reference is all it takes. For more on zones and environments, see the **Mutant Chronicles** corebook.

CHARACTERS & ZONES

To help players visualise encounters and manage combat efficiently, it is important to keep track of which zone characters are in at any given moment. This should be relatively easy in most cases. As zones are defined by the terrain in them, a character could be 'behind the blue car' or 'near the fire hydrant'. This has the advantage of relying on natural language and intuitive concepts that people use in real life, rather than specific game terms.

Large fights may become tricky to track in this way, however, so you may wish to use something more to remind you of who is where. If you are already using a sketched map, then marking character places in pencil (so they can be easily erased and redrawn) is a simple approach. Alternatively, you may use tokens or miniatures to represent each character, and move them around as required.

DISTANCES

The distance between zones is handled in an approximate manner, using five broad range categories.

- ◆ **REACH:** An object or creature is within Reach if it is close enough to touch.
- ◆ **CLOSE:** An object or creature is Close if it is in the same zone.
- ◆ **MEDIUM:** An object or creature is at Medium range if it is in an adjacent zone.

◆ **LONG:** An object or creature is at Long range if it is two or more zones away from your current zone.

◆ **EXTREME:** Extreme range is a special case, not normally used in most situations. The GM may define some zones beyond Long range (so three or more zones away) as being Extreme range.

LESS ABSTRACT RANGES

We acknowledge that some groups may prefer concrete values for weapon and movement range, or may simply prefer to have a clearer idea of what the range categories mean. For this reason, we have provided some suggested values for the range categories.

Reach is approximately two metres. Close Range is approximately fifty metres. Medium range is approximately 250 metres. Long range is approximately 500 metres. Extreme range is anything beyond 500 metres.

DISTANCE AND COMMUNICATION

Characters will want to communicate during a fight; calls for help, battle-cries, derisive slurs, and other dialogue should abound in combat. Zones have an impact on this as well. In most cases, characters can converse normally within the same zone – they are close enough to be heard and make themselves understood without needing to raise their voices.

A character in an adjacent zone can be communicated with, but only at raised volume. Beyond Medium range, you can shout to draw attention, but you are unlikely to be understood. In any of those situations, other methods of communication make distance less relevant; radios and supernatural abilities alike circumvent the normal problems of spoken communication.

DISTANCE AND PERCEPTION

The further away something is, the harder it is to notice. In game terms, it means that characters in distant zones are harder to spot when being stealthy than ones nearby. A character increases the difficulty of Perception tests by one when trying to notice creatures and objects at Medium range, by two when dealing with creatures and objects at Long range, and by three when trying to discern creatures at Extreme range. This penalty only applies if the object or creature being looked for is concealed, sneaking, or otherwise not obvious.

MOVEMENT

A character may move in a number of ways under his own power. A character can, as a Free Action, adjust his stance to any point within Close range of his current position. With the Movement Restricted Action, a character can move anywhere within his current zone (such as to enter Reach of another creature in that zone), or move to an adjacent zone so long as there is no difficulty in moving between those zones (see terrain, below). Alternately, a character may Sprint as a Standard Action, moving to any point within a zone up to Long range from his initial position. If a character sprints as a Standard Action, and is eligible to make an attack afterward, the skill test for the attack has its difficulty increased by one step.

REACH

Reach requires a couple of additional considerations. If you are in Reach, a character can use a melee attack, and any other powers and abilities that require him to be able to touch the subject or target. Leaving Reach to go to anywhere else in the same zone requires a Restricted Action move, but an enemy can use a Response Action to attack him if he leaves Reach without using a Withdraw action. If you are using tokens, markers, or miniatures to track position, the easiest way to track characters in Reach is to place them so their bases are touching.

MOVEMENT AND TERRAIN

Some zones may be more difficult to enter or move through than others. This is defined in a number of ways.

DIFFICULT TERRAIN

Difficult terrain is awkward and time-consuming to cross safely. This covers rough ground, heavy foliage, dense crowds of people, thick mud, ankle-deep water or snow, steep slopes, ladders, stairs, and a wide range of other terrains. Movement through difficult terrain requires an Athletics test (D1 for Movement action, D2 for Sprint action). If this test fails, the character stumbles, trips, or otherwise fails to cross that terrain and instead only manages to adjust his stance. Some difficult terrain exists across an entire zone, while other difficult terrain may only apply when crossing into or out of a zone in a particular direction (such as stairs or a ladder).

