

# MUTANT CHRONICLES



**GM SCREEN**

# MUTANT CHRONICLES V



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## STATUS EFFECTS

**BLEEDING:** The character must cross off one Serious Wound box at the beginning of each of his turns. If he has no more Serious Wound boxes, he must cross off one Critical Wound box instead.

**BLIND:** The character's vision has been severely damaged. Upon being blinded, a character gains two Dread, and any skill test requiring vision becomes more difficult by two levels.

**BURNING X:** The target is set alight and gains this status effect for a number of rounds equal to the number of Dark Symmetry Icons (DSI) generated – if no **↑** were rolled, the cause of the burning effect will list a duration. At the end of the target's turn, it suffers **↑X** damage to a random hit location (where X is the status effect's rating), and one Mental Wound. Wounds inflicted by Burning ignore armour Soak. Any damage caused by Burning has the Incendiary weapon quality and DSIs rolled increases the number of rounds that the character is aflame.

A character may attempt a Recover Restricted Action to remove this effect, while a prone character may spend his Standard Action rolling around, extinguishing the flames, gaining an additional d20 on the roll. If the character is hit by another Burning attack or effect while already ablaze, the existing status is extended by a number of rounds equal to the number of DSIs generated.

**CRITICALLY INJURED:** While a character has one or more Critical Wound boxes crossed off, he is considered Critically Injured. This condition carries with it several severe penalties.

- ◆ A Critically Injured character acts last during a combat round, exactly as if he was Seriously Injured.
- ◆ A Critically Injured person is automatically Staggered.
- ◆ Upon suffering a critical injury, the character suffers Dread equal to the total number of critical injuries he is now suffering from.

**DAZED:** All skill tests performed by a Dazed character are more difficult by one level.

**PERPLEXED:** A character is confused, muddled, or otherwise mentally clouded. As a Free Action at the beginning of his turn, the character must attempt a Challenging D2 Willpower test. If the test fails, the character loses the rest of his turn. If the test passes, the character can act normally. Once a character passes three Willpower tests, he is no longer Perplexed for the remainder of the scene.

**RATTLED:** A character who is frightened, intimidated, or who has suffered a significant amount of mental damage at one time, becomes Rattled. Upon becoming Rattled, a character suffers Dread equal to the ranks of Rattled. Rattled starts as Rank 1 and increases in severity with every instance of Rattled the character receives. A Rattled character reduces his Expertise and Focus rating for all skill tests by one per rank of Rattled. A character's Expertise and Focus cannot be reduced below zero.

**SERIOUSLY INJURED:** While a character has one or more Serious Wound boxes crossed off but has not crossed off any Critical Wound boxes, he is considered Seriously Injured. A Seriously Injured character acts last during a combat round, after all player characters and GM controlled characters have acted, unless he is willing to pay the GM one Dark Symmetry point. If he does so, he may act before GM controlled characters as usual. The first time a character becomes Seriously Injured during a combat, the character gains one Dread.

**STAGGERED:** A Staggered character can only perform a standard action on his turn if he is willing to pay one Dark Symmetry point. A Staggered character cannot perform a Response Action unless he spends one Chronicle point in addition to the regular Dark Symmetry point.

**TERRIFIED:** A Terrified character develops a severe phobia based on its triggering event. The difficulty for skill tests relating to the object of his fear are increased by two steps. Voluntarily staying in proximity to the object is a D3 Willpower test, which includes the two step penalty. The character suffers one Dread and one Mental Wound each round he is within Close range of the object of his fear.

VEHICLE HIT LOCATION TABLE			
ROLL	ENCLOSED VEHICLE LOCATION	EXPOSED VEHICLE LOCATION	BIKE LOCATION
1-5	Motive system	Motive system	Motive system
6-10	Hull	Hull	Hull
11-15	Hull	Crew/ Passengers	Rider
16-20	Weapon	Weapon	Rider

HIT LOCATION TABLE	
D20 ROLL	HIT LOCATION
1-2	Head
3-5	Right Arm
6-8	Left Arm
9-14	Torso
15-17	Right Leg
18-20	Left Leg



## DIFFICULTY RATING TABLE

DIFFICULTY	RATING	EXAMPLE
AVERAGE	D1	Breaking down a flimsy door. Shooting a target at a weapons 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.
EPIG	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.

## 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 +	The character can add to or subtract from the hit location roll equal to the amount of Momentum spent Allow the face of the die to be adjusted 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 spend 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.

## 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

## DARK SYMMETRY POINT OPTIONS TABLE

EFFECT	SYMMETRY POINTS	DETAILS
ACTIVATE SPECIAL ABILITY	SEE ABILITY	The cost depends on the ability. See the individual ability's description for more details.
CORRUPTION ROLL	1 / DIE	Make a damage roll against item's reliability. If greater or equal, item suffers one level of corruption.
PERFORM RESPONSE ACTION	1	NPCs do not get to make Response Actions. This allows an NPC to Dodge or Parry
SEIZE INITIATIVE	VARIES	The GM can activate an NPC and have it act earlier in the initiative order by spending points
SUMMON REINFORCEMENTS	1/TROOPER 2/ELITE	The GM summons reinforcements, which appear at the end of the current combat round.
TRIGGER COMPLICATION	1	Take advantage of a player character's trait or flaw, making them Impaired for the scene (e.g. jam a gun or have a target turn out to be shadows, costing one Reload.)
TRIGGER ENVIRONMENT	1 FOR MINOR 2 FOR MAJOR	Have the environment trigger an effect: one point for minor and mostly narrative, two points for something more severe that may damage a character.
INSPIRE DREAD	2	Increase a player character's Dread by one.
RELOAD	1 +	The creature gains the effects of spending one Reload per Dark Symmetry point spent on his current attack.

## METHOD OF DARK SYMMETRY GENERATION


METHOD OF DARK SYMMETRY GENERATION	POINTS GAINED
Each Repercussion generated by players	2 (OR COMPLICATION)
Player voluntarily fails a skill test	1
Players purchase an additional d20 for a skill test	1
Dark Symmetry generator	VARIES

## DREAD TRACK TABLE

RANGE	DREAD SUFFERED	SEVERITY
20	☒	
19-20	☒ ☒	Mild Impairment (D1)
18-20	☒ ☒ ☒	Severe Impairment (D2)
17-20	☒ ☒ ☒ ☒	Overwhelmed (D3)
16-20	☒ ☒ ☒ ☒ ☒	Stupor (D4)



## CRITICAL INJURY TABLE

D20 ROLL	CRITICAL INJURY EFFECT
1-2	The character cannot perform a Standard Action on his next turn.
3-4	Pain and shock hinder the afflicted location: if hit in the head, the character cannot perform a Standard Action on his next turn; if hit in the arm, the character must drop any item carried; if hit in the leg, the character falls prone.
5-6	The character is winded. This increases the difficulty of movement tests and prevents speaking until a recovery action is taken.
7-8	The character is vulnerable. Each attack made against the character gains +1  damage until a recovery action is taken.
9-10	The character is Dazed until a recovery action is made (see Status Effects).
11-12	The character begins Bleeding (see Status Effects).
13	The character is traumatised, and loses Mental Wounds equal to the number of Critical Wound boxes checked off.
14	The character is Terrified (see Status Effects).
15	The character is Dazed until a D2 First Aid test is made (see Status Effects).
16	The hit location is severely damaged and cannot be used until a D2 Medicine test is made. If struck in the torso or head, the character is knocked unconscious.
17	The hit location is mangled and will be lost if the character does not receive prompt medical treatment before the end of the scene. A hit to the head or torso counts as Bleeding (see Status Effects).
18	The character cannot perform Standard Actions unless he spends a Chronicle point for every action.
19	The character succumbs to his wounds and immediately falls unconscious. The character will die if he does not receive medical treatment by the end of his next turn.
20	The character dies a grisly, ugly death.

