

THE MUTANT EPOCH™

TABLETOP ADVENTURE ROLE-PLAYING GAME



Created by
William McAusland

**Outland
Arms**™
outlandarms.com



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Hub Rules

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Tabletop Adventure Role-Playing Game Hub Rules
Published by Outland Arts

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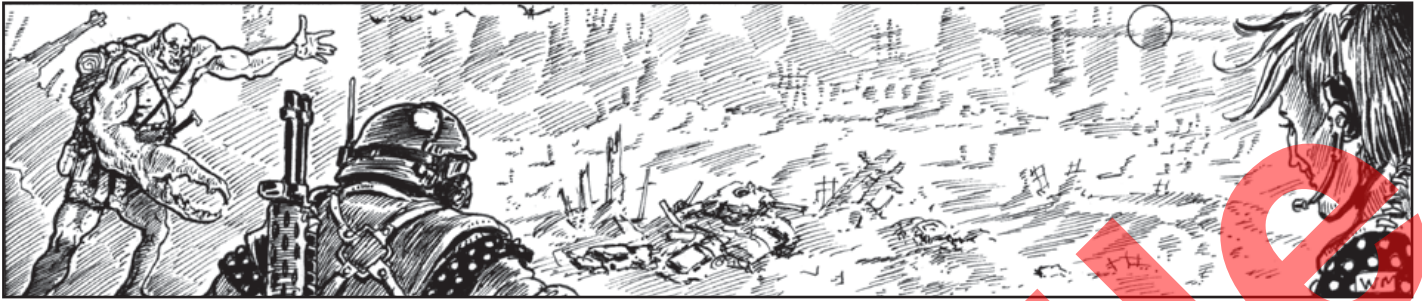
"Putting YOU in the Game"

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Introduction to The Mutant Epoch

Welcome to the 24th Century, and a world undergoing metamorphosis. The ancient ones speculated their end would come suddenly, caused by one great war, plague or geological catastrophe, wiping out their entire race if not all life itself. Armageddon, of course, did come, and raged for centuries instead of a mere decade, and in some areas, the old wars go on, fought between humanity, mecha, mutant and the many slave races of clones, bio-replicas and cyborgs. The demise of the world's pan-global culture took place insidiously, leading to a final collapse of all nations, replaced by survival and expansion minded corporate and city states, and regions of total anarchy. Plagues, earthquakes, climate change, floods, starvation and civil unrest depopulated the world further. The end seemed near by about 2200 AD. From here, resources became still more scarce and regional wars erupted among ever smaller and more focused factional groups, groups which were often formed out of genetic, religious or technological allegiances. 'Hold out' corporations and other powers advanced their weapons programs, adding robotic, clone, bio-replica and trans human forces as well as bio-genetically engineered warriors and beasts to their arsenals. Mutagen agents used to wipe out enemy agricultural resources, or boost a government's own, produced increased yields but nightmares as well. The crossing of humans and animal DNA became commonplace, and the freakish results occasionally produced strains of sub-human deviants which formed their own racial standards and sub-culture, ultimately splitting off from their creators and claiming their own lands. Androids, having already taken over military direction for some corporations, rebelled and slew their creators, forming mecha empires of their own, many bent on the elimination of all humanity, while other mecha forces, still serving human masters, or developed by a competing manufacturer, waged war on their mechanical brothers for supremacy.

Hundreds of years of mutation, cultural collapse and reemergence, have left the earth a very different place than that of the pre-devastated world. In former times, humans ruled, and all their creations were their slaves and play things. In the Mutant Epoch, pure stock humans struggle to survive in a landscape of horrors, where their enemies lurk around ev-

ery corner, and many plot their final downfall. To survive, some humans have embraced their own mutant offspring, former clone and bio-replica slaves and now live among them, embracing their common homosapien lineage in a bid to merely survive. In other locales; however, pure stocks have attempted to weed out all mutant life, embraced fundamentalist Purist religions that see their genetic purity as a gift from God, and seek to burn or enslave all mutant life. Yet, elsewhere, pure stocks who are the direct descendants of intact corporate or political powers, have held on against hostile races and factions. Fortifying themselves in technologically advanced pockets of the old world, they communicate with each other as well as a few orbital space communities above the Earth and on other worlds, working toward a day when their kind can once again claim dominion of the earth.

