



DISGENESIA

DISGENESIA

CONTENTS

THE MEGA-COMPLEX.....	2
INTRODUCTION	2
WELCOME TO THE CITY	2
HUMANITY	4
GROUPS OF POWER.....	4
RULES	7
CHARACTERS	7
CHARACTER CREATION	8
EXPERIENCE	8
QUICK GUIDE TO THE SYSTEM	8
COMBAT.....	9
HEALTH.....	10
TERATOMORPHS.....	12
DEFORMITY	12
DEFORMATIONS	12
MUTATIONS.....	13
TECHNOLOGY	15
NEURALNET	15
GENETICS.....	16
VEHICLES	17
DRUGS	17
MASTERING.....	18
MOOD	18
MISSIONS	18
THEME	19
SUPPORTING CAST	20
EQUIPMENT	22

Writing, Art and Design Aldo Ojeda Campos

Special thanks to: To the Glorious benefactor and all the members in the *1km1kt* forum that gave their kind comments and advice in the production of this game.

Disgenesia was written for the **Cyberpunk Revival Project**, hosted in <http://www.1km1kt.net>

Tropas Galácticas and Disgenesia ©2010, Aldo Ojeda Campos. All rights reserved.

This book it's not for commercial sale, you may print and use this document for personal use only.

For more information about this and other games, visit <http://dioscornudo.blogspot.com>

**TROPAS
GALÁCTICAS**



A NOTE ON MY ENGLISH

English it's not my first language and this it's the first time I wrote a book on it. So I'm going to ask you to be considered and forgive me if I wrote something wrong. Another way to see it: imagine that the mistake isn't really an error, it's how the people speak in the future.

Thanks for the comprehension.

Aldo Ojeda

DISGENESIA

THE MEGA-COMPLEX

introduction

Disgenesia is a roleplaying game. A game where players take the role of fictional characters in a story told by a Game Director. Players in Disgenesia will be *teratomorphs*, mutants born in an eugenic city, where every physical malformation is seen with dislike and reject.

Disgenesia has many aspects in common with the cyberpunk genre, but also include other elements usually left aside in the traditional cyberpunk. In past times no one could imagine how the genetic field would develop and advance, so it wasn't taken with much consideration. In this game is one of the main aspects. Instead of having cybernetic implants, characters will have mutations that make them faster and stronger than the average person.

In Disgenesia, survival of the fittest has taken another meaning and a biggest relevance that didn't had since humans descended from trees. You could live your life without problems, controlled by the corporations, or you could try to fight for your right place in the top of evolution.

TROPAS GALÁCTICAS



Disgenesia is a setting for **Tropas Galácticas**, a science fiction roleplaying game published in spanish. To this day there isn't a version in english, but don't be afraid, included in this document are all the rules needed to play.

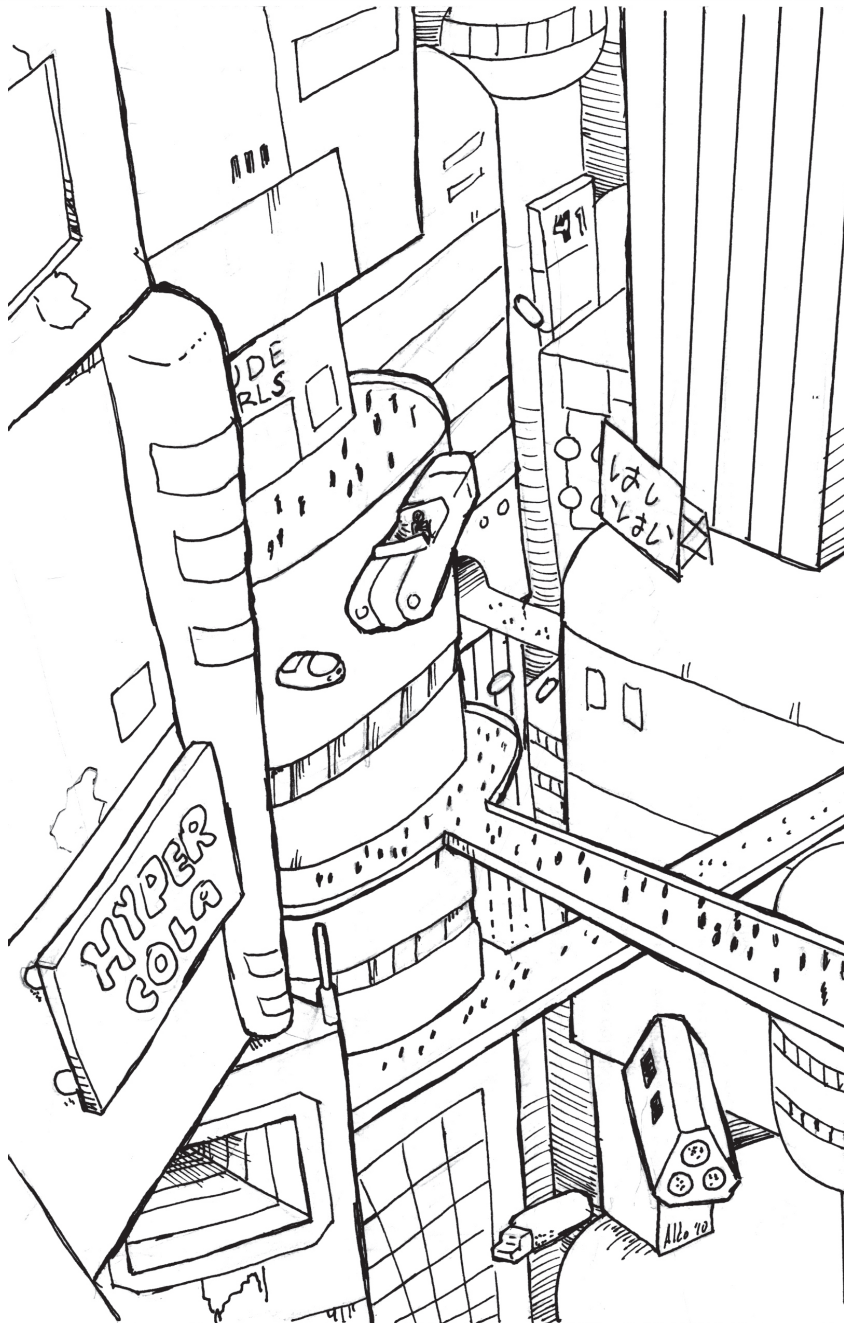
welcome to THE CITY

Welcome to the *Mega-Complex*, the living utopia! Here there is no problems, you will never get sick or suffer from hunger. At least, it's what those from above would say. In truth, life is really hard out there. The majority of people are selfish and hedonistic, only interested in themselves and how they look. And then, there is the other kind of people, those that move the strings of the city: corrupted politicians and business men, the mobs, mercenaries, gangs and a butch of other freaks that doesn't think life it's so perfect. And of course, there is us, mutants.

