Mutagen

# Summary

Mutagen is a post-apocalyptic TTRPG where the player was part of a biological experiment/accident that has led to the development of mutations in their body. As the characters grow in strength so too will their mutations, allowing players to manipulate the world with their new abilities.

Settings can range from abandoned science labs, derelict warzones, or even an entire world inhabited by mutants.

Typically, Mutagen has an intense, high-stakes atmosphere with powerful enemies.

DICE SYSTEM

TIME SYSTEM

SKILLS

# Traits

Every character has a unique set of traits that define who they are outside of their mutations. These can be from who they were before the experiments or how they were developed if grown in a test tube.

Seven traits are used to interact with the world and grow with the character:

**Strength:** How physically powerful a character is.

**Constitution:** How tough and resilient a character is.

**Discipline:** How coordinated a character is.

**Intelligence:** How smart a character is.

**Sense:** A character’s ability to perceive the world around them.

**Charm:** How a character interacts with other beings in the worldWill

**Will:** determines the strength of a player’s convictions and willpower.

# Combat Stats

Players have several combat stats that will be used throughout the game, primarily in combat.

## Strike

This stat is added to attack rolls made by the player. This can be improved through equipment, traits, or mutations. Characters have an Ability Strike and a Weapon Strike that may be based on different stats. Players roll a d20 when attempting to Strike NOT a d100.

*E.g A character makes an attack with a weapon. They roll a 7 and their Weapon Strike is +5. The overall attack made is therefore 13.*

## Might

This is a player’s damage mitigation. This can be improved through equipment, traits, or mutations. By default this is calculated with Constitution but an ability or equipment may change this. Players can receive Might bonuses from gear, abilities and other sources.

*E.g If a player has a Might of 8 and takes an attack 10 damage, the damage is reduced to 2.*

## Evade

The player’s ability to Evade incoming attacks. This can be improved through equipment, traits, or mutations. By default this is calculated with a players Discipline but an ability or equipment may change this. Players can receive Evade bonuses from gear, abilities and other sources.

*E.g If an attack is made with an attack of 15 and a player’s Evade is 14, then the attack hits. Ties still hit the player. An attack of 13 would have missed.*

## Speed

A player’s Speed determines how far they can move per second in meters.

E.g *Martin has a Speed of 3, therefore he can move 3m per second.*

# Health

A player's health is their life force. If it is reduced to zero they are incapacitated. Health is typically calculated from a character’s Constitution unless a class or equipment states otherwise.

## Incapacitation & Revival

### Revival Attempts

If a player’s health is reduced to zero then that player is incapacitated. Whilst incapacitated, at the end of that player’s turn, they may make a revival attempt.

To make a revival attempt they must roll a d100 vs the stat their health is based on. To have a successful revival attempt, the player must make a success on their check. If they fail, then on their next attempt they must get a hard success. If they have still failed, they must get a critical success to succeed. If they still fail then the character dies and cannot be revived.

### Assistance

A player may attempt to help anyone that is making revival attempts. To assist someone who is incapacitated, a player must be adjacent to them and spend three seconds stabilising them.

### Stabilising

If a target is stabilised by someone else or makes a successful revival attempt then they are brought back with one hit-point.

*E.g Martin has failed two revival attempts. Before his next go, Ellie moves to him and spends three seconds stabilising him. Martin is now unconscious with 1hp.*

### Restoration

If a player wants to assist an incapacitated being and they have a health restorative such as a health syringe, then the player may administer it to the downed character. Not only is the target stabilised but they will gain the effects of the restorative.

*E.g Martin has an ally that is incapacitated with zero health and making revival attempts. He has a health syringe that restores 2d4 health. Martin uses the syringe on the target and rolls a six. The target is revived and gains the six health rolled for the syringe.*

### Attacks whilst incapacitated

Any attack against an incapacitated target auto-hit and if successful the incapacitated being automatically fails a revival attempt. An incapacitated being cannot use any of its defensive stats to block attacks. Equipment and cover bonuses still apply.

*E.g Ellie is incapacitated and is yet to roll a revival attempt. An enemy attacks and gets advantage because she is down. It successfully hits and she automatically fails her first revival attempt. On her turn, she must now meet a hard success to stabilise herself.*

### Other

Half cover counts as full cover for an incapacitated target.

An incapacitated being may be moved by an ally at half-speed.