## MENTALLY TRAUMATIC EVENTS TABLE

DIFFICULTY	RATING	TRIGGERING EVENT
Average	D1	Surprised by a dead body. Being significantly outnumbered by enemy combatants. A stressful negotiation with angry people.
Challenging	D2	Surprised by a grisly scene. Encountering a powerful, intimidating opponent like a Nepharite. Being surrounded by an angry mob.
Daunting	D3	Witnessing or encountering an atrocity. A severe psionic assault. Encountering terrifying opponents like an Ezoghoul.
Dire	D4	Entering a Dark Legion Citadel for the first time. Being involved in an atrocity. Facing avatars of the Dark Apostles.
Epic	D5	Something truly diabolic and mind-shattering: witnessing such a thing could lead to a complete mental breakdown.

## NATURAL HEALING TABLE

INJURY LEVEL	RESISTANCE TEST	TIME REQUIRED	RESULT ON TEST PASS
LIGHT	Average D1	1 Day	Recover half the character's Physique (rounded down) in Light Wounds + 1 Light Wound per Momentum spent.
SERIOUS	Challenging D2	1 Week	Recover 1 Serious Wound + 1 Serious Wound per two Momentum spent.
CRITICAL	Daunting D3	1 Month	Recover 1 Critical Wound + remove 1 critical injury effect.



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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 spend 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 qual 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

## DARK SYMMETRY GENERATION TABLE

METHOD OF DARK SYMMETRY GENERATION	POINTS GAINED
Each Repercussion generated by players	2 (OR COMPLICATION)
Player voluntarily fails a skill test	1
Players purchase an additional d20 for a skill test	1
Dark Symmetry generator	VARIABLES

## DARK SYMMETRY POINT OPTIONS TABLE

EFFECT	SYMMETRY POINTS	DETAILS
ACTIVATE SPECIAL ABILITY	SEE ABILITY	The cost depends on the ability. See the individual ability's description for more details.
CORRUPTION ROLL	1 / DIE	Make a damage roll against item's reliability. If greater or equal, item suffers one level of corruption.
PERFORM RESPONSE ACTION	1	NPC's do not get to make Response Actions. This allows an NPC to Dodge or Parry spending points
SEIZE INITIATIVE	VARIABLES	The GM can activate an NPC and have it act earlier in the initiative order by spending points
SUMMON REINFORCEMENTS	1/TROOPER 2/ELITE	The GM summons reinforcements, which appear at the end of the current combat round.
TRIGGER COMPLICATION	1	Take advantage of a player character's trait or flaw, making them Impaired for the scene (eg jam a gun or have a target turn out to be shadows, costing one Reload.)
TRIGGER ENVIRONMENT	1 FOR MINOR 2 FOR MAJOR	Have the environment trigger an effect: one point for minor and mostly narrative, two points for something more severe that may damage a character.
INSPIRE DREAD	2	Increase a player character's Dread by one.
RELOAD	1+	The creature gains the effects of spending one Reload per Dark Symmetry point spent on his current attack.

## TARGET CATEGORIES

The following is a summary of the different NPC target categories.

### TROOPERS

Troopers use the Critical Wounds column of the wounds table to determine their starting wounds. They do not have hit locations (except for the purposes of armour) or levels of injury, and treat mental wounds and physical wounds identically. Troopers only roll 1d20 on tests under normal circumstances, though they can buy additional dice in the normal ways. Troopers cannot bank Momentum, though they may use it in all other normal ways. Troopers do not track Dread as PCs do – instead, each point increases the Trooper's Repercussion range by one, to a maximum of 16-20.

DSP	EFFECT
1	<b>Interrupt:</b> The creature may interrupt the player characters' turns, acting earlier than usual that turn.
1+	<b>Reinforcement:</b> Add another Trooper per Dark Symmetry Point spent to the combat at the end of the current round.
1	<b>Ammunition:</b> The creature gains the benefits of spending a reload for one of its weapons or attacks. NPC's do not track reloads normally, but rather spend Dark Symmetry Points to gain the same effects.

### ELITES

Elites use the Serious Wounds column of the wounds table to determine their starting wounds. They do not have hit locations (except for the purposes of armour) or levels of injury, and treat mental wounds and physical wounds identically. Elites cannot bank Momentum, though they may use it in all other normal ways. Troopers do not track Dread as PCs do – instead, each point increases the Trooper's Repercussion range by one, to a maximum of 16-20.

DSP	EFFECT
2+	<b>REINFORCEMENT:</b> Add another elite enemy to the combat at the end of the current round for every two Dark Symmetry points spent.
2	<b>INTERRUPT:</b> The creature may interrupt the player characters' turns, acting earlier than usual that turn.
1	<b>AMMUNITION:</b> The creature gains the benefits of spending reload for one of its weapons. NPC's do not track reloads normally, but rather spend Dark Symmetry points to gain the same effects.

### HORDES & SQUADS

Groups come in two forms: Hordes, and Squads. A horde consists of two or more Troopers. A Squad consists of one Elite and one or more Troopers. A horde or squad acts as a single entity on battle, regardless of the number of creatures. When taking action, nominate one creature (the Elite in the case of Squads) to take the action, and add +d20 for each additional creature in the group, to a maximum of +5d20. When attacked, damage inflicted in excess of an individual creature's Wounds carries over to the next creature, with the Elite (if any) taking damage last unless the attacker spends two Momentum to pick him out. If the Elite is killed, then the remaining members of the Squad form a Horde instead.

DSP	EFFECT
1	<b>INTERPOSE:</b> Force a ranged attack made against an allied creature within five metres, or a melee attack made against an allied creature within two metres, to be directed against the group instead.
2	<b>SPECIAL WEAPONRY:</b> Some groups include special weapons, armaments carried by a single creature within the horde in addition to their standard weaponry. Using these special weapons costs two Dark Symmetry points, and reduces the horde's normal attack by 1d20, in exchange for a normal attack with the special weapon. This attack may target the same enemy as the rest of the group, or a different one, as desired.

### NEMESIS

Nemeses have distinct levels of injury and different hit locations, as player characters do, as well as a distinct set of mental wounds. They accrue Dread in the normal manner. They may not bank Momentum, but they may use it normally.

DSP	EFFECT
3	<b>DARK CHRONICLE:</b> By spending three Dark Symmetry points, the Nemesis gains the benefits of spending a single Chronicle point.
2	<b>AMMUNITION:</b> The creature gains the benefits of spending a reload for one of its weapons or attacks. NPC's do not track reloads normally, but rather spend Dark Symmetry points to gain the same effect
3	<b>INTERRUPT:</b> The creature may interrupt the player characters' turns, acting earlier than usual that turn.

## FIELDS OF EXPERTISE

NPC's do not have a full list of skills; instead, they are listed with six broad categories, or Fields of Expertise, which encompass all the normal skills. The six Fields of Expertise, and the skills they encompass, are as follows:

**MOVEMENT:** This field of expertise covers the ways a character may move around a scene, both personally and using vehicles. It encompasses the skills Acrobatics, Athletics, Pilot, Space, and Stealth.

**COMBAT:** This field of expertise covers the various tools and techniques for bringing death and destruction. It encompasses the skills Close Combat, Gunnery, Heavy Weapons, Ranged Weapons, and Unarmed Combat.