The Mega-Complex it's the biggest metropoli the world has ever seen. Sky-scrapers buildings, hundred meters high, hold place to millions of people, with fusion-powered vehicles flying dangerously close to them. When I was a kid I read about a sky filled with stars, This days, the tall buildings are the only thing you'll ever see, with some luck you will tell the difference between day and night.

Actually, the Mega-Complex is two different cities, one above and one below.





THE UPPER LEVELS

The people from the upper levels of the Mega-Complex are all perfect. Genetically modified to be beautiful and athletic. Living in enormous apartments, satisfying themselves in their excesses. The richer you are, the higher you'll live. In the highest levels of the Mega-Complex live some of the most powerful people in the city, business men living side by side with corrupted politicians and mob leaders. Here you will have anything you'll ever need. It's easy to think that life is perfect if you live in the upper levels, they even have gardens with real plants!

THE LOWER LEVELS

Plain humans, people that don't have the money to do gene manipulation on their children live in the lower levels of the Mega-Complex, as second class citizens. As you continue descending, you will see more and more mutants, rejected even by not enhanced humans, working in jobs that no body wants.

In the upper levels, the richer have bodyguards to protect themselves; here, all carry guns for protection. The lower levels are home to hundreds of gangs, making endless war between them. Drug dealing and prostitution are very common.

AND THE LOWEST

Below all that is an underground city, formed by abandoned metro subways, sewers and hundreds of other tunnels and structures. People usually call all this "*ghost town*", but for being ghost is very much alive. All those who live here (almost only mutants) aren't really citizens, they don't have their Unique Code of Citizenship, given to most people at birth. Usually, you're genetic code is recorded in the city data-base, but the

underground dwellers do not have any registry, they doesn't exist. This ugly bastards don't have many options, can't work legally in higher levels and don't have any sort of rights. This doesn't mean they don't have money, a powerful underground economy flows fueled by all sort of illegal activities and by the *contractors*.

If you were born mutant your best chance is to become a contractor. Working as mercenaries and doing the dirty jobs for the corps and goberment, the contractors are the secret pillar of the economy.

SO, WHERE'S THE MEGA-COMPLEX?



Anywhere your story need it to be. This book doesn't give any specifics to were the metropoli is located. You can fill the datails and unique locations acording to what you need. If you want a harbor, you can place the Mega-complex in any coastal city and if you like the eiffel tower, in your story let it be in Paris.

HUMANITY

EUGENESIA

Since it was completed the human genome map, eugenics has become the fashion. Everyone that had the money to afort gene engineering on their children, treated them, making them more beautiful, smarter and stronger. The next generations did the same, and so it was until today. At first glance, everyone you see in the street are beautiful, without any flaw.

But the citizens of the Mega-Complex are not much better than the people from the past. Sure, they are beautiful and strong, but almost careless about the ones surrounding them. Egoism and egolatry has become fashion too. Everyone is just cared about how they look and how to satisfy themselves.

DISGENESIA

What happens when you are born with malformations in a world where your look is all that matters? You are rejected by society. The most likely is that your parents will abandon you. You'll not have any good oportunities to do a nice life or to have a decent job. This is what happen to almost fifty thousands mutants, or *teratomorphs*, as the ones above kindly name us.

Genetic is not the perfect science they what us to believe, every once in a while a mutant is born. When you move something in your DNA, another thing can react in an unexpected way. Every mutant is diferent from one another: some have many eyes, or horns, some have a long tail or fur. This malformations make mutants easy to notice. But also, they have extraordinaries abilites that put them above the humans: enhanced senses, uncanny stamina, natural weapons and quick healing are just few examples. That's why mutants are the perfect contractors.

GROUPS OF POWER

The Mega-Complex is a big city and everyone what a piece of the cake. Among the different power groups there is an unnamed war. Sabotage, extortion, espionage and assensation are the strategies. Mercenaries, fortune-hunters and contractors make profit from it, paying loyalty to no-one but money.

FASHION



If how you look is a very important aspect of your daily life, clothing has become a primary necessity. What you are dressing talk about who you are and what do you like, and people from the Mega-Complex have *unique* tastes. It's very common to see leather, metal and SBDM outfits made of latex and PVC. Everyone has tatoos and piercings of all kind and sizes.

One of the favorites accesories in the Mega-Complex is the *cybernetic hair*. This synthetic fibers replace the human hair and can chance of lenght and color at it's owners will.

G-TEC

Highly Advanced Genetic Technologies (or G-Tec, for short) is the biggest corporation in the world. In his many facilities it's made all the eugenic therapy in the Mega-Complex. If you want to do genetic manipulation in your offspring, you must go to a G-Tec laboratory.

Keetons Dr. Keeton was the former CEO of G-Tec. He cloned himself twelve times. This Keetons clones weren't perfect, each had a different mental disorder, from paranoia to megalomania. The clones murdered Keeton and took his place as presidents. Now the biggest corporation is directed by a council of twelve mad Keetons. Nobody knows their twisted plans, but some say that every decision made by the clones affects the entire city.

Protomatter G-Tec also produces almost all the food that is consumed in the Mega-Complex, thanks to the *protomatter*. This experiment was the biggest invention of G-Tec. The amorphous proto-matter can be described as

a stem stew, capable of mutate into every living being. There are two kinds of this sustance: animal proto-matter, that can be transformed into a cow or chicken, and plant protomatter, that can be mutated into any vegetable. You can also buy from G-Tec a *proto-clon*, an unidentified human that can be used to clon anyone.

PLEXCORP

Plexcorp is the corporation owner of the *neuralnet*, the wireless network that joins all the world. The Wireless Neural Conection (WNC), the chip implanted in the brain needed for the navigation in the neuralnet is only installed by Plexcorp. There are illegal neural chips, but Plexcorp hunts down this users. They could have easy access to every dirty secret of every corporation and person with a Unique Code of Citizenship. Plexcorp is a silent watcher, but usually use this knowledge to extort the goberment and corps when they need it.

The neuralnet is as big as the Mega-Complex, three cuarters of the population have a WNC and all the companies largely use it. The economy in the Mega-Complex is held in it. Some say it's to much power for Plexcorp.

GOVERNMENT

Government is a mockery. Maybe in the past it was important in some way. Today it just holds corrupted politicians that enrich themselves. The corporations and even the mobs have more power that the government.

There is still a police department. The cops keep somekind of order in the streets, but can't stop the war between gangs and corps. Few people in the lower levels respect the police, that's

why they don't usually enter there -and you will never see them in ghost town.

If you want law and justice, you better do it for yourself, because the government won't do anything to help you.

PRIMAINC

Primalnc is the biggest rival of G-Tec, but they center in another area of genetics. Their main product are uplifted animals. The most common are smart gorillas, used as body guards, and talking dogs, used for company and protection. Within their facilities are lots of freaky experiments, waiting for a client interested enough to pay for them, like super smart octopus, gigantic cocrodiles and hippopotamus men.

The Primalnc zoo also holds a big collection of cloned extinct animals and their unique creation, the brutal *primasaurs*.

