THE MUTANT EPOCH

TABLETOP ADVENTURE ROLE-PLAYING GAME

Quick Start Rules

Created by
William McAusland

Plus 42 page Adventure
Muddy Mayhem

The Mutant Epoch
Quick Start Rules

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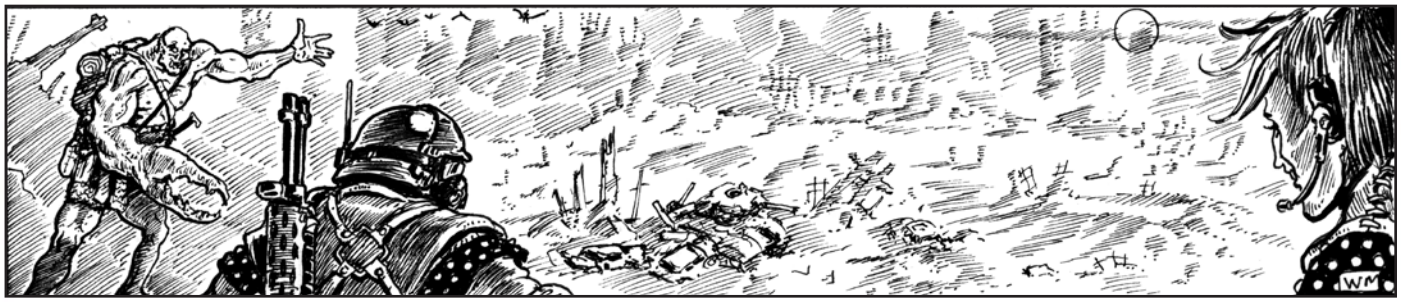

Introduction

The Mutant Epoch post-apocalyptic adventure RPG has been around for a few years now and every year we add one or two new books and an assortment of free and *pay what you want* adventures, creatures and other supplements. New adventures, source books and a novel series are in the works.

This Quick Start Rules book was long overdue and surprisingly challenging to put together. The main hub rules book is 246 pages long and packed full of freaks, mutations, implants, relics, robots and other valuable game content. Trying to condense it down to a magazine sized booklet was tough. Still, what you hold has just the right mix of character types, skills, cybernetic implants and mutations to run the game and get a feel for the rules system and setting. So too, the characters you and your players create are fully transferable to the full rules should you purchase a copy of The Mutant Epoch hub rules book. Likewise, the setting part included in this QSR book, the town of Sandbarra in the Lower Freehold, is part of our first Gazetteer, and the characters can expand their adventures beyond the swamp and explore the rest of the Crossroads Region via that hefty source book.

The included adventure requires just these quick start rules to play. This is a low rank adventure for beginning characters and a dangerous, tough expedition. Casualties could be as high as 40% so I recommend each player start with two characters of different types (such as a pure stock human and a mutant, or a cyborg and a mutant, etc.). This adventure was also made for current fans of the game, some who might be very experienced with the rules and setting, and can easily have their PCs thrown into the muck and find it a challenge. In some instances in the adventure text, both the page number within the quick start rules (QSR) and main hub rules (TME) are included, but for the most part the focus is on referencing this rules lite edition.

Where this version and the hub rules differ is in the scope of character types, pre-game castes, and number of mutations, implants, skills, relics, creatures and typical humans. We have left out rank gain (leveling-up), flaw mutations, minor mutations, called shots and other methods of character trait determination (like trait buying).

While buyers of the TME hub rules get free membership to the Society of Excavators, and the trove of downloads found therein, those of you using these quick start rules can easily access a separate, public web bunker. All the player hand outs, maps, character sheet, game ready characters and the GM's handy reference sheet are all included in a publicly accessible page right here: **http://www.outlandarts.com/qsr.htm**

Unlike our other books which we don't want downloaded from some virus infested bit torrent site, we DO want you to freely share the rules only section of this PDF and spread it to your fellow gamers and players. The Quick Start Rules Only version lacks the Sandbarra setting and Muddy Mayhem adventure; you'll want to keep those parts for the Game Master's eyes only. We've set up both a full color and printer friendly version of these rules.

We also encourage you to pass along this full PDF to GMs you think might want to try something new at their table. If you bought this book as a print version (at Amazon.com), you can snag PDF versions and bonus materials via the above noted QSR link.

