

# Ready-Set-Mutate!

A 200-Word RPG by Michael Drew Massotto

## Setup

1 Player is the Game Master  
Everyone else is a Mutant  
Get 1d6 and an index card per Mutant

## How To Play

Whenever you want to do something where success isn't guaranteed, roll 1d6!  
Add +1 for each Mutation or advantage in your favor.  
GM subtracts -1 for each Mutation or disadvantage against you.  
4+, you succeed!  
3-, something goes wrong

## Roll For Adventure

1	Mutants escape prison
2	Mutants hunt super-mutant
3	Mutants rob bank
4	Mutants go on vacation
5	Mutants rescue humans
6	Mutants save world

## Mutate!

Before you roll, you may shout "Mutate!". When you do, roll 1d6 twice and **gain** that mutation. You may only mutate once per roll. If you roll any 1s, **replace** a mutation instead.

	1	2	3	4	5	6
1	<i>Telekinesis</i>	<i>Regeneration</i>	<i>Agility</i>	<i>Eat Anything</i>	<i>Illusions</i>	<i>Shapeshift</i>
2	<i>X-Ray Vision</i>	<i>Super Strength</i>	<i>Elasticity</i>	<i>Metal Skin</i>	<i>Animal Communication</i>	<i>Heat Vision</i>
3	<i>Possession</i>	<i>Detachable Limbs</i>	<i>Acute Hearing</i>	<i>Fur</i>	<i>Gills</i>	<i>Telepathy</i>
4	<i>Kinetic Absorption</i>	<i>Flame Aura</i>	<i>Claws</i>	<i>Wings</i>	<i>Spit Acid</i>	<i>Iron Will</i>
5	<i>Weather Control</i>	<i>Ice Body</i>	<i>Prehensile Hair</i>	<i>Giant</i>	<i>Extra Limbs</i>	<i>Bend Light</i>
6	<i>Portals</i>	<i>Venomous</i>	<i>Shadow Step</i>	<i>Electrokinesis</i>	<i>Sonic Scream</i>	<i>Liquid Body</i>