

MUTANT HIGH SCHOOL

COMPATIBLE WITH

MCC RPG



MUTANT HIGH SCHOOL

BY BRENDAN LASALLE

This Zine goes out to Bruce Cunningham,
Tim Deschene, and Lynn Hatfield:
couldn't have a show without ya!

Cover Art: William McAusland • **Interior Art:**
Brad McDevitt • **Art Direction and Layout:** Matt
Hildebrand • **Developer:** Michael Curtis

www.goodman-games.com

Copyright © 2021 Goodman Games LLC.
All rights reserved.

Playtesters: Tim Deschene, Chase Gashman,
Bruce Cunningham, Raven Shadows, Mark Palmer

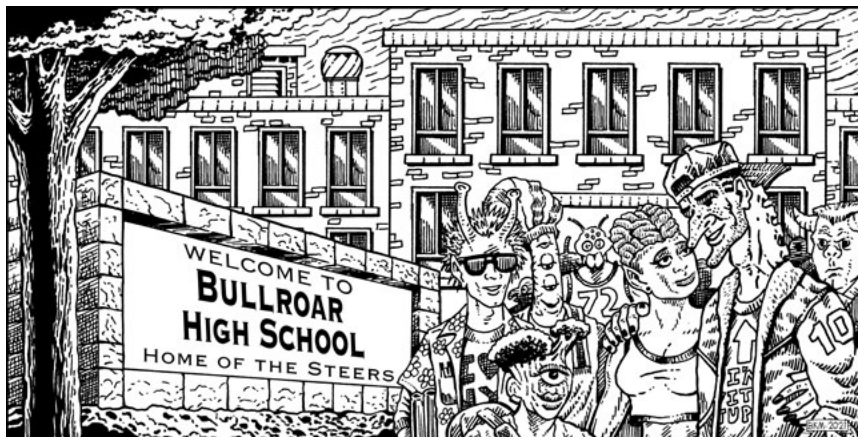
Youth Consultant: Rosalind Waldrop

Special Thanks: James Walls, Bruce Cunningham



EMPIRE
OF THE
CYCLOPS CON

NOVEMBER 5-7



WELCOME TO NO-GO CITY!

In *Mutant High School*, players take on the rolls of mutated high school students in No-Go City, trying to live their lives, graduate, make friends, and find love, all the while having to deal with their mutated state, the isolation of being cut off from the world, gangsters, monsters, and peer pressure.

MUTANTS OF NO-GO CITY

Players can play mutants, plantients, or manimals BUT, no matter what they choose, they were originally humans. When Ooze Day struck, humans were transformed into mutants, manimals, and plantients.

CONTAGIOUS!

Since Ooze Day, all No-Go City mutants are permanently irradiated from the geyser of radioactive waste that rained upon the neighborhood. Any non-mutated life forms that spend more than 10 hours in total within a 5' proximity to any mutant within the space of a single week must make a Fortitude save, with a DC equal to $10 + 1/\text{every hour over 10 spent in proximity}$. On a failure, that individual permanently mutates, becoming a mutant, plantient, or manimal (if human), or some bizarre, mutated version of its former self (if anything else). Non-mutants in No-Go City are considered within 5' to a mutant until they leave, as the entire area is irradiated.

No-Go City mutants can lose mutations but can never revert to PSHs (Pure Strain Humans). They always keep their Cool Mutations (q.v.).

CHARACTERS

New characters are 1st level. Roll 1d10 to determine mutant type: (1-7) mutant; (8-9) manimal; (10) plantient. Roll student archetypes on the table below. Archetypes are broad character descriptions that gives some idea of the mutant's interests and social status. During character creation, players can swap any two stats to better fit their archetype.