For mutant humans this is an age of opportunity and personal power. In most areas they have thrown off the chains of their human masters, have used their awesome mutations to build pockets of their own culture, and decade by decade have grown in power, formed small regional nations, and commenced communication with other mutant dominated nations of Aberrationists. Their goal is to see all pure stocks phased out by inter-breeding with mutants, or by execution.

The most common settlements are the numerous free towns, also called trade or barter towns. Here, often with few laws, these old west style forts are the refuge of misfits, seeking protection from the terrible creatures of the wilds, the race wars between purist and aberration, or worse, the robotic mecha expansions. In free towns, engineered humans mingle with mutants and pure stocks, free willed android mercenaries and self aware robots, gathering to trade food, water, power cells, slaves, scrap material and relic treasures, as well as to form excavation teams to uncover the precious loot found in the ruins of the Ancients. Adventure teams, usually small crack units of between 4 and 12 members, are essential to the free towns both to act as scout and raiding parties, as well as to keep an influx of relic weapons and armor coming into their hands. Only through force of arms can small independent factions survive long against the barbaric humanoids such as skullocks, war-

morts, moaners, reptili and bipedal rats, not to mention the imperial aspirations of androids, pure stocks and aberrationist mutants.

It is a time when helicopter gun ships, satellite guided missiles, tanks and orbital strike craft are exceedingly rare, when wars are fought by hand held weapons, axes and crossbows, muskets and swords, an age when the mutants, with their long ago engineered or hyper-evolved deviations, gain supremacy on the battlefield. It is a time when a new, freakish race is suddenly more populace than the pure blooded humans who manifested them; this is The Mutant Epoch.

For anyone who has played other role playing games, this RPG will be fairly straightforward, allowing the game master to teach the players the basic rules during character generation and actual game play, without pausing too much to break the pace of the story. For anybody new to the hobby, the quickest way to explain this form of entertainment is to describe it as cooperative storytelling with random outcomes. Said another way, RPGs are like being in a novel, where you, the player, decide what the character is going to say or do. For the referee, called the game master (GM), an RPG is like being the creator of a world, the writer of a book, the narrator, as well as an actor for all the non-player characters (NPCs). Nobody in this game is playing against the players, not even the GM. The GM is neutral but inclined to set challenges for the players rather than destroy their characters with the goal being an ultimate form of participatory entertainment. It is hard for anyone who has not played a tabletop RPG to image that by using some paper, a game book, graph paper, odd dice, and a pencil, that an exciting, immersive, movie-like experience can be had, one which makes one's palms sweaty, heart race, time speed by, and you eager for the next session.

This hub rules book, along with some polyhedron dice, paper and pencils, includes everything a GM and players need to begin a campaign in a world of discovery, adventure and danger, putting you in the game in The Mutant Epoch. To learn more about role playing games, see web resources page at the end of this book.

The Post Apocalyptic Setting and Time Frame



The Mutant Epoch regional settings, adventure supplements and fiction take place in about the year 2364 and many of the published books happen to be set in and around the great megalopolis of former Los Angeles, California.

The collapse of the old civilization was not a sudden apocalyptic event, but rather the gradual erosion of human dominance, the spread of civil strife, anarchy and the rise of machines and mutants.

For nearly two hundred years, the chaos and war raged even as corporate nations, city states, religious and political factions grew; so too, technologies continued to advance. Due to the militarized nature of life in the twenty first and second centuries, a particular focus was made of biogenetic engineering, cybernetics, weapon systems, and robotics. Synthetic humans, mutants and robotic slaves of all manner were part of both civilian and military life. While the inevitable slave rebellions over the final decades certainly contributed to the demise of humanity, it is surmised by new era historians that the mecha, under the control of various evil artificial intelligences, initiated the final great global war. It was this final war which broke the era of human dominance on earth. After more than a century, human civilization has only barely recovered, existing in pockets where warlords, raider chieftains, cultists and extremist factions compete in a new dark ages with the feudal systems of old being the only form of law and order. It is a setting where humanity, in all its forms, strives to survive in a world of hostile machines, crazed mutant beasts, and barbarity amid the moss covered ruins, wastelands, tangled forests and stinking, toxic swamps of The Mutant Epoch.