**FORTITUDE:** This field of expertise covers the means by which a character can survive in a hostile universe. It encompasses the skills Resistance, Survival, Vacuum, and Willpower. It also encompasses the Mysticism skill, as that is derived from the will of its practitioners.

**TECHNICAL:** This field of expertise covers skills reliant on considerable intellect and knowledge. It encompasses the skills Education, Linguistics, Mechanics, Medicine, Psychotherapy, Sciences, Thievery, and Treatment.

**SOCIAL:** This field of expertise covers the character's ability to influence other creatures with ways other than force. It encompasses the skills Animal Handling, Command, Lifestyle, and Persuade.

**SENSES:** This field of expertise covers the character's ability to perceive the world's details. It encompasses the skills Insight and Observation.

# MUTANT CHRONICLES V

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**MODIPHIOUS™**  
ENTERTAINMENT

**PARADOX™**

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# INTRIGUE INITIATOR

## THE SOLAR SYSTEM AWAITS

This short book aims to provide numerous plot seeds with which to generate scenes, adventures, and possibly even entire campaigns set within the dark future of *Mutant Chronicles*. Firstly, it is important to realise that there are any number of sources already available from which you, the GM, will be able to draw inspiration. The Intrigue Initiator begins by providing a few differing TV and film sources for creative stimulation. A series of plot generator tables are then presented to further assist you with the creation of a truly involving plot arc that will keep your players entertained for many sessions.

The first point to consider before seeking inspiration is the type of epic tale you are hoping to craft. Within the setting of *Mutant Chronicles*, you have the entirety of our Solar System as a playground within which it will be possible to use multiple themes to drive the plot. The megacorporation's struggles encompass not only the battlefield, but also the boardroom, the streets, and humanity's very soul.

The second point for consideration is the fact that the plot should capture your player's imaginations too; let us not forget that you are *all* seeking to be immersed within the myriad conspiracies of the megacorporations, the Brotherhood, and the Dark Legion. A well written story arc will soon be doomed to an ignominious end if your players are unlikely to enjoy unravelling the threads.

A third point that will also shape your story is the era within which it will be set. The Dark Symmetry era is an entirely different beast to the more classic Dark Legion era of play, which will certainly have an effect on the tone and mood of your game. Again, this point should be weighed against the second; you may even consider discussing this decision with your players.

For the purposes of this Intrigue Initiator, we will only consider the first and third points; it will be up to you to consider whether the campaign will entertain both yourself and your group. The sections that follow provide several example styles of play, along with a suggested reference for each. There is also a table containing a sample list for other potential sources of inspiration. When considering any material as a potential plot device, consider what would happen were you to change just one or two elements of the story. Research critiques and alternative fan theories to the central plot mechanics as secondary inspiration, the possibilities

really are endless. Note that the suggestions provided can (and often do) fall into multiple categories, we have simply attempted to pigeon hole the titles into the most appropriate one for ease of clarity.

It would be remiss, however, to not mention the fact that an invaluable asset is already at your fingertips! The *Mutant Chronicles* 3rd Edition rulebook already contains a wealth of information, tips, and hints that are capable of launching any number of adventures. Take some time to revisit this hefty tome for inspiration as, at the very least, it may help shape your decisions concerning the type of game you are seeking to generate. Additional to this are the sourcebooks and campaigns that have been written to support the main rulebook, as well as the material from earlier editions (these are available for free at mutantpedia.com), which can all provide fuel for side-plots and misadventures.

## FOR YOUR CONSUMPTIVE PLEASURE

If you have ever tried your hand at writing, you may have found yourself in exactly the same situation that almost every other writer has at some point during their career; staring at a blank canvas, the cursor taunting you with its consistent and relentless blinking, wondering exactly where or how to begin. Take a moment here, and remember that you are not alone. There is a wealth of inspiration across many mediums that will help you craft sinister and involving sessions, with the first of these being the most visually inspiring; there are a countless number of film and TV sources available for consideration, sources that also provide the additional benefit of being a descriptive reference during the game.

Additional to these, though, are the comic, book, and video game platforms that have often been the foundation for the movies or shows that we enjoy so much. One small book designed to provide ideas for campaign generation could never hope to provide a complete list of reference material, though hopefully you have been inspired to seek out and utilise every means available in your efforts to create rewarding and fulfilling scenarios.

Remember that the samples and themes which follow are by no means exhaustive. You may wish to consider a more light-hearted or comedic tone for instance, in which case it may be worth seeking out classics such as *Ghostbusters* or *Tremors* as motivation, or you might like to build the characters into superheroes that wield exceptional powers, such as those seen in *Marvel's The Avengers* or the *Heroes* TV series.

## ACTION ADVENTURE

Action adventure themes should contain a cocktail of intrigue, intense excitement, unusual settings, flawed heroes, and nefarious villains. The action could begin explosively before stalling and building toward a crescendo, or may start subtly and work up to a frenetic pace, but regardless, the characters should stumble from one calamity to the next until the true malefactor is unveiled and hopefully defeated.

### **BATMAN: THE DARK KNIGHT TRILOGY**

A flawed superhero surmounting impossible odds to bestow his own style of dark justice on insidious and ingenious villains. The streets of Gotham could easily represent Heimburg or Luna, whilst the ultimate antihero can be replaced by a Heretical cult leader or sociopathic corporate executive. Consider setting the adventure within the Dark Symmetry era, where the collapse of society will have increased impact on the themes already present within any one of the three stories.

## CRIME

Crime themes are, unsurprisingly, centred on criminals and their activities. This can be presented to the players as though they are outsiders looking in, which would mean that they are the Investigators who are attempting to gain entry to the criminal organisation, perhaps with the intention to bring about their downfall. Alternatively, you may wish to consider having the characters begin play as operatives for the criminal outfit. The players are thrust into the murky bowels of the criminal underworld where they balance on a razor's edge as they seek to achieve their goals, whichever method you decide upon.

### **THE UNTOUCHABLES**

Eliot Ness establishes the Untouchables team in an effort to bring infamous Chicago mobster Al Capone to justice. Any one of the megacorporations could feasibly set up an elite team tasked with closing down crime syndicates. Optionally, the players could begin as foot soldiers who are seeking to work their way up the criminal hierarchy as they expand their empire. The Perimeters of Luna, underworld cities of Mercury, or one of any other number of locations could be the backdrop for a similar style of game.

## HORROR

Horror themes are rife throughout the worlds of **Mutant Chronicles**; the Dark Legion itself is a force that is used to invoke fear, disgust, and terror. The plot should invoke the primordial nightmares of your players, yet this is not necessarily done by thrusting gore and violence in front of them. The subtle and insidious intrusion of an evil entity often works much more effectively than sheer visceral imagery, although this should never

be overlooked. Horror is not always necessarily inflicted by the dark forces of the universe either; you can be certain that a pair of Revisors dragging a character toward the tender ministrations of an Inquisitor who waits within his soundproofed cell will elicit a sense of fear and dread from any player of the game.

### **HELLRAISER (1987 ORIGINAL)**

An ancient relic is the device that opens the door to an alternate dimension; a doorway to a vision of hell that unleashes vicious and horrific creatures who thrive on torture and terror. While any number of Dark Legion antagonists could easily replace the Cenobites, consider an alternative where the relic actually opens a physical doorway to Cybertronic's Subreality. Who, or what, then are the Cenobites, and will this be all the ammunition the Brotherhood need to declare war on this dangerous corporation?

