

JAGS Mutants

Mutants come in many varieties—but the mutants we're talking about here are the result of bizarre genetic manipulation or the fantasy effects of chemical spills or radiation. These mutants inhabit the bad-lands of post-apocalypse end-worlds, the far flung reaches of space, or the dungeons in wizard's towers. They're not the super-hero variety with ultra-steel claws and ... um ... well ... we do have Optical Beams in the power list ... But the convention here isn't decidedly super-heroic.

What these Rules Include

These rules include the basic data for making and playing:

- Mutated Humans
- Mutated Animals
- Non-Mutant Animals
- Demi-Humans animal mixes ("furries?")

These rules are being constructed along with the post-apocalypse JAGS Have-Not source book—and you'll find that most of this has a nuclear-wasteland feel to it. We've given a bit of a nod to "super powers" and even "magic" in the ability lists though—and we think these rules are, with just a little work, transplantable across genres.

The secrets of eternity-
We've found the lock and
turned the key
We're shakin' up those
building blocks
Going deeper into that box-
(Pandora
wouldn't like it)
And now the day is come
Soon he will be released
Glory hallelujah!
We're building the Perfect
Beast
--Building The Perfect Beast, Don
Henley

Step 1: Buying Your Size

The first step when creating a mutant is to determine what size you're going to end up at. If you want to play a telepathic field mouse, you'll be very small ... a human with four arms and chitin armor? About medium. A mutant siege-weapon elephant? Really, really big.

This has a cost separate from your "mutations" per se (even if you're playing a *giant* condor, and the added size is technically a mutation, you still pay for the size of your character in this stage.

Size Class

The different sizes you can be are broken down into Size Classes. Each class has a name ("Very Small" to "Elephantine") a number (Size Class 1 through Size Class 11) and associated stats. You'll see all of that further down. Each Size Class also has an Archetype Point cost.

What if I am an animal with NO mutations?

If you have NO mutations—then you pay for your size anyway—and you'll buy abilities off the list ... you just won't buy any abilities that *don't belong*.

Humanoid vs. Animal Size Costs

The Archetype Point cost for each Size Class has two values: Animal and Humanoid. Humanoid (save at the very low levels) is considerably more expensive. The reason for this deals with combat. Animals can kick or bite—but they don't (in JAGS Mutants anyway) use their bodies the same way human fighters do. The listed HTH damage is the Base Damage for a humanoid of that size. There's a chart that shows animal's attacks (and they do a bit less).

Size Class	Name	Weight	Humanoid Cost	Animal Form Cost
1	Very Small	0-5 lbs	-3	-3
2	Small	6-30 lbs	-2	-2
3	Medium Small	31-90 lbs	-1	-1
4	Medium	91-255 lbs	0	0
5	Medium Big	256-350 lbs	1	2
6	Big	351-500 lbs	2	4
7	Large	501-1000 lbs	4	6
8	Huge	1001-1500 lbs	6	8
9	Mammoth	1501-2500 lbs	8	12
10	Gigantic	2501-3500 lbs	12	20
11	Elephantine	3501-7500 lbs	16	24

Innate Abilities

When you purchase your Size Class it *comes with* 2pts of Mutant Abilities for *free*. Humans spent theirs on "good hands." You can decide where yours go if you don't want the hands.

Step 2: Mutant Abilities for Humans

Let's assume for a moment that you want to play a Mutant Human—you started out with a human mother and father but radiation has done its dastardly tricks and you have metallic blue skin, four arms, and can bench press 800 lbs. Darn that radiation—all I ever get is Leukemia.

Anyway, you get 2 *Mutation Points* just for having bought a Size Class—and Humans are Medium Humanoid with 2 mutation points spent on the *Good Hands* ability. That means it costs exactly 0 Archetype Points to be a human.

Archetype Points	Mutant Points	Ability
1	4	
2	8	
3	10	
4	12	
5	16	
6	24	
8	32	
10	40	
12	48	
14	56	
16	64	

But ... what about the four arms and the metal skin and the extra muscles and stuff? Well those are *Mutant Abilities*—the same way *Good Hands* are—and they're paid for with Mutant Ability points (you used to have 2 of those, remember?) But you're all out now. How do you get more?

Simple: You spend more *Archetype Points*. Let's say the GM started you with 8 Archetype points and you haven't spent any anywhere else yet. Okay: it's 0 to be human—you still have 8—and then if you invest all eight points in Mutant Abilities you get 32pts to buy from the list with! Go to it.

Step 2: Natural Abilities for Animals

This is not tricky—but it can be hard to understand. If you're not playing a human—but say, a mutant bald eagle, you need to have things like wings, and feathers, and beaks and talons and stuff like that *before* you start adding X-ray beam eyes and super-regeneration. Well, looking at the Mutant Abilities list you'll see that each power has a designation (color coded). There are a bunch that look like this:

Example Power [Mutant Ability Point Cost]

TYPE: **Natural**

Description of the ability.

The key thing here is the word **Natural** (in blue, yes). This designation means the ability (we think) actually occurs in nature. Now, there are *no special rules governing the buying of Natural, Mutation, Evolved, or Extreme abilities save those imposed by the GM*. You've got 2 free points to start with, but an Eagle is going to need wings (expensive) a beak (not so bad) and talons (not so bad)—feathers are free.

If, *after buying those abilities* you want to give it laser-eyes or a force field or whatever, go for it. You use the points the same way (and pay the same amount for them). The whole reason we have this section here is because we wanted to note that if you want to play a *non-mutant animal* (one that's still presumably smart and all, though) you still buy its native abilities with *Mutation Points* ... even though they aren't mutations (for the given creature).

Mutation Types

Type	Notes
Natural	The ability occurs in real creatures. Maybe not the exact combination ... or size—but the basic ability exists.
Evolved	A special class of abilities to make animal-forms more viable in human/humanoid dominant society.
Mutation	A strange new variation on natural abilities.
Extreme	The mutant commands energy fields, is made of metal, can walk through walls, etc. The mutation is <i>prima facie</i> in violation of the laws of physics.
Magic	The ability seems to be mystical in nature.
Varied	The abilities are a mix.

Sample Mutant

Original Species: Field Mouse
Description: Six legged mutant field mouse with glowing eyes and armor plates under the fur.

Step 1: Size Class

Size:	<i>Very Small</i>	-3 AP
SC:	1	

Step 2: Natural Field Mouse Stuff

Mammal	0
Quadruped	0

STR	1	CON	10
BLD	1		
CON	10		
	DP	Ranged	HTH
	22	-4	-3
	Walk	Run	Sprint
	.3y	1y	1.8y

Step 3: Mutations

Good hands	2
Multiple Legs (six)	1
Glowing Eyes (red)	2
Bone Plates [3/6 Cov 3]	3
Extra Toughness +20DP	2
TOTAL MP[-2free pts]	8
Archetype Point Cost	2
Total AP Cost	-1

Step 3: Compute Total MP's

Once you've bought all your abilities (spent your two free MP's, purchased any abilities be they native to your animal or bizarre mutations) you add up the mutant points you've spent (don't forget the first two are free) and check the chart to see how many Archetype Points you'll need to spend to purchase that many. If you have a few left over (i.e. you wind up needing an odd number) then you can try to total it up—or save the remaining points for further mutation.