CLIMBING, JUMPING, OR SWIMMING

Zones separated by elevation, a large gap, or by water, require additional consideration. Entering or leaving these zones requires at least a Restricted Action, and a D2 Athletics test.

HAZARDOUS TERRAIN

Some terrain is difficult because it poses a hazard. The GM should define the hazard when he defines the combat's zones. Moving through hazardous terrain works like any other type of terrain,

but if an Athletics test to cross it is failed, the character suffers the hazard. The simplest example would be a gap over a large drop – the character must attempt an Athletics check to cross between zones (each zone being either side of the gap), with failure causing damage as the character falls or lands poorly on the other side.

FALLING

Should a character find himself falling a substantial distance due to a failed climb attempt or some sort of hazardous terrain, he will take damage. Damage is calculated in building floors (roughly three meter increments). Every floor after the first deals 1+**T**2 damage, so falling over three floors would result in 3+**T**6 damage to a random location. If jumping down deliberately, the character can pick which location he suffers the damage to. If the fall is more sudden, an Acrobatics test allows him to adjust the location hit (the same as a called shot) with Momentum and/or gain **T**1 Soak against falling damage per Momentum spent. Armour is assumed to contain some degree of padding, but it can only protect so much against falling. Armour on a location provides only 1 Soak when falling.

DROWNING AND SUFFOCATION

If hazardous terrain leads to a character being deprived of oxygen, the character must make an Average D1 Resistance test. Failing this test causes one Serious Wound. Every successive turn the character is deprived of oxygen, the test difficulty goes up by one.

EXPOSURE TO VACUUM

If a character is exposed to vacuum, he must make an immediate Average D1 Vacuum or Challenging D2 Resistance test. Failing this test inflicts one Critical Wound. Every successive turn the character is exposed to vacuum, the test difficulty goes up by one.



The Blood Berets face abyssal horrors in the face of Darkness.

CHARACTER SHEET

NAME

FACTION

RANGED MELEE
DAMAGE BONUS DAMAGE BONUS

CHRONICLE POINTS

DREAD

20									
19-20									
18-20									
17-20									
16-20									

D1 D2 D3 D4

CRITICAL INJURY

LOCATION 1-2
HEAD

SOAK

LOCATION 3-5
RIGHT ARM

SOAK

LOCATION 9-14
TORSO

SOAK

LOCATION 15-17
RIGHT LEG

SOAK

CRITICAL WOUNDS

STATUS

MENTAL WOUNDS

LOCATION 6-8
LEFT ARM

SOAK

LOCATION 18-20
LEFT LEG

SOAK

SERIOUS WOUNDS

ATTRIBUTES & SKILLS

AGILITY:

SIGNATURE EXPERTISE / FOCUS

SKILL

- ACROBATICS
- CLOSE COMBAT
- UNARMED COMBAT
- STEALTH

AWARENESS:

SIGNATURE EXPERTISE / FOCUS

SKILL

- OBSERVATION
- INSIGHT
- THEVERY

COORDINATION:

SIGNATURE EXPERTISE / FOCUS

SKILL

- RANGED WEAPONS
- HEAVY WEAPONS
- GUNNERY
- PILOT
- SPACE

INTELLIGENCE:

SIGNATURE EXPERTISE / FOCUS

SKILL

- EDUCATION
- LINGUISTICS
- SCIENCE
- MECHANICS
- SURVIVAL
- VACUUM
- TREATMENT
- MEDICINE
- PSYCHOTHERAPY

MENTAL:

SIGNATURE EXPERTISE / FOCUS

SKILL

- WILLPOWER
- MYSTICISM

PERSONALITY:

SIGNATURE EXPERTISE / FOCUS

SKILL

- ANIMAL HANDLING
- LIFESTYLE
- PERSUADE
- COMMAND

PHYSIQUE:

SIGNATURE EXPERTISE / FOCUS

SKILL

- RESISTANCE

STRENGTH:

SIGNATURE EXPERTISE / FOCUS

SKILL

- ATHLETICS



TALENTS

NAME

EFFECT:

SKILL:

NAME

EFFECT:

SKILL:

NAME

EFFECT:

SKILL:

NAME

EFFECT:

SKILL:

NAME

EFFECT:

SKILL:

