

CHRONO MUTANTS



Content Warning:

This game contains descriptions of graphic body horror.

Safety Tools:

Please utilize [Safety Tools](#) when playing so that we can try to have a good time.

The TTRPG Safety Toolkit is a resource co-curated by Kienna Shaw and Lauren Bryant-Monk.

The TTRPG Safety Toolkit is a compilation of safety tools that have been designed by members of the tabletop roleplaying games community for use by players and GMs at the table. You can find it at ttrpgsafetytoolkit.com.

Additionally, it's okay and good to change or omit anything that you don't like from my rules, but especially to do so with the intent of making you and yours feel comfortable while playing. It is not the intent that mutants, monsters, aliens, or such be used as analogues for stereotypes or harmful tropes.

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If you're a fascist, you're not welcome to play this game. It's against the rules. If you're reading this and thinking, "You just call everyone you disagree with a fascist," then you're probably a fascist, or incapable of drawing inferences from context and acknowledging a dangerous political climate that causes the oppressed to be hyperbolic. Don't play this game. Heal yourself. Grow. Learn. Watch some Mr. Rogers' Neighborhood or something

If you do use something that I wrote, please give credit if you can.

Entry Point

The panel sparks, a whiff of ozone. The lights in the hallway flicker and then dim, for then the alarm begins blaring. The hacker shrugs then motions with his eyestalks towards the door. The big one steps forward, reaches out a vine and pushes the now slack door open.

The room is full of storage containers, and industrial equipment. Across the room above on a catwalk, a half dozen armed guards stand in front of the vault entry point, waiting for the intruders. The guards immediately open fire which sends the agents diving for cover.

The large plant fires their rifle, the green hologram agent unleashes a devastating sonic scream, but the crew are hopelessly outnumbered against the entrenched guards.

The hacker instinctively reaches a claw for the computerized device mounted to their wrist, they flicker for a moment then disappear into the past.

A few minutes earlier they sit behind the shipping container they had used to take cover, but sit unseen by the guards yet to be alerted. They crawl over to the controls of a nearby ceiling mounted mechanical arm used to move freight. They tinker with the controls for a moment, a timer ticking down, then slink behind some nearby cover.

A few minutes later, the alarm blares, the door opens and the group enters the room, now a ticking timer flashes on a monitor at the far end of the room. The battle plays out identical to the first time, sending the party diving for cover.

At that same moment the mechanical arm grabs a nearby shipping container, it swings up towards the catwalk and drops it on the entrenched guards, smashing them in a grisly display and clearing the way forward.

The group looks a little confused, the large plantoid points a vine at the hacker who shrugs. On the far side of the room, the other hacker stands up. Their eyes fixed on each other, eyestalks twitching, staring into their own eyes from across the room.

Each member's wrist mounted device starts beeping and flashing. Large red letters PARADOX DETECTED anomaly incoming...

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Intro

Welcome to Chronomutants, a collaborative storytelling action game.

In Chronomutants players control a group of time traveling mercenaries on a series of missions. Players will need to leverage a random and ever changing list of wacky mutations to scheme their way to victory before doomsday comes to claim the timeline.

This game uses some common TTRPG structures:

- One GM will be in charge of game prep, rules referee, traditional GM duties.
- Every other player will play the role of the story's protagonists, maintain a character sheet, traditional player duties.
- Use dice to randomize the results of the player's actions.

Chronomutants also uses some less common TTRPG structures:

- Players will be the main storytellers during a session, and share in the creation of the world's specifics and npc-characters.
- Player characters will change in random unexpected ways. It might help to think of your character sheet as a series of improv prompts more than your role. Those prompts will change every so often to shake things up.
- The game uses non-standard dice. The kind used in Warhammer Fantasy, Genesys and the various Fantasy Flight licensed Star Wars RPGs. This takes the fairly crunchy math and puts it into a fast-playing resolution mechanic of building pools of color coded dice.

You should try this game if:

- You would like something lite and fast paced for a one-shot or short campaign.
- You would like to try a storytelling game, but still want to tell an action packed story.
- You like narrating your actions and surroundings.
- You would like to cover a lot of narrative ground in a single session. It's pretty common to complete an entire story arc in around 3 hours.
- You like it when players come up with crazy plans.
- You like unexpected results.
- You want to play as a very weird sci-fi mutant monster.
- You enjoy being creative.

This is not a game for:

- Having a set character trope in mind and building it.
- Tactical battles.
- Anyone afraid of RNG.
- Player Railroadng.

How to Play

Overview

Player's will generate mercenary agents and will be given a mission objective, then set loose in the operations area to complete the objective by any means necessary. Players are advised to attempt to complete their objective(s) before reality shifts and Doomsday arrives; as a Doomsday event creates an environment too dangerous for all but the most seasoned or lucky agents to survive in.

Play shifts between a freeform gamestate consisting of roleplay, planning, and exploration; governed by improv. The second mode of play is for overcoming obstacles. This mode of play involves a player taking The Lead and making a skill check. These sections are resolved using the Narrative Dice Pool mechanic.

Every Character action that has a risk for failure uses the same resolution mechanic the Narrative Dice Pool. The dice pool represents what would be one (or even sometimes several) encounters in a typical roleplaying game, instead you roll a lot of dice at once and get a more nuanced result. For example the results may say that the players have succeeded on their plan but with a complication, or failing at the plan and losing resources. After reading the results the current Lead Player will interpret and narrate the results of the dice, creating a story that matches the rolled results.



How to Play

Example:

Player A rolls to hack a door, and rolls a Failure with an Opportunity. As The Lead, Player A gets to create the story and specifics that match those results.

Player A: There is a spark and a flash, the power goes off sealing the door.

Player B: “by Kos you whiffed it again.”

Player A: Well we’re not getting in this door, but it looks like I short circuited power in the whole section. Let’s hurry back around to the security checkpoint before the back up power comes on. If we can be inside the security room when the power comes back up we should have free reign over the basic systems at least.

Player B: “Yeah until you lean on the alarm or something when we're in there.”

Player C: “Let’s go before the powers back up, I’ll take point because I can see infrared in the dark.”

Player A: It’s dark but we follow Zee back around to the checkpoint, waiting at each intersection before they motion us forward. We can hear someone muttering from within the room. RB moves in on point and takes out the only guard in the control room.

Player B: I wrap my vines over his head and mouth before he knows what’s going on, lift him up, and smack him against the wall, knocking him out.

Player A: I quickly close the door as the power flickers and the back up power comes on. The room is full of radios and monitors, we should be able to see who and where everyone is in the section. I tap a monitor to motion to everyone, a lower monitor showing the secure entrance to the research center.

Player B: “Well can we shut down the checkpoint from here?”

GM: Yes, but that sounds risky...

Key points:

- The Lead Player is the main storyteller
- The Narrative supports the rolled results (failure with an opportunity in this example)
- The Non-Lead Players narrate their own characters’ specific reactions & contributions.
- The GM helps the pace of the game by presenting a new obstacle to the players as an option, signaling the return to freeform roleplaying and planning.

How to Play

Here are the dice you build your pool with:



Skill dice. Green d8

- This is the applicable skill for your plan.
- Add one to the pool for each rank you have in the skill you are using for the check.
- Player skill ranks will be recorded on their individual character sheet.
- Only The Lead adds their Skill die to a roll.
- This die generates Success and/or Opportunity



Advantage dice. Blue d6

- Add one to the pool for each other character aiding you on your check (see Aid Another).
- Add up to one to the pool for each applicable advantageous mutation.
- This die also generates Success and/or Opportunity

How to Play



Difficulty dice. Purple d8

- Add to set the difficulty of the skill challenge.
- Each represents how dangerous the obstacle is.
- 1 = risky, 2 = dangerous,
3 = extremely dangerous, 4 or more = death defying.
- The number of DC dice should not factor in the player's means of execution, solely the inherent danger of the obstacle. This will help encourage players to embellish their plans with gonzo action instead of mundane safe plans.
- This die generates Failure and/or Threat



Opposition dice. Black d6

- Add one to the pool for each NPC actively working against you.
- Some Mutations may add Opposition in specific circumstances.
- This die also generates Failure and/or Threat

How to Play



Future Tech. Yellow d12

- Only normally comes into play as part of the character advancement system.
- Represents using a powerful item.
- The only dice with the Triumph symbol.
- This die generates Success and/or Opportunity or Triumph



Apocalypse dice. Red d12

- Only normally comes into play after the Doomsday timer counts down to zero.
- Also used in randomly generating some negative side-effects.
- The only dice with the Despair Symbol.
- This die generates Failure and/or Threat or Desair

How to Play

Example:

A player creates a plan to scale the outside of a building. The GM says that sounds risky so a DC of 1, and reminds the player that a security drone will be trying to stop them, so adds an Opposition die in addition. The player states they have 1 in Finesse as well as a claw mutation to aid them in climbing. The player adds 1 Skill die for the Finesse skill and 1 Advantage die for the claw mutation. In total the roll would be 1 Skill die, 1 Advantage die, 1 Difficulty die, and 1 Opposition die. The player could choose to roll or not after seeing the dice pool.

Key Points:

- The GM sets the DC based on how dangerous the obstacle is.
- The GM adds Opposition based on the number of NPC working against the player.
- The Player uses the appropriate Skill for their plan.
- The Player adds a number of Skill die equal to the rank of the selected skill from their character sheet.
- The Player that is adding their Skill die to the pool becomes The Lead.
- The Player may add any number of Advantage die up to the total number of applicable mutations or other characters actively helping with the plan.
- The Lead, GM, and any other Player Characters Aiding in the roll must all agree before the dice pool is rolled.

How to Play

Aiding Another

Any number of players (or skilled NPC) may aid The Lead in a roll (add an Advantage die to their roll) if the aiding player can narrate an applicable trained skill they use to give the aid. The aiding player chooses the narrative means of their contribution. Any player(s) aiding another also share in all consequences (Failure, Threat, or Harm) of the roll.

Example:

The players create a plan to rush and overwhelm their jailors. One player has two Skill ranks in Force and chooses to take the Lead. Another player has a rank in Finesse and decides to aid the leading player in their skill check: “I’ll try to make a dash for the weapon rack across the room at the same time.”

The Lead adds +1 blue d6 Advantage die to the pool to represent being aided by his companion.

Key Points:

- Any number of players or NPCs may aid on a die roll as long as they have at least a Skill Rank that could aid in the plan.
- Each character aiding on the Skill check provides 1 Advantage die per aiding character.
- No matter how skilled or powerful the aiding character is they only provide 1 Advantage die.
- Each character aiding on the skill check shares in all consequences of the roll. IE damage done to The Lead is done to all contributing players as well.
- Each player narrates the specific actions of their characters.
- Aiding another is always optional.

How to Play

Dice symbols and how to interpret them

Axis 1 Success or Failure



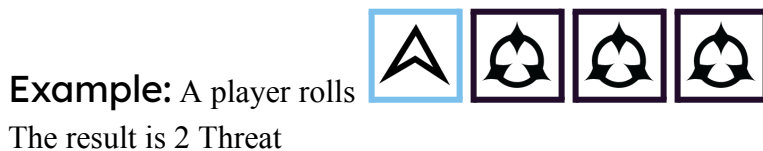
- If you roll more success than failure your stated goal succeeds.
- If you roll more Failure than success the stated plan fails.



Axis 2 Opportunity and Threat

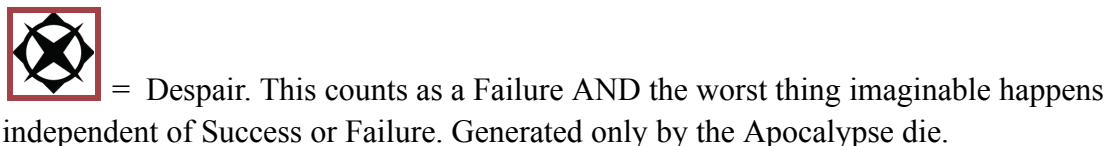
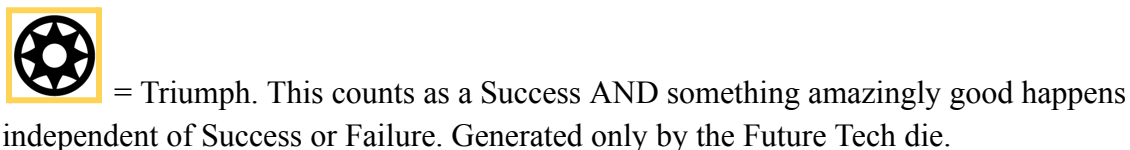


- Opportunity and Threat cancel each other on a 1:1 ratio.
- Count the remaining symbols after canceling.



Additional Results

Each blank face rolled represents the passage of time. [The Doomsday Clock](#) starts at 24 and Ticks down by 1 for each blank face rolled. When the Doomsday Clock reaches zero an Apocalyptic Anomaly will be generated from a random table, creating a much more hostile environment for players to navigate. See the Doomsday section in Rules for Time Travel, for more details on resolving an apocalypse.



How to Play

Example:

Player A creates a plan to scale the outside of a building. After creating the dice pool, the dice included would be 1 Skill die, 1 Advantage die, 1 Difficulty die, and 1 Opposition die. The player and GM have agreed on the pool, and the player rolls:



The results read are a success with 2 Threat and 1 Tick on the Doomsday Clock.



How to Play

Resolving the dice pool

Success or Failure.

Must match the goal that The Lead stated before rolling. Failure should result in a narrative that does not allow for another immediate attempt. The window of opportunity has passed.



Opportunity can be spent in two ways:

1. Eliminate the opposition. Each Opportunity may kill or subdue a present NPC opposing the players. *Unless of the stated goal of the roll was to kill or subdue the NPC(s) in which case it would be covered by Success or Failure.
2. Each Opportunity may create a positive windfall of the players own choosing. Players may spend more Opportunity for a larger effect.

For example: 1 Opportunity may be spent to get a clue as to the location for a nearby piece of Future Tech, while 2 Opportunity may be spent to learn the exact location, or 3 you could find a piece of Future Tech.

Additionally:

- Opportunity may not be spent to overturn or circumvent a Failure.
- The Lead may split how they spend Opportunity as they see fit, as long as they can narrate the details.



Threat can be resolved in two ways:

1. Take damage. All Players involved in the roll take either Emotional or Physical Harm equal to twice the number of Threat Rolled. Damage type set by The Lead, but may not be split and must be justified by the narrative.
2. Create a complication. Before the mission ends the party must overcome an Obstacle with DC equal to the number of Threat rolled. The Lead narrates how their actions lead to the creation of this new problem.

Additionally:

- Threat may not be split. The Lead chooses only one way to spend all Threat, either damage or a Complication.

How to Play



Triumph represents an amazing lucky break for the players.

GM: What is the best thing that could have happened that you weren't planning for?

Example: Finding a new piece of Future Tech, finding the mission's goal, or crippling the opposition.



Despair represents a terrible misfortune.



GM: What's the worst thing that could happen to you?

Example: A player dying, failing the mission's goal, losing a vital piece of gear.

Special Results

- Any Results with no success or failure = The player or players are welcome to make another attempt (not normally allowed) after resolving all other results.
- A complete null result = Subtract 1 Tick from the Doomsday Clock and the player or players are welcome to make another attempt.



- A player rolls both  and  in a single roll = Chaos. Create and resolve a Major Anomaly in addition to something amazingly good and unimaginably bad (See Triumph and Despair above) as well as all other dice results.

Dice Resources

[An online dice roller](#)

[An android app dice roller](#)

[An apple device dice roller](#)

[A discord bot dice roller](#)

[A dice probability calculator](#)

Player Options

Skills

When building a dice pool The Lead will add a number of Skill dice equal to the rank of the skill The Lead will attempt to use in executing their plan. The chosen Skill is the critical narrative action that will cause success or failure in the narrative resolution.

There are six skills roughly broken into groups: 3 intellectual skills, 3 physical skills, and 2 temporal skills. Together these cover the expertise of the time-traveling mercenary life.

Example:

The Lead creates a plan to chase down a fleeing vehicle and hijack it. The plan has several small steps: catching up with the vehicle, boarding the vehicle, dispatching the driver, assuming control of the vehicle. Though several of these steps relate to different skills, The Lead would select the most vital step (boarding the vehicle) and select Finesse as the applicable skill. The Lead would add only a number of Skill dice equal to their rank in Finesse to the dice pool.

Unskilled Checks

What if you want to make a check in a skill you have no training in? A player may make a roll without any Skill die, leveraging only Advantage (blue d8 granted by allies or mutations). Though the roll will be a great statistical disadvantage. Only use unskilled checks in desperation.



Player Options

Intellectual Skills

Technomancy

- Understanding and using technology
- (item identification, salvaging parts, operating machinery, tool use, etc.)

Bargaining

- Communicating
- (negotiation, coercion, bartering, intimidation, animal handling, etc.)

Tracking

- Following or finding things
- (pursuit, following a trail, hunting, reading a map, spotting the hidden, etc.)