Sample Animal: Bengal Tiger

Step 1: Size Class

Size	Large	AP Cost 4
SC	7	

Step 2: Natural Tiger Stuff

Mammal	0 [No significant effect]
Quadruped	0 [Standard 4-legged move rate]
Swimmer	1 [7y/s swimming speed]
Sneaky	2 [Stealth L3 14-]
Predator Senses	2 [+2 Perception Roll]
Night Vision	2 [ignore -3 low-light modifiers]
Leap	2 [Pounce maneuver. 10 yard leap!]
Balance	1
Climbing Claws	2
Fast Runner	1
Free Points	-2
Total	11
AP Cost	4 (1 remaining)
TOTAL COST	8 Archetype Pts

STR	32		
BLD	66		
CON	12		
	DP	Ranged	HTH
	66	+2	+2
	Walk	Run	Sprint
	3y/s	9.6y/s	18y

Very Small [-3]			
PHY	STR	BLD	CON
7	1	1	10 [2]
To-Hit: -4 Ranged, -3 HTH			
Weight: 0-5 lbs Grapple 0/0			
Size Class 1 Humanoid Damage -3			

Small [-2]			
PHY	STR	BLD	CON
8	2	1-2	10 [4]
To-Hit: -3 Ranged, -2 HTH			
Weight: 6 - 30 lbs Grapple 0/0			
Size Class 2 Humanoid Damage -3			

Medium Small [-1]			
PHY	STR	BLD	CON
9	8	3-6	10 [6]
To-Hit: -2 Ranged, -1 HTH			
Weight: 31 - 90 lbs Grapple 0/0			
Size Class 3 Humanoid Damage -3			

Medium [-0]			
PHY	STR	BLD	CON
10	10	7-17	10 [10]
To-Hit: -0 Ranged, -0 HTH			
Weight: up to 255lbs Grapple 4/2			
Size Class 4 Humanoid Damage 0			

Medium Big [1 2]			
PHY	STR	BLD	CON
11	13	18-23	11 [23]
To-Hit: +1 Ranged, +0 HTH			
Weight: 256 – 350 lbs Grapple 10/8			
Size Class 5 Humanoid Damage 5			

Big [2 4]			
PHY	STR	BLD	CON
12	16	24-27	12 [27]
To-Hit: +1 Ranged, +1 HTH			
Weight: 351-500 lbs Grapple 14/12			
Size Class 6 Humanoid Damage 10			

Large [4 6]			
PHY	STR	BLD	CON
12	32	28-66	12 [66]
To-Hit: +2 Ranged, +2 HTH			
Weight: 501-1000 lbs Grapple 42/35			
Size Class 7 Humanoid Damage 32			

Huge [6 8]			
PHY	STR	BLD	CON
13	37	67-100	13 [100]
To-Hit: +3 Ranged, +2 HTH			
Weight: 1001-1500 lbs Grapple 56/47			
Size Class 8 Humanoid Damage 40			

Mammoth [8 12]			
PHY	STR	BLD	CON
13	42	101-166	13 [166]
To-Hit: +3 Ranged, +3 HTH			
Weight: 1501- 2500 lbs			
Size Class 9 Humanoid Damage 63			

Gigantic [12 20]			
PHY	STR	BLD	CON
14	55	167 – 233	14 [233]
To-Hit: +4 Ranged, +3 HTH			
Weight: 2501- 3500 lbs			
Size Class 10 Humanoid Damage 90			

Elephantine [16 24]			
PHY	STR	BLD	CON
14	109	234-500	14 [500]
To-Hit: +4 Ranged, +4 HTH			
Weight: 3501 - 7500 lbs			
Size Class 11 Humanoid Damage 197			

Animal Combat

Humans in combat are covered under the JAGS Basic and Advanced Combat rules and we have made some mention of how animals might work (the Pounce and Worry rules in JAGS Monsters, for example). This section covers animal combat in more detail—enough to *play* one (and enough to construct one correctly).

The animal body types can be used to compute Base Damage (the damage a human would do with a punch if they were the listed size) but that isn't how this works—animals (mostly) don't punch—and they don't kinematically work like humans anyway. So here's how to compute what your animal does in combat.

The Basic Attacks: Bite, Charge, Trample

Take, for example, a 200lb Sow (pig). She has none of the listed bio-weapons (she can bite, but doesn't have predatory teeth), she has hooves but is not known for the mule kick, she certainly can't punch. Her options in combat are: bite for basic bite damage, charge, and trample (if you are knocked down).

Basic Bite Attack

REA: 5 REA Medium

Range: Medium (becomes Close Combat)

Damage: See Chart

Notes: A bite may be combined with a Bite and hold. Grapple Score is same as Damage.

Trample Attack

REA: 5 REA or 8 if combined with Move Long if movement is required.

Range: Moves to Close Combat

Damage: See Chart

Notes: If the animal's shoulder is not higher than the target's, the attack is a Charge and not a Trample.

Charge Attack

REA: 5 (if already moving, 8 if from a standing stop)

Range: Moves to Close Combat

Damage: $(\text{Mass} / 5 * \text{Velocity}) / 6$

Notes: The animal takes half the damage on a charge. A Grapple roll of $[\text{STR}-8] + \text{Damage}$ vs. *target's Offensive Grapple* will knock the target down on a Success or better.

Ex1: The Pig charges a normal man across a field (2 seconds of movement). The move is an 5 REA long action (she impacts on the second turn). We presume her to be moving at 8y/s (what is the ground speed of an enraged pig? Google didn't know.) Her Mass is 2.6 or 3. So her damage is $(3 \times 8) / 6 = 4\text{pts}$. Her grapple attack is $2 + 6 = 8$ against the man's 4 *Offensive* grapple (14- roll and she gets a Success). He is knocked down. She gets a good hit for +2 Damage (total of 6) and suffers 3 herself.

Now she can Trample for 5 more REA. Her size is Medium so her Trample damage is 3. It's a straight AGI roll to hit and she tramples—and *misses*. Next turn she will bite with a 5 Grapple to hold the man while she stomps on him!

Grabs, Kicks, and Punches

Animals can't usually "Grab" (unless the animal in question has hands like a Raccoon). They can bite and hold, the can stomp on something and sit on it—but they can't grab.

Likewise, they can't "kick" the way a human does (that's covered under Trample).

However, some animals can grab (cats, for example) and some can kick (Kangaroos, for example).

When an animal has that capability, it will have purchased it specially. See the rules under that ability to figure out how to resolve the attack type.

Advanced Animal Combat

Of course many (most?) animals don't just rely on the body slam. They have teeth and claws and talons and things. And they get to use them mostly as a 5 REA Medium attack—but there are a few specific attack forms we'd like to address. Not *all* animals can pounce or tail bash, for example.

Pounce Attack

REA: 8 / 5 REA Long Action

Range: Moves to Close Combat

Damage: Bite

Notes: The attack costs what a Full Move action would (8 if from a standing start, 5 if already moving) and terminates in a Bite. If the target chooses to attack the animal on the way in they may *not* block or dodge the attack (or take any other defensive action).

Bite and Hold (“Worrying”)

REA: 5 REA (Medium)

Range: Close Combat

Damage: As per bite

Notes: Once a bite is established, keeping the original number hit by, the animal can rip and tear (shaking its head) for 5 REA and getting another damage roll. The target must try to pry the jaws open (Break Grab maneuver). *Grapple score is equal to damage.*

Tail Bash

REA: 5 REA Medium

Range: Long

Damage: based on size of animal

Notes: The Tail bash hits the target with a heavy tail (like an alligator's). When hit, there is a grapple roll of Damage vs. *Target's Offensive Grapple*. If a Major Success or better is scored the target is knocked down.

Mule Kick

REA: 6 REA Medium

Range: Long

Damage: See chart

Notes: A somewhat awkward kick that is executed to the rear. A horse (or other hoof stock capable of thus kicking) is at -2 to hit (instead of -1 for a normal kick), and gets no AGI bonus for the remainder of the turn after executing the kick.

Gore

REA: 6 REA or Part of Charge

Range: Medium

Damage: See chart

Notes: An animal with tusks or horns can gore. This may be as part of a charge (as with a bull) or a swing of the head/body (as with a walrus). Either way, it's like getting stabbed with a spear!

