

Archetypes

Domer

The Dome Born, or Domers are the most populous of New Humanity's peoples. Living in the cramped and shaded dome cities, shielded from the harsh environment of the world outside, most Domers can only dream of the riches available outside the Glass.

Br	Ag	Int	Cun	Wil	Pr
2	2	2	2	2	2

Starting Wound Threshold: 10 + Brawn

Starting Strain Threshold: 10 + Willpower

Starting Experience: 110 XP

Starting Skills: A Domer starts with one rank in each of two different non-career skills at character creation.

Icy

Inherent Conscripts, or Icies are the true descendants of the war that burned the world, and if not for a lack of women in the military organisations of the World Before, they would outnumber all the other races of man. The military bunkers remained isolated for several generations after The Emergence, thanks to ancient protocols dictating the day they could finally swich on the lifts, and re-join the world. Their rigorous doctrines, handed down through the years, give them their seemingly cold nature, and Icy nickname.

Br	Ag	Int	Cun	Wil	Pr
2	3	1	2	2	2

Starting Wound Threshold: 12 + Brawn

Starting Strain Threshold: 8 + Willpower

Starting Experience: 100 XP

Starting Skills: An Icy starts with one rank of Discipline and one rank in a combat skill of their choice at character creation.

Muto

Mutos, with their very existence, defy all scientific logic. Descended from the dregs of humanity that survived The Last Great War without the protection of bunkers or fallout shelters, they are so irradiated that they have no right to even be alive, never mind breed. Feared and shunned by the 'civilised' world, generations of gamma poisoned evolution has left their appearance is as varied as their abilities.

Br	Ag	Int	Cun	Wil	Pr
2	1	1	2	1	1

Starting Wound Threshold: 10 + Brawn

Starting Strain Threshold: 10 + Willpower

Starting Experience: 160 XP

Starting Skills: A Muto starts with one rank in resilience at character creation.

Just a Scratch: When making a check to recover Strain at the end of an encounter, a Muto may use Resilience. A Muto may spend $\Delta\Delta$ from this to recover 1 wound.

Rad Native: A Muto reduces the difficulty of Rad Exposure Rolls by 1 to a minimum of 0.

Disgusting: A Muto receives $\blacksquare\blacksquare$ to all Social skill checks against non-Muto characters.

Mutation: A Muto character may choose one mutation from the Mutations list.

Flyer	Your character can fly. See p.100 of the Genesys CRB
Amphibian	Your character can breathe underwater, and move through water without penalty
Scaly Hide	Your character's Soak is increased by 1
Extra Limbs	Your character gains an additional free Manoeuvre per turn
Natural Weapons	Your character's unarmed attacks have their damage increased by +2, and have a Crit rating of 3.

Salt Dog

Born and bred at sea on floating city ships, or Megarigs, Salt Dogs are most at home on the water where they belong, their salt sprayed skin protecting them from the worst the sun can throw at them, their skills at a tiller are the envy of land lubbing Domers.

Br	Ag	Int	Cun	Wil	Pr
2	2	2	2	1	3

Starting Wound Threshold: 9 + Brawn

Starting Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Starting Skills: A Salt Dog starts with one rank in Piloting (Water), and 1 Rank in Coordination at character creation.

Tunnel Runt

When mankind finally emerged back into the light, some were justly suspicious of the world above, generations of humans have remained underground in the tunnels and bunkers ever since, only venturing

above ground when they absolutely have to. Tunnel Runts, or Trunties as they're sometimes disparagingly called by some Domers are often mischaracterised as distrustful horders.

Br	Ag	Int	Cun	Wil	Pr
3	1	2	2	2	2

Starting Wound Threshold: 10 + Brawn

Starting Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Starting Skills: A Tunnel Runt Starts the game with one Rank in Negotiation, and one Rank in Nobody's Fool.

Wastelander

Some human beings aren't meant for society, and strive for freedom from structure. Whether choosing the life of an outsider, or the descendants of previous generations to wonder out Wastelanders are most at home out in the wild.

Br	Ag	Int	Cun	Wil	Pr
2	2	2	3	2	1

Starting Wound Threshold: 8 + Brawn

Starting Strain Threshold: 12 + Willpower

Starting Experience: 100 XP

Starting Skills: A Wastelander starts the game with 1 rank in Survival. Wastelanders remove ■ from all Catography checks