Roll 1d24	Archetype	Starting Equipment	Special
1	Academic	Decent home library, taped together glasses	+CL bonus on all exam checks, +1d on saving throws against study fatigue
2	Activist	Literature, messenger bag	+1 on Will saves
3	Amateur Botanist	1 sad telepathashish plant in a hidden location	+1 starting Oozing Luck/ session
4	Art Kid	Art supplies, artist outfit, sketchbook	+1d on creating 1 art piece/ week
5	Band Geek	1 beat up instrument and ragged case	can read music and play 1/ CL + Per modifier musical instruments
6	Churchgoer	Tattered copy of Scripture, holy symbol	+1 on Will saves
7	Dance Team	Well-worn dancing shoes, cool outfit, mixtape	+1d on dance and performance skill checks
8	Emo Kid	Modern haircut, journal, vintage t-shirts, stash of sharpies	+1 on Fort saves
9	Fandom Geek	Best collection of the work of their object of adoration in the No-Go—which may not be saying much	+1 Will saves
10	Floater	Any 1 piece of equipment chosen at any time during the game	+1d on Per rolls to make friends, start with 1 contact in every clique in school
11	Foreign Exchange Student	Translation dictionary, student visa	+1 language, begin game with contacts outside the U.S.
12	Gamer Geek	Very well-loved game books, pouch of ancient dice	Automatic Luck check to out Mute-Guffins within 10'
13	Goth	The outfits, the haircut, etc.	+1d on saving throws against fear effects

14	Jock	Weaponizable sports accessory (1d4 - 1d6)	+1 physical stat/ level gained while character is still playing sports in high school/ college
15	Metalhead	Killer tattoos, combat boots	+1 Fort saves
16	Motorhead	Rickety ride, piecemeal used tool kit	+1d on attempts to repair automobiles and small engines
17	Nerd	1 piece of working tech	+4 on Test Checks, -1d on social skill checks, treat all knowledge-based skill checks as trained
18	Outcast	Jam bag, trench coat	Begin with 1 black market or criminal contact, treats energy pistols as trained weapons
19	Popular Kid	Strangely decent outfit	+1d on Per checks involving fellow students
20	Punk	Leather jacket, band shirt, portable record player	+1 hp/ level
21	Rich kid	Decent car, moderate allowance, influential parents	Luck check to have access to any standard piece of equipment, under intense pressure or scrutiny from domineering parents
22	Scout	Compass, boots, 50' rope, ratty handbook	+1d on first aid, knot tying, orientation checks
23	Smart Kid	Slide rule, stack of tattered books	+2 on exam checks, each hour of studying treated as 2 hours
24	Techie	1 piece of cobbled together homemade electronics (PC choice)	+1d on checks to repair, destroy, or modify tech items

Starting Equipment: All characters begin the game with the equipment listed under their archetype, the basic tools of academia (pens, notebooks, etc.), a backpack, a few outfits, and a place to live. Players can choose their character's basic living status ("I live in an apartment with my mom; my dad was outside the City on Ooze Day"), with the judge having final say on what is permissible. Remember that everyone is playing a teenager but, as is typical for teen adventure comedies, parents rarely, if ever, get directly involved in their kid's adventures. MHS students are proficient with clubs and knives only.

OPTIONAL NEW RULES

All of these are super optional: use whatever makes the game fun, skip whatever drags.

AI RECOGNITION ROLLS

The robo-poly and other machine intelligences of *MHS* were designed to deal with the spawn of Ooze Day, so they only don't recognize the citizens of the No-Go as human beings once in a while. When encountering robots within No-Go City, the PC must make a standard AI Recognition roll against the unit's AI recognition target number, but for the most part, AIs in this game are very good at recognizing mutants. On a failed roll, the unit calls for appropriately incorrect backup, possibly animal control or city park maintenance.

"ARTIFACTS"

Tech level 1 items exist and are familiar to the PCs, who can use them with no need to make Artifact checks.

BEST IN TOWN

Every PC gets to be the best at something in town. This can be a hidden talent, secret skill, odd hobby, obvious result of their background, or what have you. The player can choose their BIT at any time during the game, but once declared, the PC's Best In Town decision is permanent.