Animal Attacks Damage Chart

Size	Grapple	Bite			Claw		Trample	Mule Kick	Gore	Tail Bash
		Basic	Teeth	Jaws	Digging	Gripping				
Very Small	1/1	1 IMP	1 PEN	--	0	1 PEN	0 IMP	0 IMP	0	--
Small	2/1	1 IMP	1 PEN	--	0	1 PEN	0 IMP	0 IMP	0	--
Medium Small	3/2	2 IMP	3 PEN	5 PEN	1 PEN	3 PEN	1 IMP	4 IMP	2 PEN	4 IMP
Medium	4/2	2 IMP	6 PEN	9 PEN	2 PEN	4 PEN	3 IMP	8 IMP	4 PEN	6 IMP
Medium Big	9/7	4 IMP	8 PEN	12 PEN	3 PEN	6 PEN	8 IMP	12 IMP	6 PEN	8 IMP
Big	12/10	6 IMP	10 PEN	14 PEN	7 PEN	9 PEN	12 IMP	16 IMP	8 PEN	12 IMP
Large	36/30	12 IMP	14 PEN	16 PEN	9 PEN	12 PEN	16 IMP	20 IMP	10 PEN	16 IMP
Huge	48/40	14 IMP	20 PEN	24 PEN	11 PEN	16 PEN	24 IMP	24 IMP	14 PEN	20 IMP
Mammoth	72/60	18 IMP	24 PEN	32 PEN	13 PEN	20 PEN	32 IMP	32 IMP	18 PEN	28 IMP
Gigantic	96/80	24 IMP	48 PEN	64 PEN	15 PEN	32 PEN	60 IMP	48 IMP	26 PEN	36 IMP
Elephantine	120/100	48 IMP	64 PEN	96 PEN	17 PEN	48 PEN	125 IMP	64 IMP	38 PEN	48 IMP

Energy Attacks

Size	Optical Blast (4)	Electro-Shock / Lightning Bolt	Breath Fire/Frost	Sonic Shrike	Ion Field	Flash	Rad Pulse	Crab Pincer
Very Small	12 IMP	12 ELE	8 IMP	12 IMP	N/A	N/A	4 RAD	2 IMP
Small	14 IMP	14 ELE	10 IMP	14 IMP	N/A	N/A	6 RAD	4 IMP
Medium Small	16 IMP	16 ELE	12 IMP	16 IMP	N/A	N/A	8 RAD	6 IMP
Medium (Human)	18 IMP	18 ELE	14 IMP	18 IMP	N/A	N/A	12 RAD	10 IMP
Medium Big	22 IMP	22 ELE	18 IMP	22 IMP	N/A	N/A	14 RAD	14 IMP
Big	26 IMP	26 ELE	22 IMP	26 IMP	N/A	N/A	16 RAD	18 IMP
Large	30 IMP	30 ELE	26 IMP	30 IMP	N/A	N/A	20 RAD	24 IMP
Huge	38 IMP	38 ELE	30 IMP	38 IMP	N/A	N/A	24 RAD	30 IMP
Mammoth	46 IMP	46 ELE	38 IMP	46 IMP	N/A	N/A	28 RAD	36 IMP
Gigantic	54 IMP	54 ELE	46 IMP	54 IMP	N/A	N/A	32 RAD	42 IMP
Elephantine	62 IMP	62 ELE	54 IMP	62 IMP	N/A	N/A	36 RAD	50 IMP

Weird Bio-Attacks

Size	Spit Acid	Tentacles	Beak	Stinger	Spikes	Razor Lash	Spiked tail
Very Small	2 IMP	**	1 PEN	**	1 PEN	--	--
Small	3 IMP	**	3 PEN	**	1 PEN	2 PEN	3 PEN
Medium Small	5 IMP	**	4 PEN	**	3 PEN	4 PEN	5 PEN
Medium (Human)	8 IMP	**	9 PEN	**	6 PEN	6 PEN	8 PEN
Medium Big	11 IMP	**	12 PEN	**	8 PEN	8 PEN	12 PEN
Big	14 IMP	**	16 PEN	**	10 PEN	12 PEN	16 PEN
Large	17 IMP	**	20 PEN	**	14 PEN	16 PEN	20 PEN
Huge	20 IMP	**	28 PEN	**	20 PEN	20 PEN	24 PEN
Mammoth	23 IMP	**	36 PEN	**	24 PEN	28 PEN	32 PEN
Gigantic	26 IMP	**	48 PEN	**	48 PEN	36 PEN	40 PEN
Elephantine	35 IMP	**	64 PEN	**	64 PEN	48 PEN	52 PEN

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Methods of Locomotion

Burst of Speed [2,4]

TYPE: **Natural**

The animal can improve its movement speed by +50% (for 2pts) or +100% (4pts). This lasts CON x 4 seconds and requires 1 hr of rest for each CON seconds "burned."

Fast Runner [1]

TYPE: **Natural**

Average ground speed is improved by 20%.

Float Pod [4]

TYPE: **Extreme**

The mutant has an anti-gravity organ. The mutant can hover and move at a constant rate of [30 / Mass] yards/second (minimum of 4 y/s). The creature cannot "fly" but hovers up to 6 feet above the ground. If falling, the mutant can float gently to the ground.

Feet [Varies]

TYPE: **Mutation**

If a creature doesn't have feet, this will grant them. There are different forms of feet. Note that *Humanoid* or *Bipedal* gives feet at no cost. This assumes 4 feet.

Type	Cost	Notes
Short/Stubby	1	3 y/s walk, 4 y/s run, 5 y/s sprint
Reptilian	2	4 y/s walk, 6 y/s run, 9 y/s sprint

Hopping/Jumping [1]

TYPE: **Natural**

Walk is 5 y/s, run is 10 y/s, and sprint is 12 y/s. Kick is as per-mule kick.

Leap [2 or 4]

TYPE: **Natural**

The animal can make dexterous leaps (Balance is suggested for narrow landings). The leap distance is Size Class +3 yards horizontal, half that vertical. This gives the Pounce Attack. The cost is 2 for size classes up to Large and 4 above that.

Multiple Legs [1]

TYPE: **Natural**

The character has several legs and feet (usually this is insectoid in nature—but may apply to, say a six legged cow). The result is that the character is at -3 to rolls to be knocked down or fall off.

Natural Climbing [1]

TYPE: **Natural**

The character's legs have hooks that allow it to climb (like an insect). This is available only for Very Small characters and allows vertical movement. For larger animals (and more exotic forms of climbing, see the

mutations list).

Swimmer [1]

TYPE: **Natural**

The animal is a strong swimmer and can move 7 y/s in the water. Otherwise swim rate is 3 y/s or drowning.

Quadruped [0]

TYPE: **Natural**

The animal is four-legged. Walk 2.5 y/s, Run 8 y/s, Sprint 15 y/s. Could be used to do cats, wolves, etc. Blocks are at -3 from behind. Speeds are halved for each Size Class below Medium.

Wall Crawling [4]

TYPE: **Extreme**

Using some sort of levitation/gravity-reversal and psionic cohesion system, the creature can climb vertical surfaces. The speed is about 3 yards per second (it takes 75% of limbs—usually 3) to remain moored to the wall. A Daze result and a failed CON roll will dislodge the character.

Wings [Varies]

TYPE: **Varied**

Buying wings this way assumes the animal can fly.

- For natural animals, *only* Small and Very Small creatures can have wings.
- It is acceptable mutants to have larger wings (a winged 200lb pig is acceptable in the absurd reality of Have-Not – but it's clearly got to be a mutation).
- Flight acceleration and maximum speed is addressed with mathematical precision in the Supers rules. Assume that on the first second of flight the character's speed is half his top cruising speed.

Cost: Bigger creatures cost more to fly. The basic cost for wings is Wing Cost plus size class cost.

VS	S	MS	M	MB	B	L	H	M	G	E
0	0	1	2	4	8	12	16	20	24	28

Maneuverability: This comes in grades.

Grade	Notes
A	Can hover, dart back and forth, etc.
B	Stall speed is quarter max speed.
C	AGI roll to land on target (if missed, deviation is small, usually).

Wings	Cost	Top Speed	Man	Notes
Hover	6	10y/s	A	Humming Birds and insects can hover.
Standard	4	20y/s	B	Most birds / bats
Gliding	2	15y/s	B	Can't increase altitude (thermals and the right winds aside). Drop 1 yard per second.
Fast	5	40y/s	B	Falcons, etc.
Turbo Jet	24	120y/s	B	Creature has a biological jet engine. This takes a lot of

Clumsy 2 8y/s* C Wing assisted leaps: AGI roll to fly 8 yards at 3 yards up (-2 yards forward for +1 yard up).