THE SINDICATE

I believe that the true owner of the city is the Syndicate. Members of this group are the workers that keep the Mega-Complex alive. If the Syndicate wants to, they can leave the city without water or electricity. That's why even the biggest corporations respect the Syndicate. The enemies of this group come from inside, from its members. The leader is never safe, he has to watch his back from those who want his position.

ORGON

Fifty percent of the vehicles and technology used in the Mega-Complex is produced by Orgon. They have become one of the richest companies in the city thanks to the weapon trading. Usually, a corporation has hundreds of guards and security personnel, but this company has a real army, with military ranks and all. You better don't mess with them.

THE MOBS

Mobs could rule the city if they were organized. They have so much money and power, and authorities don't even dare to touch them, but they have an endless war between them. The lower levels of the Mega-Complex are ruled by this mobs, different sectors governed by different groups. If you enter into a territory of a gang, you better go by their rules and don't call much attention.

DISGENESIA RULES

CHARACTERS

Characters have Attributes that measures their basic characteristics. There are two kinds of Attributes: The Primary, used for everyday actions, and the Secondary, mainly used in combat. Attributes can go from 1, the lowest number, to 5, the maximum for humans.



PRIMARY ATTRIBUTES

Rude The muscles and strenght is measured by this Attribute.

Clever How smart and charm the character is.

Adroit Measures the coordination and ease in using hands.

SECONDARY ATTRIBUTES

Fight Used in close combat, with weapons or without.

Fire How good the character is using fire weapons.

Reflexes How fast can move and react the character.

Resistance The capacity to resist physical damage.

SPECIALTIES

If a character is specially good in a skill, or has more experience with it, she may have a Specialty in that action. Each Attribute has it's own Specialties, except for Reflexes and Resistance. Here are listed the specialties:

Rude athletics, intimidate, throwing.

Clever alert, charisma, computers, survival.

Adroit explosives, mechanics, medicine, driving.

Fight disarm, knives, martial arts, street fight.

Fire heavy weapons, sub-machine guns, pistols, rifles.

Characters also have other characteristics:

Courage Courage, as with Attributes, goes from 1 to 5, it measures the guts and bravery of the character. The rating in Courage determine the *Courage points* a character has. This points can change regularly.

Fatigue This characteristic reflect the extenuation of the character. Everyone start with 0 points in Fatigue and earn them with strenuous actions. As a character rest, the points in Fatigue will reduce.

Health Health measures the amount of damage a character can take before dying. *Health points* represent the current physical state. If this points reach 0, then the character dies. Health points can be recuperated trough long rest and medical care.

CHARACTER CREATION

Before filling your character sheet, you have to think in her *concept* first, telling who the charecter is, her personality and interests, along with a little background story.

After defined what kind of character you are going to play, you will have **30 points** to spend in the Atributes and the other characteristic as following:

- From 1 to 5 points in each Primary Atributes.
- From 1 to 5 points in each Secondary Atributes.
- From 1 to 5 points in Courage.
- From 1 to 5 point to determinate the value in Health:

Points	Health
1	12
2	14
3	16
4	18
5	20

- One point per Specialty

EXPERIENCE

When characters accomplishes a mission, the players gain an *experience point*. When they have gained some experience points, they can spend them to upgrade their characters in the next ways:

- To rise the level of an Atribute or Courage.

new rating	experience points
2	4
3	6
4	8
5	10

- To gain new *Specialties*. Every new specialty cost 3 experience points.
- To rise the value of *Health*. Rise a single point in Health takes 3 experience points.

QUICK GUIDE TO THE SYSTEM

BASIC SYSTEM

In any action that you have a chance to fail, you have to *roll an Atribute*. This means that you have to roll a six-sided die and add the rating of the indicated Atribute, plus any other relevant modifier. If the final score is seven or higher, then you've succeeded. When two characters face each other, both roll an Atribute, the highest score succeed.

Specialties If you're character has a relevant Specialty in an action, roll two dice, keep the highest result and add the Atribute.

COURAGE AND FATIGUE

You can spend a Courage point in any action you want. When you do this, instead of rolling dice, add 6 to your Attribute, plus any other modifier. If the final score is seven or higher, or is higher than your opponent score, you'll succeed. Courage points are regenerated at a rate of one per day.

Fatigue points measure the exhaustion of your character, and are gained in several ways:

Tire a character gets a Fatigue point after doing strenuous activities like swimming, running, climbing or fighting for a number of hours equal to Courage.

Overload if a character carries more weight than her capacity for a number of hours equal to Courage, she gets a Fatigue point. Any other hour overloaded, the character gains another point.

Sleep If a character hasn't sleep in a number of hours equal to 24 hours plus one more for every point in Courage, she'll get a Fatigue point. Every other hour without sleeping will give her another point.

If a character has more Fatigue points than Courage points, or reaches 5 Fatigue points, then she's *exhausted* and will suffer a modifier of -1 in all his actions. This effect lasts until the Fatigue points are less than the current Courage points. Fatigue points are eliminated at a rate of one per hour of rest.

DISTANCE

All distances in Disgenesia are measured in hexes. This makes it easier to figure out the location of the characters in an *hex map*, like the one in the last page of this book. An hex is equal to 2 meters (3 feet).

CAPACITY

How much weight a character can carry is determined by her Rude. If the character carries twice her Capacity, she won't be able to move.

Rude	Weight
1	15 kg (33 lb)
2	30 kg (66 lb)
3	60 kg (132 lb)
4	120 kg (264 lb)
5	240 kg (528 lb)

COMBAT

Combats are divided in rounds, each player has a single turn per round. To decide who acts first, everyone involved in the combat rolls Reflexes. The highest number acts first, followed by the second and so on, until everyone has taken an action. In case of a tie, the highest value in Reflexes goes first, if it's still a tie, both characters act at the same time. A Courage point can be spent to give the player an extra turn in a round. This extra turn occurs immediately after the first one.

MOVEMENT

In a turn, a character can move up to a number of hexes equal to her rating in Reflexes. If a character makes a move action in her turn, she can still do another action, but will suffer a modification of -1. As a free action, any character can move a single hex without this penalization.

ATTACKS

The attacker makes a roll in Fire for ranged attacks, or a Fight roll for close combat attacks. The attacked player must roll Reflexes if his character is traing to dodge, or roll Fight to block another Fight attack.

If the attacker has the highest roll, she must determine the *damage* dealt. The player rolls a die, add the damage of the weapon and substract the rating in Resistance and Shield of the attacked character. The final number is the amount of Health points lost.

Critical attacks if the attacker rolls a 6 in the die and was succesful, she must add the critical damage of the weapon insdead of the normal damage.

Multiple actions A player can attempt to do two actions or attacks in a single turn, but the first action will suffer a modifier of -1 and the second of -2.

MODIFICATIONS

In combat there could be an infinite number of different situations. As a GM, always consider them and how could they affect the combat. A few examples are:

- If the character is covered, the player could have a +1 or +2 to her defense roll.
- In darkness all physical actions could have a negative modification from -1 to -2.
- Attacking a specific part of the body is harder than just trying to hit, this grants a -1 to the attack roll.
- Making an attack from higher ground increments the range of a weapon, for every two hexes higher than the objective, the ranges of the weapon increases by one.