Of course, The Mutant Epoch RPG could easily be adjusted to suit the needs of the Game Master and his or her players. While Outland Arts does have a modern day, near future survivalist role playing game rules set in the works, there is no reason the GM couldn't adjust these rules to reflect a world based on his or her own creation, or the setting based on a book, movie or computer game.

Basically, to make these rules work as a present day RPG, simply strip out all robotics, beam weaponry, advanced armor, androids, synthetic humans, cyborgs and their implants, and perhaps use unmutated creatures only.

Alternatively, the Game Master could place The Mutant Epoch in his or her home town or region, using a university campus or high school as a adventure or town site, either as a survivalist adventure or a more high tech, far future setting as these rules reflect.

Another option is to have several areas of the world, including orbital stations, where the old culture has survived in pockets and not only possesses enormous relic stockpiles but creates advanced gear, vehicles and robotic minions. Perhaps characters could be pure stocks from one of these advanced corporate fortresses, sent on some mission to ensure the survival of the community. A take off from this is that the characters



are ancient ones, such as scientists, special forces soldiers, or celebrities who wake from cryogenic sleep to repopulate a world which should have healed and returned to a unmutated, uninhabited Garden of Eden. Similar to this scenario is a returning colonization ship from the off world colonies, which wakes its sleeping passengers as they approach earth to reclaim it, only to have the initial ground party of pure stock PCs, encounter a freakish, hostile new world.

Finally, it is possible to set the game further into the future, say, the year 3450 or 6780, etc., with almost no ancient relics in circulation, the ruins all but dust and the reliance on mutations and archaic, medieval style weaponry the norm.

Other, non time based setting adjustments could include the following options:

The Mecha have crushed mankind and rule the world. All humans are either slaves or to be terminated on sight. Humans, cyborgs and mutants try to work together to survive in the ruins of the ancient ones, like rats, where the company of predators and disease is always present.

Aliens have invaded earth and won. Humanity is enslaved or on the menu and character survival is in doubt on a daily basis. Similarly, a zombie apocalypse could have occurred, and the PCs are forced to search for a cure with mutant creatures being converted to undead monstrosities.

A rip between the planes has opened another, darker dimension and allowed demonic, inhuman creatures to sweep across the world, waging a war of conquest and enslaving the people of earth. The characters, some mutated by the rip in dimensions, fight a guerilla style war to win back their planet and close the portal which permits the dark lord's legions to travel between realities.

Similar to the rip in dimensions, another scenario has a fantasy element to it whereby magic has returned to the world, perhaps due to some cosmic alignment, physical portal, or discovery of an artifact. Mutations might have occurred as a side effect of dark magiks, while the technology of robots and cyborgs developed as a counter measure against the legions of orcs, trolls, goblins and other invaders who also adopt the relic firepower of the human world.

Perhaps the best way for a game master to make The Mutant Epoch one's own is to set up a region someplace other than the one described in the Crossroads Region book, or the published adventures. By changing the names or locations in the published books it is easy to set adventures, NPCs, and other supplements in the GM's own region. Another option is to do both; provide the player characters with a method of going between the GM's setting and the published regions or time frame. This is often handled by way of a vehicle or portal of some sort and allows for countless adventure possibilities, especially with the dimensional, time travel or interplanetary portal option.





Player Objectives

As a player of The Mutant Epoch RPG, it is your objective to get behind your character(s) and 'into' character. The first hour or so for a player new to RPGs is often a little confusing, but both experienced players and the GM will either point out where to note this and where to write that, when to roll a certain dice, and what all the jargon means. The most important things to remember are that the other players are not adversaries, nor are you playing against the GM; he or she is just a referee or a tour guide showing you the way through a messed up, imagined future, to whom you can put questions and relate your character's activities. Typically in RPGs there is no winner as in traditional board or card games. Furthermore, and a factor that makes RPGs so appealing is that the game need not end at the end of the session. If your character(s) survive, they will probably pick up the action in the next session, just like in a next chapter of a book, or sequel in a movie. Your characters from various adventures or ranks could all meet up in a bar someplace too, and undertake an epic adventure.