Body Types

Avian [0 or 8]

TYPE: **Natural**

You are a bird. Your BLD is reduced by half (minimum of 1) but your size remains the same. Cost is 0 up to Medium Small and then 8 beyond that.

Adjustable Posture [2]

TYPE: **Evolved**

The animal can ratchet its skeleton to allow it to sit, stand up-right, and otherwise fit into human positions. This is done without strain (it is a 5 REA medium action to switch postures). It may also, if necessary grant extreme flexibility (especially of the spine).

Alternate Posture [1]

TYPE: **Natural**

The animal can "stand upright" and function that way. Kangaroos and Bears do this (in the case of the Kangaroos they move slowly on all fours and stand to "run." With bears they run on all fours but may stand to investigate things). There is an *evolved* version of this which involves the skeleton actually ratcheting to a different configuration. Note: most animals can 'stand upright' for a little while—this applies to those that do it comfortably and regularly.

Aquatic/Amphibious [varies]

TYPE: **Natural**

There are various degrees of this:

Degree	Cost	Notes
Aquatic	0	Swimming speed is 8y/s. The creature will suffocate on land.
Dive capable	1	The creature can hold its breath for 15 minutes and swim at 5y/s in the water—but doesn't actually breathe under water.
Amphibious (wet)	1	The creature can breath air or water but needs to be submerged a good portion of the time (live near water). Hands and feet are probably webbed. Swim speed is 6 y/s.
Amphibious (dry)	2	The creature can swim at 4 y/s under water—but does <i>not</i> require any more than normal. It may exist perfectly normally in either environment.

Beast of Burden [2]

TYPE: **Natural**

Hoofed animal: Walk 5 y/s, trot (run) 10 y/s, sprint 15y/s. Can pull 4x its Lift (based on STR). Has a Mule Kick attack. Could be used to do horses, oxen, etc.

Centaur [2]

TYPE: **Magical**

Movement is as per Quadruped but the upper torso is humanoid (this requires that the character pay humanoid size costs). Blocks against attacks from behind are at -2.

Insect / Arachnid [4]

TYPE: **Natural**

The creature has an exo-skeleton (which counts for 1 / 4 unless the character buys other armor). The character can hold his breath for CON minutes without difficulty, is immune to normal toxins (but is poisoned by insecticides used in large quantities: POWER 15, Base Damage 16). The character has multiple legs (6 or 8) and is a -4 to be knocked down. The character has multifaceted eyes: 360-degree field of vision.

Low Atmosphere Survival [4]

TYPE: **Extreme**

The creature can survive in space for CON hours without difficulty (this also applies to underwater or deep arctic conditions).

Mammal [0]

TYPE: **Natural**

A standard body type.

Radial Symmetry [2]

TYPE: **Natural**

A rare (for land life) symmetry that is like that of a starfish. The character gets +10% Grapple (use of a, can see in a 360-degree radius

Reptile [-2]

TYPE: **Natural**

-2 Initiative (-3 and ½ Endurance during winter or when otherwise cold). Able to survive in very hot and dry climes (but will bake in the sun).

Serpent [2]

TYPE: **Natural**

Slither at 7y/s. Can grapple and hold (and Squeeze).+4 to grapple scores (and +6 STR Constriction attack). Narrow body: additional -1 to be hit in ranged combat. Strike has Medium distance range.

Constriction: Make an initial Grapple attack. Then establish a Hold. Once a Hold has been established,

the snake crushes for STR/2 damage each turn as an 8 REA action. Damage modifier is +2 per level of Hold.

Body Covering

Armor [varies]

TYPE: **Varied**

Armor can come in the form of a shell or carapace, thick hide (rhino hide is up to an inch thick!), armored plates, or even stranger mutations.

Bio-Armor of any sort does *not* stack with Cybernetic armor. Take the *better of the two*.

Type	Cost	Value	Notes
Thick Hide	2	1 / 2	Visible Rhino-like hide
Thick Fur	1	0 / 4	
Carapace ?	3	4 / 8	+20% Coverage 5 BLD, -1 Initiative
Exo-Skeleton	3	3 / 6	
Scales	3	2 / 4	
Heavy Chitin Plates ?	4	3 / 6	
Bone Plates ?	3	4 / 8	Coverage 3
Heavy Armored Shell ?	6	5 / 12	+20% Coverage 5 BLD,
Steel Skin	12	7 / 14	Metallic in appearance.
Energy Lattice	16	8 / 64	Skin is luminous in the dark
Bio-Ceramic bones and plates	24	16/32	Armor is under the skin (some signs of damage show)

? Normal armor *cannot* be worn over these armors.

Blubber [1]

TYPE: **Natural**

The mutant has a layer of protective fat under its skin. This gives +12 BLD or +40% (whichever is more). It gives +3 DP or +10% (again, whichever is more). The mutant's movement rate is cut in half. The layer of blubber gives 20pts of PEN Defense (no actual armor). This does not stack with other natural armor (use the higher value).

Desert/Arctic Survival [1]

TYPE: **Natural**

The mutant can exist in one or the other climate (and in less extreme ones) without needing special gear.

Extra Skin [-1]

TYPE: **Mutation**

You have folds and folds of extra skin. If cut off (and this would require a surgical procedure) it grows back quickly. It adds 20% or +6 BLD (whichever is more) and that counts as carried weight. It also gives +10% Damage Points (or +3, whichever is more).

If the mutant does not have access to personal hygiene (a source of water) it will become quite unpleasant after three days.

Force Field [36]

TYPE: **Extreme**

The mutant can produce a biologically generated "vector field" of force around its body. The field offers CON x 2 protection. When damage goes through, the field is *degraded* by 1/5th the total damage (not just damage taken). It may be *reinforced* by 10% for a 5 REA action. Raising the field is a 5 REA Short action. It cost running endurance (can be up for CON minutes before the creature must rest). It appears as a shimmering, translucent field of some color.

Fur [Varies]

TYPE: **Varied**

The animal is covered with fur.

Type	Cost	Notes
Thick Fur	1	The animal is covered with thick, coarse fur. Pleasant to look at, a bit bristly to touch. This gives 4pts of <i>Penetration Defense</i> but no actual armor.
Soft Fur	0	The animal has furry skin and can survive cold temperatures without difficulty (and suffers a bit more in hot climates). The fur is pleasant to touch.
Pelt	-1	The animal has <i>exquisite</i> fur. Although it is barbaric, there exists a market for such pelts (the clothes are worn in special discrete circumstances). This gives +1 to attempts to Charm but will make the character valuable to certain types of bounty hunters.
Psychedelic Fur	2	The mutant's fur changes colors! At will. This doesn't camouflage the mutant unless Ultra-Camouflage is also taken. Gives +2 to Charm, +1 to Persuade.
Camouflage Fur	1	The character is at +2 to stealth in <i>one</i> listed environment: desert, forest, grass lands, urban, swamp.

Hairless [-1/0]

TYPE: **Mutation**

The mutant grows no hair anywhere. This is merely distinctive if the mutant is armored (and often somewhat disconcerting if the mutant is a mutant animal that is normally furred) and grants Opts. If the mutant is *not* armored, the value is -1 and the mutant suffers sunburn badly (must stay covered up and doesn't handle being out on bright days well—GM can determine effects, but essentially they are mild ones).

Luminescent [Varies]**TYPE: Mutation**

The creature has a light source.

Type	Cost	Notes
"Lure"	1	This can act as a flash light, or as a dim controllable signal.
Bio-Lantern	2	360-degree radius of visible light out to CON yards.
Incandescent	4	The creature can actually glow so brightly that it is hard to look at. Once per day, the mutant can glow super bright. This creates -2 Visual Modifiers and anyone Aiming at the mutant must make a WIL roll. Only Shaded Vision or sun-glasses or a Level 3 skill will help with this modifier (low light eyes are at -3 Visual Modifier)

Lumps [-1]**Type: Mutation**

The mutant has disfiguring lumps under the skin (-3 to Charm, -1 to Persuade, -2 to Recruit). These are hard and provide a certain amount of defense if hit. The mutant gets +3 BLD and Damage Points or +10%, whichever is more. Wearing normal armor is impossible. The mutant has 2/4 Armor with a coverage of 2 (a hit by 0, 1, or 2 will hit the armor). The mutant may have other natural armor but it won't stack with the lumps.