The BIT rule can apply to a specific attack (i.e. head butt or switchblade), a mutation (i.e. *thought spike*), a skill a character of their background would definitely have (i.e. driving for a PC with the motorhead background), a skill it is unlikely for a character of their background to have (i.e. in-depth knowledge of folk music for a character with the metalhead background), or a skill it is nearly impossible for them to have (helicopter piloting, robot maintenance, suminagashi).

Best At	Effect
Specific attack	+1 to hit with that attack
Mutation	+1 on checks with that mutation
Background Skill	+1d on skill checks with that skill
Unlikely Skill	Skill considered trained, +1 on skill checks with that skill
Extremely Unlikely Skill	Skill considered trained

Once a Best in Town skill has been chosen, no one else in the party (or the town) can choose it to be their Best Something. While two characters may be the best at an attack, it cannot be the same attack.

COOL MUTATION

Every player can choose one cool looking mutation for their character. This shouldn't be something with an overt combat or tactical use, just something that makes them unique. Amazing hair or skin color, non-functioning ornaments, eye clusters, just for fun tails/ animal ears, and extra fingers fall in this category. The player and judge should work together to create something cool.



MUTE-GUFFIN

The Mute-Guffin is a *Mutant High School* NPC with an agenda connected to a storyline the judge plans on advancing.

Any player may try to out the Mute-Guffin. If they suspect an NPC is it. When a player asks the judge if an NPC is the Mute-Guffin, either:

A — they are not, and the PC loses one point of Oozing Luck (see Oozing Luck, below).

B — they are, and the NPC's Mute-Guffin status is revealed to the table, and the correct accuser gains 1 point of Oozing Luck.

Players earn one point of Oozing Luck for coming up with a reasonable explanation as to why their character is willing to put aside their normal activities and personal inclinations so that they may help the Mute-Guffin out with whatever their problem is, even though it is likely to wind up complicated and dangerous.

A variant is the Anti-Mute-Guffin, a person with an agenda the PCs should come together to thwart. *MHS* has any number of possible antagonists, from bullies to romantic rivals to mutated maniacs out for blood. The rules for outing the Anti-Mute-Guffin are the same, and when the player gives a reason why their character is willing to drop everything and work to thwart the Anti-Mute-Guffin's plans, they gain one point of Oozing Luck.

OOZING LUCK

In No-Go City, good fortune is hard to come by, and when it does come, people cling to it with hands, tentacles, and prehensile tails. In the No-Go, luck doesn't always rush away at once, but when things get bad, your good luck *oozes* away and you have to wade through the muck until good times come around again.

Oozing Luck points are temporary Luck points the judge can award for clever play, heroic actions, cracking up the table, having coffee delivered, etc. The PCs are so great they are just oozing radioactive luck.

PCs receive 1 point of Oozing Luck at the beginning of each session. If a PC scores a natural 20 on an attack roll, mutation check, or skill check, they earn a point of Oozing Luck. In addition, the judge is encouraged to give points of Oozing Luck as end-of-adventure/ quest awards.

Oozing Luck points don't fleet so much as ooze away. If a player rolls a natural 1 on an attack roll, every player loses 1 point of Oozing Luck, even if this brings them below zero. For every point below zero, the character receives a temporary penalty to their Luck equal to the number of points they are below zero. For example, a mutant with a 13 Luck and -2 Oozing luck has an effective Luck of 11, which lowers their Luck modifier, reduces their chances of succeeding at a Luck check, and gives them less Luck to spend, until the PC earns enough Oozing Luck points to get them to zero.

PCs can spend Oozing Luck points on themselves or their fellow PCs. Character classes with a Luck die only apply the die when using Oozing Luck on themselves; points spent on allies are on a 1 for 1 basis.

Players may not spend their Oozing Luck down into negative numbers.

If Oozing Luck loss brings a character's Luck to zero or below, they are suddenly beset by catastrophic events, hostility from the environment and creatures, and improbably terrible circumstances until they can get their effective Luck (i.e. including their Oozing Luck) to at least a 1. Cue the falling flowerpots and amorous finkasauruses!

Oozing Luck is sticky and hard to shake. Unconscious or dead characters can still gift any remaining Oozing Luck points to their surviving allies, right up to the school-wide moment of silence.