The basic goal of the game, is to have your character survive the session, gain skills and ranks, acquire relics, and some silver coins, perhaps enlist retainers, construct a settlement someplace, and rule it. Frankly, the goals of your character are not unlike the goals of any real person. An amusing mental exercise is to flip through the illustrations of this book, especially the creatures and robots, and think to yourself "Okay, what if I was living in this Mutant Epoch, what would I do to better my circumstances, my chances to survive?"

Becoming a Game Master

If you've purchased this book, you're probably eager to become the Game Master for a session of The Mutant Epoch. This book contains everything you need to start an 'on the fly' adventure, including encounter tables, valuables, weapon and relic tables, listings for creatures, robots, androids, traps, hazards, some random events, a rich supply of relics, as well as links to download a sample, low rank adventure and other freebies. See web resources at the end of this book.

Becoming a GM allows you to be a storyteller, a narrator, a host to your imagination. It is your goal to keep the game flowing, to be the final judge of un-written rules, the arbitrator in possible player disagreements, the map maker, the casting director of all NPCs, the animal handler of blood thirsty fiends, as well as a scientist, making up new creatures, relics, your own mutations, and setting it all loose for your players to discover. A GM is not against the players, and only wins if the gaming session was a success and the participants enthused to set a time and date for the next meeting. Appendix 7 covers Adventure Crafting and some GM tips.

Dice Descriptions and Usage

Most gamers will be familiar with polyhedron dice, lingo and the standard abbreviations used in this game. For anyone new to the hobby, what follows is a brief description of the six types of gaming dice. The Mutant Epoch requires the use of a four sided, six sided, eight sided, ten sided, twelve sided and twenty sided dice, and preferably a set for each player, as well as a separate set for the GM. If possible, a player should have 3 six sided dice and 2 different colored ten sided dice. These dice come in sets and are available at game stores and many comic shops which typically sell RPGs.

The first thing to clarify is the use of the lower case letter 'd' in front of any dice number in the rules. This letter simply denotes the specific dice to roll as opposed to some other game or trait value. If a number proceeds the 'd' that tells the gamer how many of that sort of dice to roll, for example, d8 means roll one eight sided dice, while 2d8 means roll two eight sided dice and add their scores together. d100 or even d1000 are possible by rolling two ten sided dice: the first roll is the tens column, the second the ones column. For example, John rolls a d10 and gets a 6, his second roll yields a 3, producing a value of 63. Similarly, d1000 is generated by the first roll being the hundreds, the second roll the tens, the third as the ones column. To get a hundred on a d100 roll, both dice throws must show a '0', thus appearing as '00' as shown in some d100 tables. Additionally, there will be many times when a percentage roll is called for, such as in a hazard check. A player may see a table or be asked to roll 67% or less to succeed in some task. In this case, roll a regular d100, with the chance to accomplish a chore or avoid a given danger occurring if you roll that specific number, or less. The most common dice rolls in the entire game are strike value rolls (SV), using d100, in which an attacker must first deduct the target's Defense Value (DV) from his or her Strike Value, and roll the resulting number or less, to impact a target. A system which may seem confusing for the first few scraps, but which becomes second nature in no time.

Sometimes a dice roll will be followed by one or more small letters, such as 2d6m, or d100sp. In the Outland Game mechanic, a small letter joined to a number denotes meters, as in 2d6m or 2d6 meters, while a small sp means silver pieces as in d100sp or d100 silver pieces. Gold pieces are shown as gp as in d100gp or d100 gold pieces, etc.

Appendix 12 of this book includes a set of emergency cut, fold and glue dice. These and other paper dice are available for download for Society of Excavator members.



Part One

Character Generation



William
McAusland
WM

Part One: CHARACTER GENERATION

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 in the appendices on page 238, at the end of this book, which can be photocopied or downloaded and printed. This sheet, and variant character sheets and a huge selection of character portraits, are also available at www.mutantepoch.com for free.