Finally, at the end of this adventure, the characters may wish to explore more of the Crossroads Region, and dig deeper into the growing collection of source books, free supplements and 'pay what you want' products for The Mutant Epoch RPG. My hope is that you've enjoyed this offering and will explore our

website, the TME forum, our social media, our PDF and mail order bundle deals, or pester your local game store into stocking the game. We aim to make The Mutant Epoch the most popular, most played Post-Apocalyptic tabletop RPG available.

Welcome to the Epoch!
Will McAusland '*Mutant Lord*'

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Character Generation Sequence List

Using a pencil, document all traits values, skills, mutations, implants, possessions, and character details on a **character sheet like the one on page 45**, which can be photocopied or downloaded from our website and printed.

***Step 1* Character Type**: Game Master (GM) has players roll for their character type using Table QSR-1, page 4, or, at the GM's discretion, players can pick a type.

***Step 2* Trait Rolling**: Roll the 8 character traits according to Table QSR-3, however, pure stocks gain a further bonus to their randomly determined traits.

***Step 3* Character History by Caste**: Based on character type, use Table QSR-6 Character's Pre-Game Caste Determination, page 8, and apply any trait modifiers caused by the former career. The character's equipment, arms, armor, and more are all based on the player character's (PC's) caste, so too are the skills and silver coins a character starts with.

***Step 4* Gender:** Pick or roll the PC's gender: 50% odds either sex.

***Step 5* Mutations and Implants**: The character's type may mean mutations or implants are present. Implants for cyborgs are on page 13 while mutation determination tables are on page 15.

***Step 6* Determine Height and Weight**: Table QSR-19, page 20.

***Step 7* Handed**: Roll for the PC's dominant hand: Table QSR-20, page 20.

***Step 8* Discover the character's Swimming Ability**: Table 21, pg. 20.

***Step 9* Establish character's Age:** Roll 17+d8 years.

***Step 10* Equip Character with from page 21 arms and armor**

***Step 11* Name Character**

***Step 12* Image**: Make a sketch or symbol of the PC on the character sheet.

***Step 13* Establish Defense Value (DV)**: The base for a human is '0'. Apply agility modifiers and any DV bonus from dodge skills, mutations, implants or armor worn.

***Step 14* Establish Strike Values (SV)**: Most humans have a base value of 01-50. Accuracy trait modifiers, any weapon expert skill modifiers or individual SVs for a mutation, implant or weapon, are now all applied and should be noted on the character sheet in pencil.

***Step 15* Damage Modifiers**: A possible bonus or penalty is applied to the damage score potentials listed for each weapon on the character sheet, including damage done by offensive mutations and implants. A PC's possible weapons expert skill, as well as brawling skill points, etc., can affect both strike value (SV) and damage (DMG), however strength scores only add or subtract damage done to non-energy weapons, such as bows, crossbows, spears, axes, fists, swords, etc. Many mutations, such as crab pincers, are subject to a strength based damage modifier since they are muscle based attacks.

Complete! Character is ready for action.

Character Generation

Table QSR-1 Character Types

Character's Type Table	d6
1-3.	Mutant
4.	Cyborg
5,6.	Pure Stock human

Note: In the Mutant Epoch Hub Rules there are eight character types: Pure Stock Humans, Mutants, Ghost Mutants, Cyborgs, Clones, Trans-Humans, Bioreplicas and a selection of 33 Bestial Humans.

Character Traits

Traits are determined randomly on table QSR-3 by rolling d100 cross indexed with a set value, possibly adding d20 for high rolls. In the case of pure stock humans, bonuses to traits can occur randomly plus the player get 10 points to assign to traits, either all to one trait or divided up. A character's pre-game caste, as well as some mutations and cybernetic implants also modify trait scores.

There are eight main character traits, which usually act alone in game play, but occasionally a pair are added together and divided by two to get a unique trait for a certain hazard check. There is no maximum to base (uninjured) trait values, but there is a minimum of 1 trait point.

