

SECTION 3: Mutations

Mutations are divided broadly into Human/Animal Mutations and Plant Mutations. Human/Animal Mutations are further divided into Physical Mutations and Mental Mutations. These categories are subdivided into Beneficial Mutations and Mutation Drawbacks. Mutant characters of human or animal stock will have a random number of physical and mental mutations. Roll 1d4 for each category, and this is the number of Physical Mutations and Mental Mutations the character has (up to 8 total). Mutant Plant characters have 2 plant mutations and 1d6 human/animal mutations. All androids have any 3 mutations.

At the Mutant Lord's discretion, a player may choose to have fewer mutations than the number rolled or may even be allowed to choose mutations. For some games, the Mutant Lord might decide that some mutations are off limits, and will provide a selection of mutations that can differ from the ones presented here.

This system assumes a character that has his or her mutations out of a random fluke. However, there can be "breeds" of mutant humans, animals, or plants that have specific mutations that are passed on, so that a character is a representative of a "race" rather than a unique individual. These "races" may be created with the Mutant Lord, or the ML may already have races designed that are appropriate for his or her game. These mutations may also be used to create or modify mutant monsters.

Unless otherwise noted, most mental mutations, when used in an offensive capacity, require a successful mental attack roll.

Human/Animal Mutations

Physical Mutations

Roll d00	Beneficial
01-02	Aberrant Form
03-04	Chameleon Epidermis
05-06	Complete Wing Development
07	Density Alteration (Self)
08-09	Dermal Poison Slime
10-11	Dual Headed
12-13	Dwarfism
14-16	Echolocation
17-18	Energy Ray
19	Energy Retaining Cell Structure
20-21	Epidermal Photosynthesis
22-23	Fragrance Development
24-25	Gigantism
26-27	Increased Balance
28-29	Increased Physical Attribute
30-31	Increased Sense

32-33	Metamorph
34	Natural Armor
35-36	Night Vision
37-38	Optic Emissions
39	Parasitic Control
40-41	Prehensile Tail
42-43	Quickness
44-45	Reflective Epidermis
46	Regenerative Capability
47-48	Shriek
49-50	Spiny Growth
51-53	Thermal Vision
54	Toxic Weapon
55-56	Ultraviolet Vision
57	Unique Sense

Drawbacks

58-59	Albinism
60-61	Bizarre Appearance
62-63	Epidermal Susceptibility
64-65	Frailty
66-67	Hemophilia
68-69	Increased Caloric Needs
70-71	Obese
72-73	Pain Insensitivity
74-75	Pain Sensitivity
76-79	Pituitary Deformation
80-83	Poison Susceptibility
84-86	Prey Scent
87-88	Reduced Immune System
89-90	Reduced Oxygen Efficiency
91-93	Sensory Deficiency
94-95	Simian Deformity
96-98	Slow Mutant
99-00	Vision Impairment

Mental Mutations

Roll d00	Beneficial
01-03	Ability Boost
04-05	Accumulated Resistance
06-08	Acute Hyper Healing
09-10	Ancestral Form
11-13	Body Adjustment
14-15	Combat Empathy
16-18	Control Light Waves
19-20	Control Weather
21-23	Damage Turning
24-25	Density Alteration (Others)
26-27	Disintegration

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28-30	Dual Cerebellum
31-33	Empathy
34-35	Flight, Psionic
36-38	Force Screen
39-40	Force Screen, Greater
41-42	Increased Willpower
43-45	Intellectual Affinity
46-47	Killing Sphere
48-50	Know Direction
51-53	Mental Barrier
54-56	Mental Phantasm
57-59	Metaconcert
60-61	Mind Thrust
62-63	Neural Telekinesis
64-66	Neural Telepathy
67-68	Plane Shift
69-70	Possession
71-72	Precognition
73-75	Mind Reflection
76-78	Quick Mind
79-80	Teleport
81-82	Temperature Control
83-85	Vampiric Field
Drawbacks	
86-87	Atrophied Cerebellum
88-89	Dual Cerebellum (Defective)
90-92	Mind Reflection (Defective)
91-93	Negative Empathy
94-95	Phantasmal Damage
96-98	Phobia
99-00	Weak Will

Plant Mutations

Note that plant mutations, like other mutations, may be used by the Mutant Lord to construct monsters. These mutations are written with NPCs, monsters, and PCs in mind. As a result, they will have slightly different guidelines depending on how they are used.