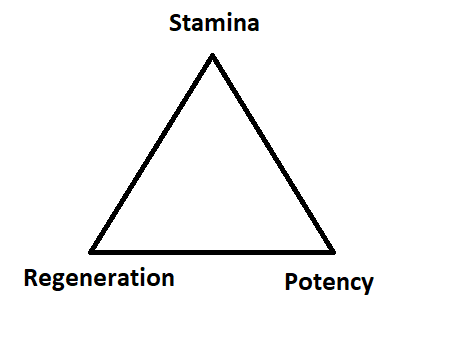
If the carrier is two sizes larger they may move at full speed.

If the carrier is two sizes smaller than the intended target then they cannot move them.

# Gene Pool

## Summary

The gene pool is a pool of dice that determines how powerful a player’s mutations are. All characters start with a gene pool decided by their class. This represents how developed a character’s mutations have become. A character’s Gene Pool will grow according to their class. Players DO NOT choose how the Gene Pool develops.



The gene pool can be split into three components: Stamina, Potency, and Regeneration

## Stamina

This represents the extent of how much a character can mutate. This is shown by the quantity of dice in the gene pool. A player with a low Stamina may only have two or three dice in their gene pool, whereas a character with a high Stamina may have pools of five or six dice.

*E.g Low stamina: 2d6 + 2. High stamina: 5d6 +2*

## Potency

This represents the power of a player’s mutations. This is shown by the dice type present in the gene pool. A character with low potency may only have d4 dice present in their pool whereas an incredibly potent character may have up to d12s in their pool.

*E.g Low potency: 3d4 + 2. High potency: 3d12 + 2*

## Regeneration

This represents the rate of recovery in a character’s abilities. At the start of a character’s turn, a character regains some of their spent gene pool equal to the regeneration value.

*E.g High regeneration: 3d6 + 3. Low regeneration: 3d6 + 1. Martin has a Gene Pool of 4d4 + 3. He spends all 4 dice that turn, next turn he only has 3d4 to use to mutate. He only spends one that turn. Therefore the following turn he is back to 4d4.*

## Mutate

Whenever a character uses an ability that has the option to **Mutate**, a player may roll any number of dice from their gene pool on that ability. **Mutate** must be chosen before any dice are rolled.

### Notation:

“M” is the total value of the dice rolled. *E.g A Mutation roll of 3d4 that equals 9 has an M of 9*

“Md” is the total number of dice rolled *E.g A Mutation roll of 3d4 has an Md of 3.*

For example: Martin is an Elemental mutant with a Gene Pool of 3d6 + 1 has an ability called ‘Bolt’ that deals 1d6 fire damage on a hit. It has the option to Mutate - ‘Mutate: Roll one of your Gene Pool and add the value to the damage’. Martin mutates the ability and adds 1d6 to the damage. He then casts Bolt again and Mutates again. He has 1d6 left in his Gene Pool now. Because of the regeneration, next turn he only has 2d6 in his Gene Pool.

# Weapons

Throughout a mission or campaign, players will come across a variety of weapons to use and gain proficiency in. There are several different types of weapons and rarities.

## Weapon Types

Weapons are categorised by their range. A player can increase their stats in any of these categories in order to raise their proficiency with that weapon type.

**Melee:** Close quarters weapons such as knives, bats, and hammers

**Short Range:** Weapons such as shotguns, tasers, pistol, and thrown projectiles

**Medium Range:** Rifles, Bows

**Long Range:** Snipers, Lasers

## Rarities

There are several rarities of weapons that are available to find.

**Basic:** These are weapons that are not difficult to find and are not very impressive. Often found with scavengers or bandits.

**Refined:** These weapons are in good condition and reliable. Can be found with armed personnel such as military or security.

**Superior:** These powerful weapons are carried by more powerful enemies and found in harder to reach locations. They often have strong abilities or modifiers.

**Mythic:** These are unique weapons that were custom-built and have interesting modifiers and abilities. Extremely rare and carried by those with true power.

## Stats

Every weapon has the following stats:

**Name:** The name of the weapon e.g Pistol **Rarity:** Basic, Refined, Superior and Mythic

**Weapon Type:** Melee, Short range, Medium Range, Long range

**Range:** The effective and extended range of the weapon e.g. 0-10(20)m. Attacks at extended range have disadvantage, attacks past the extended range deal no damage.