Table QSR-2 The Eight Traits

Name	Code	Description
Endurance	**END**	One's stamina, toughness, immunity, damage threshold prior to unconsciousness or death.
Strength	**STR**	This is one's muscular development. It applies to the amount of damage done from physical, non-energy or ballistic attacks, as well as the range one can hurl physical objects or projectile mutations.
Agility	**AG**	This is one's quickness, ability to evade attacks and affect one's defense value and movement rate modifier.
Accuracy	**ACC**	This trait affects aim with any sort of weapon, as well as hand eye coordination, therefore altering one's strike value.
Intelligence	**INT**	This trait encompasses memory, IQ, and basic smarts and is often used in mental mutation statistics.
Perception	**PER**	Perception is an overall sensory trait, combining visual awareness, hearing, empathy and reaction time. It affects initiative.
Willpower	**WILL**	This trait illustrates one's drive, motivation, self awareness and control. It is often used for or against mental mutations
Appearance	**APP**	One's physical looks, based on human standards. Occasionally a mutant's head could have a different appearance value than the body, which could be concealed. One's ugliness or attractiveness is often a factor when encountering beings with human ancestry.

Table QSR-3 Trait Value Determination

d100	Trait Value
01	**d10**
02	**11**
03	**12**
04	**13**
05	**14**
06,07	**15**
08,09	**16**
10,11	**17**
12-14	**18**
15-17	**19**
18-21	**20**
22-25	**21**
26-30	**22**
31-35	**23**
36,37	**24**
38,39	**25**
40,41	**26**
42,43	**27**
44,45	**28**
46,47	**29**
48,49	**30**
50,51	**31**
52,53	**32**
54,55	**33**
56,57	**34**
58,59	**35**
60,61	**36**
62,63	**37**
64,65	**38**
66,67	**39**
68,69	**40**
70-90	**40+d20**
91-96	**60+d20**
97-99	**80+d20**
00	**100+d20**

Table QSR-4 Trait Value Modifiers

Trait Value	Endurance Healing Rate*	Strength DMG **	Strength Range***	Agility DV	Agility Move Rate	Accuracy SV	Perception Initiative Modifier
1-4	1	-4	-20%	+4	-0.5m	-4	-2
5-9	2	-2	-10%	+2	-0.25m	-2	-1
10-34	3	nil	nil	nil	nil	nil	nil
35-44	4	+2	+10%	-2	+0.25m	+2	+1
45-54	5	+4	+20%	-4	+0.5m	+4	+1
55-64	6	+6	+30%	-6	+0.75m	+6	+1
65-74	7	+8	+40%	-8	+1m	+8	+2
75-84	8	+10	+50%	-10	+1.25m	+10	+2
85-94	9	+12	+60%	-12	+1.5m	+12	+3
95-105	10	+14	+70%	-14	+1.75m	+14	+3
106-110	11	+16	+80%	-16	+2m	+16	+4 maximum
111-115	12	+18	+90%	-18	+2.25m	+18	+4 maximum
116-120	13	+20	+100%	-20	+2.5m	+20	+4 maximum
121-125	14	+22	+110%	-22	+2.75m	+22	+4 maximum
126-130	15	+24	+120%	-24	+3m	+24	+4 maximum
131-135	16	+26	+130%	-26	+3.75m	+26	+4 maximum
each 5 above	+1	+2 DMG	+10%	-2 DV	+0.25 MV	+2 SV	+4 maximum

**Amount of endurance healed per day.*
***Strength modifiers to damage are only applied to physically wielded, thrown pitched or drawn weapons, such as clubs, knives, bows, axes, spears, even crossbows (A crossbow can be cranked or pulled further with greater strength). This damage (DMG) bonus also applies to punches and mutations involving physical attacks such as crab pincers, spiked tails, throwing quills, or fangs, etc.*
**** Higher or lower strength affects the range one can throw, hurl or fire archaic weapons by adding or subtracting 10% or more to the meters range. It also includes relic pistol crossbows, compound bows and compound crossbows, etc.*

Note: Normal human statistics are 25 for each trait, a basic unarmored defense value (DV) of 0 and a strike value (SV) of 01-50. He or she moves (MV) 3 meters per round walking and 6 running.

Character Types Explained

Pure Stock Human

Pure stocks are those humans who have not undergone any detectable mutations or other modifications. They are the ancestors of the old peoples of the earth, the former 'master race,' the creators of all those built in their image. About half are purists, while the rest are either indifferent to mutants or their supporters. 'Purist' is a broadly used term to mean a pro-genetic purity advocate, whereby the individual is either actively or secretly against the existence of mutants. The degree of how purist a pure stock is varies from those who see the growing power of mutants and feel threatened, to those who prescribe to a strong religious background that preaches the devilry within all mutant life.