Ooze [-2 or -4]**TYPE: Mutation**

The mutant oozes slime. This requires special cloths (or a minimal loin cloth—or maybe the mutant is armored). Ordinarily the Ooze is not toxic or foul but at the -4 it is both (although harmless to mutant). In any event, both usually result in the mutant being ostracized (-4 or -6 to most Psychology rolls, save for Intimidate). The toxicity of the ooze is not valuable in combat but will make those exposed to it quite sick over time.

Rotting Skin [-2]**TYPE: Mutation**

The mutant grows skin rapidly and it rots, shedding off harmlessly—but the mutant is hideous (and may appear as an animate corpse). Give -4 to all Psychology rolls other than Intimidate (unless the recipient also has rotting skin). The mutant is usually not welcomed most places.

Quills [2]**TYPE: Natural**

The creature has a body coating of sharp quills or needles. These serve as a deterrent to hand-to-hand attack. When attacked with a blow, the quills will deal 1pt of painful PEN damage to the attacker on a 12- (they may also be assumed to have a coverage of 5). In close combat (grappling or a Hold of any sort) there

will be 4 attack rolls.

Reflective [2]**TYPE: Extreme**

The creature's skin is a mirrored reflective coating. This looks *bizarre*—but not *ugly* (it may also have some tint or highlight to it). Oddly enough, the creature takes half Base Damage from lasers (which many attribute to the light reflecting—but scientists decry as absurd). Anyway, the mutant is a -3 to Stealth rolls.

Translucent [2]**TYPE: Extreme**

Almost all of the animal's tissues are light-permeable. You can see right through it. This gives +2 to Stealth and can be a disquieting or engaging show as it eats (depending on one's disposition).

DIET**Carnivore [-2]****TYPE: Natural**

The character *must* eat meat—nothing else will metabolize. The character gets +2 to Hunting/Tracking rolls but must spend 12 hrs per week stalking prey per 2 size classes. In the BoneYard meals will be 75% more expensive.

Energy Absorption [Varies]**TYPE: Mutation**

The mutant has a physiology designed to absorb energy through unexplained methods.

Type	Cost	Notes
Ergovore	1	The creature can eat from beam power or wall current. In an area where tesla power is available the mutant doesn't need to eat.
Absorption Defense	4	The creature will replenish endurance when hit with an energy weapon. This acts as +24 / 48 Armor vs. energy attacks.
Drain	6	The mutant can drain external energy sources just by being near them. For a 5 REA Medium Action, the mutant can drain one power source per point of WIL above 10. A WIL roll will cause an energy weapon to cycle for 2 turns (of no firing). It will shut off a standard piece of gear that runs on wall circuitry. Protected systems (Cyborgs and vehicles, some military weapons) are not effected.

Grazing [0]TYPE: **Natural**

The creature can live off the plains (eating grass). The drawback is that meals take 1 hour per point of Mass and the character will lose 1 REA per day of not eating (the GM can be more specific about effects of hunger—non recovery of Endurance and such are also part of the problems).

Omnivore [0]TYPE: **Natural**

All characters (NPCs and PCs) are assumed to be Omnivores even if the animal in question is a carnivore. Even if you are playing an intelligent tiger, taking the Carnivore defect is *optional*.

Vampiric [1]TYPE: **Mutation**

The mutant can drain the blood and life force of a target. To bite, the vampire must be in Close Combat with the target and score a hit for at least 1pt of damage. Then, for 5 REA, until the Grapple or Grab is broken, the vampire can inflict 8 IMP damage (ignoring all armor) with the same to-hit modifier as the original attack. The vampire will gain DP equal to half what he drains for. Sustenance can be gained from the recently dead: DP can only be gained from living victims.

Bio Weapons and Defenses

Blood Venom [4]TYPE: **Mutation**

The being's blood is acidic poison (to which the creature, itself, is immune). When struck for penetrating damage, there is an immediate 11- attack (+2 To-Hit if struck in Close Combat, +1 To-Hit if struck from Medium Range, and +0 to hit if Struck from Long Range—not applicable if shot from a distance of greater than 2 yards). The acid will burn for 4pts of damage the first turn, and 6pts the second (same to-hit modifier, different Damage Mod roll). If the subject takes any damage, apply a Base Damage 8, POWER 13 Toxin.

Breath Fire [1 or 2]TYPE: **Mutation**

The mutant exhales flammable gas which its mouth ignites. The attack is relatively short range (maximum of 1 yard per size class). The blast gets a +1 Large Weapon (to-hit) bonus at Small and Very Small size classes. It gets +2 to hit (the Large Weapon Bonus is *not* added to damage Modifier) above that.

At size Big and above, the cost is 2pts and the flame blast hits as a 1 YARD RAD explosive attack.

Claws and Teeth [1 or 2]TYPE: **Natural**

Gives the animal Claws and Teeth attacks based on size. For 1 pt the Claws are Digging claws (bears and dogs). For 2pts they are grappling Claws (cats) and add +20% to Offensive Grapple with a "Claw Grab" attack.

Grappling claws allow the animal to perform grabs, holds, and pins.

Defensive Spray [varies]TYPE: **Varied**

The animal uses some sort of defensive spray to defend itself. The spray is a 5 REA Medium action and can usually be done 3 times a day (it recharges naturally). Toxin sprays and glue/webbing are covered elsewhere.

Degree	Cost	Notes
Ink Jet	1	In the water the creature can produce an opaque cloud of ink. This acts as a -6 Perception roll for things on either side.
Skunk Spray	2	The creature's spray is a <i>foul</i> odor. It operates at 1 yard per Size Class range, hits at +3 due to Large Weapon modifier. A hit target must make a WIL roll at -3 or fight at -2 for the next three rounds. If the circumstances are not life and death, a WIL roll at -2 is required to continue interaction. Others around the skunked character must make WIL-1 rolls or clear the room (again, in a non-combat situation).
Refract	4	The spray is a prismatic mist that refracts energy attacks. It covers a Size-Class yard radius and halves the damage of any energy weapons fired through it.
Fog	2/8	The creature creates a dark mist. This has a 4 yard radius (or Size Class yards, whichever is bigger). It gives a -1 to Perception rolls for each yard the attacker must target through (both in and out). Use rules for visual modifiers in combat (make perception roll at -1 per yard—if made, fight that turn at no negative. If missed, target at the listed negative). The cost of 8 applies if the mutant can see through its own fog.

Electric Shock/Lighting BoltTYPE: **Mutation**

The mutant can electrify its skin and/or project lightning bolts (how these are guided is something of a mystery: perhaps psionic ionization trails?). This attack must charge for 1 second between uses and cannot be "held."

To use the Electro-Shock the mutant must be involved in a Grab or Grapple attack (the mutant can be the initiator or not). In this case the attack hits for +50% listed Base Damage and does not miss. The

Damage Modifier roll is +2 for a Grab, +4 for a Grapple, +6 for a Hold.

If lightning is *thrown* the damage is as listed. The range modifier is -1/10 yards. ROF is 1x every 2 seconds. Remember that electrical damage halves the defense of metal armor and the CON roll is at -1 for each Minor Wound's worth of damage the target took.

An electrical mutant can power standard devices for an hour for 2 Endurance (special leads must be purchased).

Enhanced Toughness [Varies]

TYPE: **Evolved**

The creatures biological systems are reinforced with tougher-than-naturally-occurring tissues (although these are produced biologically as well). The intent of this mutation is to make small and very small animals more viable.

Size	Cost	Notes
Very Small	1	+10 DP
Very Small	2	+20 DP
Small	2	+10 DP
Small	4	+20 DP
Medium Small	4	+10 DP
Medium Small	8	+20 DP
Medium	8	+10 DP
Medium	12	+20 DP

Flash [8]

TYPE: **Mutant**

The mutant can blind targets with dazzling flashes of light. This is a 5 REA Medium action useable twice before a 10 minute recharge is needed. It affects all targets facing a 90-degree arc of the character. The mutant rolls against his REA +3. Targets may roll against *their own* REA's to "block" by looking away (flash-goggles make one immune to this attack). The effects are described in the Supers Attacks.