HEALTH

DAMAGE

Attacks are the most common manner in which a character takes damage, but there are many other ways to lose Health points: by falling, with fire, electricity or poisoning, to name a few. Every time a character takes some other kind of damage, the player must roll a die, add the *damage factor* and substract his Resistance, the final number is the amount of Health points lost. Damage factor can go from 2 (mild damage) to 8 (severe damage).

UNARMED ATTACKS

The damage a character can make in an unarmed attack is determind by his rating in Rude.

Rude	Damage	Critical
1	1	2
2	1	2
3	2	3
4	2	3
5	3	4

CONDITION

Condition is an easy way to track the damage taken by specific parts of the body. Attacks are usually done in the torso, but a character can try to hit a specific part (with a modification of -1 to her roll). There are three special body parts, each related to a Primary Atribute:

Vital organs (*lungs, liver and heart*) Rude

Head Clever

Limbs (*arms and legs*) Adroit

When the character receives a great amount of damage in a body part, she reaches a Condition level:

Wounded If a body part has taken an amount of damage equal to half of the character's Health points, that part is *wounded* and all the rolls with the related Attribute suffers a modification of -1.

Crippled If the damage taken in a body part is equal to three quarters of the Health points, that part is *crippled* and all the rolls with the related Attribute suffers a modification of -2.

HEALING

There are different ways to heal the damage taken:

Natural healing The first 8 hours of rest, the characters heal one Health point. For every other 8 hours of rest after, the character will heal two points of Health. So, for example, to heal 5 points, you'll need to stay in bed for 24 hours.

First Aid A character with the *medicine* Speciality can make an Adroit roll to heal another character (or herself). If she is successful, the character would heal a number of points equal to his Adroit rating or 6 points, if the rolled number was a six.

Medicine If the character has the *medicine* Speciality and proper surgery equipment, she can attempt to do an Adroitness roll to do a major curation. On a successful roll, the character heals as many Health points as the rolled number plus her Adroit rating. Another medicine roll can be attempted only after two hours.

HEALING CONDITION ☐ ☒

Recovering from a Condition takes time. The damage received can be cured, but the Conditions, and the penalization, last longer. If the character is wounded, she would need a week to be stable again. If she is crippled, it would take a month to recover.

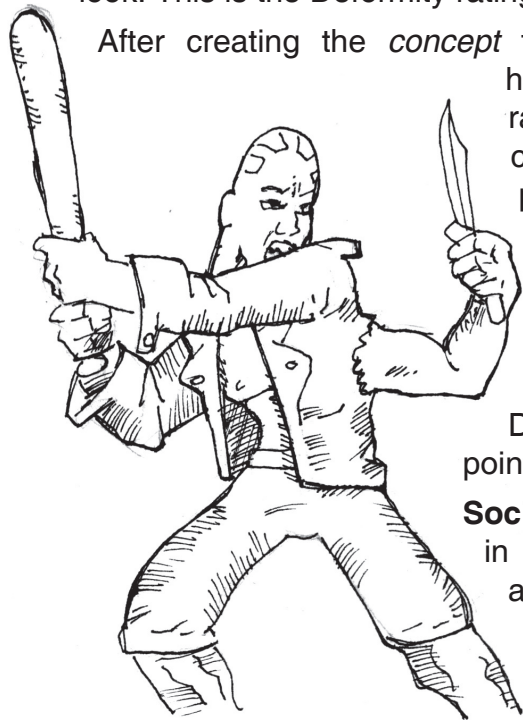
DISGENESIA

TERATOMORPHS

In Disgenasia, the player characters will be *teratomorphs*, mutants working as contractors and doing nasty things for the corps in the Mega-Complex. To help them in their job, they'll use their mutations, that gives them special habilities. The bad part of this is that mutants are ugly bastards that nobody wants.

DEFORMITY

All mutants are born with unique deformations and some are uglier than others. Teratomorphs have a special characteristic that humans don't have and represent how unpleasant they look. This is the Deformity rating and can go from 1 to 3.



After creating the *concept* for your character, you will have to chose his Deformity rating. For every point in this characteristic, you'll gain one point in character creation. This means that if your character has a Deformity of 1, you will have 31 points to spent in his other characteristics and with a Deformity of 3, you will have 33 points.

Social interactions Every point in Deformity gives the player a modification of -1 in every social action (except for intimidation) when his character is interacting with normal humans.

DEFORMATIONS

Deformations are physical mutations that doesn't have any real consequence for the character, except that makes him look different from humans. You gain a number of deformations equal to your character's Deformity rating.

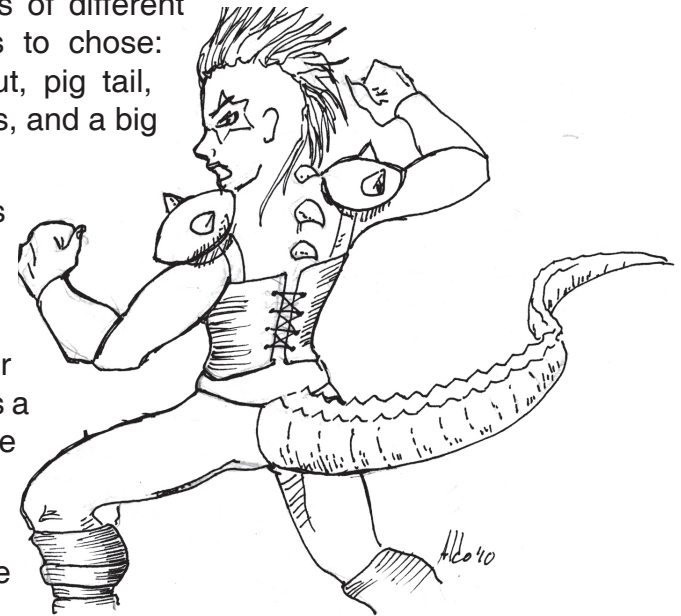
The character can pick as many deformations as he wants, but the maximum Deformity rating is 3.

Abnormally Some part of the mutant has grown different from the normal. Maybe he only has three fingers in his hands, or over sized arms, tiny eyes or a really big head.

Animal trait The character has a distinctive trait from an animal. There are lots of different animal characteristics to chose: rabbit ears, dog snout, pig tail, forked tongue, fish fins, and a big etcetera.

Bizarre eyes There is something different in the mutant eyes. It can be something like a strange color, or also could be that he is a cyclops or has multiple eyes.

Featureless The character doesn't have



any distinctive feature in the face. He doesn't have nose, lips, eye brows, hair nor ears.

Slime With this deformation, the character exudes a sticky mucus from all his skin, making unpleasant to touch him.

Stink The teratomorph smells like hell with this deformation. He can even be smelled from the distance. What does he smell like? Like a fish, a corpse or something else?

Strange skin The skin of the mutant is different from the humans. He can have a fur covering him or reptilian scales. It could be translucent or be of another color, like green or blue.

Tumours Visible protuberances have grown in different parts from the characters body. They aren't harmful, but they are big and don't look nice.