The following is an overview, each step will be further explained in the following pages.

Step 1 Character Type: Game Master (GM) has players roll for their character type using Table TME-1-1, or, at the GM's discretion, players can pick a type. Beginning players are encouraged to try the random, rolled system to allow for familiarity with the game via less complex character types prior to taking on more challenging roles.

Step 2 Trait Rolling: Most character types, pure stocks, trans-humans, mutants, ghost mutants and cyborgs all roll the 8 character traits according to Table TME-1-2, however, pure stocks and trans-humans gain a further bonus to their randomly determined traits. Some character types, clones, and bioreplicas for example, establish their trait values using unique systems found under their descriptions, while beastial humans generate trait values with a mixture of Table TME-1-2 and species specific dice rolls. Whatever the trait values, the modifiers are the same for any character type.

Step 3 Character History by Caste: Based on character type, use Table TME-1-4 Character's Pre-Game Caste Determination, page 11, 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) outfitting code, so too are the skills and silver coins a character starts with. One's pre-game past has a huge impact on his or her identity, motivations, wealth, gear, social status and general survivability.

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

Step 5 Determine Height and Weight: Table TME-1-6, page 16.

Step 6 Handed: Determine the dominant hand: Table TME-1-7, pg 16.

Step 7 Discover the character's Swimming Ability: Table 1-8, pg 16.

Step 8 Establish character's Age: Table TME-1-9, pg. 17 (usually age 17+d8).

Step 9 Mutations and Implants: The character's type may mean mutations or implants are present. Mutation Determination Tables start on page 58 while Implants for cyborgs are on page 84.

Step 10 Name Character: Available lists at www.mutantepoch.com.

Step 11 Image: Make a sketch or symbol of the PC on the character sheet, or download from a huge selection from www.mutantepoch.com.

Step 12 Establish Defense Value (DV): The base for a human is '0', while beastial humans may have unique natural armor and better DV. Apply agility modifiers and any DV bonus from dodge skills, mutations, implants or armor worn.

Step 13 Establish Strike Values (SV): Most humans have a base value of 01-50, while beastial humans usually have a bite, horn or claw attack that has a SV bonus. 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 14 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 and marital arts 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.

Step 15 Purchase Extra Gear: If game play starts in a trade town, and the PC has some silver coins handy, provisions, equipment, arms and armor can be purchased at the local market. See page 94 for a list of trade goods.

Step 16 Complete! Character is ready for action.

Character Type Selection

A player will establish a character's type before any other generation activity, since the type often determines which trait value system he or she will employ. The GM decides whether the players will roll to determine their character types or if the players can pick a type. The latter system is best used for experienced gamers as new players would require considerable reading and decision time which would take away from the actual playing session. A GM may also decide that novice players start with pure stock characters or lightly mutated PCs to keep things simple and maintain a focus on the role playing's cooperative storytelling aspect before paying too much attention to details. When players are not picking their character's type, the following system, Table TME-1-1, randomly establishes character types suitable for beginning players, experienced players and master players.

Table TME-1-1 Character Type Determination: d100

Beginning Player	Experienced Player	Master Player	Character Type
01-32	01-21	01-14	Pure Stock Human
33	22	-	Clone, Comfort
34	23	15	Clone, Labor
35	24-30	17-21	Clone, Military
36	31	-	Bioreplica, Pleasure
37	32,33	22,23	Bioreplica, Industrial
38	34	24	Bioreplica, Clerical
39	35,36	25-27	Bioreplica, Infiltration
40	37-40	28-33	Bioreplica, Battle
41	41-45	34-37	Trans-Human
42-55	46-56	38-49	Cyborg
56-61	57-65	50-57	Beastial Human
62-68	66-73	58-66	Ghost Mutant
69-87	74-79	67,68	Mutant, Mild
88-98	80-90	69-81	Mutant, Typical
99,00	91-98	82-93	Mutant, Severe
-	99,00	94-00	Mutant, Freakish Horror

How to use table TME-1-1: A Beginning Player rolls a d100 and scrolls down to the resulting number, then reads row across to the right to locate the Character Type. Example: Beginning players rolls a 53, looks down under that column to see result in the 42-55 range. Player therefore has a cyborg character.