STUDYING AND EXAMS

Whenever the gang gets ready to go on some sort of adventure, have the PC with the lowest Luck score make a Luck check. If they fail, the whole gang has some kind of examination coming up soon and nobody has started studying yet. They must either find ways to cram in some studying before their next exam or prepare for the ol' Fail-a-rooski!

Test check = 1d20 + Int mod + Character level

Exams, quizzes, and finals all require a Test check, as above. Students who haven't studied at all take a -1d penalty. Students who have studied get a +1 to their Test check for every honest hour they put into studying, up to a maximum of +10.



Studying is exhausting. For every hour beyond two a PC wants to study in a single session, they must make a Willpower save with a DC of 10 + the number of hours they have studied so far. Success means they can study for another hour. Failure means they must spend an hour engaged in enjoying some variety of distraction before they make another attempt. The distraction can be anything but studying of any kind: going for a walk, eating a snack, reading a comic, etc.

21+	A+
20	A
19	A-
18	B+
17	B+
16	B-
15	C+
14	C
13	C-
12	D+
11	D
10	D-
9 or less	F

Characters that didn't study are at -1d for a Test check, while characters who do gain a +1 on their Test Check for every honest hour they put into cramming. A natural 1 is always an F, no matter what the modifier: the character might have fallen asleep during the test, frozen up, become inexorably distracted, etc. A "B-" or better earns 1 point of Oozing Luck, an "F" costs 1.

Every test gets its own chart, some being easier or more difficult than others. This chart describes an average test written by an average teacher.

Some tests might use a different stat modifier. For example, a beautician school makeover final might use Per instead of Int.

NEW EQUIPMENT

24/7 dust: This potent stimulant is a powder, the distillation sediment of the drool of a local mutant. One good inhale is enough to allow the user to ignore the need to sleep for a full 12 hours. Afterwards, the PC feels woozy and gross for a whole day, taking a -1d3 penalty on any Intelligence or Personality based skill checks. Mutants looking for 24/7 dust will find it rare and costly, and procuring some might even be a side quest.

Hazmat Suit: A hazmat suit is a protective garment worn by emergency responders to prevent the deleterious effects of radiation, poisons, and pollutions. A PSH wearing a hazmat suit is protected against No-Go City's Mutant's contagious nature. Mutants who can fit their freakish forms into a hazmat suit do not infect nearby creatures while wearing it.

Student ID: All Bullroar HS students receive a new Student ID on the first day of fall semester. The ID has their picture, name, home room number, and Student ID number. Students losing an ID must pay a dollar for a new one.

Telepathashish: The weed that deals itself! The buds of this mutated trifolium are a psychoactive drug, imparting euphoria and mild hallucinations when consumed or smoked. The weed is telepathic, sentient, and obsessively driven to get mutants totally zonked. The plant telepathically attempts to coerce all within 10' to "just say yes" and retains this ability for weeks after being harvested, making it difficult to conceal. Telepathashish's effects last an hour or more depending on how much is ingested, granting a -2d/-1d/+1d on appropriate skills at the judge's discretion.

Rickety Ride: A beaten-down jalopy, likely made from the cast offs of a dozen cars or more. Having a new car brought in from the outside requires jumping through several expensive legal hoops, so most denizens of No-Go City rely on pieced-together transportation. It takes either a Luck check or a DC 12 skill check to get a rickety ride started, with failure meaning it needs to be tinkered with for 1 hour/ point the check was failed by before it will start again. Most rickety rides are alcohol burners — their owners buying fuel from somebody's backyard still.



BUYING EQUIPMENT...