WEAPONS

NAME

RANGE DAMAGE MODE ENC SIZE RELOADS

QUALITIES

NAME

RANGE DAMAGE MODE ENC SIZE RELOADS

QUALITIES

NAME

RANGE DAMAGE MODE ENC SIZE RELOADS

QUALITIES

NAME

RANGE DAMAGE MODE ENC SIZE RELOADS

QUALITIES

SPELLS

SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

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SPELL / DARK GIFT / MUTATION

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SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

EFFECT:

WEAPONS TABLE

PISTOLS	RANGE	DAMAGE	MODE	ENC.	SIZE	RELI.	QUALITIES	REST.	COST
74 M13 'Bolter'	Close	1+⚔4	Semi-Automatic	3	Unbalanced	2	Armour Piercing 1, Close Quarters	3	5
.55G M15 'Ironfist'	Close	1+⚔3	Burst	3	Unbalanced	2	Unbalanced, Close Quarters	4	5
GL-240 Grenade Launcher	Medium	As Grenade	Munition	-	Unbalanced	2	As Grenade	-	-
.45AP No.3 'Ronin'	Close	1+⚔3	Semi-Automatic	2	1H	1	Close Quarters	2	4
P1000	Close	1+⚔3	Burst	2	1H	C	Close Quarters	4	10
PSA Mk XIV 'Aggressor'	Close	1+⚔4	Burst	3	Unbalanced	2	Unbalanced, Close Quarters	3	5
MP-105	Close	1+⚔3	Burst	2	1H	3	Ammo (Spread 1), Close Quarters	3	8
P60 'Punisher'	Close	1+⚔4	Burst	3	Unbalanced	3	Unbalanced, Close Quarters, Knockdown	3	6
P61 'Piranha'	Close	1+⚔3	Semi-Automatic	2	1H	3	Close Quarters, Hidden	11	6
Iron Hand Autopistol	Close	1+⚔4	Semi-Automatic	3	Unbalanced	3	Close Quarters	2	5
SUB-MACHINE GUNS	RANGE	DAMAGE	MODE	ENC.	SIZE	RELI.	QUALITIES	REST.	COST
CAR-24	Close	1+⚔4	Burst	3	2H	2	None	3	6
GL-240 Grenade Launcher	Medium	As Grenade	Munition	-	-	2	As Grenade	-	-
No.4 'Windrider'	Close	1+⚔3	Burst	3	Unbalanced	1	None	3	5
No.23 Grenade Launcher	Medium	As Grenade	Munition	-	-	1	As Grenade	-	-
CAW2000	Close	1+⚔3	Burst	3	Unbalanced	C	None	3	12
GL2000 Grenade Launcher	Medium	As Grenade	Munition	-	-	C	As Grenade	-	-
SMG Mk III 'Interceptor'	Close	1+⚔5	Burst	4	2H	2	None	3	6
Grenade Launcher	Medium	As Grenade	Munition	-	-	2	As Grenade	-	-
SMG Mk IVP 'Plasma Intruder'	Close	1+⚔4	Burst	3	2H	2	Ammo (Blast [Close], Vicious 1)	3	6
MP-105GW	Close	1+⚔3	Burst	2	Unbalanced	3	Ammo (Spread 1)	4	10
GW-1055 Grenade Launcher	Medium	As Grenade	Munition	-	-	3	As Grenade	-	-
MP-103 'Hellblazer'	Close	1+⚔4	Burst	3	Unbalanced	3	Ammo (Spread 1)	2	9
ASSAULT RIFLES	RANGE	DAMAGE	MODE	ENC.	SIZE	RELI.	QUALITIES	REST.	COST
M50 Assault Rifle	Medium	1+⚔5	Burst	5	2H	2	None	3	6
M509 Grenade Launcher	Medium	As Grenade	Munition	-	-	2	As Grenade	-	-
No.1 'Shogun'	Medium	1+⚔4	Burst	4	Unbalanced	2	None	3	6
No.23 Grenade Launcher	Medium	As Grenade	Munition	-	-	1	As Grenade	-	-
AR3000	Medium	1+⚔5	Burst	5	Unbalanced	C	None	4	14
GL3000 Grenade Launcher	Medium	As Grenade	Munition	-	2H	C	As Grenade	-	-
Mk. XIb 'Invader'	Medium	1+⚔6	Burst	6	2H	4	None	3	8
GL3000 Grenade Launcher	Medium	As Grenade	Munition	-	2H	4	As Grenade	-	-
Mk. XLIII Plasma Carbine	Medium	1+⚔6	Burst	6	2H	2	Ammo (Blast [Close], Vicious 1)	3	7
AG-17 'Panzerknacker'	Medium	1+⚔5	Burst	5	2H	3	Ammo (Armour Piercing 1, Spread 1)	4	12
GW-170 Grenade Launcher	Medium	As Grenade	Munition	-	2H	3	As Grenade	-	-
AC-19 'Volcano'	Medium	1+⚔5	Burst	6	2H	3	Pious 1	4(B)	7
GW-170 Grenade Launcher	Medium	As Grenade	Munition	-	2H	3	As Grenade	-	-
Zhivotnoye MAT Type 2	Medium	1+⚔5	Burst	5	2H	4	None	2	6
SNIPER RIFLES	RANGE	DAMAGE	MODE	ENC.	SIZE	RELI.	QUALITIES	REST.	COST
SR-50 Manstalker	Long	2+⚔5	Semi-Automatic	7	Unwieldy	3	Unforgiving 3	3	10
No.15 'Archer'	Long	2+⚔4	Semi-Automatic	4	2H	3	Unforgiving 2	3	9
SR3500	Long	2+⚔4	Burst	4	2H	C	Unforgiving 2	4	20
Chain Bayonet	-	1+⚔5	Burst	-	2H	C	Reach, Vicious 1	-	-
SR Mk XII 'Assailant'	Long	2+⚔6	Semi-Automatic	8	Unwieldy	3	Unforgiving 2	3	10
PSG-99	Long	2+⚔4	Burst	6	Unwieldy	4	Unforgiving 2	3	14
Mephisto Sniper Rifle	Long	2+⚔5	Burst	8	Unwieldy	4	Unforgiving 3	5	14
Okhotnik 778W	Long	2+⚔5	Semi-Automatic	7	2H	3	Unforgiving 2	2	8



