

## MUTAGENIC

A thesis in body modifications by Drs. Dann Milar and Yancy T. Krakkar

"*We live in a transhuman age,*" the strange textbook began. The following pages were absolutely bizarre. It seemed like this author, even back in the 1980's, had plans for advancing the human body to absurd lengths, using technology and morality well beyond the pale...

### >: RESEARCH DESIGN:

**Needed:** Pen and paper, 1 ten-sided die (1d10) for each player, counters such as glass beads, poker chips, or coins.

**Players:** 2-6 and a Gamemaster (professor)

**THE GOAL:** You all have awoken in a...well...it's not a  cage, per se, but it's certainly somewhere you go put yourself. Roll 1d10:

ROLLS OF 1-3 REVENGE	ROLLS OF 4-7 ESCAPE	ROLLS OF 8-10 CURE
One or more players knows the name of the scientist/group who's done this to you. Finding them might not necessarily make you better, but killing them/giving them a dose of their own bad medicine would sure feel good.	well, we sure can't stick around here. The party's goal is to work their way through this place to the outside. At the Professor's discretion, it might be <i>better</i> to let these folks out, a display of your power or patients-zero perhaps.	In a cure game, one of your own is already either mutated or otherwise altered (called the Afflicted). They're sure that there is a way to reverse the effects of this experiment and as a team you can find it together.

### >: TEST SUBJECTS

**Designing your character:** In REVENGE and ESCAPE scenarios, all players start as a basic human type. When playing a CURE scenario, the Afflicted player begins by making one free Mutation roll for each score. Your Human form has the following skill scores, with 5 points in each: Senses, Limbs, and Mind, and Body.

**MUTATIONS:** Once per turn, you may spend a point to reroll that score on a 10-sided die (called 1d10 from here forward). This is called Mutation. Mutations also carry some...side effects. You'll need to make a note somewhere of how many times you mutate. If your roll is *above* the current score, this becomes the new score. If it is below, you are simply stuck with the lower number. You cannot have less than 2 points in a skill. On any Mutation roll of 1, also take a point of Body damage. BODY damage *can* reduce your score to 0. See *Death is Only Temporary* for more on 0-Body values. Mutations for better scores and that are NOT related to a Challenge can be done once per turn. You cannot attempt to mutate the same score on successive turns, meaning that if you tried to make your Limbs more...*multifaceted* last turn, you can't do it again this turn.

**Instability:** Too many changes to your basic scores can make your DNA unstable and make it harder to accept new grafts from Challenges or Mutate further.

After this many mutations:	Mutation/Body Mod Challenge Rolls at	Info Reveal Challenge Rolls At
3	-1	+1
5	-2	+2
7	-3	+3

These penalties happen immediately after your roll. Say you're hoping to mutate a 5 Mind; you'd normally need a 6 or above. But if you've already mutated 5 times, you'd now need an 8 or above on the roll.

In addition, if you ever have scores of 1 in more than a single area, say 1 Limb/1 Mind, your rolls take an additional +/-1 in addition to any penalties earned by too many mutations.

### >: METHODS AND FINDINGS

Overseeing *everything* is the Professor. He or she covers all reveals of information, rules questions, etc. They also set the Lab up with various areas that can maim, alter, pierce, or attach stuff to you. **THEY ARE ALWAYS ALWAYS** watching you. The professor also describes what absurd mutations come out of rerolling skill scores.

**Taking Turns:** The players take turns in order based on their birthdays (ties resolved by first letter of their name). "what are you doing?" is the central question of your team's attempt to complete the scenario. The team may ask as many questions as they like about what is around them. The Professor then sets a challenge (see below) to determine how much information the team receives.

**SENSES:** How well you can see, hear, smell, taste (ew), or feel a threat.

**LIMBS:** How many arms and legs you have, which can make it easier or harder to move around and/or carry stuff.

**MIND:** How smart your current form is. A basic human is smarter than, say, a basic lizard.

**BODY:** How tough you are, both in being able to withstand pain and change, as well as how long before your body simply quits on you.