Frost Breath [4]

TYPE: **Magic**

The mutant breathes a "cone of white mist" which creates ice and freeze burns flesh on contact. Damage is one Size Class *less* than Fire but, on a hit by 4+, the damage is treated as a Grapple Strength grab. If a hit is by 8+, it is considered a *Hold*. The DR of the material is 2x damage done. Range is 1 yard per Size Class and the character may breath once every 3 turns (starting if desired on turn 1).

Horns / Tusks / Antlers [1]

TYPE: **Natural**

Gives the "Gore" attack. Damage is determined by Size Class.

Ion Field [16]

TYPE: **Extreme**

The mutant's body is laced with a lattice work of energy motes. The mutant seems to glow with embers in the dark. In HTH combat, any bio-weapon will be treated as "ultra-sharp."

Damage with natural PEN attacks is +4 (or 40%) and *times 4* if the attack hits by 4 or more (so a claw that hit for 3 damage would hit for 7 Base Damage on a hit by 0-3, and 28 Base Damage on a hit by 4+).

Jaws [2]

TYPE: **Natural**

The animal has an over-sized maw (crocodiles, great white sharks, a t-rex!). Gives the Jaws attack.

Mandibles [0]

TYPE: **Natural**

The mouth has pincers which can hold with a bite at +10% or +1 Grapple Score. This is offset by the unsettling appearance the insect like mandibles have with most other beings.

Optical Blast [4]

TYPE: **Extreme**

The mutant fires twin power-beams from its eyes. The composition of the attack is some sort of weird low-energy plasma wave that detonates with surprising concussive force (as well as some heat and light). The attack is at +1 to hit with any *aim* action (so a 3 REA short-action to aim hits at +2 instead of +1). Range is -1/25 yards. ROF is 1x per second.

Pincer [2 or 3]

TYPE: **Natural**

A Pincer is a large crab claw that can be used to grip and crush targets. It strikes for the listed damage and, if it hits by 4+ it may perform a Hold Move. It hits by 0-3 it may perform a Grab move. Grapple is equal to original grapple +2/+20% A held target may be squeezed for 5 REA using the same Damage modifier (but a new damage roll each time).

A character with a Pincer must pay +1 pt to not lose a hand to it (it hits equally well as a primary or secondary hand).

Rad Pulse [4]

Type: **Mutation**

The mutant leaks radiation and is immune to it (sensors in some places will not admit radioactive mutants).

A RAD Pulse expands in a 360-degree radius from the mutant. It is a 5 REA Medium action, usable once every 2 turns (it must be charged—the mutant starts to glow!).

Those that travel or live with the mutant must either be immune to radiation as well or take anti-rad treatments. Failure to do so (out in the wastelands such treatments are usually not available) will result in radiation sickness.

Regeneration [Varies]

TYPE: **Varies**

The mutant can heal damage quickly or maybe even re-grow limbs.

Type	Cost	Notes
Quick Healer	2	Healing rate is quadrupled. If the character purchases the fast healing trait this is x8.
Limb Re-growth	1	The mutant cannot be permanently crippled. Everything will re-grow in time (a week or 2 for a limb). +20% or +6 DP (whichever is more)
Combat Regeneration	8	The mutant heals 10% total DP every 3 seconds. CON rolls to see how long the Mutant is unconscious are at +3. The mutant doesn't bleed normally (there is minimal fluid loss)

Sneaky [2]

TYPE: **Natural**

-3 to be heard when using Stealth, -2 to be seen. Camouflage patterns may be striking.

Sonic Shriek [2]

TYPE: **Extreme**

The mutant emits a focused beam of high-intensity sound. This does double damage to inanimate objects (walls, vehicles, robots, etc.) It has double range underwater.

It may be fired once a second (5 REA Medium action) but must be recharged for 1 second after two consecutive uses. Its range is -1/15y.

Spikes [3]

TYPE: **Mutation**

The Mutant is covered with sharp spikes (usually of a bony—but possibly metallic nature). Rather than a "coat of quills," these spikes are useful as Claws and Teeth (treat as Climbing Claws in HTH combat) and are a deterrent to grappling. In a grapple with a spiked creature, the creature gets a free 0 REA Medium attack which may be taken in conjunction with any other attack action for damage (again, as per claws).

Furthermore, a free attack will be taken with a 12- To-Hit the *first* time the creature is Grappled (this doesn't count if the creature *grapples*—nor does it count against the single free attack per turn).

Spit Acid [4]

TYPE: **Mutation**

The mutant can project acidic slime (gross!). This burns for two turns. The second turn, it burns at the +0 Initiative phase (so if a character made his Initiative roll by +1 or more, he will act before it burns). On the second turn of burn, it reduces armor by its damage points (so a 12pt acid attack will ignore 12pts of armor—but will not do 12pts *extra* damage if the target is not armored. Damage is figured from the chart.

Stinger [4 or 6]

TYPE: **Natural**

A stinger is a toxin injector. The toxin is 12pt base damage with a POWER of 14. A 4pt Stinger is used in Close Combat. The 6pt version is on a tail (like a scorpion) and has Medium Reach at SC Medium to Medium Big (and Long Reach thereafter). It has a PEN value based on Size Class—and will do the damage as per the table

SC	PEN Damage	PEN Value
V Small	1	3
Small	2	6
Med-Small	3	9
Medium	6	18
Medium Big	8	24
Big	10	30
Large	14	42
Huge	18	54
Mammoth	22	66
Gigantic	30	90
Elephantine	38	114

Tail Weapon [Varies]

TYPE: **Varies**

The mutant has some sort of striking tail (if the tail contains a toxin injector, see Stinger). All tails give +1 to AGI rolls vs. being knocked down. Their Reach is short if the animal is Very Small or Small, Medium at Medium Small to Medium Big, and Long thereafter.

Tail	Cost	Notes
Razor Lashing Tail	2	A thin tail with a sharp, flexible blade running along it. Damage as per size class.
Heavy Striking Tail	1	A powerful tail (as an alligator has). Damage as per size class.
Spiked Tail	2	Tail terminates in a mass of spikes. Both intimidating and deadly, but with a Back Swing of +2 REA. Damage as per Size Class

Talons [2]TYPE: **Natural**

The animal has especially powerful claws: treat as though it were 2 size classes bigger.

Toxic Breath [8]TYPE: **Mutation**

The character can breath chemical poison. This uses the Poison rules with a POWER of 14 Base Damage of 12pts. The amount of gas the creature breaths is shown below. The breath attack costs 5 REA and may be launched 1x every 4 turns (but is assumed to be "held" when combat starts so it may be used immediately).

SC	Notes
V Small	A single foot of gas—must be on target's face.
Small	A jet of gas—may hit one target.
Medium Small	A wide jet: +1 to hit
Medium	Wide jet: +2 to hit
Medium Big	Breath Cloud: roll to hit at no negative for AGI bonus, +3 to hit.
Big	Breath large cloud: must be actively dodged.
Large	2 yard radius, can hit multiple targets. To-hit roll at +1 to land on target. Max range is 6 yards.
Huge	4 yard radius, can hit multiple targets. To-hit roll at +1 to land on target. Max range is 12 yards.
Mammoth	6 yard radius, can hit multiple targets. To-hit roll at +1 to land on target. Max range is 14 yards.
Gigantic	8 yard radius, can hit multiple targets. To-hit roll at +1 to land on target. Max range is 20 yards.
Elephantine	12 yard radius, can hit multiple targets. To-hit roll at +1 to land on target. Max range is 30 yards.

Ultra-Cameo [8]TYPE: **Extreme**

The mutant's skin or even fur changes color and texture to hide it. The mutant gets +2 to Stealth rolls and +6 to Camouflage rolls given 2 minutes to make the change. More importantly, in combat, the mutant is at -2 Visual modifier to be hit at greater than 4 yards range (each person makes a Perception roll at -2 at the start of the turn—if they make it, they target at no negative. If they miss it, they fire at -2).