LIGHT MACHINE GUNS	RANGE	DAMAGE	MODE	ENG.	SIZE	RELI.	QUALITIES	REST.	COST
M606	Medium	1+†6	Automatic	6	2H	2	Spread 1	4	8
No.11 'Kensai'	Medium	1+†5	Automatic	4	2H	2	Spread 1	4	7
TSW4000	Medium	1+†6	Automatic	4	2H	C	Spread 1	5	16
LMG Mk XXIII 'Destroyer'	Medium	1+†7	Automatic	8	2H	2	Spread 1	4	8
MG-40	Medium	1+†6	Automatic	5	2H	3	Ammo (Armour Piercing 1), Spread 2	4	15
AC-40 'Justifier'	Close	1+†5	Automatic	5	Unbalanced	3	Pious 1, Spread 1	4(B)	14
Chainblade	-	1+†5	-	-	-	3	Pious 1, Vicious 2	-	-
Rebrov LMG	Medium	1+†6	Automatic	6	2H	3	Spread 1	3	8
HEAVY MACHINE GUNS	RANGE	DAMAGE	MODE	ENG.	SIZE	RELI.	QUALITIES	REST.	COST
Improved M89	Long	2+†7	Automatic	18	Unwieldy	2	Spread 1	4	10
No. 45 Dragonfire	Medium	2+†6	Automatic	7	Unwieldy	2	Spread 2	4	10
SSW4200P	Long	2+†6	Automatic	8	Unwieldy	C	Armour Piercing 1, Spread 1	5	20
HMG Mk. XIXB 'Charger'	Medium	2+†7	Automatic	24	Unwieldy	2	Spread 2	5	11
MG-80	Long	2+†6	Automatic	9	Unwieldy	3	Spread 2	4	17
AC-41 Purifier	Medium	2+†5	Automatic	7	Unwieldy	3	Pious 1, Spread 1	5(B)	16
Purifier Flamer	Close	1+†4	Munition	-	-	3	Incendiary 2, Pious 1, Torrent	-	-
Nova Vesna HMG	Medium	2+†6	Automatic	12	Unwieldy	2	Spread 1, Vicious 1	4	9
SHOTGUNS	RANGE	DAMAGE	MODE	ENG.	SIZE	RELI.	QUALITIES	REST.	COST
M516S	Close	1+†5	Semi-Automatic	5	2H	3	Knockdown, Spread 1	2	6
M516D	Close	1+†5	Semi-Automatic	6	2H	2	Knockdown, Spread 2	3	6
50/50 'Airbrush'	Close	1+†5	Semi-Automatic	4	2H	1	Knockdown, Spread 1	2	5
SA-SG7000	Medium	1+†5	Burst	4	2H	C	Knockdown, Spread 1	4	12
SA-SG7200I	Medium	1+†5	Semi-Automatic	4	2H	C	Knockdown, Spread 1	3	12
Mk XIV 'Mandible'	Close	1+†6	Burst	6	2H	3	Knockdown, Spread 1	3	7
HG-14	Close	1+†6	Semi-Automatic	5	2H	3	Knockdown, Spread 1	2	11
Sawn-off HG-14	Close	1+†4	Semi-Automatic	4	Unbalanced	3	Knockdown, Spread 1	2	5
Bryzgi Sawn-off	Close	1+†5	Semi-Automatic	2	Unbalanced	2	Knockdown, Spread 2	4	7
Zhukov 4 Tunnel Clearer	Close	1+†6	Burst	8	2H	3	Knockdown, Spread 2	4	7
FLAMERS	RANGE	DAMAGE	MODE	ENG.	SIZE	RELI.	QUALITIES	REST.	COST
Light Flamer	Close	1+†4	Munition	5	2H	2	Incendiary 2, Torrent	3	9
Flamer	Close	1+†6	Munition	8	2H	3	Incendiary 3, Torrent	5	10
CA-451 'Gehenna Puker'	Close	2+†6	Munition	22	Unwieldy	3	Incendiary 4, Torrent, Vicious 1	5	14
GRENADES, MISSILES, LAUNCHERS	RANGE	DAMAGE	MODE	ENG.	SIZE	RELI.	QUALITIES	REST.	COST
Anti-personnel	Close	2+†4	Munition	1	1H	2	Blast (Close)	3	6
Anti-armour	Close	2+†4	Munition	1	1H	2	Armour Piercing 2, Vicious 1	3	6
Incendiary	Close	1+†4	Munition	1	1H	2	Armour Piercing 1, Blast (Close), Incendiary 3	5	7
Gas	Close	1+†4	Munition	1	1H	2	Blast (Close), Toxic	5	6
Stun	Close	†3	Munition	1	1H	2	Blast (Close), Knockdown, Stun	3	5
Smoke	Close	-	Munition	1	1H	2	Smoke	3	3
DPAT-9 'Deuce'	Long	As Grenade +†2	Munition	10	Unwieldy	3	As Grenade, plus Unforgiving 1	5	6
No. 86A5 'Daimyo'	Long	As Grenade +†1	Munition	8	Unwieldy	1	As Grenade	4	5
SSW5500	Long	As Grenade +†2	Munition	22	Unwieldy	C	As Grenade, plus Unforgiving 1	5	15
RL Mk XIIC 'Southpaw	Long	As Grenade +†3	Munition	17	Unwieldy	2	As Grenade, Automatic Rocket Launcher	5	8
ARG-17	Long	As Grenade +†2	Munition	9	Unwieldy	3	As Grenade, plus Unforgiving 1	5	12
Pushkin	Long	As Grenade +†1	Munition	7	Unwieldy	3	As Grenade, plus Unforgiving 1	3	5
AUTOCANNONS	RANGE	DAMAGE	MODE	ENG.	SIZE	RELI.	QUALITIES	REST.	COST
CA-138 Deathlockdrum	Medium	2+†7	Automatic	11	Unwieldy	3	Armour Piercing 1, Spread 1	5	11
Grenade Launcher	Medium	As Grenade	Munition	-	-	3	As Grenade	-	-
Mk. 1 'Nimrod'	Medium	2+†8	Automatic	9	Unwieldy	3	Armour Piercing 1, Spread 2	5	12