Roll d00	Beneficial
01-04	Abnormal Size*
05-07	Accumulated Resistance
08-10	Animal Limbs or Organs
11-13	Animate Seeds*
14-16	Carnivore
17-19	Chameleon Metamorph
20-23	Dermal Acid Sap
24-27	Dermal Poison Sap
28-30	Electric Charge Generation
31-33	Flight
34-36	Fragrance Development (Plants)

37-39	Free Movement*
40-42	Full Senses*
43-45	Grenade-like Fruit
46-48	Injected Poison Sap
49-51	Natural Armor (Plant)
52-54	Natural Vegetal Weapons
55-57	Poisonous Spores
58-60	Prehensile Tendrils
61-63	Projectile Thorns
64-67	Radioactive Emissions
68-70	Reflective Cellular Structure
71-73	Shriek (Plant)
74-77	Thermal Emissions
78-80	Tripping Tendrils*
81-83	Vegetal Parasite
Drawbacks	
84-86	Nocturnal
87-90	Prey Scent
91-94	Reduced Fertility*
95-00	Thermal Sensitivity

*These mutations are either inappropriate to PC plants, or are assumed to already be present on all PCs.

Physical Beneficial Mutations

Aberrant Form

This mutation covers a wide array of effects over the entire bodily structure of the mutant. Roll 1d8 to determine the nature of the mutation.

1-2 Enlarged Parts: Some aspect of the mutant's body has grown to an abnormally large size and, as a result, has increased functionality. Because this is a benefit all limbs and organs are assumed to be affected in concert (i.e. both arms, both legs, etc.). For example, this mutation could manifest as a +1, +2, or +3 to damage if arms are larger than normal, or +60 to movement for longer or larger legs.

3-4 Xenomorphism: The character gains a unique organ/limb with a new function, such as an extra pair of eyes on stalks, a prehensile proboscis, a limb or body part from another species, or a set of tentacles that act as extra arms. An extra body part from another species may (50%) be equipped with a *natural weapon*.

5-6 Extra Parts: Any organ or limb that is normally present may be multiplied. An extra normal organ (extra heart, extra set of lungs) may be acquired, which could increase CON by +1. To generate a random number of a given body part roll 1d4+1 and multiply by that number, or a number may be selected. The brain and/or head cannot be duplicated by this mutation. The body part must be selected at character generation.

7-8 Natural Weapon: The mutant is equipped with a natural weapon, such as horns, teeth, or claws (select at

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character creation). These will inflict damage as determined by rolling 1d8; 1-2 1d4, 3-4 1d6, 5-6 1d8, 7-8 1d10. The character may only attack once per round with a *natural weapon*, unless he possesses more than one attack per round. A *natural weapon* may (25%) be equipped with a *toxic weapon*, such as poison.

Chameleon Epidermis

The mutant's outer cellular structure has been mutated, allowing the cells to actually alter their lucidness, appearance, and color. In effect, this allows the mutant to subtly change colors on a cellular level. The being may hide, if stationary, almost as if invisible. The color change takes place immediately, and requires no concentration by the mutant. The Mutant Lord should assign a percentage chance, based on the situation, that the mutant will not be noticed when using this camouflage. In complete darkness or thick cover, the percentage could be 95%, while in daylight if the character is unmoving it might be 50%.

Characters wearing heavy armor or fully garbed receive no benefit from Chameleon Epidermis.

