

MUTANT GOT GUNZ?



Alright, dis here is fer da cherries in da gang. Dis is how it is, see? The Ancientz fought demselves a big war, and dey built lotza gunz an' even more bullitz. Den dey set off da Biggun an' da whole friggin' worl' change forevah. Now all dats left of 'em are der gunz. Which is good fer us, 'cause we gotz us some mutant bugz to kill. Now, letz see wat yer about....

1) Wat's yer mutation? Roll 1d6:

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| 1 | Precog | +1 to initiative and surprise |
| 2 | Mutant Hide | +1 DR, -1 MV, adds to armor |
| 3 | Cat Eyes | Can see in the dark |
| 4 | Coordinated | +1 to-hit with guns |
| 5 | Bigger | +1 hit point/level |
| 6 | Red Skin | +1 MV (max 13) |

2) Wat's yer job? Pick a job:

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| Booma' | Add 1+½ Lvl to gun damage (round down) |
| Dokk | Action to heal 1d6+Lvl HP; +Lvl on incap rolls |
| Skav | +4 on repair tests; tinker with guns |

3) Wat yooz packin'? Roll up two random guns.

4) Yooz got armah? Roll up one random suit of armor.

5) Ah, yooz got bullitz, good. Start with 100 Ammo.

6) Yooz got movz? Move (MV) = 12 less armor modifier

7) R'membah ta duck. AC = 10 + MV

8) How tuff r'ya? Roll 1d6+2 hit points (HP) per Level (or HD for foes). Reroll at the beginning of each fight.

II. Fightin'

1) Bushwhack!: Roll 1d6 for the side being bushwhacked: on a 1 or 2 they are surprised and lose their first action.

2) Initiative: Roll 1d20 + MV. Highest result goes first; others follow in descending order.

3) Attack Roll: Roll 1d20 + Level/HD + Accuracy + any other applicable modifiers \geq AC to hit. If attack roll exceeds AC by 10 or more it's a critical hit, reduce target's DR by one. If the d20 rolls a '1' the gun breaks; must be repaired to use again.

4) Roll Damage: Roll a d6 for each point of weapon damage (monstrous foes use HD). Sum like numbers. The largest sum is damage inflicted to target's HP, less Damage Resistance (DR) for armor. Foes reduced to 0 or less die. PCs and important NPCs are incapacitated.

5) Ammo: Ammo is an abstract representation of every bullet, shell, power cell and rocket used in guns. Guns use 1 Ammo per damage point each attack. Ammo is also the default currency of the wastelands. NPCs drop HDd6 Ammo.

6) Sweeping Fire: If target is killed, any excess damage may be applied to the next closest target, provided no friends are in the way.

7) Blast Weapons: Have a radius effect of 5' per damage point. Targets in the radius get a stunt roll for ½ damage.

8) Rest & Recuperation: Hit points are fully restored after each fight (including those reduced to zero HP). Mutants reduced to negative HP require a save to survive; subtract negative hit points from the roll. If a Dokk is around to help add the Dokk's level to the roll.

III. Livin' in da Wastes

1) Stunts: Sneaking, climbing, hiding, swimming, dodging explosions, etc. Roll 1d20 + MV + Level/HD \geq 20.

2) Noggin' Checks: Anything non-physical, like repairing stuff. Roll 1d20 + Level \geq 20. Skavs add +4 on repair checks.

3) Saves: Poison, psionics, radiation, fear, etc. Roll 1d20 + Level \geq 10. GM may apply appropriate modifiers. A roll of '1' always fails.

4) Hazards: Hazards inflict one die of damage per level of the 'dungeon.' Most hazards allow a stunt or save to avoid or mitigate damage.

5) Critters: All kinds of big ugly bugs, most with poison too: *Small-ish Bug* HD 1, MV 12, AC 22, DR 0, Atk 1, paralysis *Medium-ish Bug* HD 2, MV 10, AC 20, DR 2, Atk 1, sticky web *Big Bug* HD 4, MV 8, AC 18, DR 4, Atk 1, deadly poison *Really Big Bug* HD 8, MV 6, AC 16, DR 6, Atk 2, acid cloud

IV. Dat Wat Don't Killz Ya...

PCs start at level 1 with 0 XP and require 2,000XP times current level to advance to the next level. Defeating foes earns 100XP per HD. Salvaging loot earns 1XP per Ammo value. All XP is divided between the entire gang.

V. Da Good Stuff

1) Random Guns: Roll as indicated:

Damage: 2d6-2, reroll zeros

Accuracy: roll 2d6, take lowest die, subtract 1

Rate of Fire (ROF): 1d6: 1-3=ROF 1, 4-5=ROF 2, 6=ROF 3

Special: 1d6: 1-4=Nothing, 5=Sweeping Fire, 6=Blast Weapon

Ammo Value: Add damage, accuracy and ROF; multiply by 20 to get Ammo value; double if weapon has Blast or Sweeping Fire. Skav merchants buy for ¼ to ½ this amount.

2) Random Armor: Roll 2d6-2; reroll zeros. Each point gives 1 Damage Resistance (DR), and reduces MV by one. Then roll 2d6 for special: 2-9=Nothing, 10-11=Power Assisted (reduce MV penalty by ½, round down), 12=Force Field (No MV penalty; combines with armor; collapses on a critical hit, repair check required to restore); Ammo value is 50 per point, x5 for Power Assisted, x10 for Force Fields.

3) Other Stuff: Just a small sample of other stuff:

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| 1 | Stimpack | Heals 2d6 HP; value = 100 Ammo |
| 2 | Gasmask | Immune to gas; value = 100 Ammo |
| 3 | Scanner | Detects toxins/rads in soil/air/water; 200 Ammo |
| 4 | Toolkit | +2 on repair checks; value = 300 Ammo |
| 5 | Relic Rope | 50'; holds 1 ton; value = 300 Ammo |
| 6 | Everlight | 30' Flashlight, never runs out; 100 Ammo |

4) Fixing Stuff: Assume looted guns and armor are broken. Repair checks are required to get them working. If the repair roll is a '1', the item is permanently broken (aka worthless). Each character can only repair a specific item once per level.

5) Skavs and Guns: Skavs like to tinker with working guns in their spare time. Make a successful repair check to re-roll one gun attribute of the Skav's choice. If the repair check fails, the gun breaks. If a '1' is rolled, the gun is permanently broken.

"Mutant Got Gunz?" written by Ed Green. Inspired by Nicolas Dessaux's original "Searchers of the Unknown" and Simon J. Bull's "SoTU Refired v3." "Dungeons & Dragons" is a Registered Trademark of Wizards of the Coast. No challenge or claim to this trademark is intended or implied. This is not-for-profit fan-work and is believed to reside within Fair Use.