Some purists, those typically found within free towns where the races mix, avoid publicly killing mutants, but rather, treat them as second class citizens, charge them more for food and services, make distasteful jokes about them, and make it clear they are pets not people. Many pure stocks are of the opposite mind on account that they may have been the rare child of a mutant parent, have mutant siblings or other relatives, lovers or spouses, or have mutant children of their own and will be advocates of racial equality. Pure stock player characters are often of this later group, pro-mutant supporters who don't go for all the religious mumbo jumbo about the ruins being taboo and that mutants are the spawn of sinners, etc. They are usually

the brothers or sisters of mutants, or have relatives with obvious mutations, alternatively, they may realize the scientific facts, know the history of the ancients, and understand that it was the pure stock greed for power, science gone mad, and genetic flukes that created the mutants around them. Certainly, they do see that mutant populations are growing, but what with the ever increasing numbers of terrible life forms arriving on the scene, they know that it often takes a mutant to stop a mutant, and that for the survival of mankind, in any form, mutants must coexist with pure stocks.

While pure stocks lack the awesome mutations of the deviants, they also lack flaws, not to mention the poor treatment by other pure stocks, and the inability for many mutants to use certain relics meant for the anatomy of a pure blood. In addition, many pure stocks have financial and relic assets that have been passed down to them generation to generation, as well as land, wealth, education, and skills. Because pure stocks do not have mutations or implants to rely on, many have trained in other areas such as unarmed combat, weapon use, technology, medicine or stealth.

Pure stock characters tend to come from the fittest, fastest, smartest and most adventurous among their community, and each starts out with somewhat more remarkable traits or skills than a normal 'generic' human. All pure stock player characters are given an extra 10 trait points to apply to any of the eight traits as the player sees fit, plus, each is permitted two rolls on the following table, with duplicated results being allowable; however, the player can elect to re-roll the second result if it is the same as the first roll.

Pure Stock Character Bonus Rolls: Each pure stock human gets 2 rolls on the following table at the time of character generation. Duplicated dice results are allowable or the player can elect to re-roll. In addition, and as already noted above, each character gets 10 trait points to assign to traits as he or she sees fit

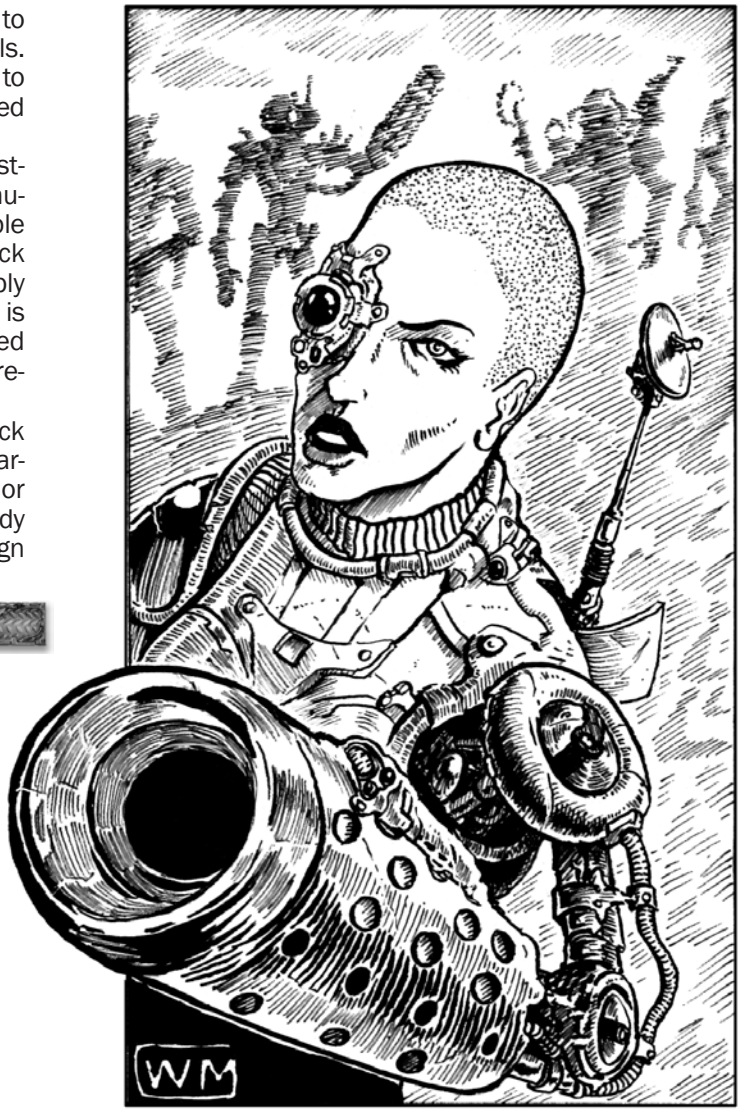
Table QSR-5 Pure Stock Starting Bonus Roll d100 twice