MUTATIONS

Mutations are special abilities that normal humans doesn't have. Each mutation has a cost number, they can be purchased at character creation as any other characteristic. Some mutations also gives Deformity points, you can pick one of these instead of a deformation.

Adaptability (*cost: 2*) The mutant can change his body to adapt the circumstances. The player can change a single point from an Attribute to another (except Fight and Fire) from the duration of one hour.

Bioluminescence (*cost: 1*) The body of the character can irradiate light at will. This light eliminates any negative modification in attacks or actions due to darkness inside the illuminated area (diameter of 5 hexes).

Bloodsucker (*cost: 2*) The mutant can suck the life energy from another person by drinking his blood. The bloodsucker needs to make an unarmed successful attack (bite him). The damage done in the attack is the number of Health points that the character recovers.

Chameleon skin (*cost: 1*) The character can change the color of his skin to mimic the surroundings. To detect him, the others must make a Clever roll (Alert Specialty) against the Adroit of the camouflaged character.

Elasticity (*cost: 2*) The mutant can extend his body to incredible lengths. He can reach objects and can make melee attacks up to a range of 3 hexes.

Enhanced vision (*cost: 1*) The vision of the character is enhanced in some way. It can be infra-red vision, allowing him to see the heat emitted by objects, darkvision or even electric-wave vision.

Extra arm (*cost: 2*) Another arm has grown from the body of the character. This allow him to make an extra attack in his turn with a modification of -1. An extra arm gives the player 1 Deformity point.

Fast healing (*cost: 3*) The mutant can recover from damage faster than other characters. He heals one point of damage per two hours of rest.

Harmful skin (*cost: 2*) The character exudes a harmful substance with damage rating of 3. When someone touches the uncovered skin, including as a result of an attack, she must roll a die, add the damage rating and subtract her Resistance. The final number is the damage taken.

Healing saliva (*cost: 2*) The saliva of the mutant has a special enzyme that heals wounds. When the saliva comes in contact with an injury, its immediately healed a number of points equal to the Resistance rating of the mutant.

Hyper senses (*cost: 1*) The senses of the character are better than the average human. He can see, smell, sense and taste better. When noticing something, he receives a +1 modification.

Immunity (*cost: 1*) The character has a special resistance against some kind of damage. This could be from fire, poison or electricity, not physical damage like falling or attacks. When the character receives damage from the selected source, he adds 2 points to his Resistance.

Mimicry (*cost: 1*) The mutant can reproduce voices and other noises with great veracity. To notice it, others need to succeed a Clever roll (Alert Specialty) against the Adroit of the mutant.

Natural armor (*cost: special*) The character has a tough skin that protect him from physical harm. For every point that cost this mutation (maximum 3), the character will have a Shield of one point that protects him from attacks.

Natural weapon (*cost: special*) The mutant has some kind of natural weapon, this could be claws, fangs, horns or a very hard head. For every point that cost this mutation (maximum 3), the character will do an extra point of damage when attacking with his natural weapons. If the natural weapon is visible, this mutation gives a point of Deformity.

Poison (*cost: special*) The saliva of the character is venomous. The cost of this mutation is equal to the damage rating of the poison (maximum 4). Whenever he injects it (most common is through fangs, but other ways could exist, this usually mean a successful Fight attack), the victim must make an extra roll to see how much damage the poison does.

Regeneration (*cost: 2*) The character can get back from injuries faster than others. He recovers from the wounded condition after a single day and from crippled after a week.

Strong back (*cost: 1*) The character can carry more weight than others. His capacity (see page 8) it's twice the normal.

Tentacle (*cost: 2*) A tentacle grows instead of the mutants arm or somewhere in his body. This wierd extremity allows the player to make a free grab action in a combat, this mean that he could also do another action this turn. To break free, the characters must make a faced Rude roll. This mutation gives one point of Deformity.

Wall crawling (*cost: 1*) With this mutation a character can move in any vertical surface as if he where moving in normal ground.

PLAYING HUMANS

Mutants aren't the only contractors in the Mega-Complex. Players can chose to play normal humans instead of teratomorphs. Maybe they could interact with other humans easier, but they won't have all the fancy mutations and that it's less fun, according to the autor.

DISGENESIA TECHNOLOGY

The technology has changed a lot in the last years, changing the way people live and interact with each other and the world surrounding them.

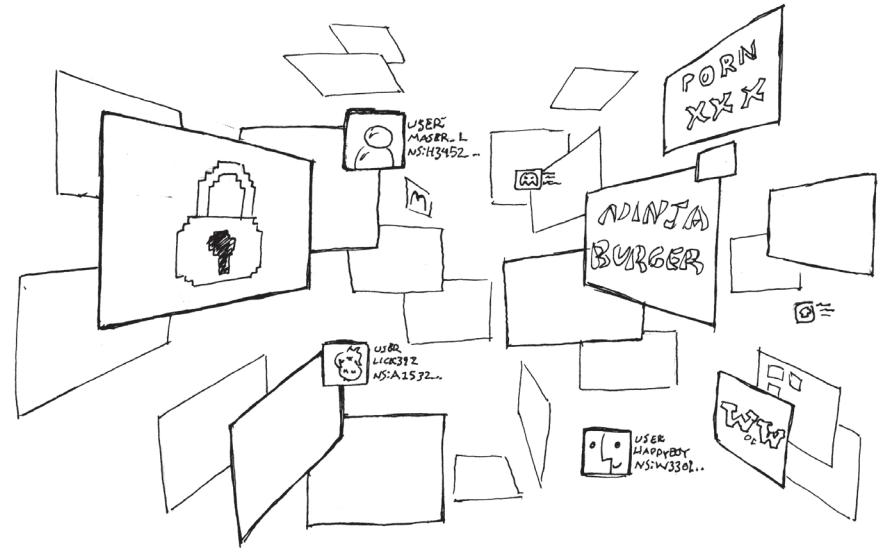
neuralnet

Forget the web 3.0, the neuralnet it's the internet taken to the next level. You don't even need a computer to access the internet and transfer data, all you need it's a WNC (Wireless Neural Connection), a tiny chip implanted in the brain that can be easily activated through a button behind the ear. Allowing you to interact with the web with a simple touch.

The WNC receives data from the neuralnet and translates it to electrical waves that can be *read* by the human brain. When you're in the neuralnet it's a full experience, what you see, hear and feel it's information from the web. This creates a trance-like state when someone is surfing the neuralnet.

NEW SPECIALTY - NEURALNET

Replace the Computer Specialty in Clever for Neuralnet. Although you don't need this Specialty to surf the web, it's very useful if you're planning to become a *neuralrunner*.



ACTIONS IN THE NEURALNET

Average people use the neuralnet to search everyday information, chat, play neuralgames and see porn, but the *neuralrunners*, hackers of the net, take full advantage of this tool. The main actions a character can do in the web are:

Navigate simply surfing the web. Actions every user do, this also includes playing games and chat in social networks.

Hide neural signature Every WNC leaves a neural signature that can be tracked to the user. The first action of a neuralrunner is to hide his neural signature. This is a hard action and always has a -1 penalization. Hiding your neural signature doesn't guarantee your safety, but it will slow down your tracking.