MELEE WEAPONS	RANGE	DAMAGE	MODE	ENC.	SIZE	RELI.	QUALITIES	REST.	COST
Unarmed Strike	-	1+†2	-	-	1H	-	None	-	-
Brass Knuckles	-	1+†3	-	-	1H	5	Vicious 1	1	3
Baton or Cudgel	-	1+†3	-	-	1H	5	Stun	1	3
Daggers and Knives	-	1+†3	-	-	1H	5	Armour Piercing 1, Hidden 1	1	4
Slicer	-	1+†3	-	1	1H	4	Armour Piercing 1, Hidden 2	1	4
Sword	-	1+†4	-	3	1H	4	Parry 1	2	5
Greatsword	-	2+†5	-	4	2H	5	Parry 2	3	12
Spear	-	1+†4	-	4	Unbalanced	4	Armour Piercing 1, Reach	1	4
Bayonet (Fixed)	-	1+†4	-	+1	2H	5	Armour Piercing 1, Reach	2	3
Chainsword	-	1+†5	-	3	Unbalanced	3	Parry 1, Vicious 2	3	6
Chain Bayonet	-	1+†5	-	+1	As Main Weapon	5	Vicious 2	3	5
Bladed Nightstick (Baton)	-	1+†3	-	1	1H	4	Parry 2, Stun	2	8
Bladed Nightstick (Blade)	-	1+†3	-	1	1H	4	Armour Piercing 1, Parry 2	-	-
Duelling Sabre	-	1+†4	-	2	1H	4	Duelling, Parry 3	3	12
Mortis Sword	-	1+†5	-	2	Unbalanced	4	Parry 1, Pious 1, Vicious 2	4(B)	6
Guardian Power Shield	-	1+†3	-	4	1H	4	Full Defence 2	4(B)	6
Punisher Short Sword	-	1+†4	-	2	1H	4	Parry 1, Vicious 1	2	6
CSA400	-	1+†4	-	3	1H	C	Parry 1	3	12
CSA401 Shocksword	-	1+†4	-	3	1H	C	Parry 1, Stun	3	14
CSA402 Monosword	-	1+†4	-	3	1H	C	Parry 1, Vicious 1	3	14
CSA403 Toxinsword	-	1+†4	-	3	1H	C	Parry 1, Toxic 2	3	16
CSA404 Heatsword	-	1+†5	-	3	1H	C	Incendiary 2, Parry 1	3	18
Clansman Claymore	-	2+†5	-	4	2H	4	Parry 2, Pious 2	4	13
Rapier Cane	-	1+†4	-	2	1H	4	Duelling, Hidden 3, Parry 1	4	7
Katana	-	1+†5	-	3	Unbalanced	4	Parry 1	4	4
Wakizashi	-	1+†4	-	2	1H	4	Parry 1	4	3
Bonesword	-	1+†4	-	3	1H	4	Pious 2	3	7
Electro-Jolt	-	1+†3	-	1	1H	2	Knockdown, Stun	2	3
Explorer's Pick	-	1+†3	-	2	Unbalanced	2	Armour Piercing 1, Vicious 1	2	6