... is hard. The Mutant Quarter of Fresno, AKA No-Go City, was disavowed by the United States soon after Ooze Day to prevent lawsuits and allow congress to enable certain security and surveillance measures without risk of constitutional challenge. No-Go City is technically a U.S. controlled territory, like Guantánamo Bay. This makes commerce complicated as questions of tariffs and import licenses throttle the supply chain. Food and beverages are readily available, although some brands are impossible to buy. Automobiles, electronics, power tools, and office supplies are heavily taxed and, therefore, rare. Firearms, high-performance computers, explosives, and certain chemicals may not be imported or exported between the Mutant Quarter and the outside. Scarcity has created both a vibrant black market and constant secondary marketeering. Necessity created several local industries; tailors make new clothes from handspun cloth, rooftop farmers sell mutated strains of dozens of types of vegetables in the year-round farmer's market in the old roller rink, some old timers built a still and make a new kind of liquor, something between high-end sangria and rot gut scotch, from a species of mutant berry that only grows in one back alley.

No-Goers make do with what they have, repair anything they can, barter with their friends and neighbors for what they need, and resort to buying goods only when there is no alternative.

The Ultras bribe guards to allow them to sneak black-market items to larcenous partners inside. This is dangerous because the robo-polys are always on the lookout and cannot be bought.

NO-GO CITY

In an all-too-near future, Fresno, California, had secretly become the radioactive waste capital of North America, with a massive underground repository under the Central Valley holding millions of gallons of the foul stuff in one huge, supposedly invulnerable, tank. Then came Ooze Day: an earthquake caused a geyser of toxic slime to erupt and coat the entire area, mutating every living thing it touched.

Walls were quickly erected to prevent the spread of the inexorable mutagen. In the aftermath of Ooze Day, the walls stayed up and the gates stay locked. The area within was dubbed No-Go City or the Mutant Quarter, its legal status was changed to protected territory, and the mutated population were quarantined within the walls, indefinitely, all under the swiftly drafted Maximum Extreme Disproportionate Response to Emergent Mutations Act (aka the MEDeR'EM act).

No-Go City is a run-down, patched together, scab of a neighborhood that every so often has a surprising spot of beauty; bizarre mutant trees flower eternally, colorful murals commemorate Ooze Day, huge glowing butterflies swarm the skies, lively open-air markets give a sense of community.

No-Go City has its own extremely localized weather, typically overcast with thick neon green clouds, an after-effect of Ooze Day. The clouds filter sunlight into strange colorful light that makes the entire city feel a bit like a mutant fairyland.

The No-Go City is bordered by W. Bullroar Ave. on the north, Yosemite Freeway on the east, West Shaw Avenue on the South, and N. West Avenue on the west.

THE WALL

The brick and cinder block wall is 25' high and crowded every inch with razor wire, spotlights, gun placements, surveillance cameras, and crenelated cover. Guards in hazmat suits walk the wall, watching for any signs of escape. Surveillance drones crisscross the Quarter's airspace and report mutants attempting to fly or climb out.

No-Go City is intentionally kept media and cell phone blind. The perimeter wall is covered in transmission jammers that distort and block in-and-outgoing transmissions. There is one place you can stand in the No-Go and get reception, and its location is a carefully guarded secret worthy of a quest to discover. Some homes and businesses have land

lines, although the connections are always terrible. There is no available Wi-Fi and only one dedicated internet hardline connected to the Public Library, its use constantly monitored by the NSA.

There is one heavily guarded gate on the east wall, and it is rumored that there are dozens of secret entrances that only the black marketeers know about.

No-Go City Guard: Init +1; Atk stunner pistol +5 missile fire (2d6 non-lethal, 30/60/90) or shock stick +2 melee (DC 13 Fort save or paralyzed for 2d4 turns); AC 16; HD 2d8; hp 9; MV 25'; Act 1d20; SP radio for help; SV Fort +2, Ref +3, Will +3; Crit III/ 1d6.

No-Go City guards wear armored hazmat suits. They have shoulder mounted, long range radio receivers on a special frequency that gets reception throughout the Quarter. In a riot, they are issued polycarbonate plastic shields and heavier weapons.

BULLROAR HIGH SCHOOL

AKA BS High, Bullroar High School is the only surviving secondary school in the No-Go. Pre-Ooze day there were two thousand students, but currently there are less than 700 and only a dozen teachers.