Physical Skills

Stealth

- Going unnoticed
- (hiding, remaining quiet, etc)

Finesse

- Moving precisely
- (balancing, stabbing, marksmanship, driving, etc.)

Force

- Feats of strength
- (crush, grapple, pry, bludgeon, lift, tear, leap, etc.)

Temporal Skills (requires a time travel device or mutation)

Rewrite Reality

- Understanding or manipulating causality to change the timeline.
- Training grants: Rewrite Reality (skill check)

Precognition

- Take a peek into a possible future.
- Training grants: Precognition (skill check)

Player Options

Stats

Emotional Defense

+1 for rank for each different intellectual skill you are trained in. Raises the threshold under which emotional or psychic damage reduces your **Luck**.

Physical Defense

+1 rank for each different physical skill you are trained in. Raises the threshold under which physical harm or fatigue reduces your **Luck**.

Example:

a character has 2 ranks in Finesse and 1 rank in Force. That character has 2 Physical Defense. When that character receives Physical Harm, they reduce the amount of damage taken by their Physical Defense.

Temporal Defense

+1 rank for each different temporal skill you are trained in. Roll an additional anomaly per +1 and choose which takes effect. See **Rules for Time Travel** for more details on resolving anomalies.

Example:

A character has training in Rewrite Reality, but none in Precognition. That character has 1 Temporal defense. Whenever that character rolls an anomaly that player rolls 1 additional and chooses which result goes into effect.

Armor

Some equipment or mutations provide Emotional or Physical armor. Instead of taking **Harm** you may mark your armor as used. Each piece of armor only has a single use. Armor is normally only repaired in between missions. Armor from multiple sources does not add additional uses, but a character may have both Physical and Emotional Armor.

Example:

A player with 2 physical defense is dealt 4 physical harm. That player may choose to take 2 damage or mark their physical damage as used and receive no damage. If they choose to take no damage, that player's armor is used and cannot be used again on this mission.

Player Options

Encumbrance

The number of **Bulky Items** you can carry. +1 for each different physical skill you are trained in. Any item that takes 2 hands to carry is considered bulky.

Example:

A character with no training in any physical skills has an encumbrance of zero and cannot carry any item that would require two hands to hold.

A character with training in Stealth, Finesse, and Force would be able to carry up to three bulky items.

Luck

This is your HP. You start each mission with 7 Luck. Luck is reduced by Harm. Run out and you're dead.

Name

You thought it was just what people call you by, but advances in temporal sciences have uncovered that in fact your name is a temporal anchor of sorts. It's simple enough to replace a dead agent with a replacement from an adjacent timeline.

All operatives begin with a name/title with 4 vowels. If you should die during a mission, remove 1 vowel from your name, select 1 of your character's **Mutant Type** and reroll it, gain 1 **Additional Mutation**, then jump back into the fray. You retain your previous Skills/Equipment/Notches; except the Skill(s) given by the **Mutant Type** you no longer have. When you run out of vowels, your sense of self has become so diluted your ego is dissipated across the time-stream. You have never existed.

Example:

A character "Doc Bananas" receives enough Harm to reduce their Luck to 0 or less, and their character dies. The character loses a vowel from their name and becomes "Doc Bannas." "Doc Bananas" was a Martian Hummingbird. The Player chooses to reroll Hummingbird, and "Doc Bannas" becomes a Martian Cryomancer. The character loses all special rules for Martians including the +1 rank in Technomancy, and gains the special rules for being a Cryomancer including the +1 rank in Rewrite Reality. The Player then adjusts his Defenses and Encumbrance to reflect his new Skill rankings

F.A.K.T. (future agent knowledge token)

Good for ensuring success on a Narrative Die Roll. Gained by succeeding on a Precognition Skill Check, interacting with your future self, or some other means of gaining knowledge from the future (see Rules for Time Travel below).

Player Options

Charges

Only used with Future Tech. The number representing the number of uses an Item has. Many items have functions that require multiple charges to utilize.

Notches

Notches are your character's level. After successfully completing a mission gain 1 Notch. For each Notch gain +1 rank in any skill.



Player Options

Mutations

Provides additional rules for your character. Typically grants Opportunity or additional Opposition in specified circumstances.

Player characters begin with 2 random Mutant Types, and may gain any number of additional Mutations throughout the course of play. Where the rules of various Mutations conflict, use the rules of the newest Mutation among the conflicting Mutations.

Triggered Skill Checks

Some Mutations or Future Tech may trigger additional Obstacles, Harm, Despair, or Ticks when certain conditions are met. These are not part of the current Narrative Dice Pool. When circumstances call for a triggered check build and resolve another pool with the Player that triggered the check taking the lead. All results are resolved within this sub-pool and do not affect the ongoing Narrative Dice Pool and its resolution.

Example:

A character has the Canine Mutation. Whenever that character takes Harm they roll an Apocalypse die to generate a random consequence from a specified list. Physical harm to everyone around them immediately, trigger Despair, offer a choice of Harm now or a Complication later, or nothing happens.

Example 2: A character has the Immunodeficient Alien Mutation. Whenever that character receives Physical Harm their protective suit becomes damaged and they must pass a 2DC technomancy skill check or die.

Key Points:

- Triggered Skill Checks may be triggered after a Narrative Die Pool, such as being triggered by taking Harm, or can be Triggered anytime by a specific narrative situation IE a Replica exposing their robotic nature.
- Triggered Checks may be a randomized consequence or create a new obstacle.
- The player whose character triggers the check is The Lead during the resolution of the Triggered Skill Check.
- If a Triggered Skill Check interrupts a Narrative Dice Roll, resolve the Triggered Skill Check first and separately.
- Always resolve the consequences of a Triggered Skill Check separately from a Narrative Dice Pool. This is especially important when considering defenses.
- Many Triggered Skill Checks result in randomized consequences. The instructions for generating these will be listed under the specific triggering mutation.
- It may helpful for tabletop veterans to think of Mutant Types as their character class, and other Mutations as feats/perks. They differ from those traditional mechanics in that they will change.

Character Creation

Randomly select 2 of the 20 Mutant Type and roll 1d6 or 1d8 for your variation.

Add +1 Skill rank of your choice.

Record Results, including derived statics (defenses, encumbrance, Etc.)

Create a character name with 4 vowels.



Example Character

Name: whack Daddie

1st Mutation Type: Legally Dead

Voices from the afterlife provide knowledge.

Cannot be convicted of any crime.

2nd Mutation Type: Rabbit

Affinity for Thievery

Mutations:

Bargaining: +1

Technomancy: 0

Tracking: 0

Finesse: 0

Force: 0

Stealth: +1

Precognition: 0

Rewrite Reality: +1

Schrödinger's Satchel:

Emotional Defense: +1

Emotional Armor:

Physical Defense: +1

Physical Armor:

Causality Defense: +1

Luck:

Notches: 0

Encumbrance: +1



More Player Options

Equipment

Equipment has 3 categories: Standard Equipment, Unique Equipment, and Future Tech.

Standard Equipment

Any weapon or tool that is not one of a kind. Every agent has access to these items at all times (See Shrodinger's Satchel). Standard Equipment does not provide Advantage on a roll, it is assumed that having the correct tools is already factored into your Skill rank.

Example:

A character has access to lockpicks to overcome a locked door obstacle.

Unique Equipment

Any item that is unique or highly limited in availability. These items may help to circumvent Obstacles, or have other narrative significance. These items will need to be specifically acquired through play.

Example:

The key to a specific locked door to bypass the obstacle.

Key Points:

- Skill ranks assume you have the tools needed to use the skill.
- Players are still limited by their Encumbrance stat.
- Standard Equipment is for narrative purposes.
- Players only get unique items through play.
- Unique items may bypass obstacles once acquired.
- Standard Equipment cannot bypass an obstacle without an accompanying Skill Check.

Future Tech

The most useful, most dangerous, and most valuable tool in your arsenal.

The obtaining and mastering of these items is the primary path of character progression in Chronomutants and will be covered in depth in the Character Advancement section.

Key Points:

- Don't worry about this overly complex subsystem until later.
- Seriously don't worry, it's fun but optional.

More Player Options

Starting Agent Equipment

In addition to whatever clothing, weapons etc. or other Standard Equipment they choose to carry around for flavor purposes, all player characters start with the following items that have special rules:

The Deus Ex Machina 9000

Wrist-mounted personal time travel device. Grants access to near limitless travel through time for the wearer. When the wearer dies, the device disappears into the past for recollection. Comes with the three additional features:

1. Walkie-Talkie

Wireless communication to all members of the current squad. Output has low fidelity and is loud (not conducive to stealth).

2. Self-Deletion

Request deletion from the current timeline. You vanish and die, then are immediately replaced by an alternate timeline you, next to any squad-mate of your choosing. *Standard rules for player death still apply.

3. Doomsday Watch

The Paradox War is a dangerous, everchanging place. The handy countdown timer shows the current wave of time overwrite heading your direction. You should probably leave before another apocalypse gets here.

Key Points:

- Agents armed with a Deus Ex Machina 9000 can travel backwards or forwards in time as much as they want.
- Self-Preservation is often the only limiting factor, it's dangerous.
- Time traveling always contains the chance for unintended consequences.
- Creating causality loops or other paradoxes result in potentially lethal Anomalies.

More Player Options

Shrodinger's Satchel

A pouch that contains all your gear. The number of items retrievable is limited by what you could reasonably carry (since the items were always in there). In addition to any unique items or Future Tech you have found on previous missions, you have access to any number of mundane items/standard equipment. Once you remove a piece of gear from the satchel, it can't be put back inside, so you'll have to carry it or leave it behind. Looking inside the satchel locks your available items, and the satchel becomes the useless sack it always was.

Key Points:

- Of course you have what you needed, you can pack it after the mission.
- You must be able to carry the combined weight of every item in the sack.



Rules for Time Travel

Altering the Past (general)

Traveling to the past often has unforeseen consequences. To simulate this unpredictable danger Chronomutants utilizes extensive random tables that simulate the butterfly effect.

Doomsday

The Paradox War is an ever changing dangerous place. Hanging out anywhere for too long will surely see the timeline overwritten. Each mission has a Doomsday Clock starting down from 24. Subtract 1 from the Doomsday Clock for each time a blank face on a die is rolled, or for each time a Dice Pool is resolved with a complete null result. A single increment on the clock is referred to as a Tick.

By default:

-6 = roll on the Mutation Table

-12 = roll on the Minor Anomaly Table

-18 = roll on the Major Anomaly Table

-24 or more = roll on the Apocalyptic Anomaly Table, and reset the Doomsday Clock.

GMs can add other events that trigger at certain points on the Doomsday Clock specific to the mission. I.E. The guard changes, the vault door locks, the weather suddenly shifts, Etc.

Resolving Anomalies

Using Temporal Skills or Temporal Technology is likely to result in an anomaly. All Threats and Despair rolled during a Temporal event are recorded by the GM. They resolve as normal, but when the Players return to the present (or future). **The Lead** rolls on the Anomaly table as determined by the amount of Threat rolled.

1 Threat = roll on the Mutation Table

2 Threat = roll on the Minor Anomaly Table

3 Threat = roll on the Major Anomaly Table

4 or more Threat = roll on the Apocalyptic Anomaly Table.

Despair = +1 roll on the Apocalyptic Anomaly Table, in addition to any rolls for Threat.

Key Points:

- The temporal skills Rewrite Reality & Precognition cause anomalies in addition to the normal effects of Threat.
- When changing the past, Threat causes Anomalies in addition to the normal consequences of Harm or Complications.
- Mutations are a mix of permanent positive and negative effects generated at random. Some even outright kill you.
- Minor, Major, or Apocalyptic Anomalies are wholly bad.

Rules for Time Travel

Causality Defense

Training and/or experience with time travel can lead to a strong sense of self and/or understanding causality that can aid players in navigating the time stream and minimizing unpleasant anomalies. Whenever a player rolls an anomaly, for each **Causality Defense**, roll an additional time and then select which result is put into effect. This does not change the number of anomalies that occur, but gives you some control over the effect.

Rewrite Reality (skill check)

A skilled mercenary may change the entire timeline by weaponizing causality. The instigating player may wager a number of difficulty die against the level of effect. Threats and Despair create an anomaly **in addition** to normal consequences of **Harm** and **Complications**.

2 DC = a change to yourself

3 DC = a change to someone else

4 DC = a change to a place

5 DC = a change to the world

***Harm** dealt by Temporal Skill Checks typically bypasses all defenses and armor.

Key Points

- A Rewrite Reality skill check is different from going back in time and making a change.
- Rewrite Reality is for weaponizing the butterfly effect to bend all of reality for a chance to make something specific happen.
- Any player(s) may go into the past to intervene directly or even indirectly without the Rewrite Reality skill. Only players with a skill rank in Rewrite Reality may make this skill check.

Precognition (skill check)

A precog may earn FAKT by peering into the future. The instigating player wagers a number of FAKT against an equal amount of Difficulty dice, **and** an additional Opposition die for each FAKT they already have. Using a FAKT to succeed on a Precognition roll causes an anomaly. Threats and Despair create **Harm** or **Consequences** as normal.

1 DC +1 Opposition per FAKT you already have = gain 1 FAKT

2 DC +1 Opposition per FAKT you already have = gain 2 FAKT

3 DC +1 Opposition per FAKT you already have = gain 3 FAKT

Etc.

***Harm** dealt by Temporal Skill Checks typically bypasses all defenses and armor.

Key Points:

- This wager is typically done before engaging with an obstacle. If the dice are already thrown, it's too late.
- Players may attempt the check under duress with added Opposition die to account for the extra danger.

Rules for Time Travel

Spending F.A.K.T. (future agent knowledge token)

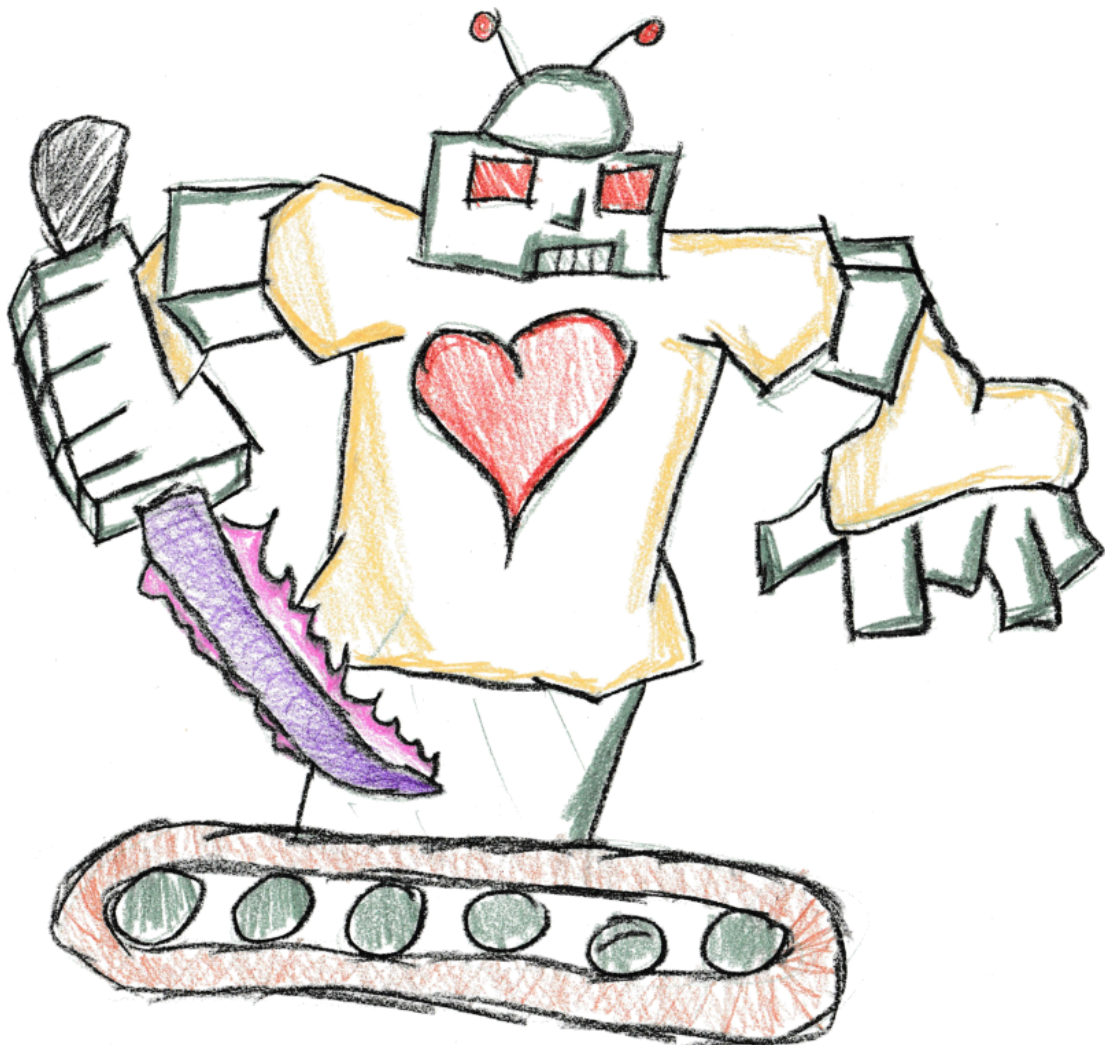
Gained by succeeding on a precognition check, interacting with your future self, or some other means of gaining knowledge from the future. You can leverage your knowledge to ensure success or provide knowledge to an ally.

