

# MUTANT HUNTER

2010 Domino Writing (dominowriting.com)

Inspired by “Inquisition: Purge The Unclean” by Neuicon/Sean Daniels

Hunter Name:		
Battle Skill:	<u>Health</u>	<u>Level Circles</u>
		○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Spy Skill:		○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

*“Hunters, listen up,” the police captain said.*

*You’re one of the megacity’s best mutant hunters, paid to track down and wipe out the criminal plague infesting dozens of neighborhoods and business districts. The mutants are trying to conquer the world by crawling out from underneath. You’re the one who will push them back down.*

*“There’s word of a new mutant boss running the show deep in the undercity. The mayor has offered a 1,000-credit prize to the hunter who can take that ‘mutie’ out.”*

*You pick up your rifle, and double-check your knife and your armor plating. Time to hunt.*

To play the **Mutant Hunter** solitaire role playing game, you need a pencil, a 6-sided die, and this game sheet. To create your hunter using the character information box above:

A. Make up a name.

B. Assign 2 points to your *skills*. Both skills can have a value of 1, one skill can have a value of 2 while the other has a value of 0, or one skill can have a value of 3 while the other has a value of -1.

“**Battle**” is your ability at fighting with guns, blades, clubs and fists.

“**Spy**” is your ability to learn information and perform actions.

C. Start with *health* of 10. If you fall to 0 health, you are dead, and the game is over. You lose.

Go to **Encounter**, and roll the die each time it is indicated. During each encounter, you will mark off one or more *level circles*, and may add or subtract health or skill values. There is no limit to the amount of health or the value of each skill you have.

When you have crossed off all the level circles, you have tracked down the **Mutant Boss** — immediately move to the section at the bottom of the game sheet.

**ENCOUNTER** – Mark off **1 level circle**, and roll the die.  
On a **1 to 3**, go to **Combat**. On a **4 to 6**, go to **Social**.

**COMBAT** – Roll the die and follow the result.

- 1 or 2:** A mutant thug pops out of the shadows and attacks. Roll the die and add your Battle Skill. If the total is **3 or more**, you defeat the thug. Return to **Encounter**. If the total is **2 or less**, the thug hits you. **Lose 1 health** and continue the combat.
- 3:** As you search a junk pile for signs of the mutant boss, a trap is triggered. **Lose 1 health** and return to **Encounter**.
- 4:** You're not the only mutant hunter out there – a rival is after your prize, and he wants you dead. Roll the die and add your Battle Skill. If the total is **4 or more**, you defeat the hunter. **Add 1 to your Battle Skill**, and return to **Encounter**. If the total is **3 or less**, the hunter hits you. **Lose 1 health** and continue the combat.
- 5:** One of the mutant boss' henchmen lumbers into view. He's holding an enormous weapon. Roll the die and add your Battle Skill. If the total is **5 or more**, you defeat the henchman. **Add 1 to your Battle Skill**, and return to **Encounter**. If the total is **4 or less**, the henchman hits you. **Lose 1 health** and continue the combat.
- 6:** You find an empty corridor or abandoned shelter. Take a quick breather. Return to **Encounter**.

**SOCIAL** – Roll the die and follow the result.

- 1:** You have time enough to open one of your medkit packs and use it to heal your wounds. **Gain 1 health** and return to **Encounter**.
- 2:** Someone takes a shot at you, but your armor deflects the blow. Return to **Encounter**.
- 3:** You get in touch with one of your undercity informants. After a little interrogation, he might give in. Roll the die and add your Spy Skill. If the total is **3 or more**, you get some help. **Add 1 to your Spy Skill**, and return to **Encounter**. If the total is **2 or less**, your informant knows nothing. Simply return to **Encounter**.
- 4:** A contact offers a new piece of equipment or promises to do some research. Roll the die again: On a result of **4 or more**, add **1 to either one of your skills** and return to **Encounter**. On a result of **3 or less**, simply return to **Encounter**.
- 5:** You head into a low-class nightclub or other known mutant hangout. Roll the die and add your Spy Skill. If the total is **4 or more**, someone inside points you in the right direction. Mark off **1 level circle**, and return to **Encounter**. If the total is **3 or less**, the bouncer tosses you out. Simply return to **Encounter**.
- 6:** You discover a cache of illegal mutant drugs, which you can synthesize into a legal energy booster. Roll the die and add your Spy Skill. If the total is **4 or more**, the procedure works. **Gain 2 health** and return to **Encounter**. If the total is **3 or less**, it's only partially effective. **Gain 1 health** and return to **Encounter**.

### THE MUTANT BOSS

Deep in the buildings and pipes of the mutant-controlled undercity, you find the mutant boss. He's not happy to see a hunter in his territory.

Roll the die and add your Battle Skill. If the total is **6 or more**, you strike the mutant boss. If you strike him **3 times**, he is killed, and you win the game.

If the total is **5 or less**, the mutant boss' blades, spikes, lasers or bullets hit you. **Lose 1 health** and continue the combat.