01-05.	**Brawling Skill**
06-10.	**Stealth Skill**
11-15.	**Weapon Expert Skill**
16-20.	**Dodge Skill**
21-37	**+1 to Each Trait**
38-44.	**+2d6 Endurance**
45-51.	**+2d6 Strength**
52- 58.	**+2d6 Agility**
59-65.	**+2d6 Accuracy**
66-74.	**+3d6 Intelligence**
75-83.	**+2d6 Willpower**
84-90.	**+3d6 Appearance**
91-97.	**Martial Arts Skill**
98,99.	**+2 Each Trait**
00.	**+d6 Each Trait**

Cyborg

The cyborgs described here are humans with mechanical augmentation, as opposed to an infiltration android covered in living tissue. A cyborg differs from a person with a false leg or hand, contact lenses or some other simple mechanical replacement part in that a cyborg's implants are wired to their nervous systems. Having electronic sensors and controllers attached to the subject's spine and brain, the augmented human has control, including subconsciously, over the function of most implants.

Due to this augmentation, the cyborg is at risk of serious damage from EM (electromagnetic) weapons, and takes damage as if the individual were a robot, yet can also be killed by poison as any other organic being. The great advantage of being a cyborg is that they are equipped with weaponry, armor and accessories that are often unavailable to a regular human. Usually a person is converted into a cyborg due to suffering amputations and debilitating wounds and wishes to be of continued use to one's squad or society, thus making cybernetic augmentation necessary. In The Mutant Epoch era, unproductive, unfit or seriously handicapped individuals



do not fare well, especially when one's survival is tested on a daily basis. Additionally, few communities can support a member who is unable to work, fight or otherwise be of service.

Typically, cyborgs will come from somewhat advanced societies, even from mecha factions who have brainwashed the cyborgs to serve them against mutant forces or pure stocks. Cyborgs are known by several names in the Mutant Epoch; among them are mecha-sapiens, tools, tech-skins, strap-on's, and iron-pigs. Cyborg PCs will have either escaped from their masters - those who hacked off their limbs and modified them to be more machine than human - or have been mercifully augmented by one's own community to continue a useful existence after suffering serious injury. **Cyborgs in the Quick Start Rules will be fitted with d3+1 implants from Table QSR-16 on page 13**.

Many of the listed implants have an additional weight to them which are added to the overall character weight, however, when listed, the implant may be serving as a substitute for a leg or arm or other body part, and so the actual added weight takes into consideration the lost weight of any amputated limbs.

Many cyborgs use parts looted from fallen cyborgs, even those who may have died a hundred years ago and are found in some sealed chamber below the earth. It is common for scavengers and cyborgs themselves to salvage certain implants from dead or even captive cyborgs. Nearly all weapon implants are fitted to the individuals' arm and can be removed, mixed, matched or traded with other cyborgs; however, armor, organs and other built in implants normally cannot be removed without killing the donor or host. Certain very advanced factions, mad scientists and robotic units can safely remove implants from unconscious subjects and then graft on new organs or implants without killing the patient, but only in the rarest, most technologically advanced facilities.

While most cyborgs are pure stock humans, there is no real reason why synthetic humans, trans-humans, ghost or even regular mutants can't be augmented as well. For the most part, cyborgs come from high tech cultures, possibly hold out factions who have existed since the great cataclysm and wars of old and seek to keep the awesome power of implants out of the hands of their slaves and enemies. It is also quite true that the physiological structures of both mutants and bioreplicas is incompatible with the nervous system wiring requirements of most implants, making such augmentation ineffective and unreliable. Nevertheless, some new era factions have mastered techniques to correct these technical difficulties and field detachments of mutant-cyborgs.

Cyborg characters start with standard trait generation rolls and heal as normal humans. If a cyborg starts game play with any weapons expert skill points, these can be applied to any offensive implants.

Go To page 13 for a list and description of implants.

Mutant

In the hub rules book there are several degrees of mutant humans, including common mutants, flawed mutants, misery mutants, and the four degrees of character mutants: mild, typical, severe and freakish horror. In this set of Quick Start Rules, **mutant player characters have d3+1 mutations** and no flaws or minor mutations.

