

JAGS MUTANTS ANIMAL TEMPLATES

Note to Editor - Proposed Changes:

- add a new sleep cycle - sleeping awake - mutant can keep it's eyes open and watching while it sleeps
 - add new body covering – waterproof skin/feathers – mutant may proceed through rain (in the air) or water with 60% more ease
 - add new Bio weapon – roar/shriek of fear – may paralyze the enemy for a short time.
 - Diet type “Grazing” should be “Herbivore”.
 - Add new locomotion or “other” ability – ambidextrous.
 - Choose a size class – the list says mammoth, but the details say enormous – pick one!
 - Add crustacean and cephalopod to body types
 - Add a new aquatic ability – Dive capable (Deep) for Octopus, squid
 - Add new ability – Spin Web
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African Elephant

Step 1: Size Class

Size	Enormous	Cost:
SC	9	40

Step 2: Natural Features

Grazing	0
Mammal	0
Quadruped	0
BLD	101
CON	13
PHY	13
STR	42

Step 3: Mutations

Beast of Burden	2
Burst of Speed	4
Extra Muscles	4
Herbivore Eyes	-2
Thick Hide	2
Trunk	1

Free Points: -19

Total 11 + 40 = 51

African Lion

Step 1: Size Class

Size	Large	Cost:
SC	7	16

Step 2: Natural Features

Carnivore	-2
Mammal	0
Quadruped	0
BLD	28
CON	12
PHY	12
STR	22

Step 3: Mutations

Night Vision	2
Burst of Speed	2
Claws and Teeth	2
Extra Muscles	4
Predator Senses	2
Sneaky	2
Thick Fur	1

Free Points: 3

Total 13 + 16 = 29

Alligator**Step 1: Size Class**

Cost:

Size	Medium	Small	
SC	3		-4

Step 2: Natural Features

Carnivore	-2
Quadruped	0
Reptile	-2
BLD	3
CON	10
PHY	9
STR	8

Step 3: Mutations

Thick Hide	2
Burst of Speed	4
Extra Muscles	4
Jaws	2
Night Vision	2
Predator Senses	2
Sneaky	2
Teeth	1

Free Points: 22

Total -2 + 12 = 10

Bald Eagle**Step 1: Size Class**

Cost:

Size	Medium	Small	
SC	3		-4

Step 2: Natural Features

Avian	0
Omnivore	0
Wings (Fast)	8
BLD	3
CON	10
PHY	9
STR	8

Step 3: Mutations

Balance	1
Beak	1

Burst of Speed	4
Eagle Eyes	2
Predator Senses	2
Quick	16
Talons	2
<i>Free Points:</i>	0
Total	36 - 4 = 32

Bengal Tiger

Step 1: Size Class

Size	Large	Cost:
SC	7	16

Step 2: Natural Features

Carnivore	-2
Mammal	0
Quadruped	0
BLD	28
CON	12
PHY	12
STR	22

Step 3: Mutations

Night Vision	2
Burst of Speed	2
Claws and Teeth	2
Extra Muscles	4
Predator Senses	2
Sneaky	2
Thick Fur	1
Eagle Eyes	2
<i>Free Points:</i>	1
Total	15 + 16 = 31

Camel

Step 1: Size Class

Size	Large	Cost:
SC	7	16

Step 2: Natural Features

Grazing	0
Mammal	0
Quadruped	0
BLD	28
CON	12
PHY	12
STR	22

Step 3: Mutations

Beast of Burden	2
Desert Survival	1
Extra Muscles	4
Herbivore Eyes	-2
Hump	-1

Odor (Stink)	-2
Thick Fur	1
<i>Free Points:</i>	13
Total	3 + 16 = 19

Chameleon

Step 1: Size Class		Cost:
Size	Very Small	-12
SC	1	

Step 2: Natural Features

Grazing	0
Quadruped	0
Reptile	-2
BLD	3
CON	10
PHY	9
STR	8

Step 3: Mutations

Amphibious (Dry)	2
Adjustable Posture	2
Burst of Speed	4
Fast Runner	1
Natural Climbing	1
Night Vision	2
Nocturnal	-2
Odor (None)	1
Quick	16
Regeneration (Limb Regrowth)	2
Short Lifespan	-1
Sneaky	2
Ultra-Cameo	8
Unusual Eyes (Shielded Eyes)	1
<i>Free Points:</i>	6
Total	37 - 12 = 27