## POLITICAL THRILLER

Political thrillers normally take place in the boardrooms, coffee houses, and homes of the corporate elite, but are not only restricted to these settings. Interplanetary adventures can involve political machinations that involve any number of settings, from abandoned warehouses and disused parking lots, to spaceports and spacecraft themselves. The plot is generally assumed to be written with the purpose of providing political power to someone; whether that is to be the players or their employer is, of course, at your discretion. Power and corruption are overriding themes.

### **CLEAR AND PRESENT DANGER (OR ANY JACK RYAN FILM/NOVEL)**

Corruption goes all the way to the top in this classic political thriller that propels the reluctant hero along an investigative trail that ranges from the Oval Office itself to the jungles of Columbia and back again. Washington DC could easily be replaced by San Dorado, and Columbia with the jungles of Venus. Political manoeuvrings within the Whitehouse, CIA, and the drug cartels provide ample inspiration for any number of adventures. Perhaps a secret cult could be behind the entire plot in a bid to destabilise the Capitolian government, while the drug cartels could be manufacturing any number of lethal drugs that are causing mutation or worse.

## SCI FI

**Mutant Chronicles** is itself a sci-fi setting, albeit one with a significant dark, dieselpunk twist. Necromutants, interplanetary travel, and powers of the Light aside, the technology of this dark future—in the classic Dark Legion era at least—is not too dissimilar to that which our world enjoyed in the late 20th Century. Enter Cybertronic. With cutting edge technology, enhanced cybernetics, and the mystical realm of Subreality to explore, you truly have a culture within which to explore the realms of science fiction.

The Dark Legion can offer a terrifying and warped alternative to the clean chrome lines of this megacorporation of course, whilst the wonders of the Dark Symmetry era may also allow you to more fully explore this theme; before society collapses around the players of course.

### THE MATRIX TRILOGY

Cyber-revolutionist Neo eventually awakens into a post-apocalyptic world in which the remnants of humanity are holed up deep underground, hiding away from the murderous machines of their own creation that now control Earth. The rebels wage war by bending the realities of The Matrix; a shared simulation created

to enslave the minds of humans whilst their bodies are employed as living batteries. Perhaps the players are attempting to infiltrate Subreality on behalf of one of the other corporations, or maybe they have awakened on an asteroid that has been completely subverted by the Dark Legion, with their only means of escape made possible by causing a catastrophic system failure of the corrupt AI that controls the Dark Legion forces. What if Neo were not actually 'The One' in the Matrix movies; could it actually be Agent Smith?

### WAR

The planets of our Solar System have been ravaged by countless wars in both the Dark Symmetry and Dark Legion eras, though the depredations and wounds left by the Dark Legion leave far more telling scars than any humanity can inflict. The megacorporations conduct both covert and overt wars against each other, the Brotherhood and the Cartel direct the fight against the minions of the Dark Symmetry, and Whitestar scratch at the earth of the toxic ruin that is humanity's former home. War is an almost inescapable fact of life for too many citizens of the dark future.

### BAND OF BROTHERS (TV MINISERIES)

The series follows the fortunes of the men that form 'Easy' Company of the 506th Parachute Regiment, 101st Airborne Division, during World War II. From the Company's formation and training, through the chaotic parachute drops of Operation Market Garden, and on to the capture of the Eagle's Nest towards the conclusion of the war, the series focusses on the exploits and heroics of the individual characters that fought side-by-side through some of the most intense actions that brought an end to the Nazi's domination of Europe. It would be a simple step to create a frontline unit that creates unparalleled bonds of brotherhood between the characters as they progress through training, shortly before they join a major offensive against another megacorporation or the Dark Legion. What if their hierarchy had been infiltrated however, or their immediate family had been captured during an enemy offensive?

### ACTION ADVENTURE

- ◀▶ **24** (original TV series)
- ◀▶ **Indiana Jones**
- ◀▶ **Jurassic Park**
- ◀▶ **Mutant Chronicles**
- ◀▶ **Stargate** (original TV Series)

### CRIME

- ◀▶ **Goodfellas**
- ◀▶ **Heat**
- ◀▶ **Reservoir Dogs**
- ◀▶ **Sin City**
- ◀▶ **The Sopranos** (TV series)

### HORROR

- ◀▶ **Event Horizon**
- ◀▶ **Re-Animator**
- ◀▶ **Silent Hill**
- ◀▶ **The Descent**
- ◀▶ **The Twilight Zone** (original TV series)

### POLITICAL THRILLER

- ◀▶ **All the President's Men**
- ◀▶ **House of Cards**
- ◀▶ **Suits** (TV series)
- ◀▶ **The Firm**
- ◀▶ **The Game**

### SCI-FI

- ◀▶ **Aliens**
- ◀▶ **Blade Runner**
- ◀▶ **Battlestar Galactica**
- ◀▶ **Terminator 1**
- ◀▶ **The Fifth Element**
- ◀▶ **Total Recall**

### WAR

- ◀▶ **Edge of Tomorrow**
- ◀▶ **Enemy at the Gates**
- ◀▶ **Fury**
- ◀▶ **Kelly's Heroes**
- ◀▶ **Saving Private Ryan**
- ◀▶ **The Dirty Dozen**

## INITIATING THE INTRIGUE

The following set of tables are designed provide specific plot elements keyed to the core components that, when combined, will add depth and plausibility to your adventure foundations. It would not be possible to provide you with a fully fleshed campaign at the end of this process however; the real work begins once you have settled upon the elements that have provided you with inspiration. Strengthening the beating heart (your malefactor), adding the capillaries (interwoven plot arcs), and providing the muscle and tendon for the whole (NPCs and locations) are all equally important parts of the process. As mentioned previously though, you do have great resources available to help quickly flesh out the details.

**Mutant Chronicles** adventures can be as straightforward or convoluted as you wish. The idea is to always question whether each dice roll suits the plot that is developing, and, if it does stretch the plausibility, simply pick something that does fit or roll again; you are only beholden to your imagination. Similarly, there is no requirement to roll from start to finish. Take a look through

the various tables and cherry pick the elements that will help your story. After all, you are the architect of this heroic tale.

For ease of reference, sourcebook indicators and page numbers have been provided that will assist you in quickly locating and digesting any information pertinent to some of the rolls. The sourcebook references are as follows:

- ◆ **BAH**—*Bauhaus* Sourcebook
- ◆ **BRT**—*Brotherhood* Sourcebook
- ◆ **CAP**—*Capitol* Sourcebook
- ◆ **CYR**—*Cybertronic* Sourcebook
- ◆ **DSC**—*Dark Symmetry* Campaign
- ◆ **DSS**—*Dark Soul* Sourcebook
- ◆ **IMP**—*Imperial* Sourcebook
- ◆ **MC**—*Mutant Chronicles* Core Book
- ◆ **MSH**—*Mishima* Sourcebook
- ◆ **WHI**—*Whitestar* Sourcebook

## THE MALEFACTOR

Every tale of heroism, adversity, or triumph requires a villain or obstacle as a core central element, regardless of whether that plot device is as direct as the Dark Legion Nepharite of Demnagonis that has infiltrated the sewer gangs of the Smokes, or as obtuse as the corporate boardroom that has signed the death warrants of thousands in the name of progress; beginning with the antagonist allows you to frame the context of the overarching plot.

Roll 2d20 for table one, but keep the dice results separate rather than summing them. You are free to choose which column the dice results relate to, but be sure to check both options before deciding. Note that some options will require a roll on table two or three in order to generate an affiliation for your arch nemesis. Alternatively, you may choose to roll on either sub-table of your own volition, particularly if it is important to note which parent faction a Brotherhood antagonist hails from for instance. Continue to table four to uncover their nefarious plot and driving motivation once complete.