Complete Wing Development

The mutant has developed a complete set of wings, either in the

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form of fleshy membranes, feathery wings, bat-like extremities, or even scaly or insect-like versions. With these wings the character can fly with a movement of 120'. The mutant may fly while carrying only 25% of his body weight. Creatures over 150 pounds cannot use these wings for flight, but they leap to a distance of 120', with a maximum height of 80'.

Density Alteration

This mutation grants the ability to instantly alter body density, thus shrinking or enlarging, with maximum enlargement up to twice the natural body size, and maximum shrinkage to 1/8 original body size. Each fraction of a body size change is accompanied by an equal fraction increase or decrease to armor class and speed. For example, reduction of size by 1/4 also reduces (improves) armor class and reduces movement by 1/4. Becoming twice as large increases armor class by a multiple of two (to a maximum of 9) and doubles movement. Note that reduction of body density to 1/8 makes a character impervious to damage from sharp implements.

Dermal Poison Slime

The mutant is covered in a thick gooey slime (like a frog) that is poisonous to those who touch or attempt to ingest the mutant. Roll on the poison table (see *Adventuring Rules*) at character creation for the class of the poison in the slime. Successful bare-hand attacks and bite attacks against the mutant require the attacker to attempt a saving throw versus poison. Bare-hand attacks made by the mutant have the same effect.

Dual Headed

The mutant has developed a second head next to the first. He can only be surprised on a roll of 1 on 1d6. Roll one die for each head whenever using senses (listening, looking for traps), choosing the best result.

Dwarfism

Mutated genes have altered the mutant's physical size, an effect either related to a pituitary defect or a change in the genetic program during the years of body growth and development. With this mutation, the mutant is a dwarf, a mutant with substantially decreased size and body weight.

To figure out the character's size, start with a base of 6 feet. Roll 1d4+1 and subtract the result from 6 to get the height of the character in feet. This will give a range from 1 and 4 feet.

The character's diminutive size makes it harder to damage opponents, but

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also makes it more difficult for opponents to land successful blows on the mutant, since he presents such a small target. A dwarf mutant has a +1 to hit targets of human sized or larger with a non-powered hand weapon. He does -1 to damage for every 1' shorter than he is from 3 feet, with an equal reduction (improvement) of AC for each foot he is shorter than 3'.

Echolocation

The mutant has the ability to gather information on his surroundings by using a type of natural sonar. The mutant must emit a noise (some kind of clicking or speech will do), which then reverberates off of the surface of any surrounding objects or creatures, is picked up by an external sense organ and translated into a rough, colorless picture of all objects in the mutant's surroundings. This allows the character to interact with the surroundings as if he has sight, even if he does not have eyes or regular sight is obscured. This does not allow the mutant to see through objects, nor will it allow him to read text or see pictures. This works for a range of 90 feet, or 270 feet if the character also has the *increased hearing* mutation. Mutants with this ability will have a better chance of striking an opponent, receiving a +2 to hit in combat.

Energy Ray

Every 3 rounds, this mutation grants the ability to emit a blast of energy (roll 1d6; 1-2 heat, 3-4 cold, 5 radiation, 6 electricity) from the hands (or other upper appendages) that inflicts 4d6 hit points of damage to a distance of 50 feet. Only one type of energy may be chosen at character creation.

Energy-Retaining Cell Structure

The mutant's body has a higher than normal level of electrical energy coursing through his body, energy which he can focus into a shock capable of damaging opponents who touch him. This electrical shock does 3d6 hp damage.

Epidermal Photosynthesis

Characters with this mutation get energy from the sun, processing it through their bodies as though it were food. If they spend long periods of inactivity in direct sunlight, they will be able to heal wounds more quickly (4x) than the regular healing rate (1d3 per day of complete rest). When they are out of the sun (i.e. at night or in a dark cave) they are forced to move more slowly in order to conserve their rapidly depleting energy. This reduces their movement to 50% of the normal rate. Such characters are also more susceptible to cold and heat, and they suffer a -2 penalty to saving throws versus cold or heat based energy attacks.