Imperial Blood Berets get stuck in.

ARMOUR TABLE

TYPE	FACTION	SOAK				ENCUMBRANCE	RELIABILITY	RESTRICTION	COST
		HEAD	TORSO	ARMS	LEGS				
Ballistic Nylon Clothing	Nonspecific	–	1	1	1	0	3	1	5
Bulletproof Vest	Nonspecific	–	2	–	–	2	3	2	6
Shoulder Pads (Light, Civilian)	Nonspecific	*	–	1	–	1	3	1	6
Shoulder Pads (Heavy, Civilian)	Nonspecific	*	–	2	–	1	3	2	7
Shoulder Pads (Light, Military)	Nonspecific	*	*	1	–	1	3	3	7
Shoulder Pads (Medium, Military)	Nonspecific	*	*	2	–	1	3	3	9
Shoulder Pads (Heavy, Military)	Nonspecific	*	*	3	–	2	3	4	10
Hard Hat	Nonspecific	1	–	–	–	1	3	1	4
Combat Helmet	Nonspecific	2	–	–	–	1	3	2	6
Hussar Mk. IV	Bauhaus	3	3	2	2	4	3	3	18
Hussar Mk. V	Bauhaus	3	4	2	2	5	3	4	20
Guardsmen Mk. III	Bauhaus	4	4	3	3	7	3	5	25
Cresthelm	Bauhaus	0	0	0	0	0	3	4	+2
Armoured Vestments	Brotherhood	–	1	1	1	2	5	5	10
Believer Armour	Brotherhood	3	3	2	2	4	5	5	18
Inquisitorial Battledress	Brotherhood	4	4	3	2	7	5	5	24
Quietus Armour	Brotherhood	2	2	1	1	3	5	5	16
Hardback	Capitol	2	2	1	1	4	2	2	10
HFMP5-93 (Tortoise Mk 1)	Capitol	3	3	2	2	6	2	2/3	14/15
Subdermal Armour	Cybertronic	1	1	1	1	0	C	3	16
Titanium Plate Implants	Cybertronic	2	2	2	2	0	C	4	27
Mk. I Light Personal Protection Suit	Imperial	3	3	2	2	6	3	2	12
Mk. II Medium Combat Armour	Imperial	3	4	3	3	9	3	3	16
Mk. III Heavy Assault Combat Armour	Imperial	4	5	3	3	10	3	4	18
Ballistic Trenchcoat	Imperial	0	1	1	1	2	3	2	6
Ashigaru Pads	Mishima	0	2	1	1	3	3	1	8
Sode Battlesuit	Mishima	1	3	2	2	4	3	3	10