THE FACULTY

A few key members of the Bullroar High School staff.

Coach Phelan: Mr. Phelan coaches all of the school's athletic teams, plus teaches health, driving, typing, and wood shop. Coach Phelan is a plantient (*coffea liberica*, a strain of coffee plant, with *time stop*, *ultra-vision*, and *gas generation*) with a famously volatile temper. He is gruff, but he truly loves the kids, and believes that team sports are necessary for building character and staying off drugs.

Principal Wellman: a highly mutated immobile patch of rank epiphytic goo stuck on an office wall with a head, face, glasses, and comb-over. The principal is unable to leave his wall, although he may form a pseudopod allowing him to grasp his Hang In There Baby coffee mug. He manages the faculty, disciplines the student body, and makes rambling daily announcements over the school's tinny intercom system. He possesses *devolution*, and his ultimate punishment is removing mutations from mutants that use them irresponsibly.

Nurse A.L.I.C.E. - The Artificial Life Informatic Care Expert, A.L.I.C.E. has the resources to heal incoming patients a total of seven times per

day, healing 1d5 hit points OR curing an affliction (disease, broken limb, poison, etc.) if the afflicted makes a DC 11 Fortitude save. A repurposed robo-poly, the nurse is now a rabidly anti-authoritarian self-determinist willing to do nearly anything to help a sick or injured student. A.L.I.C.E. has an AI recognition DC of 6 and automatically recognizes students carrying their ID.

Ms. Yancy: Pamela Yancy teaches science, including intro, biology, and upper-level chem. Mutant students often try to raid her supply closet for material to help with their schemes, so she has created an elaborate home-made alarm system to protect the supply closet (DC 15, failure to sneak thru/ bypass activates alarm and security cameras). Ms. Yancy also has *claws* and *heightened strength*, so students take her seriously.

CITY FACTIONS

ROBO-POLYS

Chronically glitchy and quick on the trigger, the “Robo Police” are periodically dropped in by the U.S. government, ostensibly for the safety of No-Go City citizens. Their true primary directive is to disallow mutants to leave at any cost. There are a dozen working the city at any time, directing traffic, enforcing order, and occasionally blasting on someone they don’t recognize as human. Robo-polys look like 5’ tall cybernetic roly-poly toys, painted with child-friendly images of policemen. In action, hidden hatches open for elongated extendo-arms that can reach out to grab a suspect or fire their blaster. These mecha-noids can be destroyed but do not easily fall down.

Robo-Poly (1): Init +8; Atk stunner gun arm +7 missile fire (DC 12 Fort save or fall unconscious for 4d6 rounds, 30/60/90) or truncheon arm +5 melee (1d8); AC 15; HD 6d6; MV 20’ wobble; Act 1d20; SP handcuff arm, parachute, wobble-up, Baliff-Mode, immune to mind control; SV Fort +5, Ref +0, Will +3; Crit A/1d4.

There are specialized robo-polys (drug sniffers, riot police, etc.), but the above stats describe a standard beat poly. A robo-poly has a 15’ long handcuff arm it can cuff a perp with [grapple check +8, success = subject is cuffed, second grapple check to cuff two limbs behind victims’ back, handcuffs have 15 hp and ignore the first 6 points of damage from any attack]. Each robo-poly has a reusable parachute, to allow them to be dropped into the Quarter from the air. Robo-polys wobble up—if they are knocked prone, they pop up on their next turn as a free action.

Once a robo-poly has a suspect cuffed, it can enter Bailiff-Mode. A viewscreen opens in the robot's chest-plate, and a judge from outside can pass summary judgement based on the robo-poly's video/ audio evidence and witness testimony. PCs get a Luck check — success means the judge is asleep or playing golf or something, postponing the trial and causing the robo-poly to release the suspect for now.