Can be cashed in at any time to ensure success on any single die roll, in which you are **The Lead**. Only Failure is canceled. All Threat and Despair rolled resolve as normal.

Additional F.A.K.T. may be spent on a roll to add the following effects:

- 2 F.A.K.T. may be spent on a die roll to remove all Threat.
- 3 F.A.K.T. may be spent to flip all Threat into Opportunity.
- 4 F.A.K.T. may be spent to remove Despair.
- 5 F.A.K.T. may be spent to flip all Despair into Triumph.

Remember to narrate how your vision of the future gave you a super cool advantage, like stepping out of the way of bullets or winning a negotiation because you already know what others are about to say.



Rules for Character Advancement

Character advancement in Chronomutants comes from two sources:

- Completing Missions to earn Notches
- Finding and mastering Future Tech

Notches are the shorthand for character experience. Each time a character completes a mission, that agent gains a Notch. When they do, that character gains an additional Skill rank in any skill of their choosing. This may affect the characters derived stats (defenses, encumbrance, Etc.).

Future Tech is the term for unknown technologies from futures that no longer exist. They are the most useful, dangerous, and most valuable tool in your arsenal. Future Tech are rewards for players that actively seek them. They are often awarded for bonus mission objectives, tracked down by following leads, or by stealing them from a powerful NPC. Be wary, such digressions will likely leave less time to complete a mission before Doomsday.

But finding Future Tech is just the beginning. Since they are from timelines that no longer exist, characters have no idea how to use these pieces of dangerous machinery. Learning to use a piece of Future Tech requires one (or several) dangerous Field Tests. In practical terms, a Field Test greatly increases the risk of a Skill check, in exchange towards working towards unlocking the knowledge needed to weaponized the item. Once a player Masters a piece of Future Tech they always know how to use it.

Key Points:

- Notches are gained through normal play at a steady pace.
- Notches are the only way to gain additional Skill ranks.
- Notches are similar to XP/Levels in traditional dungeon crawling games.
- Future Tech is gained by players willing to risk danger to find them.
- Future Tech is only helpful after a character risks several dangerous field tests.
- Earning Future Tech is similar to a side-quest in traditional exploration games.
- Nothing is more powerful or advantageous than a mastered piece of Future Tech.
- Future Tech is intended as a character advancement system, only an incredibly focused and lucky player would be able to both find and Field Test a piece of equipment within a single mission.

Rules for Character Advancement

Each piece of future tech has 5 components:

1. Mastery

Represents the complexity of the tech and difficulty of use. The Mastery number is how many times the item is used (successfully or not) in the field (referred to as a “Field Test”). Once an agent has completed a number of Field Tests equals the Mastery number you are fully trained on the items use, and may add a Yellow d12 to any rolls where you use the tech and pay the charge cost.

2. Danger

Indicates the number and type of dice added to a dice pool if you choose to Field Test a piece of equipment during a Skill check.

3. Charge

Resource for powering Future Tech. The number of charges the item can hold, and number it currently has (starting charges are randomly generated). Items are normally only charged in between missions, but also may have alternate charging methods (noted in the item description). Once a player declares they are using the tech, the charges are spent. No refunds. When charge is spent the tech either is used or misused, it never “does nothing.”

Random starting charges table 1d6

1-4 Fully charged

5 Enough Charge for 1 use

6 Empty

4. Use

The item’s intended use and how many charges are spent. Triggered by using a Mastered item, Or by rolling no Threat during a Field Test.

5. Misuse

Possible outcome of using tech you haven't mastered. Triggered when Threat (or Failure if the narrative requires it) is rolled during a Field Test May cost charge.

Rules for Character Advancement

When building a Narrative Die Pool, players may include the use of a piece of Mastered Future Tech or Field Test a piece of Unmastered Future Tech.

To use a Mastered piece of Future Tech: Pay the Use charge cost and add a Yellow d12 to the pool. The Use effect is triggered.

To Field Test an unmastered piece of Future Tech, you must have enough charge for the Use cost. Then add the specified danger die to the pool.

If no Threat are rolled: Pay the Use Charge cost and the Use effect is triggered.

If any Threat are rolled: Pay the Misuse Charge cost and the Misuse effect is triggered.

Random starting charges table 1d6

1-4 Fully charged

5 Enough Charge for 1 use

6 Empty

Example piece of Future Tech

Summary	Example
Item Name	Ray Gun
Mastery: I = the number of Field Tests required to master the item.	Mastery: III
Danger: O/D/A = The number of Opposition Die, Difficulty and/or Apocalypse Die added to rolls including a Field Test .	Danger: O
Charges: # = The max number of Charges the item can hold.	Charges: 4
Use: The Charge cost and effect for successfully using the item.	Use: 1 A laser gun that fires a deadly laser. Pew Pew.
Misuse: The Charge cost and effect for unsuccessfully using the item.	Misuse: 1 Misfires and briefly heats to 900 degrees.

Rules for Character Advancement

Example:

A player creates a plan to fight past the patrol at a checkpoint to force their way through. They set plan to use their 2 ranks in Finesse and are getting help from two allies. The GM informs the player that the patrol is not very dangerous (DC1) because they are only armed with spears and are unarmored. So the roll would be 2 Skill die for the Finesse Skill from the lead, with 2 Advantage die from the aiding companions against 1 DC to force their way past and 1 Opposition die for the poorly armed patrol. One of the players decide since they already have the odds in their favor this would be a fairly safe time to Field Test their Ray Gun. The player pays one of their charges and adds an additional Opposition die to the pool to represent the challenge of the Field Test.

Outcome A: The players roll no Threats, the Raygun narratively works as intended (fires a deadly laser) and the player that initiated the Field Test marks one level towards the Mastery of the item.

Outcome B: The players roll one or more Threat, the Raygun narratively does not work as intended (briefly heats to 900 degrees) and the player that initiated the Field Test marks one level towards the Mastery of the item.

Key Points:

- Use and Misuse are mostly narrative prompts to help players invent narrative for Future Tech usage.
- Misuse sometimes comes with additional consequences (see the individual items descriptions).
- Charge cost may vary based on whether Use or Misuse are triggered.
- The player that initiates a field test always gains a level of mastery whether or not the item was Used or Misused.
- Field Tests always make rolls more dangerous.
- Mastered item use always make rolls more advantageous.
- Mastered Future Tech is much more powerful than Skill ranks, but it takes work to get there.

Rules for Character Advancement

Alternate Rules for Future Tech

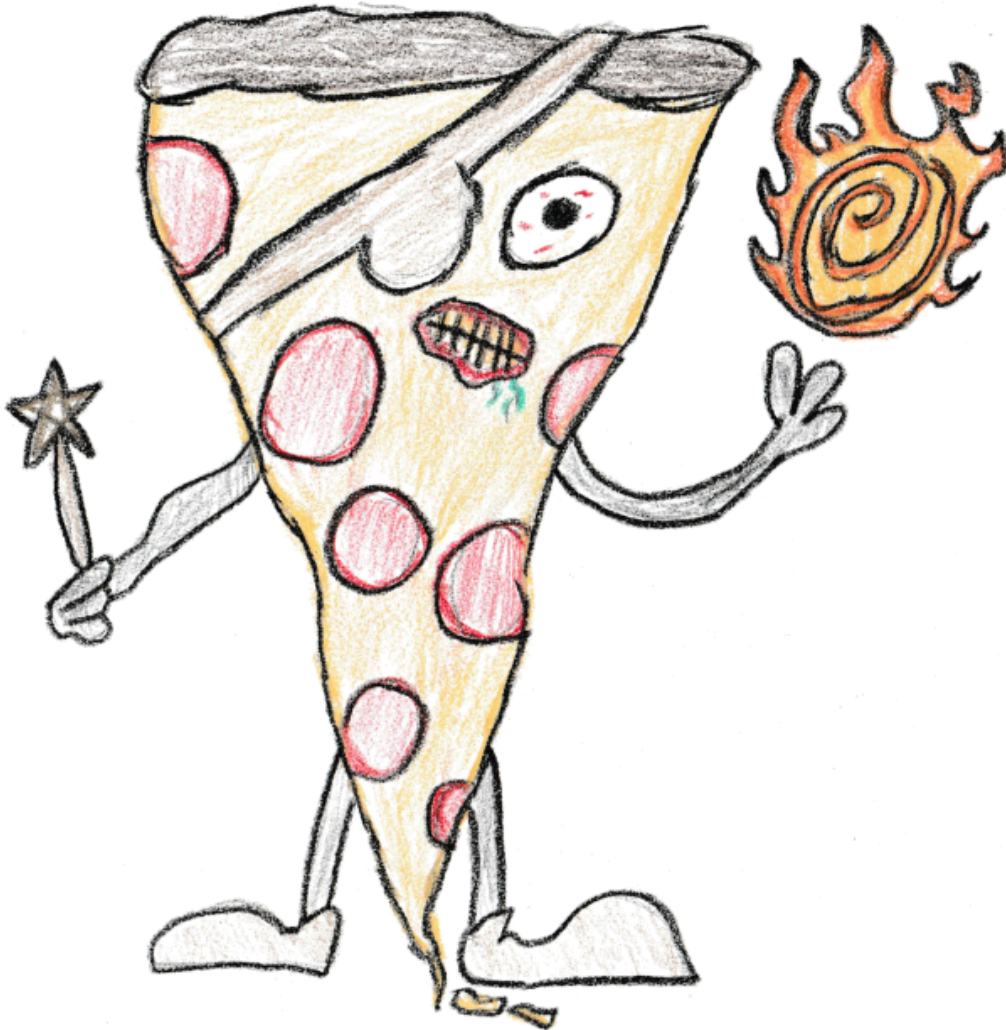
If you are playing a one shot and still want the fun and flavor of Future Tech without the time commitment and/or complexity of the system, I recommend that any Future Tech found come with at least enough charge for a single use (instead of random) and remove the Field Testing/Mastery requirements for safe use. That way single session players still get to wreak a little havoc with a shrink ray.

Alternatively, if you are running a one shot but would still like to play up the danger and unpredictability of the system, I recommend starting all Future Tech fully charged, but giving them a chance to misfire.

Roll 1d6 + Technomancy Skill rank.

1-3 triggers Misuse

4-6 triggers Use.



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		7. Tongue	
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Mutant Type

Alien

You are not from earth.

- +1 Technomancy
- You have brought 1 random piece of Future Tech from your homeworld, which you understand fully.

1. Empath

- You can sense the emotional state of any sentient being that you can see.

2. Hunter-Killer

- You have come to earth to hunt for sport.
- +1 Tracking instead of Technomancy

3. Immunodeficient

- Exposure to the atmosphere is lethal to you, you must wear your quarantine suit at all times. Taking any **Physical Harm** damages the suit. When damaged, Trigger a Skill Check to repair the suit. Difficulty is set by the conditions you are working under and if you have or can scavenge the necessary supplies.
- The suit provides **Physical Armor**.

4. Levitation:

- You float just off the ground, avoiding hazards on the floor & making no sound as you move.
- +1 Stealth instead of Technomancy.

5. Little & Green

- Your skin is like jelly, and you can squeeze through any opening smaller than your beak.
- You are nearly impossible to be grappled or restrained.

6. Martian

- An extra set of arms.

Mutant Type

Avian

You are a bird.

- +1 Finesse
- Flight, but cannot hover. Cannot fly if you are carrying 2 or more Bulky Items.

1. Duck

- You can float across liquids, dive deep underwater, swim quickly, and always know where magnetic north is.

2. Flightless

- You are an ostrich, rhea, kiwi, dinosaur, chicken, penguin, cassowary, or other flightless Avian.
- You cannot fly, but run quicker than nearly anything.
- You also have incredible leg strength and deadly claws.
- +1 Force instead of Finesse.

3. Hawk

- You see really well at long range.
- +1 Tracking instead of Finesse.

4. Hummingbird

- You can in fact hover.
- You have a long sharp beak good for stabbing.

5. Owl

- You can turn your head around.
- You can see in the dark.

6. Parrot

- You can mimic the voice of anyone you have heard before.

Mutant Type

Brain in a Jar

You are a disembodied brain.

You have adapted to survive without the use of a body like some kind of cyber-lich.

- +1 Technomancy
- It's not your body anyway. You cannot be killed by Physical Harm unless the brain is damaged.

1. Cyberlingualism

- You may speak to machinery. No guarantees it will be cooperative.

2. Hardwired

- You are connected to your body through a complex series of cables, giving you quick reflexes and precise movements.
- +1 Finesse instead of Technomancy

3. Image Projection

- You may create a lifelike illusion of anything you are familiar with. It makes no sound and interacting with it physically reveals the illusion.

4. Psychometry

- See the history of any object you hold.

5. Telekinesis

- You may freely lift objects with your mind. Causes a loss of Luck proportional to the size of the object. 0 for under 20# 1 for up to 200# 2 for 2,000#, etc.

6. Telepathy

- You may communicate silently with any sentient being you can see. Requests made this way are difficult to ignore.
- +1 Bargaining instead of Technomancy

Mutant Type

Cryptid

You are a creature of modern myth.

- +1 Force
- You probably don't exist. Nobody that has seen what you are can convince anybody else that the encounter really happened no matter the “evidence.” They may convince themselves or others you are something else instead, depending on circumstances. Allies understand you are entirely theoretical, but are still willing to work with you.

1. Chupacabra

- You are a blood drinking vampire. After you feed +1 rank to a random non-temporal skill until you use the skill, or you feed again to reroll.

2. Con Artist

- You are skilled at disguising the use of technology as the supernatural. Doing so adds an Advantage die to any use of Bargaining.
- +1 Technomancy instead of Force.

3. Fiji-Menrmaid

- You are a little fella. Half-fish half goblin. You can only crawl on land, but are an excellent swimmer.

4. Mothman

- You are a shadow in the silhouette of a winged figure. Your glowing red stare causes fear and panic if you make prolonged eye contact.

5. Sasquatch

- You are a big furry monster. Cannot be seen by cameras. +1 Stealth instead of Force.

6. UFO

- You appear as orbs of light or a geometric shape.
- You may fly only at great distances.
- You may carry one being by enveloping them in your body. This sends them to a pocket dimension inside your own consciousness.

Mutant Type

Dead

Sadly you are no longer with us.

- +1 Rewrite Reality
- Cannot be killed through normal means. Harm still causes loss of Luck, but the killing blow must meet the special circumstances, or you rise with 1 Luck.

1. Frankenstiened

- You are a corpse golem, stitched together from several bodies.
- You may be destroyed only by Physical Harm or a vision of your creator.

2. Ghost

- Your restless spirit roams the land.
- You may become briefly intangible for 1 Luck. You may be destroyed only by Emotional Harm or ritual.

3. Legally Dead

- You were pronounced dead, but brought back from the brink. Cryptic voices from the afterlife provide you with knowledge you would not otherwise have access to.
- You actually can be killed by normal means, but being legally dead means you cannot be convicted of any crime.

4. Mummy

- Raised to seek vengeance on those that wronged you, and adorned in finery. You may curse any being that can hear you. Until one of you is destroyed you both suffer double damage from all Harm.
- If your finery is destroyed (fire, acid, disintegration, etc.) or ritual you die.

5. Recording

- You died long ago, but left behind a holographic A.I. of yourself.
- Destroying the projector, destroys you.

6. Skeleton

- You're an animated pile of bones. You may separate into various pieces, but if part of you is lost or destroyed you will need to find a matching replacement to regain full function.
- You may be destroyed through means that could shatter a bone. Assuming more than 50% is destroyed at once.

Mutant Type

Insectoid

You are a bug. Compound eyes, antenna, and a segmented body.

- You start life as a grub. Start with no Insectoid mutations All Physical Harm is lethal to you, but the first time you gain a Notch or Triumph is rolled, you form a cocoon and emerge fully formed with 2 insectoid mutations.
- Survival instinct. +1 random Intellectual Skill until your metamorphosis.

1. Antenna

- Sensitive to touch.
- +1 Tracking

2. Chitinous

- You have an exoskeleton. You are as tough as you look.
- +1 Physical Armor.

3. Compound Eyes

- Reflective Gaze
- +1 Bargaining

4. Extra Arms

- +4 arms and the ability to multitask very well.
- +1 Technomancy

5. Mantis Claws

- You have extraordinary compressive strength, and can crush anything you are holding, but the lack of fingers makes some activities take a really really long time or impossible.
- +1 Force

6. Natural Camouflage

- You can hold perfectly still and nearly completely blend into natural environments
- +1 to Stealth.

7. Stinger

- You have a stinger that poisons organics.
- +1 Finesse.

8. Wings

- You can fly.