Venom [Varies]TYPE: **Natural**

The animal has venomous fangs. The damage is as per the stinger of the listed size. The creature must bite in Close combat and score 1pt of PEN damage. If the creature is a snake, or has a tail weapon, this may be done at Long range (striking)

Toxin	Cost	Notes
Medium toxin	4	12 Base Damage, PWR 14-

Strong Toxin	6	16 Base Damage, PWR 14-
V-Strong Toxin	12	20 Base Damage, PWR 16-
U-Strong Toxin	24	32 Base Damage, PWR 18-

Senses and Perception**Blood Hound [2]**TYPE: **Natural**

Track at INT+4 by sense of smell.

Eagle Eyes [2]TYPE: **Natural**

+2 to all visual Perception Rolls.

Heat Pit [1]TYPE: **Natural**

Can detect and discern people by thermal signature. Works flawlessly at [15 yards].

Herbivore Eyes [-2]TYPE: **Natural**

Eyes are out to the side giving a wider field of view but worse aim. Ranged attacks are at -3 to hit with. Perception rolls are at +1. A roll is give at no negative to see someone sneaking up or what is happening "behind" the character.

High Range Hearing [1]TYPE: **Natural**

The character can hear above the human range. This can allow certain types of signaling and gives a +1 to hearing perception rolls.

Night Vision [2]TYPE: **Natural**

Ignore -3pts of low-light modifiers.

Poor Vision [-2]TYPE: **Natural**

-2 to all rolls needing to see (including ranged weapons). Cannot see well past 30 feet (-6 to per-rolls)

Predator Senses [2]TYPE: **Natural**

+2 to perception rolls to notice people. +2 to Tracking/Hunting/Survivalist rolls.

Prehensile Tail [2]TYPE: **Natural**

The character can hang from its tail, grip with it, etc. This adds +5% or +2 to Grapple score (whichever is

better) and gives +4 to AGI rolls to avoid falling in an environment where things are available to grab (trees).

Radio Hearing [1 or 2]

TYPE: **Mutation**

The mutant's ears function as a radio. The mutant can hear a range of frequencies. For 2pts the mutant can broadcast on them with about 1 mile range. The broadcast sounds like speech (but is silent to those without radios).

Sonar [2]

TYPE: **Natural**

"See" perfectly in the dark (-3 to discern fine detail, can't read). Others with Sonar will know exactly where you are (+2 to Aim against another party with Sonar).

Telepathic Antennae [3]

TYPE: **Extreme**

The mutant doesn't have telepathy, but does have antennae that are attuned to telepathic resonances. The mutant can detect any use of telepathy within WIL yards, can listen in on telepathic conversation so long as one of the two characters talking is within range (WIL yards), and has a WIL pt. Mind Shield. Finally, a WIL roll can be made to detect the presence of a person within range (unlike telepathy, it will not give distance and direction, merely a feeling that a mind is present—this is not so useful in populated areas but can be handy out in the woods).

Unusual Eyes [Varies]

TYPE: **Varies**

The mutant has eyes unusual beyond simple night vision or keen sight.

Type	Cost	Notes
Third Eye	3	The mutant has an unusual third eye. This acts, in a fashion, as intuition. It gives a +1 to perception and PER rolls at +3 rolls to see followers, detect trickery, etc.
Multiple Eyes	1	The mutant has more than one set of eyes (often 4, one above the other). This gives +1 to Perception rolls and allows the mutant to ignore -1pt of Range mods.
Unusual Colored Eyes	0	The mutant has eyes of a strange color (red?)
Striking Eyes	1	The mutant's eyes are <i>striking</i> in color and shape: +1 to Psychology rolls of the mutant's choice (choose once—not each time).
Eye stalks	1	The mutant can look around corners (stalks are at -6 to be targeted)
Magnifying Eyes	1	The mutant has magnifying glass eyes that can make out fine detail.

Poor Eyes	-2	The mutant is beset by cataracts. -2 to perception and ranged weapon rolls.
Shielded Eyes	1	The mutant's black eyes are immune to flash attacks and take no negative modifiers due to bright lights.
Glowing Eyes	2	The mutant's eyes glow with energy. This gives +1 to Intimidate, and reduces darkness modifiers by 2pts.

Vibration Antennae [2]

TYPE: **Natural**

A form of sensory and communication, Vibration Antennae give the being a 360-degree sensory roll to detect any moving being. This gives general size, speed, distance, and direction. It works at Size Class *squared* yards range and has a perception roll of 14-. Beings with Vibration Antennae can communicate with each other by emitting vibrations undetectable by other beings within that range.

Manipulation

Extra Arms [2]

TYPE: **Natural**

You have an extra set of arms: +2 Grapple or +20% whichever is better.

Good Arms and Hands [2]

TYPE: **Evolved**

The character has working arms and hands as good as a human's. Their positioning is "forward" to the animal, their reach is Medium up to Large sized creatures and Long above that.

No Fine Manipulators [0]

TYPE: **Natural**

If you don't pay for some kind of hands, this is what you get. Gear usage is at best an 8 REA Long action requiring a COR roll at -2. You take even worse modifiers if it's something a normal person would use two hands for (opening a jar).

Primitive Hands / Trunk [1]

TYPE: **Natural**

-3 to all COR rolls and rolls to do things that a normal person wouldn't roll for (tie shoes). The STR of the hands are STR is $8 + \frac{1}{2}$ *Archetype pts paid for body* (Elephantine sized hands have a 16 STR).

Tentacles [4+]

TYPE: **Natural**

The creature has a mass of tentacles (as few as 1 or two—but possibly as many as 4). After the first batch are bought, more may be purchased (+1 point for +4

tentacles). Each "batch" gives +30% Grapple (or +3, whichever is better). Tentacles have a reach of Short a SC 1 or 2, and Medium until SC 4 at which point they have a Long Reach.

Tentacles allow a character to perform a Hold move without first having to Grab (and to perform it at range). Also, each batch can be used to hold two separate targets—so a character with two batches could Hold four targets at once.

Telekinetic Arm [2]

TYPE: **Evolved**

Character has two 12 STR telekinetic limbs. They have all the limitations of a normal, man-sized arm—with the note that it can extend 360-degrees around the character. Their COR is normal. They appear as a visible disturbance in the air—a faint sparkle, flicker, glow, or shadow.

Other

Anemic [-2]

TYPE: **Mutation**

The mutant's blood doesn't oxygenate properly. After CON-3 rounds of strenuous activity (sprinting, combat, etc.) or CON-10 rounds of moderate activity (running, heavy labor) the mutant will be exhausted and have to stop.

Balance [1]

TYPE: **Natural**

+3 to AGI rolls to stay balanced.

Carrier [-3]

TYPE: **Mutation**

The mutant carries some strain of fairly contagious disease. The mutant is highly resistant to all ordinary strains of disease (including their own). Any character who spends time around the mutant (or, in crowds, a random sampling of passersby) will need to make CON rolls at +1 or get infected. The disease is serious if not treated and potentially fatal. This will make the mutant a pariah when detected (and is one reason why many people distrust obvious mutants).

Extra Muscles [4]

TYPE: **Mutation**

The mutant has grown bulging extra muscles! This gives the being a strange anatomy but extra strength. If the mutant is *humanoid* The mutant gets +3 STR or +10% whichever is more. Otherwise, the mutant's bio-weapons are treated as one Size class higher.

Hideous [Varies]

TYPE: **Mutation**

The mutant is unappealing for a variety of potential reasons.

Type	Cost	Notes
Re-arranged face	-1	The character looks like a Picasso. -2 to Charm and Persuade.
Disgusting visage	-3	The mutant's face is grotesque, inciting revulsion and fear (in those inclined to be scared by an ugly face!) To pass in normal society the mutant must wear a mask. -4 to Charm and Persuade. WIL rolls must be made by those of lesser constitution when seeing the character's face or lose their lunch.
Horned One	-1	The mutant looks like a "daemon" (horns and red skin, perhaps). To superstitious people this is a mark of evil. +2 to Intimidate, -2 To Persuade.
Growths	-2	The mutant has ugly cancerous looking growths sprouting out of its skin (face, hands, and body). -3 To Charm. -1 to Recruit, -1 to persuade. Sensitive onlookers must make WIL rolls or be physically revolted.