**TABLE 1—MALEFACTOR**

D20	PRIMARY MALEFACTOR	DESCRIPTOR
1	A mutant leader	Aggressive
2	A crime syndicate	Disgruntled
3	A Brotherhood reject	Ambitious
4	A Freelancer outfit	Manipulative
5	A retired military vet (roll on <b>Table 2—Faction</b> )	Unpredictable
6	A faceless corporate agenda (roll on <b>Table 2—Faction</b> )	Obsessed
7	A corporate sponsored scientist (roll on <b>Table 2—Faction</b> )	Maniacal
8	A corporate executive (roll on <b>Table 2—Faction</b> )	Tortured
9	A noble (roll on <b>Table 2—Faction</b> )	Cruel
10	A major celebrity (roll on <b>Table 2—Faction</b> )	Psychotic
11	A serving officer (roll on <b>Table 2—Faction</b> )	Impulsive
12	An experimental subject (roll on <b>Table 2—Faction</b> )	Covert
13	An elite military unit (roll on <b>Table 2—Faction</b> )	Disillusioned
14	A member of the First Directorate * (BRT p. 20)	Traitorous
15	A member of the Second Directorate* (BRT p. 38)	Machiavellian
16	A Cardinal* (BTH p. 13)	Intolerant
17	An individual Heretic	Vindictive
18	A Heretic cult (roll on <b>Table 3—Dark Legion Faction</b> )	Masochistic
19	A Nepharite (roll on <b>Table 3—Dark Legion Faction</b> )	Ineffable
20	A Dark Apostle (roll on <b>Table 3—Dark Legion Faction</b> )	Layered quality (roll twice: first is actual, second is apparent)

**TABLE 2—FACTION**

D20	CORPORATE FACTION
1-2	Capitol
3-4	Bauhaus
5-6	Mishima
7-8	Imperial
9-10	Cybertronic*
11-12	Whitestar
13-14	The Brotherhood Third or Fourth Directorates
15-16	The Cartel: roll again to determine parent faction
17-20	Heresy! Roll once on this table to determine parent faction, then once on <b>Table 3—Dark Legion Faction</b> to determine the Heretic's true allegiance.

**TABLE 1 & 2**

\*Re-roll this result if you are setting the adventure in the Dark Symmetry era.

**TABLE 3—DARK LEGION FACTION**

D20	DARK LEGION FACTION
1-4	Ilian* (MC p. 289)
5-8	Algeroth (MC p. 301)
9-12	Demnogonis (MC p. 311)
13-16	Semai (MC p. 323)
17-20	Muawijhe (MC p. 330)

\*Consider the timeline carefully if set during the Dark Symmetry era, as Ilian is the only active Apostle within human controlled territory prior to the First Dark Legion War.

## THE PLOT

The motivations of individuals and organisations are numerous and varied, which can present a daunting task when selecting one for the core mechanism of your plot; table four will provide suitable themed examples for inspiration. As with table one, roll two d20, but read the results separately as opposed to summing them, and again feel free to apply either roll to the column of your choice.

Once you have the driving focus determined for your plot, you can move on to table five to determine exactly how those needs will be fulfilled and where the components for this are held.

**TABLE 4—PLOT CONCEPT**

D20	PLOT CONCEPT
1	Tear a rift to unleash the Dark Symmetry.
2	Tear a rift to travel to an alternate dimension.
3	Instigate a new Corporate War.
4	Discredit a corporation, leading executive, or celebrity.
5	Annihilate a place, a group, or a creature.
6	Gather information to prove the existence of something or someone.
7	Recover a piece of ancient technology.
8	To protect a person or asset.
9	To dominate a person or asset.
10	To break a deadlock.
11	Covert or counterespionage warfare.
12	To institute a war of terror.
13	Enact revenge for a wrongdoing (real or perceived).
14	Cover up a dirty secret.
15	Clandestine experimentation on a group of people.
16	The pursuit of knowledge.
17	Recover a Dark Legion artefact (roll on <b>Table 11—Dark Legion Artefacts</b> ).
18	Recover a Dark Legion entity or person (roll on <b>Table 11—Dark Legion Opponents</b> ).
19	Unleash the next Seal of Repulsion.
20	Enslavement of the entire human race! (or something equally as diabolical).
D20	MOTIVATION
1	Vengeance
2	Pure malice
3	Intense hatred
4	Envy
5	Orders from above.
6	Corporate policy
7	The voices have spoken...
8	Forbidden knowledge (roll on <b>Table 10—Knowledge Objective</b> )
9	Dreams or visions

## D20 MOTIVATION

10	Protect interests
11	Domination
12	Spiritual or (un)ethical beliefs
13	To protect a person, place, or asset.
14	To strike first.
15	An ancient feud.
16	To divert attention from the true scheme (roll again for both the real plot and motivation).
17	For the greater good.
18	Repentance for a mistake.
19	Enslaved by something or someone.
20	Diabolic villainy!

## COMPONENTS FOR SUCCESS

Every despicable plot requires an integral element to bring it to fruition, though the required component is usually in an obscure location that involves a certain amount of danger to obtain. Table five will help determine the answer to these two questions, again by rolling two d20 and applying the individual results to the column of your choosing.

Once this step is complete, you can move on to decisions that will more directly affect the characters as you unveil the obstacles and twists they must overcome in order to succeed at preventing the Malefactor's plan; table six will assist in crafting these. In all cases, never feel limited to the description presented within the tables; they are merely a foundation on which to build your own inclusions. If you feel that you can deliver a more severe and telling twist to the characters by specifically tailoring the flavour text to suit, then do not hesitate to do so!

TABLE 5—MALEFACTOR'S REQUIREMENTS AND LOCATIONS

D20	MALEFACTOR'S REQUIREMENTS TO FULFIL PLOT	FROM/WHERE
1	Willing sacrificial victims.	Luna—roll on <b>Table 17</b> .
2	Unwilling sacrificial victims.	Luna corporate district (roll on <b>Table 2—Faction for district, ignoring a result of 17-20</b> ).
3	Bodies for experimentation, alive or not.	Earth—Lost Continents.
4	A piece of pre-Exodus tech.	Earth—Great White Waste (Taimyr Peninsula).
5	Hidden knowledge (see <b>Table 10—Knowledge Objectives</b> ).	Earth—Whitestar Exclusion Area—Chinese Rad Zone.
6	A particular location (see <b>Table 9—Location Objectives</b> ).	Mercury—Longshore (MSH p. 92).
7	Corporate technology (roll on <b>Table 2 for faction, re-rolling a result of 18 or more</b> ).	Mercury—Fukido (MSH p. 97).
8	An artefact of the Light.	Mercury—roll on <b>Table 17</b> .
9	A powerful wielder of the Light.	Mars—San Dorado (CAP p. 88).
10	Kidnap of a powerful figure.	Mars—Great Rust Desert (CAP p. 83).
11	Corporate secrets (roll on <b>Table 2 for faction, re-rolling a result of 18 or more</b> ).	Mars—roll on <b>Table 18</b>
12	A weapon of mass destruction.	Asteroid Belt—Victoria (IMP p. 81).
13	Recovery of a lost spaceship.	Asteroid Belt—roll on <b>Table 19</b> .
14	A piece of experimental tech.	Venus—Heimburg.
15	Access to a hidden Vile Animus.	Venus—Graveton Archipelago.
16	A blank Biotechnological embryo.	Venus—roll on <b>Table 20</b> .
17	The body part of a unique Dark Legion persona.	Jupiter's moon—Ganymede (IMP p. 83).
18	A specific Dark Legion artefact ( <b>Table 11—Dark Legion Artefacts</b> ).	Saturn's moon—Titan (IMP p. 83).