Hacking The neuralrunner can access into protected or crypted neural pages, alter information, copy clasified data and steal money with hacking.

SECURITY

The actions of hacking and decrypting takes a negative modification depending on the security level of the system the neuralrunner is traying to access.

Normal	-1	simple neural pages
High security	-2	gobberment, banks
Ultra secure	-3	mega-corporations systems

GENETICS

Eighty percent of the population in the Mega-Complex is treated with gene therapy after conception. For most people, genetics is used to enhance humans, prevent birth defects and clone specific organs for replacement in case of an accident. But in the darkness of the streets, genetics is used in freakish experiments. Sinister minds can make transgenic beasts, sub-human slaves and dozens of clones of themselves. Biohacker mutants lurking in medical facilities can manipulate someone without her knowing, giving deformations and deseases.

DNA reader When someone in the Mega-Complex is born, it's genetic code it's registered in the Unique Code of Citizenship. In the city databases are all the registered citizens, with information of medical history, criminal records, proprieties owned, bank accounts and the like.

With a *DNA reader*, a small device that takes a tiny skin sample of the subject, the police can see her Unique Code of Citizenship and access to all this relevant information.

NEW SPECIALTY - GENETICS

Genetics is a Clever Specialty, used in actions involved with genetics, like bioengeneering or biohacking.

BIOENGINEERING

In the Mega-Complex, people can go to a facility to change or enhance his characteristics with bioengeneering as common as going today to the plastic surgeon. Simple physical features, like eye or skin color can be easily manipulated, but enhance characteristics, like strenght or intelligence, it's more expensive and there is allways the risk of getting an undesired deformation. No one knows why this malformations show up or where they come from. They're hidden somewhere in the DNA, not in one sequence, but in several. that's why mutants can't eliminate deformations with bioengeneering.

CHANGING CHARACTERISTICS WITH BIOENGINEERING

A player can try to change the rating of a primary Atribute or acquire a new mutation by going with a genetist. The medic has to make a Clever roll, with penalizations depending on what it's what she is trying to achive.

Change a physical feature (not a deformation)	-1
Rise a Primary Atribute by one	-2
Give a new mutation	-3

If the doctor fails the roll, then the character gains a new deformation.

VEHICLES

In the past, vehicles used to work with fossil fuel. This wasn't efficient and after a time the resources ran short. After a great crisis, the micro-fusion engine became commercial, and companies were soon selling vehicles with this technology. With more efficient and lighter engines, it didn't take long until the invention of the flying car, which quickly became popular among the population of the Mega-Complex. Now, internal combustion vehicles with wheels are only seen in museums.

JET ROD

A popular model of flying car. Produced by Orgon, the Jet Rod emulates the vehicles of the past with the fusion technology of today. Colors available: cerulean blue, electric orange, beetle green, leopard and deep purple.

Size the jet Rod occupies two hexes

Capacity 5 passengers

Speed 400 km/hr (250 miles per hour) - 6 hex per turn.

Resistance 7

Durability (*Health*) 25

DRUGS

It is speculated that sixty percent of the citizens of the Mega-Complex, from the upper levels to ghost town, consume some kind of drug. With the development of new medical technology, new drugs emerged. The effects from one dose last for an hour.

Amphetaline An injected drug. When consumed, the character doesn't suffer the negative modification from fatigue.

Euphorioid A small purple pill. It increases by one the rating in Resistance.

Metamorpha A red pill. The player will ignore all negative modifications due to condition.

Noo A substance that must be inhaled. This drug increases the rating in Clever by one.

Protheuzine A substance that must be injected. Protheuzine increases by one the rating in Courage

Pzychonol A inhaled substance. It increases by one the Reflexes rating.

Scagtex An injected drug. When consumed, it immediately heals 5 points of damage.

Upperline An inhaled substance. This drug increases the Rude rating by one.

ADDICTION

If your character takes a single kind of drug a number of times greater than her Courage rating within a week, she becomes addict to that drug. She'll have to consume it every number of hours equal to twice her Courage rating, or will gain a Fatigue point. To be clean of the addiction, the character must stay without the drug a number of days equal to 6 minus Courage.

DISGENESIA

Mastering

This chapter is for the players who want to be Game Masters. This could be really fun, it will allow you to create great stories and to play not with one, but with many characters, but also, you'll have big responsibilities. Remember that as GM you will be responsible for the fun of the other players. If you cannot maintain them interested in your story, soon you'll find yourself alone.

MOOD

The first step of the Game Master is to set the mood of the stories he'll tell. Disgenesia has its roots in the cyberpunk genre. This kind of stories could be defined as *sci-fi noir*, with dark atmospheres and intriguing characters. But this isn't the only option for play.

Dark The true cyberpunk mood, with nihilistic characters who aren't heroes and usually reject the world they'll live in. Shadows covers the uncaring city and society is cynical and antipathic.

Light You're a mutant with amazing powers. This couldn't be that bad! Sure, no body wants you, but you'll have the opportunity to fight against the evil corporations and have fun in the process.

In the middle A dark mood sometimes can be depressing or stressful and not everybody likes light-hearted games. You could stand in the middle, with a cyberpunk and serious view of things and change to a light mood whenever is needed.

Missions

The player characters are the center of the story, they'll be contractors working for the corporations. Each adventure they enter will be a new mission that must be accomplished.

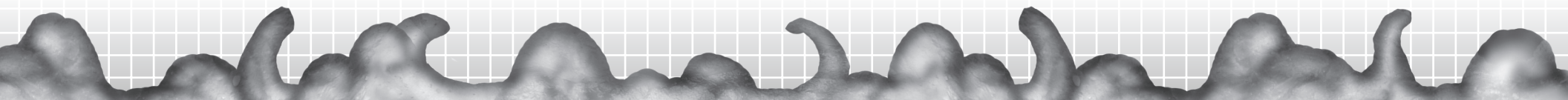
Missions are divided, as a movie, in chapters. The first chapter is usually the introduction, where the players will meet key characters and will know the objectives of the missions. The middle chapters are the development of the story, where the characters will face different challenges and problems. And finally, the last chapter is the conclusion, where players will have to defeat the final enemy or resolve the last problem to succeed.

OBJECTIVES

In a mission there is always a main objective that players must accomplish to be successful and gain the according rewards. But there also could be more than one objective in a single mission, this could be optional or necessary to continue. Some objectives could change in the course of the mission or arise new ones. Keep clear to you and the players what the objectives are so you don't lose in divergent stories.

REWARDS

The players could be playing just for fun, but there is a reason why their characters are doing difficult missions for the corps.



Rewards encourage the players to keep playing as their character grows, keeping them interested and wanting to continue playing.

When characters accomplish an objective, players should receive an *experience point*, but this isn't the only reward that a GM should give to the players. A payment for the characters services is the most common reward, as special equipment or weaponry. Other rewards, less evident, may be winning the trust of an important character or contact.