MUTANT CHRONICLES FACTIONS

THE CORPORATIONS

Huge, greedy, and duplicitous, the corporations dominate society, and the universe of *Mutant Chronicles*. In the rush to escape the dead Earth, they swallowed up the roles of nation state and international conglomerate to form something new: corporate nation states, each with their own distinctive tone and character:

CAPITOL

Big, brash, and confident. Capitol is the epitome of the American dream, bringing together the cultures of North, Central, and Latin America. Viewing itself as the natural leader of humanity, not a view shared by the other corporations, Capitol aims to bring peace, prosperity, and a bold new future to the solar system. Unfortunately, not everyone wants a Capitolian vision of the future. You can learn more in **Chapter 30: Capitol** in the corebook.

BAUHAUS

Traditional, ordered, and cultured. Bauhaus is strongly influenced by Germanic, Scandinavian, and European source cultures. 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 it makes, from the smallest pistol to the greatest skyscraper. Citizens of Bauhaus pride themselves on their efficiency, a trait outsiders consider arrogance. You can learn more in **Chapter 31: Bauhaus** in the corebook.

MISHIMA

Honour, duty, and sacrifice. Mishima embodies the culture of Shogunate Japan and the might of the 20th Century Japanese keiretsu corporate giants. Mishima favours the good of all above that of the individual, and is the undisputed industrial leader. It is considered polluting and myopic by outsiders. You can learn more in **Chapter 32: Mishima** in the corebook.

GOOD RELATIONSHIP

IMPERIAL

Aggressive, proud, and expansionist. 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. It was Imperial's Conquistadors who unwittingly freed the Dark Legion from its ancient prison in an attempt to explore the outer reaches of the solar system. Quixotic and heedless, is what outsiders think. You can learn more in **Chapter 33: Imperial** in the corebook.

CYBERTRONIC

A newcomer to the scene, appearing in the Dark Legion time period. Cybertronic was primarily formed of defectors from Bauhaus, but with smaller 'contributions' from other corporations. It embraces technology in a universe where technology cannot be trusted. Viewed with suspicion by many outsiders, Cybertronic offers a striking – and enigmatic – vision of the future. You can learn more in **Chapter 34: Cybertronic** in the corebook.

THE OTHER FACTIONS

WHITESTAR

Not technically a corporation. The soldiers of Whitestar, led by the Tsarina, provide a blunt, no-nonsense counterbalance to the conspiracy and backstabbing of the corporations. From its bunkers in Siberia, its warriors range out from the icy wastes to the depths of space to bring the Tsarina's punishment to those who abandoned the homeworld. You can learn more in **Chapter 35: Whitestar** in the corebook.