**TABLE 5—MALEFACTOR'S REQUIREMENTS AND LOCATIONS**

D20	MALEFACTOR'S REQUIREMENTS TO FULFIL PLOT	FROM/WHERE
19	The presence of a Dark Apostle.	A Dark Legion site—roll on <b>Table 16—Dark Legion Site</b> .
20	The next Seal of Repulsion.	An alternate dimension or Cybertronic Subreality.

**TABLE 6—OBSTACLES AND TWISTS**

D20	OBSTACLES	PLOT TWISTS
1	On a short timescale.	They must make a great personal sacrifice (one or more group members).
2	Considered an unreachable destination (requires rift technology or is beyond current human influence).	They are the experiment (a group or faction is testing their abilities).
3	Numerous distractions along the way (side missions, rival factions, opportunities).	Led into a trap (they are the malefactor's missing ingredient).
4	Key knowledge is required (held in a location or by a person—usually guarded).	Into the jaws of death (no-one is expected to leave alive).
5	Physically or environmentally challenging (zero-g, rad zone, desert, corrupt location, acid rain).	The malefactor is part of the group (if played right, maybe even a character).
6	Another corporate or Heretic faction is also involved (use <b>Table 2 or 3 to determine</b> ).	Intelligence leads them to believe there is only one to deal with (they were wrong!).
7	It is guarded by at least a Nemesis level entity or Elite unit.	Familial connections (Malefactor has family ties to, or is known well by a character).
8	They must carry a hindrance (fragile asset, incompetent person, dangerous prisoner).	Snake in the grass (a traitor working for an independent faction ) (roll on <b>Table 2</b> ).
9	Battered by the elements (volcanic activity, sand or snow storms, earthquakes, tsunamis).	High body count (the Pyrrhic victory).
10	Must enter a contested warzone.	Damned if we do... (letting the malefactor escape will save countless lives).
11	A Brotherhood faction interferes 'for the good of humanity' (roll on <b>Table 7 to see how</b> ).	A person or asset that is a requirement of the mission is also exactly what the malefactor needs!
12	Defective assets (rotten, stolen, corrupted, faulty).	To understand a villain, you must become the villain (they must do bad things to achieve their goal).
13	Extortionate cost (in something the character's value).	The malefactor is a patsy for the true antagonist (roll again on <b>Table 1</b> ).
14	Lesser of two evils (working with an uncomfortable ally).	The malefactor is performing heinous acts in the hope of preventing a greater evil.
15	Civil unrest (riots, terrorists).	Fulfilment before their eyes (the group arrive too late or the event unfolds around them).
16	Extortion and bribery (a group member is bribed or held to ransom).	Cut off and left adrift (the group's employer falls strangely silent and no longer provides support).
17	Sold misinformation.	A key character of the plot is killed, only to return alive later (can be keyed to Twist 2 or 8)
18	Problems with the authorities (arrest, detention, passport control).	The characters are working for the real villain, their antagonist is trying to stop them (if the malefactor is a Heretic, this is fabricated intelligence from the group's employer—who happens to be the real Heretic).
19	Strange malady that requires the malefactor's plot fulfilment to cure.	Tread Dark paths (the characters must open themselves to Corruption in order to achieve a greater good).
20	Ambushed!	Escalation (roll twice on this table, ignoring further 20's).

## INVOLVING THE CHARACTERS

Providing a hook to the nefarious plan and reeling the characters in will be a crucial moment where all of your hard work can succeed or fail. As noted earlier, you—the GM—will have the best knowledge of your group's dynamics; taking the time and effort to tailor these points to their expectations will provide real entertainment value for everyone and ensure that your carefully crafted adventure avoids falling flat at the first hurdle.

You have determined who your malefactor is, and what they are hoping to achieve, now it is the turn of the characters; how are

they drawn in and what are they hoping to accomplish? Tables seven and eight will aid you in sketching the outlines, whilst the tables subsequent to this may be referenced to embellish further details. You can use the second column of table eight as an alternative source for campaigns that focus heavily on the martial aspect of *Mutant Chronicles*, whilst tables ten and eleven will require only a single d20 to determine the result

As an additional note, the tables presented here offer themselves as a useful tool during an actual play session, particularly if you need to quickly generate a mission objective, person, item, or place.

**TABLE 7—HOOKS AND DRAWS**

D20	PLOT HOOK	DRAW
1	A close friend.	Delivers outrageous demands.
2	A kidnapped relative.	Sends an invitation.
3	An anonymous letter.	Provides an interplanetary one-way ticket (club class).
4	A last will and testament.	Delivers sensitive information (roll on <b>Table 10—Knowledge Objective</b> ).
5	A tabloid article or advert.	Offers a fortune.
6	A corporate executive (roll on <b>Table 2</b> ).	Asks for help.
7	A dying man or woman.	Attempts blackmail or extortion.
8	A strange delivery.	Seeks a hostile takeover.
9	A fading celebrity.	Has mistaken a character's identity.
10	A noble.	Offers a contract of employment.
11	Unwittingly caught in crossfire (terrorist act or gun battle).	Places an artefact in the character's safekeeping with their last breath.
12	Stumble on a strange event or dangerous location.	Performs a dangerous ritual.
13	A wealthy entrepreneur.	Calls in a debt or favour.
14	A seemingly freak accident.	Sends a warning.
15	A clerical error.	Has information on someone important to them who is missing, dead or declared Heretic.
16	A second malefactor.	Delivers corporate orders (roll on <b>Table 2</b> ).
17	Brotherhood agents of the First or Second Directorate (BRT p. 20 or 38).	Seeks revenge.
18	The local law enforcement agency.	Is worried for their life.
19	A member of a clandestine organisation (roll on <b>Table 2</b> ).	Has been framed for crime, treason, or Heresy.
20	An ancient enemy.	Offers details on another antagonist (roll on <b>Table 1—Malefactors</b> ).



**TABLE 8—MISSIONS AND OBJECTIVES**

D20	CHARACTER MISSION	MILITARY MISSION	D20	CHARACTER/MISSION OBJECTIVE
1	Explore	Pathfinder	1	An ally ( <b>Table 11—Person Objective</b> ).
2	Recover	Invade	2	An enemy ( <b>Table 1—Malefactors</b> ).
3	Attack	Liberate	3	Identity of a person ( <b>Table 1—Malefactors</b> ).
4	Destroy	Infiltrate	4	A Dark Legion opponent ( <b>Table 12—Dark Legion Opponents</b> ).
5	Protect	Defend	5	A Dark Legion opponent ( <b>Table 12—Dark Legion Opponents</b> ).
6	Deliver	Ambush	6	Documents or secrets ( <b>Table 10—Knowledge Objective</b> ).
7	Capture	Evacuate	7	Documents or secrets ( <b>Table 10—Knowledge Objective</b> ).
8	Find/Locate	Rescue	8	An artefact ( <b>Table 9—Artefact Objectives</b> ).
9	Negotiate	Attack	9	An artefact ( <b>Table 9—Artefact Objectives</b> ).
10	Reconnoitre	Seek and Destroy	10	A physical location (Location Choice and appropriate sub-table).
11	Divert	Scout/recon	11	A physical location (Location Choice and appropriate sub-table).
12	Distract	Support	12	A map or coordinates to (Roll on both Sinister Location and Where/From column of <b>Table 5</b> ).
13	Expose	Patrol	13	A map or coordinates to (Roll on both Sinister Location and Where/From column of <b>Table 5</b> ).
14	Hide	Take and hold	14	A Dark Legion creature's body part ( <b>Table 11—Dark Legion Opponents</b> ).
15	Understand	Breakthrough	15	A Dark Legion creature's body part ( <b>Table 11—Dark Legion Opponents</b> ).
16	Prove	Pre-emptive strike	16	The current antagonist.
17	Disprove	Hold the line	17	A military unit.
18	Steal	Rear-guard	18	A secret organisation.
19	Insert	Resupply	19	A Heretic cult ( <b>Table 3—Dark Legion Faction</b> ).
20	Rescue	Field test	20	A Brotherhood sub-faction.