"HOW DO I LOOK?" As you go through and take on various mutations, body mods from the various challenges, etc., you'll be asked to describe your current look. Do this well and you may end up with bonuses to your next roll. Be creative and WOW the professor...it can't possibly hurt you!

>: METHODS AND FINDINGS, continued

**Challenges:** The Professor isn't just going to let you accomplish your goal. At several times, a check vs. your skills, called a Challenge, is presented to one or more of the team. These can be simple reveals of information, new abilities, modifications to the body you're inhabiting...the sky is the limit. The Professor describes the challenge and gives it a skill score (Mind, Body, Limbs or Senses) to check against.



#### INFORMATION REVEAL CHALLENGES

Roll high; a success on this challenge where players are seeking information is any d10 roll ABOVE the player's skill score in the Professor's skill assignment.

AUTOMATIC FAIL: 10. Take 1 Body damage.



#### BODY MODIFICATION CHALLENGES

Roll low; a success on any Challenge that will alter a player's skill score by changing how their body looks is any d10 roll UNDER the Professor's skill assignment.

AUTOMATIC FAIL: 1. Take 1 Body damage.

Success on a Body Modification check does not count as a mutation for the turn. Also, any tie-roll equals the skill score—is a success.

If you *fail* a challenge roll, another member of the team can assist you once per challenge. Failing a challenge usually doesn't matter other than you missing out on some particularly cool piece of new body, or leading your team perhaps down a blind alley.

Body Modifications gained during a challenge don't cost a skill point and add +1d10 to your score in that stat. For instance: *You see that this is a place to re-arm. Literally. There are tiger legs with steel claws, something that looks like a gun-leg, and even a set of spider legs. Jill spent a point to reroll her Limbs and failed, so she's at 4. Faced with the chance to augment herself, she rolls a 4 and succeeds, taking the Gun Leg. KABOOM! She then rolls 1d0 and gets 4; the new value for Limbs is 8.*

**Traps:** Sometimes there are bad things that happen. The Professor has the ability to drop any fair trap he or she feels will enrich the team's trial. Treat these as a challenge of the appropriate type, though successes on a trap do not allow you to gain a modification/new information from them.

**Death is only Temporary:** If a failed challenge or Mutation reduces you to 0 Body Points, you are unconscious. You cannot aid another player's failed challenge roll or attempt any challenge roll. Your fellow players can assist your healing by forgoing their Mutation roll for a Healing roll: 1d10 vs. their current body score; a roll above that body score is a success! Heal 2 Points if an Even result and 1 point if an odd. If all players take a turn without healing you, you are dead. In CURE scenarios, the Afflicted player MUST get a heal check on the next player's turn or the team fails their mission.

>: SUMMARY OF STUDY

When the team has made sufficient progress through the Professor's maze of challenges, traps, and modifications, OR 30 minutes have passed, proceed (when reasonable) to the Endgame. This is the goal of the game determined at the start of play.

**REVENGE**  
Before revealing who has been pulling the team's strings, the team must reach a consensus: are you killing or mutating this person?

With this decision, the Professor starts with all four scores at 5, like he is drawing up a new player. He makes secret 2d10 rolls adding to each skill, taking the highest as his Body score. The players then roll 2d10 for initiative order, and the Professor takes 1 initiative pass per 2 team members.

Attacks in this stage are opposed rolls: highest d10+skill deals 1d10 damage to the loser.

**ESCAPE**  
The exit is near.

Each player must take their lowest Skill score and succeed on three Information Reveal Challenges. The first is at no bonus. The second is at +1 to the die roll as you've gotten some confidence. The second requires a trap roll first. On ODDS, -2 to the roll. On EVENS, +2.

The team escapes if ½ Rounded Up of the team succeeds.

Assist rolls are permitted.

**CURE**  
Didn't we tell you?! In this lab is the answer to your horrific disfigurement.

The Afflicted must pass an Escape endgame challenge with a different assistant on each roll AND must use all other team members to assist at least one time.

Success on ½+1 of attempts nets you the cure!