Mutant Type

Mammalian

You are a hairy animal.

- +1 Force
- Your animalistic nature makes you reactionary and quick to anger. When Harmed your viscous instincts are Triggered. Roll an Apocalypse die. You and all those nearby take Physical Harm equal to the amount of Failure rolled. Threat and Despair are resolved the same as in a Narrative Dice Pool, except the instigating Mammalian is The Lead.

1. Capra

- Sharp horns
- Can easily stand on the smallest of edges.

2. Canine

- Powerful bite.
- Acute sense of smell.
- +1 Tracking instead of Force.

3. Equine

- Can pull an extreme amount of weight.
- +1 Encumbrance.

4. Feline

- Retractable claws.
- Acute hearing.
- +1 Finesse instead of Force.

5. Pachyderm

- Tusks.
- Prehensile trunk.
- Large enough to trample foes.

6. Ursine

- Immune to extreme cold.
- Typically hits with enough force to send foes flying.

Mutant Type

Many

There is more than one of you.

- +1 Rewrite Reality
- Your Luck is shared between all versions of you. If one dies you all die. Harm from area of effect and other such effects is multiplied by the number of you affected.
- Separate equipment.

1. Council Member

- Via a time travel device or Mutation, you may visit an alternate dimension where a council of you will provide an alternate you to aid yourself.
- Experts in Technomancy, Bargaining, or Tracking.
- They are particularly unskilled in physical activities. Must be returned after 1 Tick.
- If not returned, roll a Mutation, it affects you both.

2. Evil Twin

- There is an alternate you out there hunting you. They need to stop you before you do something horrible.

3. Future Savior

- Sometime in the future you are destined to do something important. Your future self leaves cryptic clues for you.
- If you die, create a Major Anomaly.

4. Gang

- There is one of you for each Skill (8 total) with 1 Luck each.
- Individual Harm is not shared across the group.
- Each you only has the Skill rating you have in 1 Skill, and is untrained in everything else.
- Defenses (except armor granted by equipment) are shared across the group.

5. Imperfect Clone

- You are the brains, it is the brawn. It can't use any but the most simple equipment (like a bludgeon) but follows your commands.
- You are physically weak, -1 Encumbrance.

6. Lone Wolf

- Through mucking around in the timestream you have been burdened with your infant self.
- If your past self dies it creates a Minor Anomaly in addition to dying.

Mutant Type

Ooze

You are a slimy mess

- You are the consistency of jelly.
- You have no organs to speak of.
- You may make no sound when you walk, but always leave behind a trail of slime.
- +1 Stealth

1. Acid

- Dissolve anything with prolonged physical contact.
- You are translucent.

2. Flan

- You are incredibly sticky. May briefly attach yourself to any surface .
- You are wiggly.

3. Genetic Experiment

- You have been subject to many unpleasant experiments to forge you into a living weapon. Cybernetics allow you to project a viscous mucus that rapidly hardens into an organic concrete.
- +1 Finesse instead of Stealth

4. Hungry

- The more you eat the larger you become.

5. Infected

- You are covered in a mass of oozing sores.
- You cause illness with physical contact.
- You make people really uncomfortable. +1 Bargaining instead of Stealth

6. Magma

- You are made of burning rock.
- Your touch burns.

Mutant Type

Plantoid

You are not an animal or mineral but...

- +1 Bargaining
- Your mind is neither animal or mechanical, making you especially resistant to mental attacks. +1 Emotional Defense.

1. Carnivorous

- You have a sticky surface (1 mouth, 2 back, 3 arms, 4 legs, 5 chest, 6 flowering appendage) that bonds to flesh and slowly dissolves it.

2. Fungal

- You are a fungal infection that controls the host body of your other class.
- Prolonged physical contact with organic beings makes them your thrall.

3. Flowering

- You are in full bloom. You release a pheromone that makes Insects and insectoids highly susceptible to your suggestions.
- You have a giant insect mount (1 ant, 2 bee, 3 mantis, 4 grasshopper, 5 roach, 6 centipede).

4. Thorns

- You are covered in spiny protrusions. Allows you to climb many surfaces others could not, would require a surgical procedure to disarm you.
- You can Physically Harm others by running into them.

5. Tuber

- You are a root vegetable. With contact to the soil you can sense the heat and movement of nearby beings.
- +1 Tracking instead of Bargaining

6. Wooden

- You are heavy and hard, adding serious weight to your physical blows.
- +1 to Force instead of Bargaining.

Mutant Type

Protect-Bot

You were built to “protect” your human masters.

- +1 Tracking
- You live to protect Whenever you take the Aid Another action You suffer all Harm consequences instead of it being spread over all characters, but each Threat causes you only 1 Harm instead of the normal 2. Gain 1 Luck if you survive.

1. Auto-Surgeon

- Originally designed as a medical robot, but the tools translate very well to the mercenary life, and your programming has been rewritten to hurt instead of heal.
- Implanted surgeons tools (scalpel, anesthetic, syringe, etc.)
- Can detect the location of any organic individual of which you have a tissue or fluid sample of over a moderate range.

2. Big Brother

- You were built for stationary surveillance. You have one large cycloptic eye that grants telescopic vision.
- You can hold perfectly still, and nearly completely blend into mechanical environments
- +1 Stealth instead of Tracking.

3. Crossing Guard

- You can release a short range EMP burst designed specifically to bring electronic engines to an immediate grinding halt.

4. Robotic Cop

- You may not take the Aid Another action.
- All Harm you cause is doubled.

5. Robotic Detective

- You automatically link to local computer networks or available satellite coverage, which you can use to look up the records of any individual you know the name of.

6. Military Drone

- Designed for open combat, you are programmed to be an expert with any known weapon.
- +1 Technomancy instead of Tracking.

Mutant Type

Replica

You are secretly a mechanical replica of your other Mutant Type designed for espionage.

- You look like the real thing, but you are completely Non-Organic. You were designed to be better than the real thing. Gain an additional +1 to the Skill bonus granted by your other Mutant Type.
- You suffer Emotional Harm if your true nature is exposed to yourself. This Harm bypasses Armor, and severity is based on how refutable the evidence is. Luck loss caused this way is not regained in between missions, and can only be restored by returning you to factory settings and wiping your memory.

1. Already Broken

- You have been physically damaged and patch work repaired. You are clearly mechanical, but no one can convince you of it. Instead of the Emotional Harm if exposed (since you already are) you become enraged at those who point it out. Trigger a complication that represents your open aggression towards the offending party, and resolve it immediately. DC is 1 Apocalypse Die and an additional Difficulty Die for each Notch you have.

2. Child-Like

- You were crafted in the image of a small child. Your form gives you Advantage in some social and espionage actions. Nobody suspects the child. Acting as an adult may reveal your mechanical nature.
- +1 Bargaining instead of Stealth.

3. Memory Implants

- You were programmed with the physical training from the most capable of experts.
- Potential identity confusion from using the memories of others may reveal your mechanical nature.
- +1 Finesse instead of Stealth.

4. Metal Skeleton

- Physical Harm that would normally break a bone (or structural equivalent) is reduced by one, but the physical wound visually reveals you are mechanical.

5. Psychic Shielding

- +1 Emotional Armor.
- Your mechanical nature may be revealed to psychics or others who witness the immunity.

6. Thermal Shielding

- Any Physical Harm from extreme temperature has no effect on you.
- Your mechanical nature may be revealed to those who witness the immunity.

Mutant Type

Reptilian

You are a reptile.

- +1 Finesse
- Cold-blooded - you do not produce your own body heat.
- Thermoception - you can sense infrared/heat.

1. Chameleon

- You change color. The color change is controlled hormonally, and your control over it is limited by your control over your mood.
- +1 Stealth instead of Finesse.

2. Emotionless

- You can choose to have no facial expression or inflection in speech, making you impossible to read.
- +1 Bargaining instead of Finesse.

3. Locking-Jaw

- Alligator-like jaws. No less than lethal force can cause you to let go unless you want to.

4. Prehensile Tail

- Can grab things or hold an item with your tail. Can be detached in an emergency.

5. Turtle Shell

- A hard shell on your back. Making you tough to damage from behind. Can pull yourself in to further protect yourself.

6. Venomous

- Fangs and poison glands. Your bite causes paralysis in organic beings.

Mutant Type

Rider

You brought a friend!

- You have a mount that you are bonded to.
- You share Luck & defenses.
- +1 Tracking

1. Crystalized Spider

- Climbs and spins webs.
- Sharp mineral arms and fangs.

2. Cybernetically Augmented Badger

- Implanted weapons.
- Bad temperament.

3. Robotic Unicorn

- A powerful and loyal steed.
- Excellent radio reception.

4. Spectral Camaro

- Only tangible sunset to sunrise.
- Real fast.
- Seats two.
- Probably haunted.

5. Two-Headed Worm

- Giant worm capable of burrowing.
- +1 Force instead of Tracking.

6. Walking Rosebush

- Creeping thorns, excellent at grappling.
- Pheromones attract insects and are mildly calming to others.
- Requires frequent watering.
- +1 Bargaining instead of Tracking.

Mutant Type

Serve-Bot

You were built to serve your human masters.

- +1 Bargaining
- You live to serve. Whenever you complete your primary function, you gain 1 Luck.
- Trying to shoehorn your primary function into an active mission normally results in the creation of a Complication with Difficulty equal to 1+ your Notches.
- Whenever you Aid Another add +2 Advantage die instead of 1.

1. Chauffeur

- Driving was your primary function.
- You are an ace behind the wheel and have a 100# lead foot.

2. Chef

- Cooking was your primary function.
- You are an ace in the kitchen and can heat your internal temperature to 450 degrees.

3. Escort

- Companionship was your primary function.
- +1 Finesse instead of Bargaining.

4. IT

- Repairing machines was your primary function.
- Have you tried unplugging it and plugging it back in?
- +1 Technomancy instead of Bargaining.

5. Maid

- Housekeeping was your primary function.
- You notice when anything is out of place and have a vacuum attachment.

6. Translator

- Translating was your primary function.
- You speak every oral language.

Mutant Type

Shaman

You see visions that have left a deep impact on you. You have an affinity for one of the universal forces.

- +1 Precognition
- By inducing a vision of your specific means you may Aid Another on their Precognition Skill Check. If the roll succeeds you also gain a FAKT.

1. Cryomancer

- You have witnessed the heat death of the universe first hand. You can freeze an object with prolonged skin contact.

2. Madness

- You always see the visions unless you are wearing your special homemade metallic helmet.
- Add an Apocalypse Die on any Precognition Roll you are involved in but double the amount of FAKT earned during the roll.

3. Mist

- A being from the future did something to you to change your body chemistry, Briefly take a gaseous form. In this form, you ignore Physical Harm from traditional sources, but cannot deal Physical Harm through traditional means.

4. Pyromaniac

- You have seen the future and everything is burning. Every time you set an uncontrollable fire, gain a FAKT.

5. Steel Form

- In the future all our imperfections will be replaced with steel. You are really heavy, sink like a rock, and are especially vulnerable to magnets and electricity.
- +1 Physical Defense.

6. Tornado

- You only see the visions when you are dizzy. You are able to spin incredibly quickly creating localized gale force winds.

Mutant Type

Shape-Changer

You are from a future where form is fluid.

- +1 Precognition
- Your molecules are unstable. Threats rolled may cause you to fall through the floor, or drop something. Opportunity rolled may allow you to pass through a door or wall, or avoid other physical obstacles.

1. Animal Mimic

- You are from a future where the lines between man and animal have blurred. You may briefly take the form of a mundane animal.

2. Body Control

- You are from a future where medical science has stretched the boundaries of what the body is capable of. You may contort your body into unnatural shapes.

3. Master of Disguise

- You are from a future where evolution has finally met fashion. Your skin changes to resemble the appearance of any outfit or uniform.

4. Object Mimic

- You are from a future where people adapted to survive among all the mountains of garbage. You may take the form of a non-mechanical object of your mass or smaller that you are familiar with.

5. Transmorpher

- You are from a future where smart appliances have taken over. You are a robot but also a... 1 boat, 2 plane, 3 car, 4 stereo, 5 trex, 6 motorcycle.

6. Usurper

- You are from a future where with enough determination you really can grow up to be anyone. You may exchange physical forms with anyone roughly your mass that is dead and you have access to the body, and a little privacy.

Mutant Type

Tiny

You are real little.

- +1 Stealth
- Your diminished size allows you to fit where no other person could, but your physical prowess is nil without special circumstances.
- Using non-specialized equipment may be impossible.
- Your physical form is likely derived nearly entirely from your other Mutant Type.

1. Huge

- You are tiny, but come from an alternate timeline where everything is really really big.
- +1 Force instead of Stealth.

2. Hyperdensity

- Being shrunk has left you hyperdense, retaining the proportionate strength of a normal size person.
- You are incredibly heavy and cannot be pushed, pulled, lifted, etc. under normal circumstances.

3. Parasite

- You can attach yourself to organic beings and gain control of their motor functions.
- Becoming detached causes you Harm.

4. Pilot

- You own a mech suit that takes the form of a robotic version of your other Mutant Type, of which you are an expert pilot.
- The mech is powered by a nuclear reactor which detonates if your suit is destroyed.
- +1 Technomancy instead of Stealth.

5. Shrinking

- You wear a really dumb looking suit that allows you to shrink at will. Returning to normal size costs 1 Luck.

6. Swarm

- You are a hivemind of tiny yous that swarm together into a vaguely humanoid shape.

Mutant Type

Unstuck in Time

You do not live your life in chronological order.

- Every 6 Ticks you are hurled through time and return as 1d8:

1	Older	+1 Technomancy
2	Older	+1 Bargaining
3	Older	+1 Tracking
4	Younger	+1 Stealth
5	Younger	+1 Finesse
6	Younger	+1 Force
7	Mutated	Roll a Mutation
8	Relieving this Moment	Gain a F.A.K.T.

*Skill ranks gained this way disappears the next time you roll on this table

1. Cowboy

- Affinity for livestock, firearms, & beans

2. Fossilized

- You no longer age.
- Time has replaced your flesh with mineral deposits.

3. Hacker

- You have modified your Deus Ex 9,000 to allow you to infiltrate computer systems. Highly illegal and likely very dangerous for all of reality.

4. Radioactive

- You glow in the dark.
- You are very unhealthy to be around.

5. Samurai

- You are a decent swordsman.
- You have vowed to serve a lord.

6. Wasteland Knight

- Your malnourished body is held up by a suit of cobbled together power armor.
- You are an expert forager.

Mutant Type

Ω

You are the sole survivor of a timeline that no longer exists.