Freedom Are the characters truly free? They work for the corporations, but living in the shadows, hidden and doing illegal activities. They could be seen as free, doing whatever they please, but they could never walk in the streets as normal people. This theme focuses in the characters fight for freedom.

Humanity Life is cheap in the Mega-Complex, humans are seen as disposable items. Mutations put the teratomorphs above normal humans, but keep them apart from society. Contractors could easily become killing machines, caring for no one but themselves. This theme focuses in the characters struggle for keeping their humanity.

Morality Contractors usually do activities of very doubtful morality, like stealing information or killing objectives. Probably the police or anyone wouldn't stop them, but could the characters live with the moral weight of their actions? This theme focuses on what is right and wrong in an indifferent society of excesses.

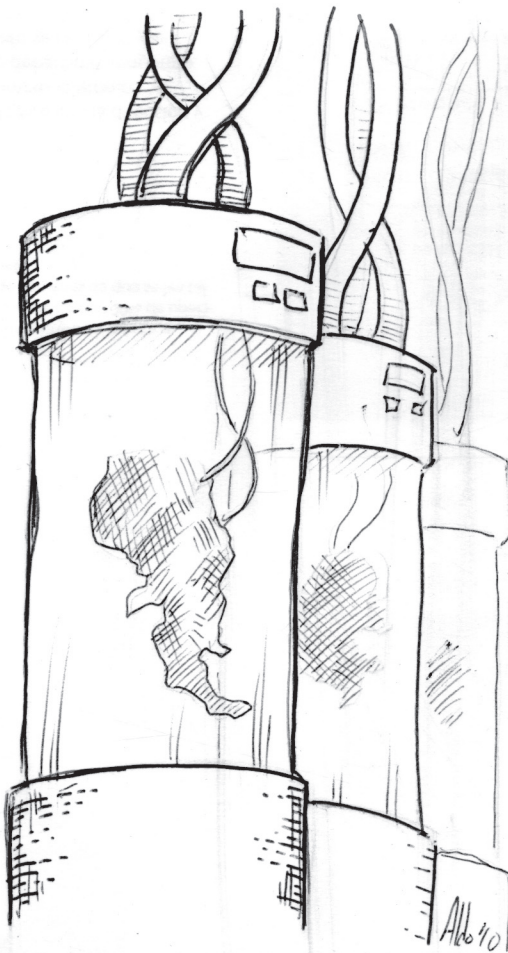
Power In the Mega-Complex there are several groups of power, but no one truly controls the city, everyone is fighting against everyone. This theme centers in the war between the different organizations and their strategies to keep as the most powerful group in the city.

Rebellion Players may not wish to always follow orders from someone else. In some point they will want to do other things and follow their own purposes, rebelling themselves from the city and creating their own order. This theme focuses in the characters fight against the machine.

THEME

Missions have a theme behind them that tells what the story is about. Keep the current theme of your mission in mind, this will help you to build your scenes and will tell you its focus. Common themes in Disgenesia would be:

Discrimination Racism ended a long time ago with the emergence of genetic technology, but a new discrimination emerged, between the enhanced and normal humans, and even more with teratomorphs. This theme focuses in the reactions of the general people with the player characters.



DISGENESIA

SUPPORTING CAST

In this chapter are listed different characters that could appear in the missions of the GM. They could be used as enemies and even someones as allies.

KEETONS

Keetons are the leaders of G-Tec, the biggest corporation in the Mega-Complex. They are twelve clones of the original Dr. Keeton, murdered by them. Keetons were created with a flaw, each one has a different mental illness.

Rude 1 **Fight** 2

Clever 4 **Fire** 3

Adroit 2 **Reflexes** 2

Stamina 3

Courage 4 **Health** 18

Specialties Intimidate, Genetics, Charisma

Mental disorder Keetons can be distinguished by their mental disorders, examples are: megalomania, paranoia, schizophrenia, agoraphobia and bipolar.

AVARAGE CONTRACTOR

There are many contractors in the Mega-Complex, their could sometimes be allies or enemies. To simply make another contractor, you can change the deformations and mutations.

Rude 3 **Fight** 2

Clever 2 **Fire** 4

Adroit 3 **Reflexes** 3

Stamina 3

Courage 4 **Health** 18

Specialites Neuralnet, Driving

Deformations slime, tumors

Mutations enhanced vision, tentacle

Equipment EKD Ekidna, Coyote shotgun, leather jacket

COP

Police men usually don't enter in the lower levels of the Mega-Complex, but in the upper levels, they keep safe the rich people.

Rude 3 **Fight** 3

Clever 2 **Fire** 3

Adroit 3 **Reflexes** 3

Stamina 2

Courage 2 **Health** 16

Specialites Athletics, Pistols

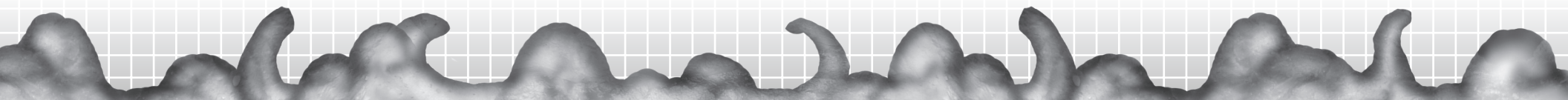
Equipment Police baton, light Kevlar, N55 naja

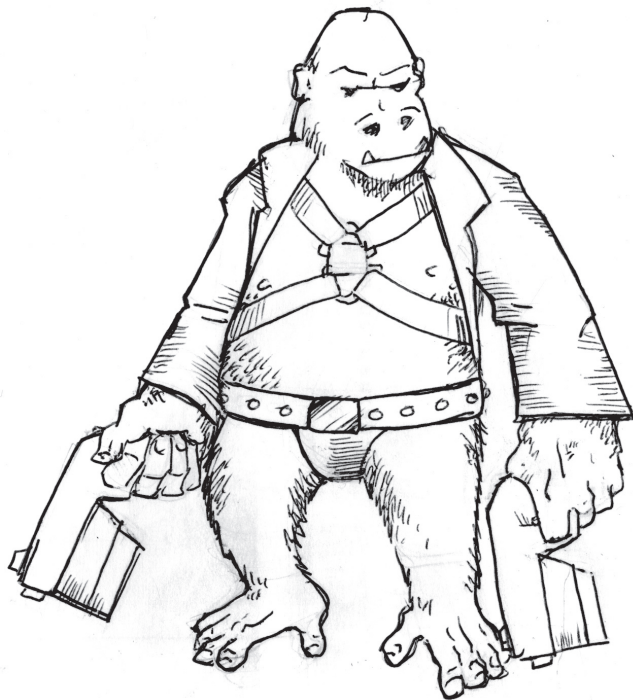
UPLIFTED GORILLA

An uplifted gorilla is modified to be smarter and able to use human devices. They are very popular body guards in the upper levels of the Mega-Complex.