THE CHURCH OF THE BURBLING REDEEMER

These mutants believe that the mutating ooze that came to Fresno was sent by a beneficent deity, granting mutants powers and asymmetrical beauty never before seen in the Universe. Burlblers are mostly peaceful, operating out of a free kitchen on Blackstone Avenue. While normally law-abiding, the church elders quietly work on their goal of spreading the mutagen to the entire world. The leader of their NRM (New Religious Movement) is The Burbleationer, a sentient, bubbling slime-mutant, the fusion of five members of an interfaith council who were unfortunately sharing a party sub on Ooze Day, now one being with five distinct minds bent on sharing the mutagenic good news of the Great Radiation.

The Burbleationer: Init +0; Atk pseudopod +4 melee (1d8); AC 13; HD 6d8; hp 39; MV 5'; Act 1d20; SP mutations (*mental blast, domination, mind control, mental shield*, all at +6); SV Fort +5, Ref -3, Will +6; Crit M/ 1d12.

SHERIFF'S OFFICE

The City of Fresno has appointed one Mutant Quarter citizen to be the local sheriff. Sheriff Trejo is a tough city advocate, who hates the quarantine, but does what he must to keep No-Go City — and outsiders — safe and on the right side of the law. Sheriff Trejo has a beat-up patrol car and a one-room office with a single holding cell.



Sheriff Trejo, 3rd lvl Manimal: Init +2; Atk attack revolver +4 missile fire (2d6, 50/100/150) or claw +3 melee (1d4); AC 14; HD 3d7; hp 24; MV 30'; Act 1d20; SP pack mentality, mutations (*heightened agility, sonic generation, mental reflection, mental block* [plantients], all at +4); SV Fort +3, Ref +4, Will +3; Crit II/ 1d8.

Sheriff Trejo wears a protective vest and has a special transmitter badge that allows machine intelligences to automatically see him as human.

TOXIC TRUTHERS

Toxic Truthers are outsiders who refuse to believe in Ooze Day. They are morally affronted that there are 25 square miles of America where they are disallowed to enter, seeing this as a blot on the absolute freedom to which all true patriots are entitled. Some believe that exposure to the unfiltered environment of No-Go City will cure everything from arthritis to rickets and sneak past the wall to soak up the detoxifying microbes that Big Pharma doesn't want you to know about. They all eventually mutate, all the while disbelieving that they are mutants, and explain away their physical oddities with pseudoscience and magical thinking. These miscreants rally together to protest, heckle, and sometimes assault anyone who denies their world view.

Sample Toxic Truther: Init +1; Atk belly tentacle with suction cups +2 melee (1d6 + grab, 15' reach) or protest sign +0 melee (1d3); AC 10; HD 1d8; hp 5; MV 30'; Act 1d20; SP automatic grab with successful tentacle strike, grapple check +5; SV Fort +2, Ref +1, Will -1; Crit M/ 1d6.

Toxic truthers are mutated humans who possess endlessly varied physical and mental mutations. The one described above has a huge, dangerous, cephalopod-like tentacle growing out of their belly, which they claim is a rare form of eruptive xanthomas.

THE ULTRAS

The Ultras are a criminal motorcycle gang in constant conflict with the sheriff's office and the robo-polys. The major criminal force in No-Go City, these mutant miscreants deal in black market items, protection, theft, and the distribution of illegal pharmaceuticals. The Ultras love living in the No-Go, as its isolation makes them the biggest shot callers, and they work to prevent anyone from escaping.

Typical Ultra Gangster: Init +1; Atk chain +3 melee (1d6) or sling +2 missile fire (1d3, 30/60/90); AC 12; HD 2d6; hp 9; MV 30'; Act 1d20; SP mutations (*heightened stamina*, *pyrokinesis*, *enlarged body part* [humungous head]); SV Fort +5, Ref +2, Will+1; Crit M/ 1d8.

The typical Ultra ganger has an electric, rickety ride motorcycle, an armored leather jacket, a fighting chain, sling and pouch of sling lug nuts, cash, and a bag of illegal pharmaceuticals.

NO-GO CITY EVENTS

ESCAPE!

Escape is morally murky as mutants are contagious and will eventually create more mutants, who will eventually be captured and permanently detained in No-Go City. Some try to escape all the time, perhaps taking measures to not infect and mutate anyone they encounter, perhaps not. Escaping is a quest that can be the subject of an entire campaign.