Character Traits

For most characters, such as pure stock humans, mutants, cyborgs and ghost mutants, traits are determined randomly on table TME 1-2 by rolling d100 cross indexed with a set value, possibly adding d20 for high rolls. For other character types and unique species, such as clones and bioreplicas, traits are rolled using set boundaries stated under that character type or creature's listing, or, as in the case of trans-humans, a typical random roll plus bonuses to each trait are made. 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.

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.

Trait Generation Systems

It is the Game Master's prerogative as to which system of character generation is used. The rules and encounter tables are set up to challenge characters generated using the standard system; however, the high mortality of low rank, poorly equipped characters might be frustrating to some players, or, if each player is asked to create two or three characters, the GM may allow one of heroic proportions to act as the player's 'self', with the other two player controlled characters acting as back up should the main character die. Normally one player will control one player character (PC).

There are dozens of possible systems to generating characters, but the following are some of the easiest to explain to new players and are the most balanced. Use table TME-1-2 for generating trait values for most character types, with clones, bioreplicants and bestial humans using their own systems.

Standard System: Roll each of the eight traits in order, as rolled, no value trades or switches, totally fate determined.

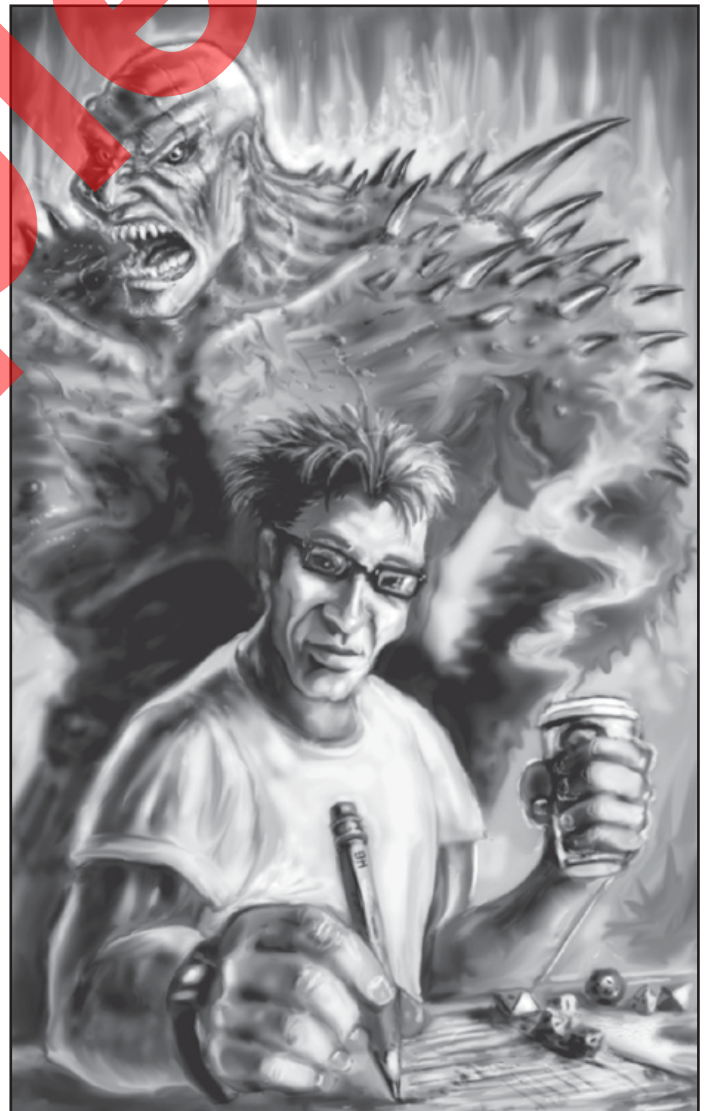
Nine Rolls: Generate the eight traits in order, plus one extra roll, which can be substituted for any one weak trait value. Clones, bioreplicas and bestial humans are thus allowed to re-roll any one low score in their fixed trait range.