1. Baller

- It's time to slam and jam.
- Roll 1d8 for your expertise:

1	Sneaker Endorsement	+1 Technomancy
2	Trash Talk	+1 Bargaining
3	Guarding	+1 Tracking
4	Stealing	+1 Stealth
5	Three-Pointers	+1 Finesse
6	Passing	+1 Force
7	Dunk	+1 Rewrite Reality
8	Rebound	+1 Precognition

2. Crustation

- Tough outer shell
- Crushing claws
- +1 Force

3. Cyber-Demon

- You are/possessed by a dark spirit of electronic information.
- Anyone with the password controls you.
- +1 Technomancy

4. Orb

- You have a sacred orb instead of one of your body parts. Roll 1d6 to decide the part: 1 Head, 2 Heart, 3 Chest, 4 Palm, 5 Eye, 6 Eyes
- +1 Tracking

Mutant Type

5. Pizza

- You are an anthropomorphic meal.
- Everyone likes you.
- +1 Bargaining

6. Rodent?

- You are a mutated rodent. Roll 1d6 to determine the type: 1 Bat, 2 Kangaroo 3 Mole 4 Porcupine, 5 Rabbit 6 Rat.
- Affinity for thievery.
- +1 Stealth

7. Tongue

- Your mouth holds a wonderful secret.
- Roll 1d8 for your expertise:

1	Carriers a low-Voltage Electrical Charge	+1 Technomancy
2	Made of Silver	+1 Bargaining
3	Forked	+1 Tracking
4	Ant-Eater	+1 Stealth
5	Prehensile	+1 Finesse
6	Entire Body is Tongue	+1 Force
7	Tiny Extra Arm	+1 Rewrite Reality
8	Taste the Future	+1 Precognition

8. Wizard

- You wear a very fancy hat.
- Each of your trained skills is controlled by a relic. Losing the relic loses the skill ranks.
- +1 Finesse

Mutations

Rollable Table 1d12+ 1d20

1d12	1d20	1d12	1d20
1	<ol style="list-style-type: none"> 1. Acid for Blood 2. Addict 3. Advanced Neck 4. Airship Transformation 5. All-Head 6. All-Seeing 7. Allergies 8. Alternative Tentacle 9. Altitude Addiction 10. Animal Attraction 11. Animal Repulsion 12. Animal Skin 13. Antena 14. Arachnid Gland 15. Audited 16. Avatar of the Moon Tumor 17. Back from the Brink 18. Barf 19. Berserker 20. Bio-Canon 	7	<ol style="list-style-type: none"> 1. Immolated 2. Immunodeficient 3. Imperfect Clone 4. Inelegant Repair Job 5. Infanticidal Tumor 6. Insect Features 7. Insectoid Aggravation 8. Intangibility 9. Invincibility Complex 10. IT Chat-Bot Implant 11. Jonah Complex 12. Legally Dead 13. Levitation 14. Lignify 15. Lilliputian Infection 16. Limb Loss 17. Little & Green 18. Living Tornado 19. Locking-Jaw 20. Lone Wolf
2	<ol style="list-style-type: none"> 1. Bio-Grip 2. Bio-Weapon Evolution 3. Blurry 4. Body Harvest 5. Bone Spines 6. Bonsai Rash 7. Brainwashed 8. Burn the Bio Evidence 9. Canine Features 10. Capra Features 11. Centralized Brain 12. Chameleon 13. Cheeto Finger 14. Chicken Legs 15. Chitinous 16. Circle of Life 17. Clown Feet 18. Cold-Blooded 19. Color Shift 20. Con Artist 	8	<ol style="list-style-type: none"> 1. Long Arm 2. Lunchmeataphobia 3. Master Chef Cybernetic Augmentation 4. Master of Disguise 5. Mecha-You 6. Mechanical Features 7. Memory Implants 8. Metal Allergy 9. Metal Skeleton 10. Migrated Features 11. Military Cybernetics 12. Mimicry 13. Mist 14. Muppet-ized 15. Neck Loss 16. Nectar Beak 17. Night Dependency 18. Nuclear Powered 19. Object Paramour 20. Olfactory Telepathy

Mutations

3	<ol style="list-style-type: none"> 1. Concrete Spewer 2. Conductive 3. Cop Cyber-Brain Implant 4. Council Member 5. Crab Claw 6. Crab Legs 7. Crossing Guard Cybernetic Augmentation 8. Crushing Grip 9. Cryomancer 10. Crystalline Rash 11. Crystalized Blood 12. Cyber-Ears 13. Cyberlingualism 14. Cyclops 15. Dark Reflection 16. Darkvision 17. Decorporate 18. Decorporealized 19. Deleted from Timeline 20. Delicious Tumor 	9	<ol style="list-style-type: none"> 1. Pachyderm Features 2. Parasitic 3. Patriotic Lycanthropy 4. Pelican Beak 5. Personal Growth 6. Pessimism 7. Petrification 8. Petrified Limb 9. Photosynthesis 10. Physically Unstable 11. Pilot 12. Piloting Cybernetic Augmentation 13. Prankster 14. Prehensile Tail 15. Prerecorded Replacement 16. Projectile Bile 17. Psychometry 18. Psychic Shielding 19. Replacement Head 20. Replacement Tentacle
4	<ol style="list-style-type: none"> 1. Detective Cyber-Brain Implant 2. Elastic Body 3. Elongated Skull 4. Emotionally Unstable 5. Emotionless 6. Empath 7. Equine Features 8. Escort Service Cybernetic Augmentation 9. Evil 10. Evil Twin 11. Extra Arms 12. Extra Ears 13. Extra Eyes 14. Extra Head 15. Extra Legs 16. Extra Mouth 17. Eye of Truth 18. Eyebeam 19. Face migration 20. Famous 	10	<ol style="list-style-type: none"> 1. Reversed Hands 2. Reversed Temporal Polarity 3. Revoltng Organ 4. Rewound 5. Sensory Loss 6. Sentient Limb 7. Serpent Tongue 8. Shedding Shelf 9. Short Beak 10. Shrinking 11. Shrunk 12. Skeletonized 13. Slime Trail 14. Slow 15. Slower 16. Sold Soul 17. Spirit Animal 18. Spore Growth 19. Steel Form 20. Steel Mind

Mutations

5	<ol style="list-style-type: none"> 1. Featherweight 2. Feel the Beat 3. Feline Features 4. Flammable Breath 5. Flesh Cloak 6. Flesh Wired 7. Float 8. Flowering 9. Foul Odor 10. Four-Legged 11. Frail 12. Frosted 13. Fungal Aura 14. Fused Arms 15. Fused Legs 16. Future Savior 17. Gang 18. Gingerbread Bisection 19. Googly-Eyes 20. Gravity Implosion 	11	<ol style="list-style-type: none"> 1. Stinger 2. Storm Calling Horn 3. Stub your toe 4. Stunted Growth 5. Suffocation 6. Surgical Cybernetics 7. Surveillance Cybernetics 8. Swarm 9. Taller 10. Tattoo w/ Cryptic Clue 11. Telekinesis 12. Telepathy 13. Terminally Ill 14. Thorns 15. Touch of Hubris 16. Trail of Smoke 17. Translation Software Implant 18. Trash Mimic 19. Tuber 20. Tune In
6	<ol style="list-style-type: none"> 1. Gravity Inversion (others) 2. Gravity Inversion (self) 3. Grizzled 4. Hand Migration 5. Hardwired 6. Haunted 7. Hawk Eyes 8. Hellevator 9. Hippocratic Oath 10. Holy Revelation Tumor 11. Hop-On 12. Hopper 13. Housekeeping Cybernetic Augmentation 14. Huge 15. Hungry 16. Hungry Mouths 17. Hyperdensity 18. Illuminated Tumor 19. Image Projection 20. Imaginary friend 	12	<ol style="list-style-type: none"> 1. Turtle Shell 2. Two of You 3. Uncomfortable Eye Contact 4. Unravel 5. Ursine Features 6. Useful Animal Transformation 7. Usurper 8. Vampirism 9. Velcro Palms 10. Venomous 11. Vestigial 12. Vine Limbs 13. Wanted 14. Water Dependency 15. Wing 16. Wings 17. Wisened Tumor 18. Wooden 19. Writhing Mass 20. You are the President

Mutations

1. Acid for Blood

When you take **Physical Harm** all nearby Players and NPCs also take the same amount of **Physical Harm**.

2. Addict

You cannot live without consuming: 1 raw meat, 2 gasoline, 3 clean socks, 4 electrical shock, 5 watching television, 6 the blood of the innocent. You have 7 hunger. For each tick of the **Doomsday Clock** reduce your hunger by 1. If you don't find a new source before 0 you die. Feeding resets you to 5 hunger.

3. Advanced Neck

You can turn your head around like an owl.

4. Airship Transformation

You may take the form of a plane. You may fly only at great distances. You may carry one being.

5. Allergies 🦴

You sneeze and your skeleton comes out.

6. All-Head

Your torso is also your head.

7. All-Seeing

Covered in eyes. Hard to sneak up on, but double Harm from physical sources.

8. Alternative Tentacle

Lose a hand and gain a tentacle. Add an **Opposition Die** to skill checks that require the use of equipment designed with fingers in mind (most **Technomancy** and **Finesse** checks) or anything else that would be difficult to do without 2 hands or fingers. Add an **Advantage Die** to **Skill** checks that require you to grab or hang on to something.

9. Altitude Addiction

Newly grown air sac compels you to climb to high altitudes. Every 6 **Ticks** you must climb the tallest structure you can see or lose 1 **Luck**.

10. Animal Attraction

Animals within the entire region are slowly drawn to you. They are as confused as you are about it.

11. Animal Skin

Gain 1d4 animal random body parts. 1 head, 2 chest, 3 L arm, 4 R arm, 5 torso, 6 tail, 7 L leg, 8 R leg. Random Style 1 claw/tusk protrusion, 2 thick fur, 3 scales, 4 feathered, 5 hide, 6 spotted

Mutations

12. Animal Repulsion

Animals stay as far away from you as possible.

13. Antena

1d6 style. lobster, old TV, moth, ant, snail stalk (pair), snail stalk (single).

Uses 1d6 sense. Touch, taste, smell, sight, hearing, intuition.

14. Arachnid Gland

Pulsating gland capable of secreting 1D100 spiders.

15. Audit

Nobody is sure exactly the nature of this new mutation, thus you are followed by 2d4 auditors reviewing you. They do not speak or do anything but try to stay out of the way. They look disapprovingly at you whenever you are involved in a Skill check that fails, causing you additional **Emotional Harm**.

16. Avatar of the Moon Tumor

You grow a tumor in the shape of a crescent moon that channels the essence of the moon. Under the night sky anyone that gazes at you becomes enthralled by you, and will not leave your side.

17. Back from the Brink

They shouldn't have brought you back. You are a stitched together abomination. You take double damage from **Emotional Harm**, and any vision of your creator throws you into a rage. Roll an **Apocalypse** die, you and all those nearby take **Physical Harm** equal to the amount of Failure rolled. Threats may become a **Complication** or additional **Harm**. Despair gets resolved as normal.

18. Barf 🦠

You feel ill and vomit (1 Cockroaches, 2 worms, 3 confetti, 4 Magma, 5 Green Slime, 6 Hairball) before expiring.

19. Berserker

You are reactionary and quick to anger. When wounded roll an **Apocalypse** die, you and all those nearby take **Physical Harm** equal to the amount of **Failure** rolled. **Threats** may become a **Complication** or additional **Harm**. Despair gets resolved as normal.

20. Bio-Canon

You have been augmented to house a powerful weapon, unfortunately it fires your vital organs as ammunition, killing you. More unfortunate is that it is wired to your emotions and can be triggered by stress. When you are **Harmed**, roll an **Apocalypse** Die, despair fires the cannon. Ignore other results.

Mutations

21. Bio-Grip

One of your hands grows a sticky membrane which bonds to the next item you hold. The bond is permanent.

22. Bio-Tech Evolution

When you die your corpse contorts into a piece of **Future Tech**.

23. Blurry

Cannot be seen by cameras. +1 Stealth -1 other Skill.

24. Body Harvest

You may take the physical appearance of anyone roughly your mass, that is dead and you have access to the body.

25. Bone Spines

You grow spiny protrusions all over your body. They are your bones though and cause great **Physical Harm** if bent or broken.

26. Bonsai Rash

You have a skin condition where you grow foliage out of your skin. Good for camouflage, bad for fire.

27. Brainwashed

You have been reprogrammed. Trigger words are implanted in your subconscious. In any social interaction/verbal communication during a Skill check, the 1st **Threat** rolled will result in one of the following: 1 berserk, 2 fall asleep, 3 start dancing seductively, 4 recite missile launch codes, 5 try to hide, 6 gain a FAKT. But you can never remember what was said that set you off.

28. Burn the Bio-Evidence

Any part of your body that becomes separated explodes.

29. Canine Features

Powerful bite. Acute sense of smell. +1 Tracking -1 other Skill.

30. Capra Features

Sharp horns. Can easily stand on the smallest of edges.

31. Centralized Brain

You no longer have a head. Off-putting. Your brain is somewhere in the middle of you.

32. Chameleon

You change color. The color change is controlled hormonally, and your control over it is limited by your control over your mood. +1 Stealth -1 other Skill.

Mutations

33. Cheeto-Finger

A terrible disease that brands you as unclean. You are now known as the lowest social class.

34. Chicken Legs

Scurry quickly and deadly claws.

35. Chitinous

You have an exoskeleton. Grants **Physical Armor**.

36. Circle of Life 🦇

A hawk swoops by and carries you off. Crushes you before feeding you to its brood.

37. Clown Feet

Add an **Opposition Die** to any roll where you run or intimidate someone. Add an **Advantage Die** to any roll where you swim.

38. Cold-blooded

You do not produce your own body heat, but you have thermoception (you can sense infrared/heat) to help you find warmth.

39. Color shift

Take on a new otherworldly hue. Add an **Opposition Die** to all stealth rolls you are involved in, unless you are in an environment of the predominantly the same color, in which case add an **Advantage Die**. Roll a d6 to determine your new color: 1 Yellow, 2 Blue, 3 Red, 4 Green, 5 Purple, 6 Orange.

40. Concrete Spewer

You may project a viscous mucus that rapidly hardens into an organic concrete.

41. Conductive

When exposed to live electricity roll an Apocalypse **Die**. You and all those nearby take **Physical Harm** equal to the amount of **Failure** rolled. **Threats** may become a **Complication** or additional **Harm**. Despair gets resolved as normal..

42. Con Artist

You are skilled at disguising the use of technology as the supernatural. Doing so adds an **Advantage Die** to any use of Bargaining.+1 Technomancy -1 random Skill.

43. Cop Brain Implant

You may not take the **Aid Another** action. All **Harm** you cause is doubled.

Mutations

44. Council Member

Via a time travel device or Mutation, you may visit an alternate dimension where a council of you will provide an alternate you to aid yourself. Experts in Technomancy, Bargaining, or Tracking. They are particularly unskilled in Physical activities. Must be returned after 1 **Narrative Dice Pool** roll or one hour passes. If not returned, roll a **Mutation** it affects you both.

45. Crab Claw

1d4 of your limbs are replaced by crustacean claws. Good for crushing, bad for fine mortal control.

46. Crab Legs

Legs are replaced by 1d4 crustacean legs. You move slowly, unless you are walking sideways.

47. Crossing Guard Cybernetics

You can release a short range EMP burst designed specifically to bring electronic engines to an immediate grinding halt.

48. Crushing Grip

Crush anything in the palm of your hand, frequently you accidentally crush what you are holding.

49. Cryomancer

You can freeze an object with prolonged skin contact.

50. Crystalline Rash

You have a spreading infection that changes your skin into a glittering crystal. You are hard, sharp, and brittle. Don't get shattered.

51. Crystallized blood

Your blood freezes into a sharp terrible crystal once it hits oxygen. Anyone cut by the crystal has a 50% chance to contract the disease and gains the Crystallized Blood Mutation. When you take **Physical Harm** roll an **Apocalypse Die**, you and all those nearby take additional **Physical Harm** equal to the amount of **Failure** rolled. Threats may become a **Complication** or additional **Harm**. **Despair** causes you to explode into crystals and die.

52. Cyber-Ears

Robotic ear implants. Very sensitive for better and worse. +1 Tracking -1 other Skill.

53. Cyberlingualism

You may speak to machinery. No guarantees it will be cooperative.

54. Cyclops

You are one eyed. Very poor depth perception.

Mutations

55. Darkvision

You can see in the dark, sensitive to bright lights.

56. Dark Reflection

Your reflection is evil and tries to harm you. Don't get within arms reach of any mirrors.

57. Decorporate

The powers that be are legally dissolving you. You are served a legal paper and instantly the timeline has been overwritten. Your license is revoked, all your possessions repossessed, your existence has been erased. You are sent away naked and alone to die forgotten in the wasteland.

58. Decorporalized

Your body fades from existence, leaving behind an angry ghost. DC is equal to 1+ your **Emotional Defense**.

59. Deleted from Timeline

You no longer exist. Nobody that has seen what you are can convince anybody else that the encounter really happened, no matter the "evidence." They may convince themselves or others you are something else instead, depending on circumstances. Allies understand you are entirely theoretical, but are still willing to work with you.

60. Delicious Tumor

Tumor emits a psychic wave that makes all organic beings think you look edible.

61. Detective Cyber-Brain Implant

You automatically link to local computer networks or available satellite coverage, which you can use to look up the records of any individual you know the name of.

62. Elastic Body

You may contort your body into unnatural shapes.

63. Elongated Skull

Your skull is long and pointy.

64. Emotionally Unstable

Your feelings are easily hurt. Add an **Apocalypse Die** during any roll involving a social encounter in which you are involved.

65. Emotionless

You can choose to have no facial expression or inflection in speech, making you impossible to read. +1 Bargaining -1 other Skill.

Mutations

66. Empath

You can sense the emotional state of any sentient being that you can see.

67. Equine Features

Can pull an extreme amount of weight. +1 **Encumbrance**.

68. Escort-Service Cybernetic Augmentation

Hard times, no judgment. +1 Finesse -1 other Skill.

69. Evil

You can no longer **Aid Another**. No other changes.

70. Evil Twin

There is an alternate you out there hunting you. They need to stop you before you do something horrible.

71. Extra Arms

1d12 additional arms.

72. Extra Ears

1d4 additional ears assigned randomly. 1 Head, 2 chest, 3 L Arm, 4 R Arm, 5 abdomen, 6 back, 7 groin, 8 butt, 9 L leg, 10, R leg

73. Extra Eyes

1d12 additional eyes assigned randomly. 1 Head, 2 chest, 3 L Arm, 4 R Arm, 5 abdomen, 6 back, 7 groin, 8 butt, 9 L leg, 10, R leg

74. Extra Head

1d4 additional head assigned randomly. 1 Neck, 2 chest, 3 L Arm, 4 R Arm, 5 abdomen, 6 back, 7 groin, 8 butt, 9 L leg, 10, R leg

75. Extra Legs

1d12 additional legs

76. Extra Mouth

1d4 additional mouth assigned randomly. 1 Head, 2 chest, 3 L Arm, 4 R Arm, 5 abdomen, 6 back, 7 groin, 8 butt, 9 L leg, 10, R leg

77. Eyebeams

Beams of light pour from your eyes. Like headlights for a car that never turn off while your eyes are open.