FIELD TRIP!

Despite Ooze Day and the quarantine, Bullroar HS is improbably required by law to host two field trips per year. Principal Wellman diligently finds something they can all go visit within the Mutant Quarter again and again. Field trips equal mayhem: students get lost, try to escape, get attacked by wandering monsters, etc. Bullroar HS has one ancient electric bus, a patched together miracle of do-it-yourself and Bondo, that always seems to break down just when dangerous types are around.

CONCERTS!

No-Go City has a few local bands and performers that play live. Student favorites include Agent Purple, DJ Hotrangutan, and singer/songwriter Pheebie. Concerts are great places to meet contacts, spark adventures, and get into brawls with security and bullies. There is one teen club, Ground Zero, that features live music a few times a month.

RIOTS!

Riots break out in the No-Go all the time. Nobody is happy about the quarantine and lots of folks have dangerous mutations, and the Toxic Truthers are always stirring up dissent. Robo-polys show up within two minutes of any riot, with back up dropping from the sky as needed. Riots might disrupt the PCs plans, be a useful distraction, or become the subject of an entire adventure.

SPORTS!

Having only one high school makes team sports tricky. Coach Phelan's solution for the school's basketball and soccer programs is to choose captains, who then take turns choosing their teams. Rivalries tend to

ferment between opposing captains, so the PCs might get called on to take to the court to help a team out. Resolve games with team vs. team rolls; everyone on one side makes a sport-appropriate check (Agility for basketball, Strength for wrestling, etc.). The judge rolls checks for each member of the NPC team. Add results together for each team, highest total score wins, with a point of Oozing Luck at stake for the PC team. A tie on a sports team check causes a phlocompetition disturbance, where some random event derails the entire game. There is not a lot of live entertainment in No-Go City, so even pick-up games tend to draw enthusiastic crowds, snack vendors, and gamblers.

UNDERGROUND COMPETITION!

Whenever a character needs emergency cash, they can make a Luck check on a d24. If successful, there is an improbable underground competition coming up that will pay just enough prize money to cover the PCs expense. The competition could be breakdancing, a battle of the bands, underground science fair, or whatever else the judge thinks up. The PCs will have to cover the entrance fee, get their team together, avoid the sheriff, train, and learn to put their egos and their personal issues aside long enough to come together as a team.

ADVENTURE: PROM NIGHT!

Prom is coming up, and fellow student and secret Mute-Guffin Dweeble, an art student with a heart as big as the world, wants nothing more than to take his outsider significant other, Terry, to go to the prom. It's True Love, and Terry is willing to mutate so the couple can be together.

COMPLICATION: Terry's father is the evil Senator Shelly, who will send guards to find them. To help Dweeble and Terry make it to prom, the PCs must find a way to communicate with Terry, sneak them into the Quarter, acquire tuxes/ prom dresses, avoid the guards, get back to prom, and dance the night away. Maybe they should even find dates for themselves! The PCs earn 5 XPs for pulling it off, plus whatever they earn for fighting off the Ultras who show up to break up the dance.



APPENDIX RNA

CHECK THIS ISH OUT:

Books: Go-Go Girls of the Apocalypse: A Novel

Movies: The Troma Entertainment Toxic Avenger Franchise (The Toxic Avenger, et al.), Class of Nuke'Em High, Weird Science, The Breakfast Club

Music: Black Flag, Squirrel Bait, Death, Faction, Hüsker Dü, Blast!, Government Issue, The Henchmen, Kool and the Gang



PREPARE YOURSELF FOR MUTRICULATION!

Toxic waste mutates the populace of a city, but the kids still need an education. Welcome to Mutant High School, where the students have evolved beyond the curriculum. Can toxic teens survive killer robots, mutant gangsters, toxic truthers, and exams? The answers are hidden behind the walls of No-Go City, and you must find them!



COMPATIBLE WITH

**MCC
RPG**



\$9.99 GMG6240