**TABLE 9—ARTEFACT DESCRIPTORS AND CONDITIONS**

D20	ARTEFACT DESCRIPTOR	ARTEFACT STATE/CONDITION
1	Pre-Exodus tech	Ancient
2	Golden Age tech	Sentient
3	Alien/Ancients tech	Cursed
4	Religious Icon	Fragile
5	Relic of the Brotherhood	Unstable
6	Experimental tech	Mutable
7	Priceless Asset	Radioactive
8	Evidence	Blessed by the Light
9	Photographs	Incorruptible
10	Blueprints	Locked

**TABLE 9—ARTEFACT DESCRIPTORS AND CONDITIONS**

D20	ARTEFACT DESCRIPTOR	ARTEFACT STATE/CONDITION
11	Extra-dimensional object	Frozen (iced)
12	Heirloom	Floating in a vacuum
13	Unrecorded life-from	Lucky
14	Rare ore or resource	Toxic
15	Drug	Broken
16	Priceless art object (statue or picture)	Buried
17	Tome or book	Powerless
18	Data-slate	Corrupt
19	Legendary weapon	Sentient and Corrupt
20	Dark Legion Artefact ( <b>Table 13—Dark Legion artefacts</b> )	Appears to be X, but is actually Y (roll twice, first result is X, second result is Y)

**TABLE 10—KNOWLEDGE OBJECTIVE**

D20	KNOWLEDGE OBJECTIVE
1	Schematics (weapon, base, ship, plane, vehicle)
2	Technological/scientific discovery
3	Cure to a strange illness
4	A weakness
5	An ancient secret
6	Escape route
7	Conspiracy
8	Chemical formula
9	Criminal activity
10	Covert operations data
11	Assets
12	An artefact (roll on <b>Table 9—Artefacts</b> )
13	A corporation's secret (roll on <b>Table 2—Faction</b> )
14	The truth to a cover up
15	What is at the location
16	What happened at the location
17	A traitor's identity
18	Historical data
19	Cartographical data
20	Dark Legion activity

**TABLE 11—PERSON OBJECTIVE**

D20	PERSON OBJECTIVE
1	Civilian
2	Law enforcement
3	Soldier
4	Pilot
5	Insane genius
6	Fugitive
7	Criminal
8	Covert operative
9	Defector or informant
10	Corporate Executive
11	Member of the Brotherhood
12	Scientist
13	Special Forces operative
14	Politician
15	Celebrity
16	Archaeologist
17	Heir/heirss
18	Blackmarketeer
19	Wounded...(roll again)
20	Heretic... (roll again)

**TABLE 12—DARK LEGION OPPONENT**

D20	DARK LEGION OPPONENT	DARK LEGION ALTERNATIVE OPPONENT
1	Reroll using <b>Dark Legion Alternative Opponent</b> , or roll again.	Harbringer of the Void (DSS p. 59)
2	Defiled Avatar (MC p. 290)	True Weaver (DSS p. 65)
3	Templar (MC p. 292)	Triangled Templar (DSS p. 67)
4	Eternal Zealot—Elite (MC p. 293)	Alpha Shadow Hound (DSS p. 66)
5	Malignant (MC p. 294)	Changeling (DSS p. 68)
6	Castigator (MC p. 296)	Tekron (DSS p. 69)
7	Centurion (MC p. 301)	Dark Huntsman—Elite (DSS p. 71)
8	Ezoghoul (MC p. 304)	Bio-Giant (DSS p. 72)
9	Razide (MC p. 305)	Immaculate Fury (DSS p. 74)
10	Praetorian Stalker (MC p. 306)	Dark Golem (DSS p. 77)
11	Torn Spewer (MC p. 313)	Brass Apocalypt (DSS p. 78)
12	Biophage (MC p. 314)	Vile Bloater (DSS p. 80)
13	Cairath (MC p. 318)	Sludge Revenant (DSS p. 81)
14	Corruptor (MC p. 324)	Vile Antagonist (DSS p. 83)
15	Callistonian Intruder (MC p. 326)	Soul Hunter (DSS p. 86)
16	Zenithian Soulslayer (MC p. 333)	Fright Wraith (DSS p. 88)
17	A powerful Heretic leader (roll on <b>Table 3—Dark Legion Faction</b> ).	Fear Splitter (DSS p. 88)
18	A Nepharite (roll on <b>Table 3—Dark Legion Faction</b> ).	Chained Howler (DSS p. 89)
19	Reroll on <b>Dark Legion Alternative Opponent</b> , or roll again.	Distiller (DSS p. 91)
20	A Dark Apostle (roll on <b>Table 3—Dark Legion Faction</b> ).	A Dark Apostle (roll on <b>Table 3—Dark Legion Faction</b> )

**TABLE 13—DARK LEGION ARTEFACT**

D20	ARTEFACT
1	Corrupt AI.
2	Corrupt corporate tech.
3	Relic or icon of the Dark Legion.
4	A Runic Talisman (allows the user access to a single Dark Power).
5	A Dark Artefact (as Runic Talisman, but a bound spirit wields the Dark Power for the user instead).
6	Armour part crafted from Necrotechnology.
7	Heretical writings (reading them causes a <b>Challenging D2 mental assault</b> and inflicts two points of Dread, which may lead to Corruption).
8	The Dark Ichor used to convert humans into Undead Legionnaires.
9	Alien ore from another dimension.
10	Symmetry crystal.

**TABLE 13—DARK LEGION ARTEFACT**

D20	ARTEFACT
11	Several containers of concentrated Black Rot.
12	Symmetry summoning device (roll for a Dark Legion Opponent to see who or what may be summoned).
13	A shaving of the Steel Tablet on Pluto.
14	A piece of the Cathedral of Darkness on Nero.
15	A perfectly preserved organ (roll for a Dark Legion Opponent).
16	Dark Legion Weapon (roll for a Dark Legion Opponent).
17	Masonry or earth from a Vile Animus.
18	The Black Heart of a Citadel.
19	A Nepharite's weapon (roll on <b>Table 3—Dark Legion Faction</b> ).
20	A personal item from a Dark Apostle (roll on <b>Table 3—Dark Legion Faction</b> ).

**LOCATIONS**

The last piece of the puzzle is deciding upon a location for your adventure or campaign. Do not feel beholden to a single roll for this; as already expressed, our Solar System is your playground to use, so feel free to utilise any number of the rich locations provided in the source material to bring your villainous plans to fruition. You should already know where the malefactor's requirements for a successful plot conclusion are located, but take as many rolls as you require on the From/Where column of table five to determine other sites that are key to your story then head back here to build on them.

Also, remember to pick and choose only the elements that you require. If you know that the entirety of your campaign will take place on Luna for instance, but are lacking inspiration for specific locations, then take a roll on Location Choice or Mysterious Locations to assist you.

If you would like something a little bit zany and different, then just allow the dice rolls to flow naturally without repudiating any rolls or weighing options. Follow the entire process through from start to finish and only pause at the end to reflect upon the dice results; you may just find that you end up with a bizarre outcome that actually works, or, at the very least, provides you some inspiration to make the elements work and seem plausible. Enjoy!



