

OMEGA



MUTANT

You are a band of misfits in a weird post-apocalyptic wasteland, caught between extremist factions of “pure” humans (the Omegas) in their technological strongholds and the increasingly powerful dwellers of the ruins of the Old World (the Mutants). Brave crazed raider gangs, militant supremacists, insane AIs, sentient plants, weirdo cults, misunderstood kaiju, and other gonzo oddities as you struggle to survive and uncover mysteries left behind by the Omega Event.

PLAYERS CREATE YOUR CHARACTERS

CHOOSE A STYLE that best describes your character: Daring, Feral, Furious, Intrepid, Smooth, Tricky, Weird, or Wise.

CHOOSE A ROLE for what your character is best at: Brain, Driver, Explorer, Mechanic, Muscle, Mystic, Prowler, Trader.

CHOOSE YOUR NUMBER, FROM 2 TO 5. A high NUMBER means you’re more of an OMEGA (technology; reason; precision). A low NUMBER means you’re more of a MUTANT (instinct, passion, adaptability).

DECIDE IF YOU’RE HUMAN OR A MUTANT, either can have a NUMBER between 2 to 5 (some humans are passionate, some Mutants are science-y).

If you’re human, choose/make up 1 piece of hi-tech equipment (ray gun, scanner, power armor). **If you’re a mutant**, choose 1 special ability (healing, Omega blast, control element, telepathy, claws, shape changing, etc.).

YOU START WITH 0 STRESS. More on that later!

NAME YOUR CHARACTER a cool and weird post-apocalyptic name like Lugnutz, Mr. Nite-Nite, or Auntie Maim.

YOU HAVE: cool-looking leathers/jumpsuit, a firearm or other weapon, and a trinket from the old World (music box, flashlight, etc.)

CHARACTER GOAL: Choose or create your own: Get rich; Find technology; Become enlightened; Gain power; Exact revenge.

PLAYERS CREATE YOUR RIDE: Players should pick two strengths for their shared vehicle: *Fast, Nimble, Well-Armed, Durable, Fuel-efficient, Cargo Space.* Pick one problem: *Fuel Hog, Bad Handling, Temperamental Engine, Shoddy Armor, Highly Desirable* (others are constantly trying to steal it from you)

ROLLING THE DICE

When you do something challenging, roll 1d6. Choose a max of two of three options to add: (1) **+1d6 if you’re prepared;** (2) **+1d6 if you’re an expert;** (3) **+1d6 if have a special tool or power.** (*The player describes how they are prepared or an expert based on their Style and Role. The GM has final say!*) **Roll your dice and compare each die result to your NUMBER.**

↓ **If you’re using OMEGA** (technology, reason, precision), you want to **roll under your NUMBER.**

↑ **If you’re using MUTANT** (instinct, passion, adaptability), you want to **roll over your NUMBER.**

☹️ **If none of your dice succeed, it goes wrong.** The GM says how things get worse.

😬 **If one die succeeds, you barely manage it.** The GM inflicts a complication, harm, cost, or gives Stress.

😊 **If two dice succeed, you do it well.** Shiny!

😄 **If three dice succeed, you get a critical success!** The GM tells you some extra effect.

☢️ **If you roll your NUMBER exactly, it’s an OMEGA EVENT.** You get a special insight into what’s going on. Ask the GM a question and they’ll answer you honestly. (An OMEGA EVENT counts as a success.)

HELPING: A player can assist another by describing how they help and rolling a check. If they succeed, the other player receives +1d6.

STRESS: You can take 1 point of Stress to reroll a single die on an action. Describe how you’re pushing yourself. However, the next time you do a check, roll an extra d6. On a result of 1-3, negate 1 of the successes on another die (if any). *You cannot voluntarily take Stress if you already have it, but the GM can assign it to you for bad rolls or complications. You lose any remaining Stress after a game session.*

GM: CREATE THE ADVENTURE: Roll d6s or choose from the tables below

A THREAT	
1. Cannibal raiders	4. An insane robot
2. Radioactive mutants	5. A psychic plant
3. Crazed zealots	6. Militant human supremacists
WANT(S) TO	
1. Destroy / Corrupt	4. Terrorize / Liberate
2. Steal / Capture	5. Control / Protect
3. Enslave / Possess	6. Find / Hide
THE	
1. Town / Caravan	4. Sentient AI / Super weapon
2. Vault / Artifact	5. Valuable resource / Facility
3. Airship / Mecha / Tank	6. City ruins / Secured base
WHICH WILL	
1. Start a war / plague	4. Kill friends / family
2. Shift power	5. Instigate a kaiju rampage
3. Deprive the PCs	6. Create a new Omega Event

GM: RUN THE GAME

Introduce the scene by describing the setting and how the characters arrived at that moment (invite the players to add details). Next, describe the threat’s nature or actions, then invite the players to react. *“The raiders circle the refugees with their motorcycles, shooting and whooping threats. What do you do?” “The ancient computer bings to life and asks, ‘Do you want to play a game?’ What do you do?”* Every die roll and outcome should push the action forward and change the story.

DOOM CLOCKS: The GM can track progress for players’ actions or failures on one or more “clocks”, a circle cut into four or more slices. For example, a GM might make a clock indicating a number of successes needed to overcome a tough challenge, ticking a box for each success. Alternately, a GM might keep a clock that ticks when player roll poorly or are injured, resulting in something especially bad when the clock is completed.

OMEGA MUTANT is a hack of **LASERS & FEELING** by John Harper and used under the Creative Commons BY 4.0 license.

CREDITS: John Harper, Dan & Scott, and other L&F hackers out there—thank you all! Font: Pixel Sagas

www.pixelsagas.com

INSPIRATION: [I Am Legend](#) (1954), *Omega Man* (1971), the *Mad Max* series, *Gamma World*, *Fallout* games.

MY OTHER GAMES AND

HACKS:

<https://redshirt13.itch.io>

Random Map Generator

For a quick map, roll a handful of d6s and place them next to each other. Assign one of the area types to each:

1. Ruins / Settlement	4. Forest / Mountains
2. Desert / Canyon	5. Caverns / Tunnels
3. Toxic site / Swamp	6. Bunker / Resource



Old Tunnels



Desert



Ruins



Settlement



Canyons