Rude 4 **Fight** 3

Clever 2 **Fire** 3



Adroit 2**Reflexes** 2**Stamina** 3**Courage** 2**Health** 18**Specialites** Knives, Street Fight, Intimidate, Driving**Equipment** Club, T20

PRIMASAUR

The primasaurs are the epitome of genetic manipulation. They weren't cloned from DNA found in mosquitos trapped in amber. They are, in fact, parented to chickens, but heavy manipulated to look like the extinct dinosaurs.

Rude 4**Fight** 4**Clever** 2**Fire** 0**Adroit** 2**Reflexes** 4**Stamina** 3**Courage** 4**Health** 24**Characteristics** Primasaurs have natural armor of 2 and natural weapon (claws) of 3.

PROTO-SLIME

The proto-slime is protomatter gone mad, it has grown and evolved out of control, taken an amorphous shape, acting by instinct.

Rude 5**Fight** 3**Clever** 1**Fire** 0**Adroit** 1**Reflexes** 2**Stamina** 4**Courage** 1**Health** 26**Mutations** Harmful skin, Natural armor (3), Tentacle, Hyper senses.

DISGENESIA

EQUIPMENT

The prices of the equipment listed here are in *credits*. All characters begin the game with 400 credits.

Melee weapons

weapon	damage	critical	cost
club	2	4	10
police baton	3	5	20
switchblade	3	4	10
knife	3	5	20

The range of fire weapons indicates the medium range. A character can shoot an objective up to twice this distance, but the player will suffer a negative modification of -1 in his attack action.

Ammunition

type	cost
0.44	10
0.45	10
9mm	20
7.62mm	15
5.56mm	50
12 ga	10
flame thrower	20
rocket	30

Reloading a weapon takes a full turn. A character can reload and shoot in a single turn with a modification of -1 in his attack roll.

Fire weapons

pistols	damage	critical	range	ammo	mag*	weight	cost
V15 viperine	4	5	5 hex	0.44	6	1 kg (2lb)	50
C13 constrictor	5	7	8 hex	0.44	6	1.5 kg (3lb)	100
N55 naja	3	5	8 hex	9mm	10	1.5 kg (3lb)	60
K31 crotallus	5	7	10 hex	0.45	10	2 kg (4lb)	140
sub-machine guns							
T9, small SMG	4	6	10 hex	9mm	30	3 kg (6lb)	120
T20, large SMG	5	7	7 hex	9mm	30	3 kg	110
EKD Ekidna	6	8	10 hex	7.62mm	30	4.5 kg (9lb)	160
rifles							
S12a Slayer	6	8	12 hex	5.56mm	40	4 kg (8lb)	180
Coyote shotgun	7	9	5 hex	12 ga	5	4 kg (8lb)	90
Snipper rifle	8	10	16 hex	7.62mm	5	7 kg (14lb)	240

* Magazine: How many actions it would take before the weapon runs out of bullets.

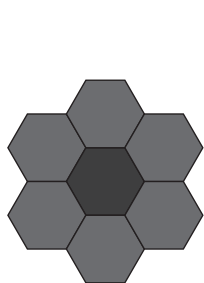
Heavy weapons

	daño	critical	range	ammo	mag	weight	cost
flame thrower	8	10	3 hex	special	10	20 kg (40lb)	130
machine gun	10	12	15 hex	5.56mm	80	10 kg (20lb)	360
granade launcher	8	10	10 hex	40mm	1	3 kg (6lb)	180
rocket launcher	10	14	20 hex	special	1	2.5 kg (5lb)	360

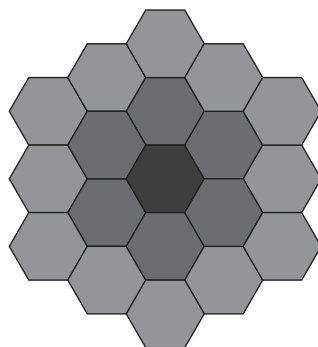
Explosives

	damage	critical	area	weight	cost
c4	10	12	3 hex	0.5kg (1lb)	20
dinamite	6	8	3 hex	0.5kg (1lb)	10
40mm**	8	10	5 hex	0.5kg (1lb)	20
frag grenade	8	10	5 hex	0.5kg (1lb)	10

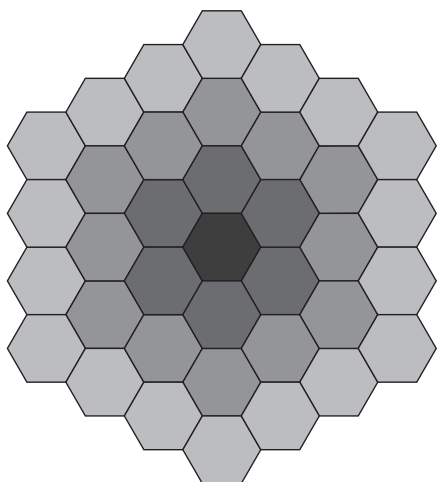
** This explosive is thrown by the grenade launcher



3 hex area



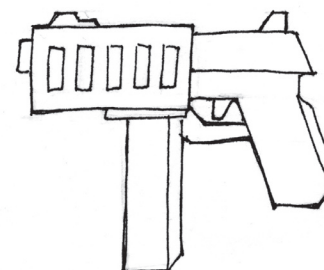
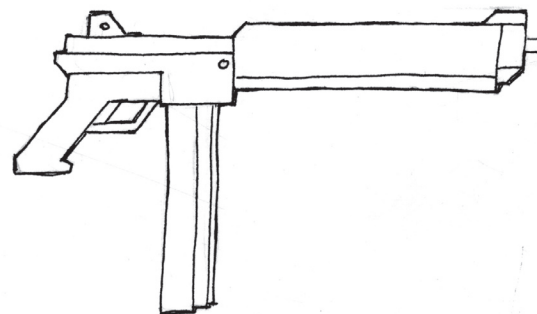
5 hex area



7 hex area

Shield

	torso	head	limbs	weight	cost
neoprene suit	2	-	1	2kg (4lb)	45
pads	-	-	2	2kg (4lb)	30
leather jacket	1	-	-	1.5kg (3b)	15
tactic armor	4	-	2	20kg (40lb)	90
body armor	5	-	3	25kg (50lb)	120
light kevlar	2	-	-	2.5kg (5lb)	30
heavy kevlar	3	-	-	9kg (18lb)	45
police helmet	-	2	-	0,5kg (1lb)	30
tactical helmet	-	3	-	1kg (2lb)	45



DISGENESIA

PLAYER

CHARACTER

CONCEPT

experience

RUDE

SPECIALTIES

CLEVER

SPECIALTIES

ADROIT

SPECIALTIES

FIGHT

SPECIALTIES

FIRE

SPECIALTIES

REFLEXES

STAMINA

CREDITS

CAPACITY

DEFORMITY

DEFORMATIONS

COURAGE

○ ○ ○ ○ ○

FATIGUE

○ ○ ○ ○ ○

HEALTH

○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

CONDITION

VITAL ORGANS

DAMAGE

wounded

crippled

HEAD

LIMBS

UNARMED ATTACKS

MELEE WEAPONS

RANGE WEAPONS

SHIELD

damage critical

damage critical

damage critical range clip

torso head limbs

DISGENESIA

