

DNA Quick Start

Make a character

Background

The first step to make a character in DNA is decide who you were before the mutation. Were you a mercenary who volunteered for an enhancement programme? Were you grown in a test tube with your mutation in mind? Were you a civilian caught in the wrong place at the wrong time?

Traits

Once you have decided who you were before the mutation you can allocate points into your base stats.

All beings have eight main stats called traits. These can be split into physical and mental traits:

Physical

Strength: This determines how strong your character is, also determines your Defence

- Skills: Intimidation, Athletics, Force

Constitution: How tough your character is, used to calculate your health

- Skills: Endurance, Resistance

Mobility: How fast your character is, used to determine speed

- Skills: Athletics

Discipline: How controlled your character is, used to determine Dodge

- Skills: Precision, Stealth, Acrobatics

Mental

Intelligence: How smart and academic a character is, used to determine Wit

- Skills: Tech, Science, Investigation

Sense: How perceptive of the world around them, used to determine Sanity

- Skills: Perception, Insight

Will: A characters resolve in who they are and their beliefs, used to calculate Resolve

- Skills: None

Charm: How a character interacts with other beings in the world

- Skills: Intimidation, Persuasion, Deception

All players start with 10 points in each of these stats. For context, a human that is average in a stat will have a score of 20 and a human that is at the peak of that stats would have a score of 30. The cap for these stats is 100.

Point Allocation

Each player starts with 100 points they can allocate to their traits. During this phase the traits have a cap of 50. Once you reach 50 in a stat you can no longer allocate points into it.

These points represent your base stats from before the mutation plus some of the effects of your mutation.

Proficiencies

Once you have allocated points into your traits you can select your proficiencies. As well as the 8 traits, there are a collection of skills that your character can become proficient in.

These help make your character who they are, so think about their background and what proficiencies they may have. You get two proficiency points to allocate. This could be proficiency in two skills or expertise in one. The skills are:

Strength	
Athletics	This involves climbing, swimming using your strength
Intimidation	Impose your presence upon someone to intimidate them
Force	Lifting heavy objects, turning stiff cogs
Mobility	
Acrobatics	Performing flips, walking along a rope
Athletics	Jumping, climbing that involve speed over strength
Discipline	
Precision	How accurate you can be such as performing surgery, sleight of hand
Stealth	Remaining undetected
Constitution	
Endurance	Your ability to keep going; running for a long time, torture
Resistance	Resistance to toxins and fumes
Intelligence	
Tech	Interacting with computers, hacking
Science	Chemicals, physics, sciency stuff
Investigation	Looking through documents, figuring out puzzles and mechanics
Sense	
Perception	Looking around and spotting things, not making connections! You can see the glimpse of gold but you do not infer why
Insight	Reading people and understanding their intentions
Investigation	Making connections about the world around you, the gold you see must be the rare

	metal you needed to find.
Charm	
Deception	Lying to people, hiding your true intentions
Persuasion	Convincing someone to agree with you without lying
Intimidation	Threatening a person with words or blackmail

Weapon Proficiencies

You also get to pick one weapon proficiency. This allows you to always get the proficiency bonus for that weapon type.

Marksmanship	
Short range	Pistols, shotguns
Med range	Automatic Rifles, Bows
Long range	Snipers, Lasers
Melee	Knives, Bats, Tazers

Mutation

Now is the time to pick your mutation. This will affect your base stats and determine what abilities you develop throughout the game. If a mutation gives you a proficiency you are already proficient in you gain expertise. If you are already an expert, tough.

The mutations are:

Psionic

A mutant strain that excels in exerting their will over others. Telepathy, mind control and psionic weapons are some examples of the Psionic's powers.

Stat Bonus: +5 Int, +5 Will

Proficiencies: Investigation (SNS), Persuasion or Deception

Gene Pool: 2d10 + 2

Nova

A mutant strain that can shape a battlefield. Barriers, telekinesis and singularities are some examples of the Nova's power.

Stat Bonus: +5 Mobility, +5 Will

Proficiencies: Athletics (MOB), Perception or Investigation (SNS)

Gene Pool: 4d4 + 3

Superhuman

Stat Bonus: +2 all stats

Proficiencies: Athletics (MOB)/Athletics (STR), Perception

Gene Pool: 3d6 + 2

Skill Checks

Combat