

Hot Mutant Vigilantes

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Premise

YOU ARE A HOT MUTANT VIGILANTE.

You are a student at a school for gifted youngsters where the extra-curricular activities involve dressing up in spandex and defending the world. The school has zero legal authority to do this, hence the label ‘vigilante’. The government and the humans hate you.

This work is a hack of Grant Howitt’s Sexy Battle Wizards, created for the Hot Mutant Summer Jam and directly inspired by the X-men.

Character Creation

Why are you so Hot? (d6)

1. Literal abs of steel
2. Majestic mutton chops beard
3. The form-fitting spandex shows off your butt
4. Impeccable bone structure
5. Daddy / Hot mama
6. Dangerous rebel with a cool jacket

What is your vigilante specialty? (d6)

1. Pilot / Driving
2. Tracking / Scouting
3. Negotiation / Deception
4. Hacking
5. Science / Gadgetry
6. Martial Arts

What is your Mutation? (d20)

1. Concussive eye beams
2. Walk through walls
3. Short-range teleportation
4. Telepathy
5. Shapeshifting
6. Angel wings
7. Beast form
8. Healing factor
9. Sonic scream
10. Power absorption through contact
11. Explosive projectiles
12. Pyrotechnics
13. Organic metal
14. Super luck
15. Magnetism
16. Illusionist
17. Stretching
18. Weather manipulation
19. Telekinesis
20. Speedster

You have three stats. Assign 1, 2 and 3 to each of your stats.

HOT! Charm baddies with your skin-tight spandex-clad hot body.

MUTANT! Unleash your mutant superpower.

VIGILANTE! Fight crime without the approval of the law.

Rolling Dice

When you act to gain an advantage or solve a difficult problem, roll a number of six-sided dice equal to the most relevant stat. Spend determination (see below) on a 1-for-1 basis to add additional dice to the pool.

If your highest dice

- beats the difficulty, you succeed.
- is equal to the difficulty, you succeed, gain 1 stress and the GM tells you something bad that happens.
- is lower than the difficulty, you fail, gain 1 stress and 1 determination and the GM tells you something bad that happens.

Stress represents your overall condition, including physical injury, fatigue and emotional conditions like anger or embarrassment.

When you fail, if your total final stress is higher than the highest dice rolled, decide with the GM how you are taken out of the scene. Some possibilities are your character passes out, is physically thrown out, or your character runs away.

GM Section

Give the players an inkling of what the first, obvious disaster is, and let them go at it.

The difficulty of a task is related to the **impact of success**, not the complexity of the task.

4: standard stuff with standard results

5: Audacious or risky stuff with great impact

6: Clutch, against-the-odds stuff that can really turn the tide of the situation

If an NPC isn't kissable, think "Could I make them kissable?"

What's going wrong? (Roll twice; one disaster hides another much more dangerous disaster)

1. A fellow student's mutation is out of control
2. Mutant terrorist are trying to assassinate a mutant-hating senator
3. The principal of the school is missing
4. An underground commune of mutants is under attack
5. A mutant-loving/hating cult has formed
6. The location of the government's secret mutant facility is discovered

What's this place like?

1. a sterile environment of mutant science
2. a military town attached to the largest anti-mutant base
3. on a living mutant island
4. displaced from the time stream
5. an anti-mutant march at the Capital
6. a sleepaway summer camp in a creepy forest

Who's going to stand in our way? (Roll twice)

1. A sexy Alien Monarch and their army
2. The government's inexplicably sexy mutant-hunting robots
3. The principal's sexy Mutant rival
4. A sexy cyborg out for revenge
5. A sexy time traveller intent on "fixing the timeline"
6. The sexy mutant who was expelled from the school last year