**Damage:** How much damage the weapon does e.g. 2d6

**Proficiency Bonus:** How much bonus aim the weapon gets if you have proficiency e.g +4

**Ammo:** How many shots you can fire before having to reload e.g 3/3 **Damage Type:** Weapons can have different damage types e.g. piercing,slashing, cryo etc.

## Proficiency

You can have different levels of proficiency with the different weapon types.

**Not proficient:** You do not gain the proficiency bonus when using that weapon type

**Proficient:** You gain the proficiency bonus whenever using that weapon type **Expert:** The proficiency bonus is doubled whilst using that weapon type.

**Master:** Only achievable by aiming with expertise in a weapon type. The proficiency bonus is tripled whilst using that weapon type.

*E.g Martin has proficiency with melee weapons. He is using a knife with a +2 proficiency bonus. When he makes an attack he adds +2 to the roll in addition to any other modifiers (such as Strike). Ellie is using the same knife but has expertise in melee weapons, when she rolls to attack with it, she adds +4 to the attack roll.*

## Using weapons

Unless the weapon or an ability states otherwise, using any weapon counts as a normal action and takes two seconds to complete.

Both aiming and reloading also take two seconds.

## Aiming

A character can use two seconds to aim at a target before using a weapon. This lets them gain a proficiency level higher than what they currently have with that weapon type when attacking.

*E.g Martin is not proficient with medium range weaponry. He decides to aim before firing with an automatic rifle. This takes two seconds. When making the attack, in addition to rolling 1d4, Martin now gets the proficiency bonus of +4 to add the attack total.*

## Reloading

The majority of ranged weaponry have an ammo count. When using a weapon with an ammo count it is important to keep track of how much ammo you have used. Once you have run out of ammo with a weapon, you must reload it before using it again. Reloading takes one second.

## Ammo Reserves

By default, weapons are considered to have infinite ammo reserves unless stated otherwise. If you want a more survivalist or realistic campaign then the GM may decide to impose an Ammo Reserve value. For an even more realistic campaign, the GM may introduce different Reserve values for the different weapon types. Once a player is out of ammo reserves, they cannot use that weapon type until they find more ammo.

For example: Martin wants to run a survival campaign. He makes sure to scatter ammo crates and magazines amongst maps and bodies. Finding a short range magazine increases a player's short range reserves by 5.

# Damage Types

Different abilities and weapons may have different damage types. Certain enemies or mutations may have resistance/immunity to certain damage types or be vulnerable to them.

## Kinetic

Kinetic damage is damage inflicted purely by the force of the weapon. This can be damage that strikes across the surface of a being such as the swing of a knife or damage that punctures a being such as a bullet wound.

## Elemental

**Fire:** This burns the target such as attacks from a flamethrower or fireball.

**Cryo:** This partially freezes the target such as attacks from a freeze ray or ability

**Shock:** Shock damage electrifies the target such as lasers or tasers

**Poison:** This damage poisons the target, this may be from poison darts or noxious fumes

# Status Effects

## Stealth

### Hidden

### Undetected

### Lightly Obscured

Whilst a creature is lightly obscured they gain a +2 Evade bonus to attacks using regular vision. They also gain a +5 bonus to Stealth checks.

### Heavily Obscured

Whilst a creature is lightly obscured they gain a +4 Evade bonus to attacks using regular vision. They also gain a +10 bonus to Stealth checks

## Physical

### Paralyzed/Frozen

A paralyzed or frozen being is unable to move or make any physical attacks, they are also unable to communicate unless an ability/equipment specifies otherwise.

The afflicted being cannot use Evade when defending against an attack. All physical attacks against them automatically hit.

### Slowed

Any physical action a slowed being wishes to perform has its time cost doubled. Their Speed is also halved and they do not get to perform reactions.

### Burning

A being that is burning takes 1d4 burning damage at the start of their turn. This ignores defensive stats. Burning can stack, for each stack of burning increase the damage die by one increment

### Restrained

A being who is restrained cannot move or make melee attacks against anyone that isn’t the being they are restrained by. They can only make melee attacks against their captor.

To escape restraint the restrained being may make a Strength or Discipline roll against the restrainer’s Strength check. The restrained being must get a level of success higher than the restrainer to escape. In the event of tie both beings must reroll until one achieves a level of success higher than the other.

### Rooted

A character is rooted to the spot. In order to take the Move action they must make a successful Force (STR) check that takes 1s.

### Invisible

A being is invisible to any other people and unable to be detected through sight. Thet gave the Hidden trait.