Hum [-1]

TYPE: **Mutation**

The mutant's bio-system creates a strange (and annoying) hum. This gives -3 to Stealth and will really upset people in theaters. Those that spend lots of time with the mutant will get used to it (but give -1 to roll requiring concentration for those who have not spent 48+ waking hours with the mutant).

Hump [-1]

TYPE: **Natural**

The mutant appears as a hunchback—but the hump is a life support mechanism. A mutant with a Hump can go without food or water for 1 week (this will diminish the Hump somewhat). The mutant gets +6 BLD and Damage Points or +20% (whichever is more) and this counts as carried weight. Because the Hump makes agile movement harder, the mutant gets -1 to their AGI bonus (being easier to hit).

Iron Stomach [3]

TYPE: **Mutation**

The mutant can eat almost *anything*. The mutant has very strong metallic teeth (+30% damage or +6 PEN damage with a bite, whichever is *less*). Furthermore anything is food: wood, grass, raw meat, maybe even metal. The mutant, given time, can chew through inch-thick iron bars (some materials are resistant—but almost no natural ones). The mutant will never go hungry.

Manna Organ [Varies]**TYPE: Mutation**

The mutant has udders that produce some kind of beneficial and valuable fluid! These udders or other form of production need not be prominent nor even commonly visible.

Type	Cost	Note
Healing	4	The mutant produces healing milk at a rate of 3DP per hour up to 6 hours per day. A full day of production will leave the mutant tapped for 18hrs.
Food	1	The mutant produces fully nutritious, tasty milk. Can support 2 characters per point of Mass if the mutant is being fed properly.
Drug	2	The manna produced gets you high! This will be worth money to the mutant but can be dangerous if local dealers decide to "harvest" the source. Pays as a mid-level job.

Musical Instrument [1]**TYPE: Mutation**

The creature's mouth performs as some sort of musical instrument. With skill the being can play it quite pleasantly.

Nocturnal [-2]**TYPE: Natural**

-2 to all rolls during the day. Night vision is free.

Normal Speech [0]**TYPE: Evolved**

The character can talk and be understood normally. Sounds normally composed with the lips and tongue may be composed elsewhere—making "lip-reading" impossible—but the being can still talk normally.

Odor [Varies]**TYPE: Mutation**

The Mutant has something unusual about their smell.

Type	Cost	Notes
Roses	1	The mutant gets +1 to Enchant rolls due to the pleasant smell.
Stink	-2	The mutant smells strongly and unpleasantly. It may not be <i>disgusting</i> but it's enough for people to generally shun the mutant.
None	1	The mutant is immune to being tracked by sense of smell.

Phase Out [16]**TYPE: Extreme**

The mutant can change the "planar-vibrations" of its molecules through a poorly understood psionic process. Phasing Out allows the mutant to pass through solid matter as though it were water (the mutant can feel it, will fall—slowly, through thin air—

but will not sink into the ground). A Phased Out mutant ignores all physical attacks from normal opponents, interacts with other phased out opponents normally, and cannot effect Force Fields or Power Fields at all (and cannot pass through them). Psionics effect Phased Out targets normally—if the mutant *has* psionic attack forms, the cost is 48pts *if allowed at all*. Energy attacks do 1/4th Base Damage.

Phasing is an 8 REA Long action and the mutant can remained Phased Out for CON minutes every 4 hours. When Phased Out the mutant is translucent (+2 to Stealth rolls or -2 to spot in shadows). Sounds can be heard but are distant, radios work but broadcast and receiving are filled with static, etc.

Plastic Physiology [8]**TYPE: Mutation**

The creature is actually "stretchable"—although it cannot extend limbs, the creature is able to liquefy and reform bones and organs are amazingly deformable. The creature cannot be armored, but takes 1/4th damage from Impact attacks. The creature is treated as having CON pts of PEN defense (and the 1/4th applies if the creature is *not* Penetrated). The mutant gets +50% Offensive Grapple and +100% Defensive (it slips through opponent's fingers). Finally the mutant can get through any hole it can get its fist through—but at 1 BLD per 20 seconds.

Quick [16]**TYPE: Extreme**

The Mutant is faster than normal! A Quick Mutant gets +4 REA and Enhanced Dodge at -4: this means -4 Damage Modifier from all attacks (taken *before* checking for doubling with Penetration damage) and -4 to be hit in HTH and Ranged combat. The mutant should have an AGI of at least 12 to take this.

Resistance [Varies]**TYPE: Mutation**

The mutant is extremely resistant to environmental toxins (radiological, chemical, or biological).

Type	Cost	Notes
RAD-Resist	1	The mutant fears nothing from hard radiation.
Chem-Resist	2	The mutant is immune to all toxins.
Bio-Resist	1	The mutant never gets sick.
Total Resistance	3	The mutant's bio system is adaptive to almost anything.

Sneaky [2]**TYPE: Natural**

The animal is very quiet when moving or hunting. It gets Stealth L3 at 14-.

Two Headed [1 or 4]**TYPE: Mutation**

The mutant has two heads. For 2pts the second head shares a brain with the first (there are two separate brains, yes, but they are connected and are essentially one organism). This has a 10- chance of reducing a 6 or 8x penetrating damage modifier to 4x (the shot was to the head, and the mutant has a spare). For 4pts the head is a separate, friendly personality. It gets 4 character points to buy skills with (or even +1 RES or WIL if that'll do it).

Unusual Hands [varies]**TYPE: Mutation**

Covers bad manipulators, 2 and 3 finger designs, spindly fingers, etc. Long arms as well.

Type	Cost	Notes
Spindly Fingers	1	Unusual looking 9+ inch long fingers (with extra joints). Gives +1 to rolls to fix machines.
Two/Three Fingered Hands	-1	The mutant's hands are note-worth of appearance but function almost normally. Fine work is at -1 to COR rolls.
Club Hands	1	+2 or +10% damage with a punch. -1 To COR rolls for fine work.

Unusual Life Cycle [Varies]**TYPE: Mutation (+)**

The mutant has an altered life cycle.

Type	Cost	Notes
Longevity	1	The mutant lives a very long time (until killed, probably)
Short lifespan	-1	The mutant will live less than 20 years. Other than being somewhat sad this doesn't impact the game mechanically.
Phoenix	4	The mutant lives for about 4 weeks and then dies, producing an egg. This egg gives birth to another creature with the same personality and memories but with different appearances (The player may re-design the mutations). It takes a day to grow to maturity (a day of ravenous eating)

Unusual Sleep Cycle [Varies]**TYPE: Varies**

The mutant's sleep cycle is abnormal in some way.

Type	Cost	Notes
Narcoleptic	-2	The mutant falls asleep at odd times with no notice. Any period of inactivity will give a WIL or CON roll vs. falling asleep. This is normal sleep.
Hibernation Cycle	1	The mutant is inclined to sleep in "suspended animation" for a season. Although the urge can be fought (if it cannot, -2pts) the mutant can shutdown and go for months without food or water if given a week to prepare.

Dreamweaver

2

The mutant tends to have prophetic dreams (the mutant may believe this to be "shamanistic.") The nature of them is confusing and unreliable but can give interesting clues to probable futures.

Weapon Atavism [Varies]**TYPE: Mutation**

The mutant doesn't use weapons well in combat due to an over-ride by primal instincts (this is most applicable to mutant animals but can apply to humanoids as well). The amount depends on the degree.

Type	Cost	Notes
Complete	-8	The mutant may only fight with natural weapons—in a fight, the mutant is running on pure instinct.
Cybernetics Only	-2	The mutant is also a cyborg and incorporates its weapons into natural fighting.
No Level 3 Skills	-1	The mutant may not achieve L3 Weapon skills.
No Ranged or Edged Weapons	-4	The mutant may (brutally) use a club or bio-weapons but is random with edged or ranged weapons in a fight.
No weapons skill greater than 12- L2	-2	The mutant just "doesn't get the hang" of using weapons.