Mutations

78. Eye of Truth

You have a large eye on your forehead. It hates lying and tries to give you away if you lie by blinking, rolling, pointed looks, etc.

79. Face Migration

Your face moves to 1d6. (1 Back of Head, 2 Elbow, 3 Knee, 4 Palm, 5 Buttocks, 6 Foot) which is now a weak-spot.

80. Famous

Everyone you meet will already have an opinion about you that is unlikely to be changed. 50% chance people will be more gracious or less, determined on an individual basis.

81. Featherweight

You can float across liquids.

82. Feel the Beat

When music is present you must dance.

83. Feline Features

Retractable claws. Acute hearing. +1 Finesse -1 other Skill.

84. Flammable Breath

Your exhalations are a gas that is highly flammable.

85. Flesh Cloak

A large flap of skin grows from your shoulders like a cape but with nerve endings.

86. Flesh Wired

A tube of meat connects your arm to your torso. It's frequently in the way and will cause you to bleed out if severed.

87. Float 🧠

Your body swells. You float up and up towards the sun.

88. Flowering

You are in full bloom. You release a pheromone that makes Insects and insectoids highly susceptible to your suggestions. Additionally, you have a giant insect mount (1 ant, 2 bee, 3 mantis, 4 grasshopper, 5 roach, 6 centipede).

89. Foul Odor

You smell so awful it makes others physically ill.

90. Four-Legged

You run on all all-fours. You can only hold things in your hands when you are not moving.

Mutations

91. Frail

-1 Physical Defense.

92. Frosted

You are a melting Snowman. Nothing can save you. When the next **Tick** is rolled you are fully melted.

93. Fungal Aura

Prolonged physical contact with organic beings makes them your thrall.

94. Fused Arms

Your arms are all stuck together into one big arm.

95. Fused Legs

Your legs are all stuck together into one big leg. You probably slither like a snake.

96. Future Savior

Sometime in the future you are destined to do something important. Your future self leaves cryptic clues for you. If you die, create a **Major Anomaly**.

97. Gang

There is one of you for each Skill (8 total) with 1 **Luck** each. Individual **Harm** is not shared across the group. Each you only has the Skill rating you have in 1 Skill, and is untrained in everything else. Defenses (except **Armor** granted by equipment) are shared across the group.

98. Gingerbread Bisection

Half of you is a cookie. You are delicate and delicious.

99. Googly Eyes

Big plastic craft eyes.

100. Gravity Implosion

The gravity in this timeline is much stronger than your home timeline. You are slowly crushed.

101. Gravity Inversion (others)

You can increase the mass of a person. Slowing and possibly pinning them.

102. Gravity Inversion (self)

You can hover or slow fall.

103. Grizzled

You should have been deleted from the timestream, but have somehow held on. You are an older scarred version of yourself. Lose all your vowels, go to 7 **Luck**, gain +1 **Notches** (+1 Skill rank of your choice) for each vowel you lost.

Mutations

104. Hand Migration

Your hands move to 2d6. (1 Back of Head, 2 Elbow, 3 Knee, 4 Palm, 5 Buttocks, 6 Foot) which makes doing lots of things difficult, but may catch someone by surprise.

105. Hardwired

Your brain is connected to your body through a complex series of cables, giving you quick reflexes and precise movements. +1 Finesse -1 other Skill.

106. Haunted

A spirit follows you and harasses you to solve their murder. Distracting. 50% chance to add an additional **Opposition Die** to any roll you are involved in. Removable only by ritual, or a sidequest to solve the murder.

107. Hawk Eyes

You see really well at long range. +1 Tracking -1 other Skill.

108. Hellevator

You must have welched on some kind of deal. A portal to hell opens and cyber-demons drag you to hell.

109. Hippocratic Oath

You have vowed to 1d6 (1 Apollo, 2 Holy wraps of the banded age, 3 Roy G. Biv, 4 The Anti-Valkyrie, 6 St. Adonis the Blood-Drinker) to cause no bodily harm or suggest such action. Breaking your oath will bring the ire of the gods.

110. Holy Revelation Tumor

Rapidly expanding brain tumor leads you to a vision of the divine which you were not prepared for. Melts your flesh and turns your bones to dust.

111. Hop-On

You can transform into personal transportation for up to 2 allies, but one of them has to drive. 1 robo-ostrich, 2 hotrod, 3 canoe, 4 flesh-glider, 5 giant-hopping shoe, 6 rolling barrel.

112. Hopper

You are capable of an immense vertical leap, but landing is very dangerous.

113. Housekeeping Cybernetic Augmentation

You notice when anything is out of place and have a vacuum attachment.

114. Huge

+1 Force -1 other Skill.

Mutations

115. Hungry

The more you eat the larger you become.

116. Hungry Mouths

You are covered in hungry mouths with sharp teeth. Where does the food(?) go?

117. Hyperdensity

You are incredibly heavy and cannot be pushed, pulled, lifted, etc. under normal circumstances. You sink like a rock in liquid.

118. Illuminated Tumor

You have a growth that always gives off a pale light.

119. Image Projection

You may create a lifelike illusion of anything you are familiar with. It makes no sound and interacting with it physically reveals the illusion.

120. Imaginary friend

You have a buddy only you can see and hear, but it can't act out of your sight and can't act if anyone would see it acting.

121. Immolated

Do you smell something burning? The air in this timeline causes you to spontaneously combust.

122. Immunodeficient

Exposure to the atmosphere is lethal to you, you must wear your quarantine suit at all times. Taking any **Physical Harm** damages the suit. When damaged, Trigger a Skill Check to repair the suit. Difficulty is set by the conditions you are working under and if you have or can scavenge the necessary supplies. The suit provides **Physical Armor**.

123. Imperfect Clone

You are the brains, it is the brawn. It can't use any but the most simple equipment (like a bludgeon) but follows your commands. You are physically weak and can carry less. -1 **Encumbrance**.

124. Inelegant Repair Job

You have been physically damaged and stitched back together. You become enraged at those who point it out, or your own reflection. **Trigger** a complication that represents your open aggression towards the offending party, and resolve it immediately. DC is 1 **Apocalypse Die** and an additional **Difficulty Die** for each **Notch** you have.

125. Infanticidal Tumor

Your new growth whispers. It compels you to harm the young. They know what they did.

Mutations

126. Insect Features

1 Antena, 2 compound eyes, 3 mandibles, 4 segmented body, 5 thorax, 6 Urticating hair

127. Insectoid Aggravation

You secrete a sweet pheromone that angers all nearby insects.

128. Intangibility

You may become briefly intangible for 1 **Luck**.

129. Invincibility Complex

Cannot utilize **Armor**.

130. IT Chat-Bot Brain Implant

+1 Technomancy -1 other Skill.

131. Jonah Complex

You have a terrible phobia of success, and will do anything to sabotage yourself. If you would complete a mission, instead roll a new obstacle with DC equal to 1+ your **Notches**, which must be resolved immediately. You have done something subconsciously to sabotage the mission.

132. Legally Dead

Cannot be convicted of any crime, but can't get an ID, use the airport, or get through security checks.

133. Levitation

You float just off the ground, avoiding hazards on the floor & making no sound as you move. +1 Stealth -1 other Skill.

134. Lignify 🦴

You start sprouting little branches before bursting into a full grown tree.

135. Lilliputian Infection

A little society of tiny folks is growing on you. Every 6 **Ticks** they demand tribute from you (1 Food, 2 Precious Metal, 3 One of Your Fingers, 4 a Freshly Drawn Tooth, 5 Confess a New Embarrassing Secret, 6 An uninterrupted Hour of Prayer) or will drive their spears into you and set small fires causing **Physical Harm** each **Tick** until satisfied.

136. Limb Loss

One of your limbs is replaced at random (1 L arm, 2 R arm, 3 L leg, 4 R leg) changes. -1 Finesse until **Triumph** is rolled or a Notch is gained.

1 Nothing, 2 buggy cybernetic, 3 invisible, 4 skeletal, 5 piece of scrap metal, 6 fin, 7 insect, 8 insect wing, 9 vestigial, 10 feathered wing, 11 hair braided in shape of limb, 12 flower

Mutations

137. Little & Green

Your skin is like jelly, and you can squeeze through any opening smaller than your beak, making you nearly impossible to grapple or restrain.

138. Living Tornado

You are able to spin incredibly quickly creating localized gale force winds.

139. Locking-Jaw

Alligator like jaws. No less than lethal force can cause you to let go unless you want to.

140. Lone Wolf

Through mucking around in the timestream you have been burdened with your infant self. If your past self dies you die, and it creates a **Minor Anomaly**.

141. Long Arm

One of your arms is really big and heavy. -1 Encumbrance

142. Lunchmeataphobia

Fear of being eaten by a sandwich. Roll an **Apocalypse Die** when near a kitchen, refrigerator, or restaurant. You take **Emotional Harm** equal to the amount of **Failure** rolled. Threats may become a **Complication** or additional **Harm**. **Despair** causes you to actually be eaten a sandwich.

143. Master Chef Cybernetic Augmentation

You are an ace in the kitchen and can heat your internal temperature to 450 degrees.

144. Master of Disguise

Your skin can change to resemble the appearance of any outfit or uniform.

145. Mecha-You

You are a cheap robot imposter of yourself.

146. Mechanical Features

1d4 X mechanical random body parts: 1 eye, 2 chest, 3 L arm, 4 R arm, 5 torso, 6 mouth, 7 L leg, 8 R leg. Random Style: 1 clockwork, 2 neon, 3 rusted, 4 circuitry, 5 sleek, 6 alien

147. Memory Implants

You were reprogrammed with the physical training of the most capable of experts. Potential identity confusion from using the memories. +1 Finesse -1 other Skill.

148. Metal Allergy

The touch of metals burns you.

Mutations

149. Metal Skeleton

Your bones cannot be broken under normal circumstances. You sink like a rock in liquid.

150. Migrated Features

Your facial features (L Ear, R Ear, Mouth, Nose L Eye, R Eye) have randomly reassigned placement.

151. Military Cybernetics

Designed for open combat, built to wield any known weapon. +1 Technomancy-1 other Skill.

152. Mimicry

You can mimic the voice of anyone you have heard before.

153. Mist

Briefly take a gaseous form. In this form you ignore **Physical Harm** from traditional sources, but cannot deal **Physical Harm** through traditional means.

154. Muppet-ized

You are a felt mockery of your former self. You are always standing behind waist high cover, granting Advantage in some rare situations (like being under ballistic fire). If you are **The Lead** you must always choose to create a **Complication** instead of dealing **Harm**, to represent your buffoonery.

155. Neck Loss

Your head sits directly on you. You're weird looking and it limits your vision.

156. Nectar Beak

Long sharp beak, good for stabbing.

157. Night Dependency

Sunlight harms you without protective gear and glasses. Severe exposure is lethal.

158. Nuclear Powered

You are radioactive and may explode if you don't drink enough water. If you suffer an unlucky puncture wound you will meltdown.

159. Object Paramour

You are romantically interested in inanimate objects. They don't seem that into you.

160. Olfactory Telepathy

You can smell what people are thinking. (intents, emotions, lying, etc.)

Mutations

161. Pachyderm Features

Tusks. Prehensile trunk. You are large enough to trample foes. +1 Force -1 other Skill.

162. Parasitic

You can attach yourself to organic beings and gain control of their motor functions. Becoming detached causes you **Harm**.

163. Patriotic Lycanthrope

When someone talks politics you transform into a snarling wolf.

164. Pelican Beak

Capable of holding a non-bulky item inside your mouth. Useful?

165. Personal Growth

You've really come a long way. You start growing 2d6 until you die. 1 Tentacles, 2 Bone Spines, 3 Hungry Mouths, 4 Eyes, 5 Skin, 6 Limbs. Look how far you have come, good for you.

166. Pessimism

Add an **Apocalypse Die** to any Precognition Roll you are involved in but double the amount of **FAKT** earned.

167. Petrification

You slowly turn to stone. Horrifying. Your loved ones might still believe you are in there because you are so lifelike.

168. Petrified Limb

One of your limbs at random (1 L arm, 2 R arm, 3 L leg, 4 R leg) becomes stone.

169. Photosynthesis

You are strong while in direct sunlight and weak in the dark.

170. Physically Unstable

Your molecules are unstable. Threats rolled may cause you to fall through the floor, or drop something. Benefits rolled may allow you to pass through a door or wall, or avoid other physical obstacles.

171. Pilot

Your body is a mecha, and you are actually a tiny pilot. Robo-body is powered by a nuclear reactor which detonates if destroyed. +1 Technomancy -1 other Skill.

172. Piloting Cybernetic Augmentation

You are an ace behind the wheel and have a 100# lead foot.

Mutations

173. Prankster

You seem fine, then you hear a creak and get a pain. You explode into a fake plastic spring snake. HaHA very funny you.

174. Prehensile Tail

Can grab things or hold an item with your tail. Can be detached in an emergency.

175. Prerecorded Replacement

You are a Holographic A.I. of your former self. Destroying the projector, destroys you.

176. Projectile Bile

Your vomit is caustic and can fire out a few feet. Don't get any on yourself.

177. Psychometry

See the history of any object you hold.

178. Psychic Shielding

Gain **Emotional Armor**.

179. Replacement Head

Your head is now a: 1 Basketball, 2 World Globe, 3 Plasma Globe, 4 Crystal Shard, 5 Tooth, 6 Tiny You.

180. Replacement Tentacle

Replace 1d6 body part(s) with a wiggling tentacle(s). 1 Tongue, 2 Finger, 3 left eye, 4 Teeth, 5 Fingers, 6 Toes

181. Reversed Hands

Your hands are on backwards.

182. Reversed Temporal Polarity

Whenever someone near you timetravels, you are pushed an equal amount through time in the opposite direction.

183. Revolting Organs

Your body is turning on you. Roll 1d6 to determine the rebellious organ inside your body: 1 Heart 2 Spinal ganglia 3 Eye 4 Ear 5 Tongue or 6 Thymus. One of these organs erupts from you and is hostile. DC is equal to your **Physical Defense**.

184. Rewound

Your personal timeline is reversed. You are getting younger rapidly, until you become a fetus and then disappear. Gross.

Mutations

185. Sensory Loss

You lose a random sense. Roll 1d6 to determine the sense lost:

1 Ageusia: You completely lose your sense of taste. You will never again know the joy of an Ecto-Cooler.

2 Anosmia: You completely lose your sense of smell, by way of completely losing your nose/nostrils.

3 Blind: You lose your eyes or other visual sensor.

4 Deaf: You lose hearing and ears

5 Dumb: You may not speak and lose your mouth.

6 Numb: You lose your sense of touch. You feel nothing. Makes you clumsy.

186. Sentient Limb

Your limb comes off and can move and act independently. 1 l arm, 2 r arm, 3 l leg, 4 r leg, 5 head, 6 nose ears fingers and toes.

187. Serpent Tongue

Your tongue is a venomous snake. Causes panic in those not ready to witness your glory.

188. Shedding Self

You shed your current self like a husk and emerge as your new self.

189. Short Beak

Short powerful beak, good for crushing.

190. Shrinking

You start shrinking and can't stop. Soon you disappear.

191. Shrunk

You wear a really dumb looking suit that allows you to shrink at will. Returning to normal size costs 1 **Luck**.

192. Skeletonized

You're an animated pile of bones. You may separate into various pieces, but if part of you is lost or destroyed you will need to find a matching replacement to regain full function. If more than 50% is lost or destroyed at once, you decompose and die.

193. Slime Trail

You leave a trail of goop everywhere you go. Makes you easy to find.

194. Slow

Double **Ticks** from any roll in which you are **The Lead**.

Mutations

195. Slower

You're just not that bright. If you **Aid Another** with an intellectual skill, create a **Complication** with DC equal to your **Emotional Defense**.

196. Sold Your Soul

You have made a pact with demons. When you suffer **Harm** demons are summoned. They are supposed to defend you, but instead just pull practical jokes on everyone, creating **Complications**.

197. Spirit Animal

You have an animal companion that you can communicate telepathically with. If it dies you die. Roll 1d6 for the type of animal: 1 bear, 2 cobra, 3 raven, 4 tiger, 5 chicken, 6 cricket.

198. Spore Growth

Parasitic fungus is slowly consuming you. Each mission you run out of medicated cream after 24 **Ticks**. After that you get 12 **Ticks** to find more, complete the mission, or die.

199. Steel Form

+1 **Physical Defense**. You are really heavy, sink like a rock, and are especially vulnerable to magnets and electricity.

200. Steel Mind

+1 **Emotional Defense**. Oddly sets off metal detectors.

201. Stinger

You have a stinger that poisons organics. Roll 1d6 to determine its place on your body: 1 L hand, 2 R Hand, 3 L Foot, 4, R Foot, 5 Tongue, 6 Thorax.

202. Storm-Calling Horn

You grow a metal horn that attracts dangerous electrical storms whenever you linger outside for too long.

203. Stub Your Toe

A terrible fate. Your hubris has cost you dearly. Hurts, but passes quickly.