An invisible being still makes noise like normal unless abilities/equipment specify otherwise.

### Unbalanced

An unbalanced creature has -2 Evade. Unbalanced can stack, increasing the Evade penalty by 1. If a target is Unbalanced 3 they fall Prone. A creature loses one stack of Unbalanced at the start of its turn.

### Prone

If a being is knocked, or falls, then they are prone then they cannot make any melee attacks or move. It takes 2 seconds to stand up after being knocked prone unless any ability/equipment specifies otherwise. Their Evade is halved whilst prone.

## Mental

### Confused

A target that is confused is completely disorientated. All mental traits take -10 penalty. The target gains -1 Evade and -1 Strike. Confused can stack and the penalties are multiplied by the value of Confused. Confused decreases by one at the end of the target’s turn.

### Frightened

The target -1 Strike on all attacks against any being they are frightened of. The target cannot move closer to any being it is frightened of and if they are within 5m the target must move away from them. Frightened can be stacked and increases the Strike Penalty and the distance the target must move away by 5m. Frightened decreases by 1 at the end of their turn.

### Charmed

A charmed target regards the caster as a friend and will help them in any way they would assist a friend. They still regard their allies as they did before being charmed.

### Controlled

A controlled target does not control its own actions. They must follow any actions their controller instructs them to do to the best of their physical ability regardless of allegiances.

A controlled target cannot be instructed to harm themselves in any way. If they are given a command of this nature they will break free immediately. If no command is given they will just stand still.

### Drained 1

Drained creatures have -10 to all physical stats and reduced movement (-1). Each stack increases the stat penalty by -10 and movement penalty by -1. Drained is reduced by 1 at the end of the turn.

# Combat

A turn in combat in Mutagen lasts 5 seconds. In this time a player can move, attack or perform other actions. Turns are taken one character at a time.

## Turn Order

At the start of combat, all beings involved roll a d100 and add their *Discipline* or *Sense* scoreto the roll. The being with the highest total takes the first turn followed by the second highest and so on.

If there is a tie between two beings, the being with the highest discipline goes before the other.

## Turn Options

### Moving

A player can move as part of their turn. They are able to move up to their Speed in metres per second.

If a player is attempting to move stealthily, this Speed is halved unless equipment/abilities state otherwise.

### Actions

A player may perform any action they have access to such as attacking, reloading, or abilities as long as it does not exceed the 5 second turn limit.

### Continuous Actions

Some actions can be split across turns if they have an allotted time cost.

*E.g. Martin needs to turn a cog that needs 5s to complete. On his first turn he spends the first three seconds using an ability, he uses the last two seconds of his turn to start turning the cog. On his next turn he spends his first three seconds finishing turning the cog and has two seconds left of his turn.*

### Free Actions

These actions take no seconds out of a player’s go.

**Communicating:** A player may say three words, each three words after that take 1second each  
**Dropping:** A player can drop their equipped weapon/item for no time cost.

### Standard Actions

Standard actions are actions that any being can use, in and out of combat. All standard actions take two seconds to complete:

**Reload:** Reload a weapon

**Aim:** Aim a weapon and gain a higher level of proficiency with it

**Hunker Down:** Whilst behind cover, gain an extra +2 Evade bonus until the next turn

**Overwatch:** A character holds an attack that costs 2s or less. You roll any dice necessary for the action and specify the trigger such as when an enemy moves the character will attack them. If the overwatch attack targets a moving enemy, the attack total is reduced by that target’s Speed.

**Disengage:** A character no longer provokes opportunity attacks when exiting a hostile being’s melee range.

### Reactions

Every being gets one reaction on their turn. This is an action that can only be performed on another beings turn.

## Cover

### Half Cover

Half cover includes cover that you have to crouch behind, or would be full cover if it weren’t severely damaged.

Unless stated otherwise, half cover is considered moveable unless it is part of a larger structure such as a partially crumbled wall that is connected to a building.

Whilst moving, a player is able to move over half cover at no cost to their Speed unless stated otherwise. If a player is using half cover, it takes one second to vault over it.

Half cover grants a Evade bonus of +3.

### Full Cover

Terrain is considered full cover if a character is completely obstructed by the cover and no longer in an attacking enemy’s line of sight.

If the character was not in an enemy’s line of sight on your previous turn or during your current turn, that enemy cannot target the character whilst you’re behind full cover.

Unless stated otherwise, full cover is considered to be an immovable object.  
  