Shuffle Roll: Roll eight trait values and place them as the player desires. Not usable for clones, bestial humans or bioreplicas.

Value Trade: After rolling as a standard character, or possibly in conjunction with other systems, the player takes 2 points from one trait to yield 1 point to another, or 10 points off one to give 5 to another.

Heroic Proportions: Combine the nine rolls system with the shuffle roll, plus, the value trade system and add an additional +10 value for each trait. Such characters are usually the prime character in a solo-play adventure.

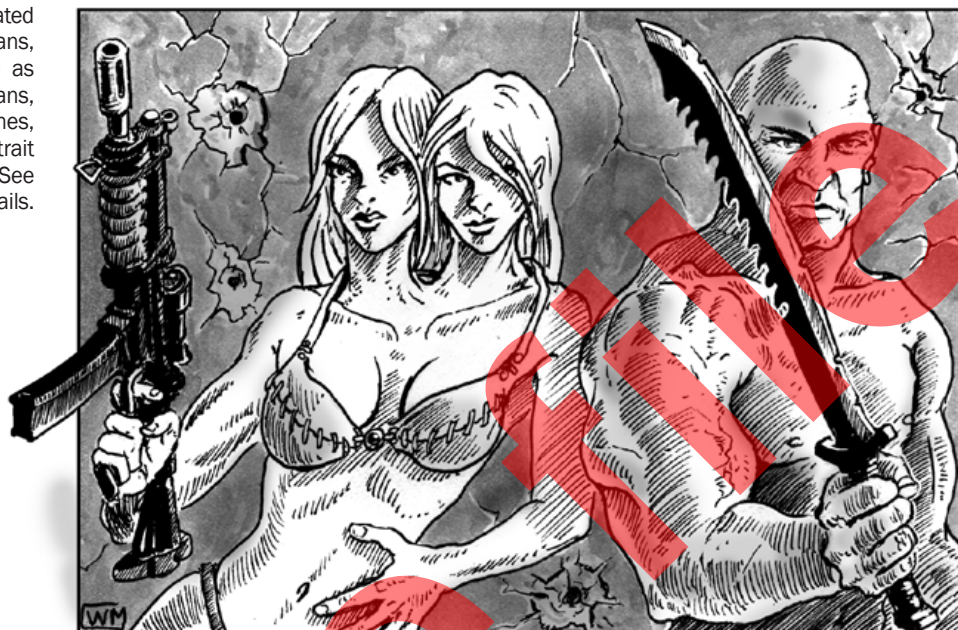
Point Buy System: For those character types which would normally use dice rolls to determine their traits, this system instead allows players to assign points to each trait, with buying higher trait scores costing more points. Each trait has an average of 25 buying points, multiplied by 8 individual traits to yield 200 total points one can use to buy trait points as he or she sees fit. For values between 1 and 44, traits points are bought at a 1:1 ratio; however from 45 to 74, the ratio is 2 buying points to gain one trait point, while above 75, a ratio of 3:1 is applied. Example: Jason wants his character to have an endurance score of 55, so, the first 44 points are bought straight across, deducting 44 points from the starting pool of 200. Next, to reach endurance 55, he buys 11 more trait points at a 2:1 ration, thus deducting 22 additional points from his total buying points supply. It cost him 66 points to buy 55 trait points. He now has only 134 points to buy all remaining trait values, but has a character that can take some serious damage and stay in the fight. The GM may enforce a minimum of 15 or 20 traits points per trait, then allow players to add a random d10 to each trait after to stagger the numbers, or even allow characters to start with 200+d100 buying points.



The following table is for truly randomly generated character types, such as pure stock humans, cyborgs, mutants and ghost mutants, as well as trans-humans (who, along with pure stock humans, have trait additions applied). As noted before, clones, beastial humans and bioreplicas have their own trait generation systems based on their model type. See descriptions of character types, page 18, for details.

TME-1-2 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



TME-1-3 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. Bioreplicas add +2 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 an strike value (SV) of 01-50. He or she moves (MV) 3 meters per round walking and 6 running.