204. Stunted Growth

You are trapped in the form of a child. Your form gives you the advantage in some social and espionage actions. Nobody suspects the child. Acting as an adult may reveal your true nature.+1 Bargaining; -1 other other Skill.

205. Suffocation

The air in the changed timeline sets off a chemical reaction that fills your lungs with bio-concrete.

Mutations

206. Surgical Cybernetics

Originally designed for medics, but the tools translate very well to the mercenary life. Programming has been rewritten to hurt instead of heal. Implanted surgeons tools (scalpel, anesthetic, syringe, etc.) and can detect the location of any organic individual of which you have a tissue or fluid sample of over a moderate range.

207. Surveillance Cybernetics

You have one large cyber eye that grants telescopic vision, you can hold perfectly still, and nearly completely blend into mechanical environments +1 Stealth; -1 other other Skill.

208. Swarm

You are a hivemind of tiny versions of yourself that swarm together into a vaguely humanoid shape.

209. Taller

Your legs start growing and won't stop. Eventually you get high enough you suffocate and topple like a tower.

210. Tattoo with cryptic clue

You don't know what it means. The next time someone rolls Triumph the hint makes sense and you gain a **FAKT**.

211. Telekinesis

You may freely lift objects with your mind. Causes a loss of **Luck** proportional to the size of the object. 0 for under 20# 1 for up to 200# 2 for 2,000#, etc.

212. Telepathy

You may communicate silently with any sentient being you can see. Requests made this way are difficult to ignore. +1 Bargaining; -1 other other Skill.

213. Terminal Skin Condition

You are really sick looking. Boils and oozing sores cover you. Nobody wants to be physically near you.

214. Thorns

You are covered in spiny protrusions. Allows you to climb many surfaces others could not, would require a surgical procedure to disarm you, and you can **Physically Harm** others by running into them.

215. Touch of Hubris

You asked for it, now live with it. Roll 1d6. Everything you hold turns to:
1 Gloves, 2 Magma, 3 Pink Slime, 4 Wasps, 5 Blue, 6 Stone

Mutations

216. Trail of Smoke

You emit a black trail of smoke. -1 Stealth while outdoors and +1 Stealth while in an enclosed space.

217. Translation Software Implant

You speak every oral language. +1 Bargaining -1 other Skill.

218. Trash Mimic

You may take the form of a non-mechanical object of your mass or smaller that you are familiar with.

219. Tuber

You are part root vegetable. With contact to the soil you can sense the heat and movement of nearby beings. +1 Tracking -1 other Skill.

220. Tune In

You are trapped inside an old television. Touching the screen causes it to crack and shatter.

221. Turtle Shell

A hard shell on your back. Making you tough to damage from behind. Can pull yourself in to further protect yourself.

222. Two of You

There are 2 of you instead of one, You generate 2x **Advantage Die** from advantage and 2x **Opposition Die** from disadvantage. If you separate you die.

223. Uncomfortable Eye Contact

Your glowing red stare causes fear and panic if you make prolonged eye contact.

224. Unravel

You find a mysterious thread. Pulling at it starts to unravel you. Quickly you are nothing but a pile of string.

225. Ursine Features

Immune to extreme cold. Typically hits with enough force to send foes flying. +1 Force -1 other Skill.

226. Useful Animal Transformation

You may take the form of a random animal. 1 anteater, 2 earthworm, 3 cockroach, 4 starfish, 5 opossum 6 human.

227. Usurper

Your new self quickly dispatches your former self.

Mutations

228. Vampirism

You drink blood. After you feed +1 to a random non-temporal Skill until you use the Skill, or you feed again to reroll.

229. Velcro-Palms

One of each type on each palm.

230. Venomous

Fangs and poison glands. Your bite causes paralysis in organic beings.

231. Vestigial

You have recently emerged from a cloning vat and are undeveloped. All **Physical Harm** is Lethal to you. When you gain a **Notch** or **Triumph** is rolled you harden into your fully formed self. Then gain 2 random **Mutations**.

232. Vine arms

Both of your arms are long vines. No hands or fingers.

233. Wanted

There is a reward for your head and everyone knows it.

234. Water Dependency

Must wear a specialty suit to remain moist (or submerge self in water for temporary relief) or die. Taking **Physical Harm** damages the suit. When damaged, Trigger a Skill Check to repair the suit. Difficulty is set by the conditions you are working under and if you have or can scavenge the necessary supplies. The suit provides **Physical Armor**.

235. Wing

A single glorious wing. You cannot fly. Roll 1d6 to determine its type: 1 Insect, 2 Dove, 3 Tech, 4 Bat, 5 Squirrel Skin Flap, 6 Hot Wing.

236. Wings

You can fly. Roll 1d4 to determine how: 1 Insect wings, 2 feathered wings, 3 Tech, 4 Cape. Cannot hover. Cannot fly if you are carrying 2 or more Bulky Items.

237. Wisened Tumor

It whispers secrets to you. Not trustworthy, but wise.

238. Wooden

You are heavy and hard, adding serious weight to your physical blows. +1 to Force -1 other Skill.

239. Writhing Mass

Your body is a mass of writhing tentacles.

Mutations

240. You are the President

An agent follows you everywhere, but refuses to speak or intervene. Will take a bullet for you.
Granting +1 **Physical Armor**.



Minor Anomalies

1. Alien Crash Site

A UFO has been uncovered and the alien influence is starting to spread.

2. Assault

A large force is laying siege to the area.

3. Bizarro Mercs

Negative alter-dimensional versions of y'all are looking to ruin your day.

4. Change of Scenery

The tomb is now an office building, the ruins are now a crashed alien ship, etc. The location, resistance, and parameters remain the same, even if it no longer makes sense.

5. Change of Target

The mission objective has changed. A different person must be assassinated, a different piece of tech acquired, etc. The location, resistance, and parameters remain the same, even if it no longer makes sense.

6. Dracula

Wants to seduce a random player

7. Fanatics

The locals have a lot of conviction and will never surrender, compromise, or betray their cause.

8. Gnomes

Fey tricksters from the sewers on a mission to trick someone out of their Time Travel device.

9. Gummed up

The only currency accepted around here is chewed gum, which is extremely valuable. Unfortunately carrying it causes all kinds of sticky situations, like equipment jamming and hindering movement.

10. Hunter Killer

Alien big game hunter has their eye on a random PC.

11. Lair

A mysterious, but formidable beast has made this area its home.

12. Luddites

Half amish and half flintstones, tiny mammoths and pitchforks, they are coming to destroy all machinery.

Minor Anomalies

13. Passage into Adulthood

The Agency has groomed a young version of a random player to be the ultimate assassin. Their final exam is eliminating themselves.

14. New Layout

Whatever map or intel you had is now useless.

15. New Security

A security system is now active here, or what was here has been upgraded.

16. Obstacle (Emotional Block)

A new psychic object creates a barrier between you and your goal.

17. Obstacle (Great Wall)

A new physical object creates a barrier between you and your goal.

18. Planet Earf

Earth is now pronounced Earf. Anyone that says it wrong gets mocked and takes 1 **Emotional Harm**.

19. Under the sea

Whatever you are looking for has been fishnapped and taken to Atlantis, now located deep beneath the waves.

20. Wanted

There is a reward for your heads and everyone knows it.

Major Anomalies

1. Blackout

The power grid in the area appears to be offline.

2. Bonfire of the vanities

Contraband is being burned in the streets. 1d4: 1 Guns, 2 Shoes, 3 Left Arms, 4 anything with text

3. Botanical Dominion

Plants are now the apex predators of a rapidly spreading jungle.

4. Crawling Crystal

A spreading infestation of interdimensional geometry. It wants to make order from chaos.

5. Dinosaurs

Rawr.

6. Elite equipment

The technology level of the area is higher than it was. More foes are armored, weapons are deadlier, etc.

7. Exploded Moon

The moon has been destroyed, debris from the explosion frequently rain down.

8. Eye in the Sky

Satellite coverage monitors all above ground activity.

9. Feudal

The area is ruled by a monarch, whose samurai police this area.

10. Giant Land

Everything here is huge. Every plant, building, animal, and person.

11. Haunted

This area is haunted by an intangible apparition that can appear anywhere out of direct sunlight.

12. Hellmouth

There is a bad place below, and it seems as if it is rising. Wait, is that a goat I hear?

13. Homogeneity

Everyone has the same face. Good luck telling anyone apart.

14. Psychic Interference

Neuro-scramblers are up everywhere, causing fatigue, making concentration difficult, and people

Major Anomalies

act edgy or erratic. They say the scramblers are keeping something much worse at bay, best to leave them on.

15. Royale Battleground

The area is the arena of the great game, where the last alive is the victor. All locals are participants, if reluctant.

16. Skybound

The foundations raise into the air, turning the area into a chain of floating islands.

17. Sleeping Giant

The area is built atop a colossus who now wakes, and slowly moves to cross the roiling seas on their way towards cyber-avalon.

18. The Way of the Mop

Everyone carries a mop at all times, any one seen without (even for a moment) is considered a heretic and will be hunted by inquisitors.

19. Unlife

The dead now return to life as animated corpses who eat the living.

20. Widespread mutations

Every single character has a random Mutation.

Apocalyptic Anomalies

1. Broken Earth

The world is cracking apart. Magma oozes as the ground shifts, clouds of burning sulfur hang in the air. Last gasp of the dying planet.

2. Ghost World

The spirits of the dead appear in every dark corner, causing **Emotional Harm** to any they touch. At night a giant wave of spirits chases the light as the sun sets.

3. Kaiju from Another Dimension

1d4 Kaiju are fighting. 1 Statue of liberty, 2 Ghidorah, 3 Kong, 4 1950s woman, 5 wolf, 6 Ultraman.

4. Nuclear Winter

The world is a frozen wasteland under a dark cold sky. You are now all equipped with Geiger Counters. Remaining in areas with heavy radiation will cause **Physical Harm** and eventually death.

5. Powerless

No electricity. Quality of life is way down. Robotics are replaced with “programmed people.”

6. Rising Tide

Rain and flood, rising seas. The world is becoming rapidly submerged.

7. Robot war

Machines hunt and kill all sentient organic life.

8. Simian Overlords

The world is ruled by affluent apes, everyone else lives in squalor.

9. War of the Worlds

Tripods and saucers. Let's go. These late 1800s aliens have really old fashioned politics.

10. World Peace

There is peace on earth, maintained by an ever-present A.I. Lovingly referred to as “Mother.” Any actions resulting in the Harm of others will cause mother to trigger a singularity bomb destroying all of reality. This is now a social and espionage campaign. Good luck.

*Assassination is now a euphemism for ruining someone's social standing.

Future Tech

Rollable 1d6 + 1d10

1d6	1d10	1d6	
1	<ol style="list-style-type: none"> Acid Projector Bandoleer of Monsters Breeze Ray Circulatory System 2.0 Cloaking Cloak Clockwork Spider Composite Slingshot Croaked Cloak Croaking Cloak Cyber-Lance of an Electric Archangel 	4	<ol style="list-style-type: none"> Maiden in Black Micromachines Miniature Tank Molecular Wire Monkey's Paw Motion Tracker Near-Future Motorbike Parole Portal Psychic Thunderdome Handcuffs Ratified Flatware
2	<ol style="list-style-type: none"> Cybernetic Exoskeleton Death Ray Doorway to the Dead-Web Drones Emerald Herald Eye of Newton Floating Step Floating-Eye Buddy Freeze Ray Hercules Railgun 	5	<ol style="list-style-type: none"> Repeating Rifle Robo-Giganta-Zord Rocket Skates Sacrificial Lamb Shrink Ray Spirit Uplink Stink Ray Swear Jar Swearing Jar Talkative Motorbike
3	<ol style="list-style-type: none"> Imaginary Friend Instant Expert Laser Katana Lightning Bolt Locust Grenade Macbeth Ray Mechanical Arms Magma Rope Magnetic Boots Magnetic Spray 	6	<ol style="list-style-type: none"> Tele-Grenade The Gift that Keeps on Giving The Orator The Pummeler The Rainbow Blade Tin Foil Hat Venerated Chainsaw of St. Adonis the Blood-Drinker Window Spray Wings of the Neon-Valkrie X-Ray Specs

1. Acid Projector

Mastery: II

Danger: OO

Charges: 24

Use: 4

Fires a lobbing arc of acid in a 20' line that corrodes all material it comes into contact with. Non-organic material dissolves first.

Misuse: All

Turns out it's not really a projectile, and actually works by opening a portal to an alternate timeline completely filled with acid. When misused, the portal remains open for a number of **Ticks** equal to the amount of **Charges** spent, with acid pouring out of the arc of fire.

2. Bandoleer of Monsters

Mastery: III

Danger: O

Charges: 6

Use: 1

Some well-meaning person has traveled the time-stream imprisoning history's greatest criminals by shrinking them and trapping them in grenade-sized prisons, then fitting them to a stylish bandoleer. Can be released on a countdown timer. The prison automatically retrieves the monster after the timer counts back up.

1. Dracula
2. Gojira
3. Dogman
4. Belial
5. Headless Horseman
6. An evil future version of yourself.

Misuse: 1

The prison shatters, freeing the monster indefinitely. Reduce max charges by 1.

3. Breeze Ray

Mastery: III

Danger: OO

Charges: 3

Use: 1-3

Blasts the target with gust of wind capable of moving an object. 1 charge to shove a 200# object up to 10' 2 charges for 2,000#, 3 charges 20,000#

Misuse: 1-3

Instead pushes you back with an equal amount of force. Should have planted your feet.

4. Circulatory System 2.0

Mastery: II

Danger:OO

Charges: 2

Use:1 Charge

Injectable liquid fiber-optics that wire your circulatory system for near instant information transfer, turning your body into a living computer. You temporarily process information very quickly, allowing your ability to read, solve puzzles, and generally think things through at instinct speed.

Misuse: 1

Got the wrong dosage, and it worked too well. Your thoughts are so fast that it appears time has slowed, and your body is in a kind of suspended animation from all the extra plastic in your veins slowing you down to a standstill. The end result is that until it wears off you are trapped in the prison of your own mind and feel as if you have aged a lifetime, causing you Emotional Harm equal to all Threat and Ticks rolled.

5. Cloaking Cloak

Mastery: I

Danger: OOOO

Charges: 2

Use: 1

Invisible to all scanning/tracking while worn and activated.

Misuse: 1

I thought this thing was on? You've been walking around in plain sight like a jackass.

6. Clockwork Spider

Mastery: II

Danger: OO

Charges: 8

Use: 1-8

Comes in 1d8 sizes:

1. Microscopic
2. Spider-sized
3. microwave sized
4. dog sized
5. piano sized
6. volkswagen bug sized
7. bus sized
8. cottage sized

Uses 1-8 charges based on its size (its charges are equal to the roll result). The spider is an autonomous robot that can climb walls, create a web to trap things, or use acidic venom to dissolve an object of equal size. Slowly follows you until activated. Follows commands for a short time once activated.

Misuse: 8 charges

Exposed clockwork is easy to damage/disrupt, difficult to repair. And easy to pinch a finger.

7. Composite Slingshot

Mastery: III

Danger: O

Charges: 4

Use:1

A complex series of cables and simple electronics used to throw things. Fires any non-Bulky object up to 100 yards.

Misuse: 1

Firmware update has needlessly complicated this process.

8. Croaked Cloak

Mastery: I

Danger: OOO

Charges: 2

Use:1

Amphibianizes you by 10% temporarily granting increased swim speed, prehensile tongue, increased vertical leap, hold breath up to 4 hours, and 180 degree vision.

Misuse: 1

Amphibianizes you by 100% temporarily turning you into a frog.

9. Croaking Cloak

Mastery: I

Danger: OOO

Charges: 2

Use: 1

You appear by all measures to be dead. Don't worry, you're actually fine and ready to spring into action.

Misuse: 1

Worked too well.

10. Cyber-Lance of an Electric Archangel

Bulky

Mastery: II

Danger: OOO

Charges: 4

Use:1-2

Two pieces of complementary hardware. A weaponized satellite that launches into space (1 charge to launch) and the spear proper that can be activated as a targeting beacon for the satellite's disintegration ray (1 charge to call in strike).

Misuse: 4

Satellite A.I. Having an existential crisis about the paradox of its military-saint programming. Probably involves misuse of the aforementioned disintegration ray.

11. Cybernetic Exoskeleton

Mastery: III

Danger: OO

Charges: 7

Use: 7

A powered suit capable of transforming the wearer briefly into a supersoldier.

Misuse: 7

Requires a great deal of power and runs out very rapidly leaving the wearer vulnerable and unprotected unexpectedly.

12. Death Ray

Mastery: III

Danger: OO

Charges: 3

Use: 1

The beam reveals the fates of all deceased versions of self in adjacent timelines, causing severe Emotional Harm.

Misuse: 1

The beam is easily reflected.

13. Doorway to the Dead-Web

Mastery: VI

Danger: O

Charges: 6

Use: 6

Opens a portal to the virtual post-apocalyptic remains of the internet, where information is decayed into a hellscape riddled with cyber-demons waiting to be loosed on the tangible world. Through this window, the Devils are willing to bargain their near limitless information for trifles.

