

WORLD OF MUTANTS

NAME		CLASS		LEVEL	
ATTRIBUTES			SPECIAL ABILITIES		
<input type="checkbox"/>	STR	<input type="checkbox"/>	INT	ATHLETICS	BLESS
<input type="checkbox"/>	DEX	<input type="checkbox"/>	WIS	AWARENESS	SWAY
<input type="checkbox"/>	CON	<input type="checkbox"/>	CHA	DECEPTION	HARDY
				DECIPHER	SLAY
				HEAL	TOUGH
				LEADERSHIP	AMBUSH
				LORE	REFLEXES
				STEALTH	DEVICES
				SURVIVAL	TECH
					COMMAND
					UPLINK
					PET
					SCOUT
					GUNPLAY
					WILD
WEAPONS			EQUIPMENT		
ARMOR & SPEED		HIT DICE		HIT POINTS	
NONE FAST	<input type="radio"/>	LIGHT NORMAL	<input type="radio"/>	FULL SLOW	<input type="radio"/>
SHIELD	<input type="radio"/>	TOTAL ARMOR	<input type="radio"/>		<input type="text"/>
NOTES					
SLUGS	<input type="text"/>	NEEDED FOR NEXT LEVEL	<input type="text"/>	HP	<input type="text"/>

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HP & LEVELS

As you level up you get rewards according to the table below.

LEVEL	HIT DICE	SKILLS	ATTRIBUTES	ABILITIES	DAMAGE	HP TOTAL
1	1+CON	CLASS+1	–	2		0
2	+1					1,000
3		+1		+1		3,000
4	+1		+1 (MAX +3)			6,000
5					+1d6	10,000
6	+1	+1		+1		15,000
7			+1 (MAX +3)			21,000
8	+1					28,000
9		+1		+1		36,000
10	+1		+1 (MAX +3)		+1d6	45,000

You get 1 XP for each slug worth of treasure or coin that you loot from the wasteland. You also get XP for defeating enemies and completing quests (10 XP for something easy up to 200+ for a really tough one) but mainly it's about the looting.

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RULES SUMMARY

CHARACTER CREATION

ATTRIBUTES: Roll 2d6 for each. On a 6-, the value is 0. On a 7-9, the value is +1. On a 10 or 11, the value is +2. On a 12, the value is +3.

Choose one skill in addition to any granted by your class.

You have 1 Hit Die (d6) + extra HD equal to your CON. Roll all your HD and keep a number equal to your level to determine your HP. When you rest and consume a ration/waterskin, you may re-roll your HP. If you rest in comfort and safety, roll +1 HD. If you are attended by a healer, roll +1 HD.

WARRIORS get Athletics. Choose two special abilities: **Skirmish** (+1 damage and worn armor counts as one type lighter), **Tough** (+1 armor), **Slay** (+2 melee damage), **Hardy** (+6 HP).

SCAVENGERS get Stealth. Choose two special abilities: **Ambush** (attack from concealment to do +3 damage), **Lucky** (once per day, turn a miss into a partial success), **Reflexes** (you always go first and can react when suddenly surprised), **Tinker** (you can attempt to quickly pick a lock, pick a pocket, or disarm a trap).

PROPHETS get Lore and Heal. Choose two special abilities: **Bless** (with irradiated water, you can anoint items so they are considered holy and magical—+3 damage vs. evil—for a short time), **Cure** (you can attempt to neutralize poisons, remove radiation, or heal wounds with a touch), **Turn** (you can attempt to hold evil at bay with the power of your faith and a holy symbol), **Vision** (drink irradiated water to commune with your deity for divine guidance).

ROBOTS get Decipher. You get **Devices** (3 built-in items: an arc-torch, holo-projector, and omni-scanner) and choose one other special ability: **Command** (you can attempt to control any computer system or robot), **Tech** (you may build items to perform a specific function given time and materials), **Uplink** (you can connect to the robot satellite network to summon aid).