All mutants are the mortal enemies of 'purist' humans, and while many pure bloods are far from supporters of the extermination minded policy of the purists, most deviants are slow to trust any pure stock they encounter. In some cases, the pro-mutant Aberration Legion and it's doctrine of mutant supremacy appeals to a deviant character, and is expressed in everything he or she does.

Many mutants are poor, uneducated, barely more than savages, and lack opportunities to gain many skills prior to the onset of game play. In addition, they posses poor equipment and few family or material resources to back them up in times of trouble. Thus, they rely heavily on their mutations, training with them and pushing the limits of their application. Due to their poor education, they are often lower caste members in any mixed race culture, and servants to wealthy pure stock landholders and government officials, a state that often breeds rebelliousness and an urge to better oneself through other avenues, including ruin exploration.

Mutations and their descriptions can be found on page 15.

Sample Pre-Game Castes and Skills

Pre-Game Castes

The Character's type determines his or her pre-game caste from this short selection. In the hub rules, there are 30 starting castes. These skills reflect the sort of careers common to the player characters involved in the included adventure, Muddy Mayhem. Consider all pure stock characters as able to read and write and do rudimentary math, while cyborgs have a 3 in 6 chance and mutants a 1 in 6 chance of reading and doing math.

Table QSR-6 Pre-Game Caste Determination

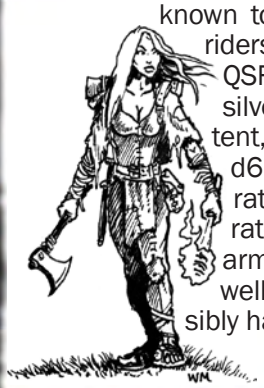
Roll a d6 to establish what your character did before becoming an adventurer.

	Character Type		
Caste	Mutant	Cyborg	Pure Stock
Militia Soldier	1	1-3	1,2
Nomad	2,3	4,5	3,4
Farmer	4	6	5
Work Slave	5,6	-	6

Caste Details, Benefits and Outfitting

Militia soldiers get +d6 to their endurance, strength and perception trait value and d4+1 rolls on the Skill Table. They have 3d6 silver coins, a backpack, tire-tread army boots, 6m of rope, d6 torches, tinder box, a knife, rain poncho, sleeping bag, 2d6 days rations, 1 liter water skin and whatever weapons and armor from the Arms and Armor outfitting tables on page 21, plus any weapons associated with having the Weapon Expert skill.

Nomads gain +d10 to their agility trait value and +d6 to their perception value, they can navigate by the stars, known to be accomplished horse and dog riders, and have d4+1 skill rolls on table QSR-7, this page. They start with 2d6 silver coins, a sleeping roll, four person tent, cloak, dust hood, tattered clothes, d6 candles, tinderbox, knife, 2d6 days rations, two liters of water in two separate canteens, plus whatever arms and armor from the tables on page 21, as well as any weapon determined by possibly having the weapon expert skill.



Farmers are stout, hard working people who start with a +d6 bonus to their endurance, strength and perception scores. They own moth eaten wool clothing, leather boots and work gloves, d3+1 skill rolls on Table QSR-7, below. He or she will have d6 days rations, a canteen with one litre of water, d3 torches, d6 meters rope, rag poncho and sun hat, knife, d6 silver coins and a 3 in 6 chance of owning his or her own pitchfork. This agricultural laborer will also get a roll each of the arms and armor rolls on page 21 and if lucky, any additional weapons included with the Weapon Expert skill.

Work Slaves don't belong to themselves. They are either undertaking an adventure as property of an employer, loaned out from one owner to another, or have slipped away to either escape or somehow earn enough silver to buy their own freedom (at a cost of 50+d100 silver coins). A work slave has been greatly mistreated as either a prisoner of war, debtor, kidnap victim, or being born into the lowest caste of any post apocalyptic society. Worked mercilessly, they are powerful, and gain +d10 to both their strength and endurance, however due to their sufferings lose -d10 intelligence, -d6 to both perception and willpower, and on account of scars and bruising, a -d10 to their appearance score.

Work slaves wear sandals, torn pants, filthy shirt, a patchwork blanket as a cloak, a sack for a backpack, an old plastic water bottle filled with 500ml of puddle water, d3 days rations, a dead rat for supper, a stolen knife, and a 1 in 6 chance of 2d6 silver coins stolen from his or her master. See tables QSR-22 & QSR-23 on page 21 for whatever weapons and armor this poor wretch might start with.