Misuse: 6

Opened more of a door than a window.

14. Drones

Bulky

Mastery: VI

Danger: O

Charges: 4

Use: 1

2d4 back-mounted small hovering drones controlled through a neural interface. You see what they see and they can communicate with wireless AI networks.

Misuse: 1

A drone is destroyed. Take 2 Emotional Harm and reduce max Charges by 1.

15. Eye of Newton

Mastery: V

Danger: A

Charges: 2

Use: 1

When a tear from the eye is ingested you enter a parallel dimension where the laws of physics do not apply (no gravity). Since changes you make in the sister dimension affect this dimension, this creates an opportunity for you to physically change just about anything.

Misuse: 1

Navigating an unknown dimension is very dangerous and confusing. Tinkering with the sister dimension has changed things for the worse. Double the Threat on this roll.

16. The Emerald Herald

Mastery: III

Danger: OO

Charges: 6

Use: 1

A tank of green temporal gas causing the inhaler to stutter forward in time briefly. The breather is removed from the timeline every other second, blinking in and out rapidly. Can cause Emotional Harm in those unprepared or can be used on a trained user to pull off some impossible action moves.

Misuse: 1

You black out from lack of oxygen. You see a vision of the future where you are given a divine message, except you can only hear every 5th word because you are still rapidly skipping forward in time. You feel as if you missed the most important thing in your life. Take Emotional Damage equal to 4 + your Notches.

17. Floating Step

Mastery: II

Danger: OO

Charges: 5

Use: 1

Psionically controlled pair of two 16" disks capable of levitation.

Misuse: 3

Fragile to collision, and for some unknown reason programmed with psychic feedback. Likely Emotional Damage.

18. Floating-Eye Buddy

Mastery: II

Danger: OO

Charges: 2

Use: 1

Floats around you harmlessly until activated. When activated becomes a silent floating camera that links with you psychically, useful for scouting or evidence

Misuse: 1

Accidentally looks you in the eye when recording and creates a feedback loop where you see an infinite reflection of yourself in your eyes. You are comatose until line of sight is disrupted.

19. Freeze Ray

Mastery: III

Danger: OO

Charges: 3

Use: 1

Slows the molecules of the target, lowering its temperature and potentially freezing it solid.

Misuse: 1

Missing creates dangerous frictionless surfaces.

20. Hercules Railgun 6679R

Bulky

Mastery: II

Danger: OO

Charges: 5

Use: 5

Big gun. Long enough range to hit the moon from the earth, but also designed to look intimidating instead of useful, and the lack of sites or targeting system means it's only really functional at close range, assuming you can get a shot off with the long start-up time.

Misuse: 1

Overheats and becomes too hot to hold. Who designed this thing?

21. Imaginary Friend

Mastery: IV

Danger: OO

Charges: 1

Use:1

Briefly summons a large friendly monster only you can see.

Misuse: 1

Briefly summons a large hostile monster only you can see. Add an Apocalypse die to the current pool.

22. Instant Expert

Mastery: III

Danger: OO

Charges: 1

Use: 1

Just add water to create an expert in Technomancy, Bargaining, or Tracking. They are particularly unskilled in Physical activities. Dissolves after 1 Tick.

Misuse: 1

Same as above, except only part of the brain dissolves after 1 Tick, losing their expertise, but remaining. Considers you their “mother” and is having an existential crisis about their existence.

23. Laser Katana

Mastery: V

Danger: O

Charges: 3

Use: 1

An incredibly deadly blade, able to cut through nearly anything, bypassing normal armor and defenses.

Misuse: 1

You fumble the blade. Add an Apocalypse die to the current pool.

24. Lightning Bolt

Mastery: III

Danger: OO

Charges: 3

Use: 1

Throws a dangerous bolt of electricity. Causing great Harm to a target and disrupting electrical devices in the area.

Misuse: 2

Shorts out your own electrical equipment.

25. Locust Grenade

Mastery: II

Danger: OO

Charges: 4

Use: 1

Standard grenade that explodes into a cloud of biting locusts. Highly traumatic and moderately Harmful to soft targets. Lethal to plants. Locusts will remain and ravage plants in the region over time.

Misuse: 1

The locusts have eaten through the grenades containment, so the grenade detonates early.

26. Macbeth Ray

Mastery: III

Danger: O

Charges: 3

Use: 1

Has a tripod and red dot sight. Activated only by oral command “the scottish ray” Then fires a spread of daggers.

Misuse: 1

Probably misfired because you called it the Macbeth Ray instead of “The Scottish Ray” Fires at the worst possible time instead.

27. Mechanical Arms

Bulky

Mastery: IV

Danger: O

Charges: 8

Use:1

A harness with 1d6 extra mechanical arms with mildly enhanced strength and great durability.

Misuse: 1

The arms go haywire.

28. Magma Rope

Mastery: III

Danger: OO

Charges: 3

Use: 1

Flexible strand of burning rock. Useful as a weapon, but its intended use is lost to time.

Misuse: 3

Cools and hardens into volcanic stone until the pilot light can be relit. Becomes temporarily Bulky.

29. Magnetic Boots

Mastery: III

Danger: O

Charges: 6

Use:1

You can scale metallic surfaces.

Misuse: 2

You are stuck on a metallic surface.

30. Magnetic Spray

Mastery: I

Danger: OOO

Charges: 2

Use: 1

A spray can that coats a target with a strong magnetic field attracting metals.

Misuse: 1

Instructions said to hold the can at 43 degrees, should have read them. Polarity is reversed.

31. The Maiden in Black

Mastery: III

Danger: O

Charges: 8

Use: 1

A black suitcase with a velvet interior, holding a black handgun. The gun kills souls and leaves bodies to wither.

Misuse: All

Putting the wrong combination in the lock instead releases all the souls trapped instead, leaving the gun mundane until it takes another life.

32. Micromachines

Mastery: II

Danger: O

Charges: 5

Use: 1

Produces a solution filled with microscopic robots. Any being injected with the solution can be tracked with the onboard software. In the rare occurrence that an affected being both has a circulatory system and has a mechanical nature symptoms may be much more severe.

Misuse: 1

Interference reverses the signal. The target instead learns the location of the device and can report on or follow your every move while you carry it.

33. Miniature Tank

Mastery: III

Danger: O

Charges: 3

Use: 1

A small remote controlled vehicle with a cannon that shoots a small caliber explosive shell.

Misuse: 1

Gun misfires and the poor little fella explodes into shrapnel. Create a Complication (Difficulty 2) that must be completed before it can be charged.

34. Molecular Wire

Mastery: IV

Danger: OO

Charges: 5

Use: 1

A wire so thin that it severs nearly anything that passes through it when held taught.

Misuse: 1

The wire is very unwieldy. Add an **Apocalypse** die to the current pool.

35. The Monkey's Paw

Mastery: III

Danger: A

Charges: 5

Cannot be charged with a universal battery

Use: 1

Grants a literal wish, does the impossible, breaks reality. Be careful what you wish for. Make a Rewrite Reality check and Succeed no matter what. Threat & Despair are resolved as normal.

Misuse: 1

Actually just a severed hand. Why'd you even pick it up? Prior use was just a coincidence I guess. Only triggers on Despair.

36. Motion Tracker

Mastery: II

Danger: O

Charges: 5

Use: 1

Shows all movement in the immediate area on a simple radar display.

Misuse: 1

Volume is up too high and the beeping alerts anyone that can hear in a surprisingly large radius.

37. Near-Future Motorbike

Bulky

Mastery: III

Danger: OO

Charges: 4

Use: 1

An amazing cool and responsive lightly armored motorcycle. Very Heavy.

Misuse: 2

You wreck.

38. Parole Portal

Mastery: III

Danger: OO

Charges: 1 AND a roll on the Mutation Table.

Use: 1

A grizzled future version of yourself agrees to help you as a condition of their parole. Remains with you through your next roll.

Misuse: 1

Conjures yourself as a baby instead. If your past self dies, you die and create a Major Anomaly. Remains with you through your next roll.

39. Ratified Flatware

Mastery: IV

Danger: OO

Charges: 77

Use: 1

An intricate set of eating utensils that when laid out for proper use compels a ceasefire between two parties. The ceasefire is compelled until either both parties agree to end the parley or one of the parties misuses a utensil (including failure to use in a timely manner) which is considered a legal and moral admission of concession.

Misuse: 76

You have failed to layout or use the flatware correctly, violating article 6675.8 of interdimensional diplomatic law. You are now wanted for your crimes.

40. Psychic Thunderdome Handcuffs

Mastery: I

Danger: OOO

Charges: 2

Use: 1

A pair of high tech shackles. When two individuals are shackled together they are transported to a virtual arena where they battle for dominance.

Misuse: 1

Worked as intended you just lost the battle. Now that you've yielded you must accept one punishment of your victor's choosing.

41. Repeating Rifle

Mastery: I

Danger: OOO

Charges: 2

Use: 1

Deja Vu gun. Creates a paradox by Showing the target a vision of the immediate future where they are stunned helpless. This comes to pass as their mind attempts to process it happening exactly as before.

Misuse: 1

Some people are just not easily shaken. Instead the target uses the future knowledge to be hyper effective.

42. Robo-Giganta-Zord

Mastery: III

Danger: OOOO

Charges: 20

Use: 20

Calls a titanic mecha down from orbit on your location. It comes straight at you, smashing through everything to get to you. Once there, it follows one simple verbal command before returning to space.

Misuse: 20

Collateral damage has caused more harm than good, AND it misheard your command, doing something random instead before leaving. Add an **Apocalypse** die to the current pool.

43. Rocket Skates

Mastery: IV

Danger: OO

Charges: 2

Use: 1

Rockets you forward at great speed, impossible to turn or stop until the rocket has cycled.

Misuse: 1

Again: impossible to turn or stop until the rocket has cycled.

44. Sacrificial Lamb

Mastery: III

Danger: OO

Charges: 1

Use: 1

Opens a tele-gate to a demonic planetoid, which asks you to make an offering to an alien demon planet. The offering is a useless and hapless hiring:

1. Sheep boi
2. Child heir to kingdom
3. Kindly elder
4. Bound captured alien
5. Robot pacifist cleric
6. Your child from the future

whose death will open the tele-gate large enough to send through an avatar of the demonic planetoid who fights for your cause briefly before burning into ash.

Misuse: 1 or 0

The sacrifice causes Emotional Harm when murdered, or they escape.

45. Shrink Ray

Mastery: III

Danger: OO

Charges: 3

Use: 1-3

When shined on a target, the target shrinks to half its size. An additional 50% loss of mass per each charge paid beyond the first.

Misuse: All charges

Won't turn off. The target disappears into the atomic, regrows as a negative version of itself, which is highly radioactive and has a deadly melting aura. Add an Apocalypse die to the current pool.

46. Spirit Uplink

Mastery: IV

Danger: O

Charges: 3

Use: 1

Through physical contact you may upload a copy of your consciousness into a computer system, overwriting existing AI.

Misuse: 2

You succeed, but you have gone rogue. Now a sinister you is in control.

47. Stink Ray

Mastery: III

Danger: OO

Charges: 3

Use: 1

Psychic attack ray that causes the target to hallucinate the foulest odor, may cause nausea, vomiting, or irrational behavior.

Misuse: 1

Instead cause the target to gain olfactory telepathy. They can smell what you're thinking.

48. Swear jar

Mastery: I

Danger: OO

Charges: 2

Use: 1

An oath whispered into this vase cannot be broken or abandoned.

Misuse: 1

Staring into the jar reveals the faces of the 1,000 techno-ghosts forever waiting to fulfill their oath, and they have sworn you will join them.

49. Swearing jar

Mastery: I

Danger: OO

Charges: 2

Use: 1

Chrono-Anntro-linguists have captured an echo of the first obscenity ever spoken. The jar contains a primordial force so vulgar that it greatly offends everyone within earshot.

Misuse: 1

Because the jar actually created itself through uttering the first obscenity long ago, the object itself is a paradox, and opening it fractures time. Roll a Major Anomaly.

50. Talkative Motorbike

Bulky

Mastery: IV

Danger: O

Charges: 6

Use: 1

Activates the onboard AI which allows for unparalleled feats of driving. Also activates the AI's speech interface.

1. Doting English Nanny
2. Text to speech, insists on calling you "homie"
3. Awful impression of Robin Williams
4. Fax machine noise only you can understand
5. Yesssssss master
6. In love with you

Misuse: 1

Side tracked by conversing.

1. Argumentative
2. Wants something in return
3. Begs for freedom
4. Can't hear you: "are you still there?"
5. Language you don't speak
6. Wants to tell jokes instead.

51. Tele-Grenade

Mastery: IV

Danger: OO

Charges:

Use: 1

You toss a grenade, explode, and then reform where the grenade lands.

Misuse: 1

Actually works through rapid cloning, but the device failed to delete the original, leaving behind a scarred, bitter, and vengeful version of you.

52. The Gift that Keeps on Giving

Bulky

Mastery: II

Danger: OO

Charges: 2

Use: 1

A fully automatic firearm created by The Infinite Abyss LLC. A corporately structured cult that worships the idea of working to create limitless resources. The ammo belt is fed through time and space directly to use, creating a weapon that literally never needs to stop firing. Leaves a lot of shell casings.

Misuse: 2

The trigger sticks, which is pretty dangerous, but the real danger is the possibility of crashing the cottage industry of ammo manufacturing this weapon creates. You have earned the unwanted attention of The Infinite Abyss LLC, their numerous rival corporate cults, and various temporal stock brokers. Everyone wants something from you, the new mover and shaker in “the biz.”

53. The Orator

Mastery: III

Danger: OO

Charges: 6

Use: 1

Revolver that shoots teeth as ammo (you must provide the teeth). If the tooth pierces an organic target, the target becomes a copy of what/whomever the tooth belonged to.

Misuse: 1

The genetic overwrite glitches and the target becomes a rampaging melted fleshpile combination of the original target and the tooth owner. Add an Apocalypse Die to the current pool.

54. The Pummeler

Mastery: III

Danger: OO

Charges: 3

Use: 1

Gauntlet with rocket boosters, allowing a superhuman powered punch with the right distance and wind up time.

Misuse: 3

Also known as “the dislocator” by health and safety officials.

55. The Rainbow Blade

Mastery: III

Danger: O

Charges: 7

Use: 1

A demonic shimmering blade grants skill to the wielder. When using the blade, roll 3d8 in order. If you are lucky enough to become a master of the **Skill** you used on the roll (whether **The Lead** or using the **Aid Another** action) add 2 Skill dice to the current pool.

#	The blade glows	You're overcome with	You are a master of
1	Red	Education	+2 Technomancy
2	Orange	Friendship	+2 Bargaining
3	Yellow	Optimism	+2 Tracking
4	Green	Modesty	+2 Stealth
5	Blue	Love	+2 Finesse
6	Indigo	Truth	+2 Force
7	Violet	Healthy Eating	+1 All Defenses
8	Roll again in this column +1d8 (take both results)		

Misuse: Destroy the Blade

The blade shatters, releasing the 7 demons trapped inside. They will menace you until they are appeased or slain. When a demon is introduced, roll 4d8 to announce the entrance of the demon. For example, The Lead should announce “Behold! Tomoe! Red Lord of Education!”

#	Behold...	The...	Title	...of...
1	Tomoe	Red	Lord	Education
2	Mizuno	Orange	Emperor	Friendship
3	Hino	Yellow	Conqueror	Optimism
4	Mako	Green	Master	Modesty
5	Minako	Blue	Whisperer	Love
6	Meiou	Indigo	Wizard	Truth
7	Kaiou	Violet	Archfiend	Healthy Eating
8	Roll again, because there are only 7 colors in a rainbow.			



56. Tin Foil Hat

Mastery: I

Danger: OO

Charges: 1

Use: 1

Provides Emotional Armor and blocks telepathy.

Misuse: No Charge cost.

Highly conductive and catches a Harmful static shock from somewhere nearby.

57. Venerated Chainsaw of St. Adonis the Blood-Drinker

Bulky

Mastery: II

Danger: OO

Charges: 9

Use: 3

A vicious spinning weapon extremely effective on all soft targets, blessed by the moon-pope to aid the church in “revealing the blood of heretics.”

Misuse: 1

You are overcome with the holy spirit. You awake in a pool of blood, but whose blood?

58. Window Spray

Mastery: I

Danger: OOO

Charges: 2

Use: 1

A spray can that makes any object transparent.

Misuse: 1

Polarity is reversed, creates a black so dark that it drains the light from the area.

59. Wings of the Neon-Valkyrie

Bulky

Mastery: IV

Danger: O

Charges: 4

Use: 1

Short range personal flight and gain a F.A.K.T. when someone you can see dies in battle.

Misuse: 1

You see visions of death of everyone you see, likely causing Emotional Harm.

60. X-Ray Specs

Mastery: II

Danger: 0

Charges: 5

Use: 1

Can see through a solid wall.

Misuse: 1

You move before removing the specs, making you disoriented and nauseous.