Chimpanzee

Step 1: Size Class		Cost:
Size	Medium Small	-4
SC	3	

Step 2: Natural Features

Omnivorous	0
Biped	0
Mammal	0
BLD	3
CON	10
PHY	9
STR	8

Step 3: Mutations

Balance	1
Good Arms and Hands	2

Jumping	1
Sneaky	2
Soft Fur	0
Teeth	1
<i>Free Points:</i>	29
Total	7 - 4 = 3

Crocodile

Step 1: Size Class

Size	Huge	Cost:
SC	3	28

Step 2: Natural Features

Carnivore	-2
Quadruped	0
Reptile	-2
BLD	67
CON	13
PHY	13
STR	29

Step 3: Mutations

Thick Hide	2
Burst of Speed	4
Jaws	2
Night Vision	2
Predator Senses	2
Sneaky	2
Teeth	1
<i>Free Points:</i>	-11
Total	15 + 28 = 43

Domestic Bull

Step 1: Size Class

Size	Big	Cost:
SC	6	8

Step 2: Natural Features

Grazing	0
Mammal	0
Quadruped	0
BLD	24
CON	12
PHY	12
STR	15

Step 3: Mutations

Beast of Burden	2
Blubber	1
Burst of Speed	2
Extra Muscles	4
Herbivore Eyes	-2
Horns	1
Odor (Stink)	-2

Poor Vision	-2
<i>Free Points:</i>	20
Total	4 + 8 = 12

Domestic Cow

Step 1: Size Class

Size	Big	Cost:
SC	6	8

Step 2: Natural Features

Grazing	0
Mammal	0
Quadruped	0
BLD	24
CON	12
PHY	12
STR	15

Step 3: Mutations

Beast of Burden	2
Blubber	1
Burst of Speed	2
Extra Muscles	4
Herbivore Eyes	-2
Odor (Stink)	-2
Poor Vision	-2
<i>Free Points:</i>	21
Total	3 + 8 = 11

Gorilla

Step 1: Size Class

Size	Big	Cost:
SC	6	8

Step 2: Natural Features

Omnivorous	0
Biped	0
Mammal	0
BLD	24
CON	12
PHY	12
STR	15

Step 3: Mutations

Balance	1
Extra Muscles	4
Good Arms and Hands	2
Soft Fur	0
Teeth	1
<i>Free Points:</i>	16
Total	8 + 8 = 16

Kangaroo

Step 1: Size Class

Size	Medium
SC	4

Cost:
0

Step 2: Natural Features

Grazing	0
Biped	0
Mammal	0
BLD	7
CON	10
PHY	10
STR	10

Step 3: Mutations

Balance	1
Extra Muscles	4
Primitive Hands	1
Soft Fur	0
Teeth	1

Free Points: 25
Total 7 + 0 = 7

King Cobra**Step 1: Size Class**

Size	Small
SC	2

Cost:
-8

Step 2: Natural Features

Carnivore	-2
Serpent	2
BLD	1
CON	10
PHY	8
STR	2

Step 3: Mutations

Balance	1
Blood Hound	2
Burst of Speed	4
Jaws	2
Predator Senses	2
Sneaky	2
Teeth	1
Venom (Strong)	6

Free Points: 20
Total 20 - 8 = 12

King Crab**Step 1: Size Class**

Size	Small
SC	2

Cost:
-8

Step 2: Natural Features

Carnivore	-2
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Crustacean	4
BLD	1
CON	10
PHY	8
STR	2

Step 3: Mutations

Dive Capable	1
Eye Stalks	1
Fast Runner	1
Multiple Legs	1
Pincers	2
Sneaky	2
Translucent	2

Free Points:

Total 12 - 8 = 4

Octopus

Step 1: Size Class

Size	Small	Cost:
SC	2	-8

Step 2: Natural Features

Carnivore	-2
Cephalopod	4

BLD	1
CON	10
PHY	8
STR	2

Step 3: Mutations

Adjustable Posture	1
Dive Capable (Deep)	3
Fast Runner	1
Multiple Legs	1
Night Vision	2
Primitive Hands (Suckers)	1
Regeneration (Limb Regrowth)	2
Sneaky	2
Translucent	2
Ultra-Cameo	8
Unusual Eyes (Shielded Eyes)	1

Free Points: 14

Total 26 - 8 = 18

Owl

Step 1: Size Class

Size	Medium Small	Cost:
SC	3	-4

Step 2: Natural Features

Avian	0
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Omnivore	0
Wings (Standard)	6
BLD	3
CON	10
PHY	9
STR	8

Step 3: Mutations

Balance	1
Beak	1
Burst of Speed	4
Eagle Eyes	2
Predator Senses	2
Talons	2
<i>Free Points:</i>	18

Total 18 - 4 = 14

Penguin

Step 1: Size Class

Size	Medium Small	Cost:
SC	3	-4

Step 2: Natural Features

Avian	0
Carnivore	-2
BLD	3
CON	10
PHY	9
STR	8

Step 3: Mutations

Balance	1
Amphibious (Dry)	2
Beak	1
Eagle Eyes	2
Predator Senses	2
<i>Free Points:</i>	30

Total 6 - 4 = 2

Polar Bear

Step 1: Size Class

Size	Huge	Cost:
SC	7	28

Step 2: Natural Features

Omnivore	0
Mammal	0
Quadruped	0
BLD	67
CON	13
PHY	13
STR	29

Step 3: Mutations

Burst of Speed	2
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Claws and Teeth	2
Eagle Eyes	2
Extra Muscles	4
Predator Senses	2
Thick Fur	1
<i>Free Points:</i>	-11
Total	13 + 28 = 41

Red Ant

Step 1: Size Class Cost:

Size	Very Small	-12
SC	1	

Step 2: Natural Features

Omnivore	0
Insect	4
BLD	1
CON	10
PHY	7
STR	1

Step 3: Mutations

Exo-Skeleton	3
Burst of Speed	2
Eagle Eyes	2
Extra Muscles	4
Mandibles	0
Predator Senses	2
<i>Free Points:</i>	27
Total	17 - 12 = 5

Red Fox

Step 1: Size Class Cost:

Size	Medium Small	-4
SC	7	

Step 2: Natural Features

Carnivore	-2
Mammal	0
Quadruped	0
BLD	3
CON	10
PHY	9
STR	8

Step 3: Mutations

Night Vision	2
Burst of Speed	2
Eagle Eyes	2
Predator Senses	2
Sneaky	2
Teeth	1
<i>Free Points:</i>	27
Total	9 - 4 = 5

Snapping Turtle

Step 1: Size Class

Size	Huge	Cost:
SC	3	28

Step 2: Natural Features

Omnivore	0
Quadruped	0
Reptile	-2
BLD	67
CON	13
PHY	13
STR	29

Step 3: Mutations

Thick Hide	2
Extra Muscles	4
Jaws	2
Predator Senses	2
Sneaky	2
Teeth	1

Free Points: -7

Total 11 + 28 = 39

Viking War Horse

Step 1: Size Class

Size	Large	Cost:
SC	7	16

Step 2: Natural Features

Grazing	0
Mammal	0
Quadruped	0
BLD	28
CON	12
PHY	12
STR	22

Step 3: Mutations

Beast of Burden	2
Extra Muscles	4
Herbivore Eyes	-2
Thick Fur	1

Free Points: 11

Total 5 + 16 = 21

Black Widow Spider

Step 1: Size Class

Size	Very Small	Cost:
SC	1	-12

Step 2: Natural Features

Carnivore	-2
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Insect		4
	BLD	1
	CON	10
	PHY	7
	STR	1

Step 3: Mutations

Exo-Skeleton		3
Burst of Speed		2
Eagle Eyes		2
Extra Muscles		4
Predator Senses		2
Spin Web		8

Free Points: 21

Total 23 - 12 = 11