**TABLE 14—LOCATION & ATMOSPHERE**

D20	LOCATION	ATMOSPHERE
1	Building	Derelict
2	Building	Ruined
3	Building	Peaceful
4	Building	Abandoned
5	Building	Windswept
6	Rural	Dreadful
7	Rural	Overgrown
8	Rural	Submerged
9	Enigmatic	Ancient
10	Enigmatic	Impossible
11	Enigmatic	Perched
12	Enigmatic	Mountain-top
13	Enigmatic	Cliff-top
14	Sea/Lake	Flooded
15	Sea/Lake	Underground
16	Sea/Lake	Remote
17	Military	Sinister
18	Military	Dripping
19	Dark Legion	Frozen
20	Dark Legion	Too quiet

**TABLE 15—LOCATION SUBTABLE**

D20	BUILDING TYPE	ENIGMATIC	RURAL	SEA/LAKE	MILITARY
1	Suburban complex	Castle	Old battlefield	Shipyards	Headquarters building
2	High-rise apartment	Temple	Cavern	Cargo ship	Military base
3	Monastery	Stone circle	Plantation	Warship	Battlefield
4	Factory	Church	Rad zone	Underwater ruins	Supply dump
5	Laboratory	Mansion	Abandoned settlement	Deep sea ridge	Harbour area/ temporary camp
6	Prison	Cemetery	River	Submerged wreck	Tank hangar
7	Chemical plant	Cave system	Desert	Underwater base	Bunker system
8	Casino	Tomb	Glacier	Lost island	Frontlines
9	Palace	Archaeological site	Swamp	Floating base	Trench system
10	Library	Ruins	Coastline	Ocean liner	Vehicle construction facility
11	Hospital	Mine	Canyon	Open sea	Military spaceport
12	University	Sanatorium	Lake	Coastal waters	Arms factory
13	Church	Monastery	Forest/jungle	Coast	Weapon testing laboratory
14	Mansion	Museum	Mine	Port	Radar installation
15	Museum	Swamp	Farm	Underwater caverns	Launch facility
16	Train station	Outpost	Fields	Beached wreck	Conventional airfield
17	Hotel	Battlefield	Hills	Deep sea trench	Naval base
18	Government building	Gateway	Mountains	Island chain	Submarine base
19	Sanatorium	Island	Delta	Sinking island	Path of advance
20	Mall complex	Monolith	Snowfields	Fleet	Convoy

**TABLE 17—ADDITIONAL LOCATIONS**

D20	LUNA	MERCURY	MARS
1-2	Luna Cathedral (BTH p. 80)	The Forbidden Isle (MSH p. 93)	San Dorado Cathedral (BTH p. 81)
3-4	District of Tears (MC p. 345)	The Undercity (MSH p. 94)	Endless Caverns (CAP p. 84)
5-7	Old Town (MC p. 345)	Akireno (MSH p. 95)	The Imperial Mandate (CAP p. 92)
8-9	Tai-Sho spaceport (MC p. 345)	Kirin (MSH p. 96)	Scragtown (CAP p. 85)
10-11	The Smokes (MC p. 347)	Sangoku (MSH p. 96)	Edison (CAP p. 85)
12-14	The Nines (MC p. 347)	Tambu (MSH p. 95)	Vega (CAP p. 84)
15-17	Industrial Zone (MC p. 347)	Mayama (MSH p. 97)	Mundberg (CAP p. 91)
18-19	Ryker's Mountain (MC p. 349)	Suritomo (MSH p. 97)	Hosokawa (MSH p. 105)
20	Copernicus Forest (MC p. 349)	A surface site (MSH p. 89)	Cyberopolis (CAP p. 91)*

**TABLE 16—DARK LEGION SITES**

D20	DARK LEGION SITE
1	A Zone of Corruption (Earth)
2	The Darkways (Mercury—MSH p. 87)
3	Sotoni (Mercury—MSH p. 87)
4	Zata (Mercury—MSH p. 87)
5	Citadel of Saladin (Mars—CAP p. 93)
6	Citadel of Absalom (Mars—CAP p. 93)
7	Mount Erebus (Mars—CAP p. 94)
8	Deimos (Mars—CAP p. 94)
9	Phobos (Mars—CAP p. 94)
10	Citadel of Alakhai (Venus—DSL p. 99)
11	Citadel of Molok (Venus—DSL p. 101)
12	A hidden fledgling temple (roll on <b>Table 5—From/Where</b> , and <b>Table 12</b> onwards for Location and Building Type; this location is Tainted—MC p. 153).
13	A concealed temple (roll on <b>Table 5—From/Where</b> , and <b>Table 12</b> onwards for Location and Building Type; this location has a Malign Presence—MC p. 153).
14	A secret Vile Animus (roll on <b>Table 5—From/Where</b> , and <b>Table 12</b> onwards for Location and Building Type—MC p. 153).
15	A hidden Citadel (roll on <b>Table 5—From/Where</b> , and <b>Table 12</b> onwards for Location and Building Type—DSL p. 94).
16	A Black Ship (MC p. 309)
17	Tunnels of Pluto (DSL p. 10)
18	H.S.S.S Harbinger on Pluto (DSL p. 10)
19	Physical reality of Nero (DSL p. 6)
20	Alternate reality of Nero (DSL p. 6)

**TABLE 17—ADDITIONAL LOCATIONS (CONT)**

D20	ASTEROID BELT	VENUS
1-2	Research outpost	Cyberport (BAH p. 82)*
3-4	Mining outpost	Novakursk (BAH p. 81)
5-7	Diemansland (IMP p. 80)	Volksburg (BAH p. 79)
8-9	Morgan (IMP p. 59)	Shinseki (MSH p. 102)
10-11	Murray Keep (IMP p. 61)	Polaria (BAH p. 81)
12-14	Castle Drougan (IMP p. 53)	Quan (MSH p. 99)
15-17	Witchmouth Asteroid (IMP p. 57)	Torburg (BAH p. 80)
18-19	Abandoned/lost outpost	Macquire Crater (BAH p. 80)
20	Keep Gladius (IMP p. 55)	Lost City of Triumvar (BAH p. 84)

**SUMMARY**

Unless otherwise stated, roll two d20, but do not summate the results. Select your choice from either column using the most appropriate result to suit your requirements.

◀ **ANTAGONISTS:**

▶ Roll for a Malefactor and their Descriptor (utilizing **Tables 1, 2, or 3** as necessary).

▶ Roll for the Malefactor's Plot Concept and Motivation (**Table 4**). Roll on any additional tables as directed (**Table 10 or 11**)

▶ Roll for the Malefactor's Requirements for Success and a From/Where location (**Table 5**). Roll on any additional tables as directed (**Tables 2, 9-11, and 16-21**).

◀ **OBSTACLES:**

▶ Roll for one or more plot Obstacles and Plot Twists (**Table 6**). Roll on any additional tables as directed (**Table 1, 2, 3, or 7**).

◀ **PLAYER CHARACTERS:**

▶ Roll for a Plot Hook and Draw (**Table 7**). Roll on any additional tables as directed (Table **1-3, or 10**)

▶ Roll for a Mission/Military Mission (depending on your campaign) and a Mission Objective (**Table 8**). Roll on any additional tables as directed (Tables **1-3, 5, and 9-17**).

◀ **LOCATIONS:**

▶ Roll any number of mission locations (single d20 roll on the From/Where column of **Table 5**).

▶ Roll for a Location and Atmosphere (**Table 14**). Roll on any additional tables as directed (Tables **13-17**).





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