

Mutations:



Character mutations happen once that character Mutagen Level reaches 10.

Mutagen Level:

Unlike Attributes, Mutagen Level has a minimum value of 0 but still have a maximum value of 10. If the Mutagen Level of a character reaches 10, that character will gain a random mutation and the Mutagen Level will reset to 0.

There are three levels of mutations:

- Light mutations:
 - Skin/eye/hair colour changes; total hair loss; warts/bumps appear on the body, etc.
- Medium mutations:
 - Extra toes or fingers grow; muscle mass increases/decreases; skin gets thicker/thinner; Increased/decreased brain power; bone structure changes slightly, etc.
- Heavy Mutations:
 - Extra limbs/head grows; extreme bone structure changes happens; body gets covered by scales/thick fur/feathers; gills grow; spiky spines grow out of the body, etc.

A human character needs three mutations of a level before getting mutations of the next level.

For a human character to grow extra toes, it needs three light mutations to happen before the toes can grow. For an extra arm to grow, it first needs three light mutations and three medium mutations to happen.

If a character gains all nine mutations, the next time they hit a Mutagen Level of 10, they will automatically die.

Berserker:



A mutated character has a chance of turning into a Berserker when under pressure or in other stressful/anxious situations.

A Berserker is a creature that lost all rationality and will just attack anything that moves, enemies and friends alike.

Each Light Mutation increases the percentage of a character to turn into a Berserker by 5%. Each Medium Mutation increases the percentage of a character to turn into a Berserker by and extra 10%. Each Heavy Mutation will increase the percentage by an extra 15%.

Mutation Level	Berserker Chance
1 st Light Mutation	5%
2 nd Light Mutation	10%
3 rd Light Mutation	15%
1 st Medium Mutation	25%
2 nd Medium Mutation	35%
3 rd Medium Mutation	45%
1 st Heavy Mutation	60%
2 nd Heavy Mutation	75%
3 rd Heavy Mutation	90%

Recovering from Berserker

It is possible to recover from the Berserker state. The character affected by Berserker can make a Calming check. The character makes a combined Brains and Toughness check. If successful the character reverts back to normal and loses the Berserker state.

This Calming check is harder the more mutations a character has. For each mutation the check receives a -1 dice roll penalty (this makes it from very hard to impossible for a character with all nine mutations to naturally recover).

Skills:

The character's attributes defines the maximum skill points a character can have in each skill. Each skill has a linked attribute, and a character can't have a higher skill value than the value of the linked attribute.

Example: A character with a Perception of 6 can't have a Firearms skill value above 6.

This means that a human with an average score in an attribute (average is 5) can have a skill of 5 too. For a human to have a specialized skill, it requires at least an attribute value of 6. To have a mastery of a skill, it requires the value of 10.

Firearms (Weapons that use bullets as ammunition or similar) - Linked Attribute Perception:

- One Handed - Includes revolvers, pistols, machine pistols and similar.
 - *Automatic
 - *Semi-Automatic
- Two Handed - Includes rifles, shotguns and similar.
 - *Automatic
 - *Semi-Automatic
- Heavy - Includes old style gatling guns, more modern miniguns and similar.
 - *Automatic
 - *Semi-Automatic

Archery (Weapons that use arrows and bolts as ammunition or similar) - Linked Attribute Dexterity:

- Bows
- Crossbows
- Slingshots

Energy Guns (weapons that use energy as ammunition or similar) - Linked Attribute Brains:

- One Handed - Includes revolvers, pistols, machine pistols and similar.
 - *Automatic
 - *Semi-Automatic
- Two Handed - Includes rifles, shotguns and similar.
 - *Automatic
 - *Semi-Automatic
- Heavy - Includes old style gatling guns, more modern miniguns and similar.
 - *Automatic
 - *Semi-Automatic
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