EXPLORERS get Survival. Choose two special abilities: **Pet** (you have a loyal and effective animal companion), **Scout** (when you scout ahead you always spot the target before it spots you), **Gunplay** (+2 ranged damage), **Wild** (you can converse with and attempt to command animals).

Make your own class: Choose a class skill and two special abilities.

ROLLING THE DICE

When you attempt something risky, sum 2d6 and add one of your attribute scores, based on the action you're taking. (The GM will tell you some of the possible consequences before you roll, so you can decide if it's worth the risk or if you want to revise your action.)

A total of 6 or less is a miss; things don't go well and the risk turns out badly. **A total of 7-9 is a partial success;** you do it, but there's some cost, compromise, retribution, harm, etc. **A total of 10 or more is a full success;** you do it without complications. **And a total of 12 or more is a critical success;** you do it perfectly to some extra benefit or advantage.

SKILLS: If you have an applicable skill, you can't miss. A roll of 6 or less counts as a partial success, but with a bigger compromise or complication than a 7-9 result.

THE DIE OF FATE

Sometimes the GM will roll the die of fate to see how the situation is established. Low numbers are ill-fortune, high numbers are good fortune (or at least not misery). The die of fate might be rolled to establish the weather, indicate a random NPC's general attitude, or to determine if a wandering monster appears. The GM may also roll the die of fate if the PCs take some action for which sheer chance is the only factor in the outcome.

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EQUIPMENT

You start with 60 slugs

Light Weapon (10s): d6. May be wielded as a secondary weapon, allowing you to re-roll damage once per attack. Includes knives, lead pipes, and hand axes.

Medium Weapon (30s): d6+1. Must be wielded in main hand. Includes crowbars, hammers, spears etc.

Big Weapon (40s): d6+2 damage. Uses two hands. Includes fire-axes and chainsaws.

Small Gun (30s): d6. Also slings etc.

Gun (50s): d6+1. Also crossbows, javelins etc.

Heavy Gun (100s): d6+2. 2-handed. May be autofire (+50s), make 2 attacks.

Grenades [5s]: d6+2 damage to an area. Also claymore mines.

Tech Gun (200s): d6+2. Plaz Rifle, Laz Rifle, Gaz Rifle. May be autofire (+50s), make 2 attacks. Ignores non-tech armor.

Ammo [10s]: 10 slugs (bullets), 1 tech gun charge.

Light Armor (30s): Armor 1.

Full Armor (60s): Armor 2. Always has a helmet. Makes it very hard to run, move quietly, swim, leap etc.

Shield (10s): +1 Armor.

Adventuring Gear (2s each): 20ft Rope, Blankets, Flint/Steel, Torches (4), Tent, Dice, Caltrops (slows pursuers), Bandages, Travel Rations, Canteen.

Tools (5s each): Crowbar, Hatchet, Animal Trap, Lockpicks, Pen & Notebook, Fishing Pole, Shovel, Grappling Hook, Pickaxe, Collapsible Pole, Flashlight, Gas Mask.

Strange Items (20s each): Geiger Counter, Holo-Disc Reader, Security ID Card.

Chems (20s each): Turbo, Savage, Redline, GetUp, Peeper, Titan, Stitch, KnowKnow.

Fancy Items (20s each): Mirror, Lantern, Binoculars, Watch, Walkie-Talkie, Board Game, Elaborate Clothes, Holy Symbols and other charms.

Vehicles: Shitty Car (100s), Decent Car (1,000s), Fast Motorbike (3,000s), Fast Car (5,000s).

Settlement: 1s to Sleep, 1s to Eat, 1s to Get Drunk, 2s to fill a canteen.

HIRELINGS

Cost per day

Wastelander (2s): 3HP, Knife.

Guide (5s): 6HP, Knife, Lantern, Rope.

Warrior (20s): 12HP, Gun, Light Armor.

Expert (20s): 6HP, Special Gear.

Badass (60s): 18HP, Full Armor, Gun, Heavy Gun, Grenades.

RADIATION

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