THE CARTEL

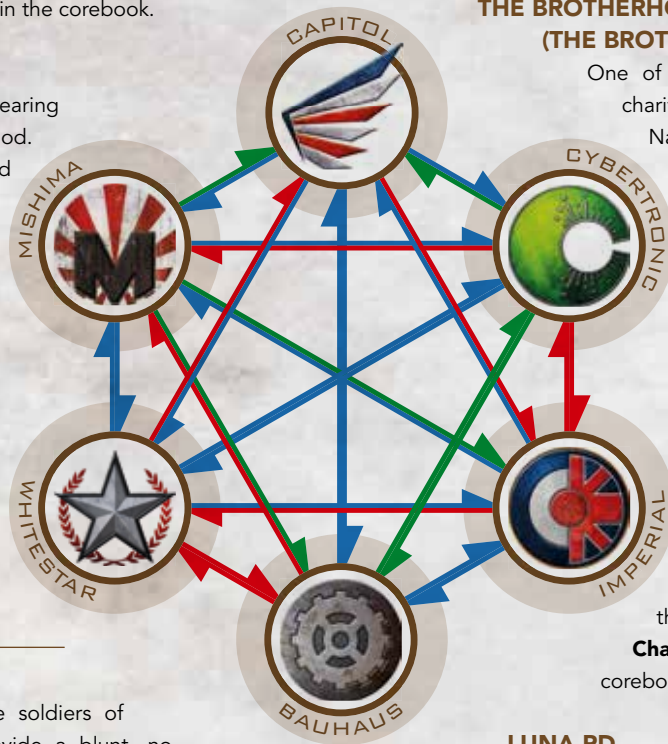
Conceived as a neutral meeting and mediation space for the corporations, the Cartel is frozen in virtual deadlock, and has instead

NEUTRAL RELATIONSHIP

become a hotbed of espionage and intrigue. One of the few true successes that the Cartel has achieved was the creation of the Doomtroopers during the First Dark Legion War. Chosen from the best of the best, the Doomtroopers take the fight to the homelands of the Dark Apostles, knowing that they are unlikely to return. You can learn more in **Chapter 36: The Cartel** in the corebook.

THE BROTHERHOOD (THE BROTHERS)

One of the few sources of social aid, the charitable works of the philanthropic Nathaniel Durand and his brothers in the Dark Symmetry time period challenge the pure capitalism of the corporations. By the time of the Dark Legion period, they have become the religious order known as The Brotherhood: self-appointed protectors of humanity from the Dark Legion. Able to tap into supernatural abilities that become known as the Arts, it is one of the few organisations capable of uniting humanity. However, its war on the Dark Symmetry can often ensnare the innocent. You can learn more in **Chapter 37: The Brotherhood** in the corebook.



LUNA PD

Originally founded by Capitol in an act of civic patronage, Luna PD is one of the only true inter-corporate organisations. It brings together seconded investigators from each of the great corporations and cops recruited from the population of Luna. Under-funded and subject to conflicting corporate masters, Luna PD often hires freelancers for their unique skills and experience. You can learn more about Luna PD in **Chapter 28: Luna: Humanity's Heart** in the corebook.



THE CARTEL

THE BROTHERHOOD

LUNA PD

THE SOLAR SYSTEM IS A ROARING MAELSTROM OF DEATH AND WAR

THE INNER PLANETS HAVE BEEN SWEEPED CLEAN BY THE VIOLENT ONSLAUGHT OF THE DARK LEGION'S MONSTROUS HORDES AND UNDEAD SOLDIERS. IN THE ENORMOUS CITIES OF THE DISTANT FUTURE, HERETICS DEVOTED TO THE DESTRUCTION OF MANKIND STALK THE DARK BACKSTREETS AND GLOOMY ALLEYS, SPREADING THEIR TEACHINGS OF GREED, JEALOUSY, AND WAR.

Mutant Chronicles takes you on a full-throttle diesel-punk ride through a solar system beset by corporate intrigue and the invasion of the 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 with in-fighting and conspiracy.

This Player's Guide provides content drawn from the 3rd Edition Core Rulebook, and contains everything a player needs to create characters in the Mutant Chronicles universe, as well as an introduction to the 2d20 game system. You can play during the early days of the Dark Symmetry, through to the brutal Corporate Wars. Investigate foul cults as technology turns against mankind, or fight the armies of the Dark Legion as they pour forth from citadels across the colonies in the battle for humanity's future.

- ◀▶ Full character generation system with point buy or random life path options, based on a character's Faction, Status, Environment, Education and Careers
- ◀▶ Detailed Skills and Talents chapter for in-game reference.
- ◀▶ Character Sheets (including Lifepath worksheet).
- ◀▶ Short and Long term experience and gameplay rewards.
- ◀▶ Introduction to the 2d20 game system, including combat and rules for cinematic roleplaying.
- ◀▶ How to use Momentum and Chronicle Points to boost your game.
- ◀▶ Weapon and armour tables to get your character ready for action.
- ◀▶ Overview of the Mutant Chronicles universe and factions including faction relationships

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