Work slaves have a d3 skills from the following table:

Sample Skills

Note, in the hub rules, there are 36 skills

Table QSR-7 Skills by Pre-Game Caste d20

Militia Solider	Nomad	Farmer	Work Slave	Skill
1-3	1-3	1-3	1-3	Brawling
4-6	4-6	4-6	4,5	Climbing
7	7-9	7,8	6-9	Dodge
8-10	10,11	9,10	10	Knife Fighter
11	12,13	11,12	11	Medic
12	14,15	13-16	12-15	Stealth
13	16,17	17,18	16-19	Wilderness Survival
14-20	18-20	19,20	20	Weapons Expert

Brawling

Often learned in the streets of new era cities and towns, slave camps, military barracks and the like, this skill implies dirty, artless, crude, and unpredictable fighting, and making only one melee attack per round. Other secondary scrapping talents of this skill include the ability to spit or throw sand in an opponent's face and fight with or throw a broken bottle, which is very handy in a saloon or tavern.

Table QSR-8 Brawling Table

Brawling Skill Points	Strike Value bonus	Damage bonus	Spit/Sand/ Bottle Throwing SV*
untrained	nil	nil (d6)	-5
1	+3	+1	+2
2	+5	+2	+4
3	+7	+3	+6
4	+9	+d6+2	+8
5	+11	+d6+4	+10
6	+13	+d6+6	+12
7	+15	+d6+8	+14
8	+17	+d6+10	+16
9	+19	+d6+12	+18
each above	+2	add +2 DMG	+2

**A bottle has a range of 5 meters, but a brawler can throw it 8m and do d12 instead of d8 damage with it, including melee use. He can spit or throw sand, powder, spices, etc. 3 meters, and on a successful strike against a target with unprotected eyes, (such as not wearing a visor or goggles, etc.) force the victim to make a type B agility based hazard check of be blinded for d4 rounds (-50% SV and +40 to be hit, half movement).*

Climbing

While many creatures can climb walls and cliffs with ease, humanoids need training and hours of practice to do so without ropes, climbing spikes, harnesses and footwear. This specialized skill implies gear-free climbing, except under the 'climb rope' action, using bare hands and flexible shoes, or bare feet. For this skill, strength and agility are added together and then divided by two to total a new trait value for purposes of use on the hazard check matrix. One hazard check must be made for every 6 meters height climbed, with a failure at any point resulting in a slip and partial fall, with another hazard check being required immediately to snag onto another hold d10 meters down the slope or wall. If this last chance hold is missed, then the climber falls. The Hazard Check Table is on page 28.

For these quick start rules, and where the Muddy Mayhem adventure doesn't cover falling damage, apply d6 damage per meter fallen.

A humanoid can ascend at half its normal move rate per round, so too can other creatures or robots which have appendages to allow climbing. Some beasts, on the other hand, such as spiders, most insects, apes, certain rodents and other life forms are natural climbers and move at their normal rate.

Table QSR-9 Climbing Actions table

Climbing Skill Points	Climb Tree	Climb Rope	Climb Cliff	Climb Stone Wall	Climb Concrete Wall
untrained	A	B	C	D	E
1	A*	A	B	C	D
2	A*	A*	A	B	C
3	A**	A**	A*	A	B
4	A**	A**	A**	A**	A
5max	A**	A**	A**	A**	A*

** Climber receives two hazard check rolls (attempts).*
*** Climber receives three hazard check rolls (attempts).*

Dodge

This character has been well trained in the art of dodging all anticipated melee and ranged physical attacks. However, the character must be aware of the enemy to add the modifier to his or her defense value, since a round from a sniper rifle, which would arrive a few seconds before the sound of the gunshot if fired from several hundred meters away, could not be seen or heard in order to dodge for cover. Likewise, in a crowded saloon, a dagger thrust from a bar maid who the character had no reason to suspect, and also had his back to, would negate any chance at a dodge. Basically, when a character's agility modifiers can't come into play, also disallow the dodge skill.

Table QSR-10 Dodge Skill Modifiers

Dodge Skill Points	Defense Value Modifier
1	-5
2	-8
3	-11
4	-14
5	-17
6	-20
7	-23
8	-26
each above	-2 more