If you were, full cover grants a Evade bonus of +5.

## Sneak Attack

You can make a sneak attack against any target that is unaware of your presence. You cannot sneak attack a target who is in combat already.

An attack that is a sneak attack ignores any defensive stats the target has.

## Collision

Sometimes a being will be thrown across the room. It happens.

### Hitting an immovable object

If the target collides with an immovable object, the object makes a kinetic attack against them equal to remaining distance doubled. A target cannot use Evade to defend against this attack.

An immovable object is any object or creature that has the Immovable trait, or is at least two sizes larger, two weight classes larger, or one of each than the moving object.

*E.g. Due to the force of a barrel exploding, Martin is thrown 5m. If Martin hits a wall after travelling 2m then the wall deals damage of 6 kinetic damage (3m remaining \* 2). Martin cannot use his Evade to defend this attack and has a Might of 3, so overall he takes 3 kinetic damage.*

### Hitting a movable object

If a objects collides with a movable object and is one or more size larger, the object makes kinetic attack equal to the total distance the target would have travelled. A being cannot use Evade to defend against this.

The movable object also moves the remaining distance left of the being’s travel distance. If either the being or the movable object hits another object or creature, then the being and movable object stop but no further damage is calculated.

If the moveable object is another being, both beings take kinetic damage equal to the total distance that would have been travelled.

*E.g Martin is thrown 4m. At 2m he collides with a table (moveable object) after 2m. The table deals 4 kinetic damage against Martin (the total distance he would have travelled). Martin has a Might of 3 so takes only 1 kinetic damage and then both he and the table move the final 2m.*

# Mutation Strains

## Chimera

### Summary

The chimera strain of mutations has resulted in patients undergoing physical changes and growths. They may find their arms turning into tentacles, wings emerging from their back, and other bestial limbs.

### Playstyle

### Bonus

Stats: +5 to Constitution, + 5 to one of Strength/Mobility/Intelligence

Proficiencies: Intimidation (STR), Resistance

## Wraith

Patients afflicted with the wraith strain find themselves more ephemeral than before. They possess the abilities to blend with shadows, potentially even become one. Further tests needed as these patients are slippery to contain.

## Superhuman

### Summary

Super strength, speed, and intellect. The superhuman strain has had very positive results, ending up with enhanced versions of humanity, a potential future for the human race.

* Strength role
* Speed role
  + Roll two initiatives, you act on both of them, each being a 5s round however they both still count as one turn combined for the sake of abilities/equipment
* Marksman
* Tactician

### Bonus

Stats: +2 to all stats

Proficiencies: Athletics(STR), Perception

Gene pool: 3d6 + 2

## Engine

The engine strain has produced some interesting effects. In addition to providing the intended mutations of explosive speed and power, some patients seem to have developed the ability to weaponise the mutation in the form of fiery projectiles.

* Charge (bio charge ME3)
* Firebolts
* Propulsion (iron man)
* Bursts of Speed/power
* Ground Pound

## Metamorphic

Strong, sturdy, and adaptable. It seems the growth strain allows a patient to transform aspects of their body at will, whether it’s a hardened forearm shield or even shapeshifting to mimic someone else. We are still encountering new variations to record.

* Hardened/spiked skin
* Shrink
* Self heal
* Shapeshift
* Transform arms into melee weapons
* Spike projectiles

## Psionic

Telepathy, mind control. These are all abilities of patients that have been given the psychic strain. Only those with strong wills survived the tests and now prove to be fairly difficult to restrain.

### Bonus

**Stats:** +5 Intelligence, +5 Will

**Proficiencies:** Insight, one of either Persuasion or Deception

**Gene Pool:** 2d8 + 1

* Read surface thoughts of an enemy such as passwords/guard patrol codes/name/emotions
* Influence emotions
* Mind control
  + One word command that is over once complete
  + Possession
* Heal sanity
* Invisibility
* Psionic blades

## Pulse(Psycho-kinetic/Overseer/Oracle/Nova)

Barriers/telekinesis/shockwaves/singularities

* You may cause an object up to 3kg nearby to float, you can hurl one of these objects. Roll a mutation, the object can travel this far and does that much bludgeoning damage
* Barrier, has Might/Resolve of 10 but all other stats = 0, projectiles may be fired out of the barrier
* Throw/pull (ME3)

## Biohazard

* A poison based classification

## Elemental

* An elemental based classification