Fragrance Development

The mutant has the ability to produce a subtle yet hypnotic fragrance. The fragrance is generally derived from mutated pheromones/hormones (that are emitted at the mutant's will), but could come in another form-spores, for

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instance. Once per day the mutant can emit a scent that forces up to 8 HD of creatures, or any single creature with less than 13 HD (or 13 CON) within 15 feet to save versus poison or fall into a hypnotic trance for 2d4 rounds. Victims may be ordered to commit any act that is not suicidal, up to and including attacking friends.

Gigantism

Mutated genes have altered the mutant's physical size, an effect either related to a pituitary defect or a change in the genetic program during the years of body growth and development. While this serves to increase strength and size potential substantially, the mutant is nonetheless noticeably different than others of his species.

The original size is based on a 6 foot height. Roll 3d6, adding that many feet to the size of the mutant, achieving sizes between 9 and 24 feet. The mutant gets a bonus to damage, based on his height. Note that all mutants with gigantism suffer a -1 penalty to hit creatures 3' tall or smaller.

Gigantism Modifiers

	Height	9'	12'	18'	24'
Damage Dice Bonus*		+1	+2	+3	+4

*The Damage Dice Bonus is only applicable to non-powered hand weapons.

Increased Balance

The character will never fall or stumble, and can climb almost any surface without being in danger of losing balance.

Increased Physical Attribute [Strength, Dexterity, Constitution]

One or more physical attributes is increased. Roll 1d6 to determine the specific effects.

1-2 Increased Strength: The character can summon bursts of great strength, dealing an extra 3d6 when damaging an opponent with a hand-to-hand weapon.

3-4 Increased Dexterity: The character's AC is adjusted by -2. This bonus is cumulative with any other DEX bonuses.

5-6 Increased Constitution: The character receives Constitution x2 in extra hit points, and receives +2 to all saving throws versus poison.

Increased Sense [Touch, Taste, Sight, Hearing, Smell]

One or more senses is very acute, allowing the mutant to sense things others may not. Roll 1d10 to determine the sense.

1-2 Increased Vision: This allows the mutant to see things as far as 3 miles away if there is a clear line of sight. This mutation comes with the benefit of *ultraviolet vision* and *night vision*.

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3-4 Increased Hearing: A character may distinguish even the quietest sounds at a range of 180 feet. This also allows the mutant to pick out sounds from a jumble of noises. Mutants with *increased hearing* cannot be surprised because they will always hear any movement in their vicinity, and they can listen at a door with success on a roll of 1-5 on 1d6.

5-6 Increased Smell: A mutant with this mutation can pick up scents at 180 feet and tell the difference between various smells even if some seem overwhelming to others. Creatures that are upwind can never surprise this character.

7-8 Increased Touch: This increased sense grants +10% to technology rolls.

9-10 Increased Taste: This ability does not have a range, but it ensures that a character cannot be poisoned and will always be able to tell by tasting whether something is capable of being eaten for nourishment.

Metamorph

The character can choose (at character creation) another creature that he or she can transform into. The character does not gain the mutations of the creature, just the physical appearance and natural abilities (such as claws or sharp teeth). This physical change (in either direction) takes 2 full rounds of inactivity before it is complete.

Natural Armor

This mutation indicates that the character has grown a natural defense mechanism over the entire body. It can be thick fur, scales, a shell, or even rubbery skin. This armor is moderate (1-3 on 1d6) or extreme (4-6 on 1d6). Moderate armor grants an AC of 6, while extreme natural armor grants an AC of 4, but reduces movement to 75% of its regular rate.

Night Vision

Individuals with this mutation can see in complete darkness to a range of 60 feet by utilizing minute amounts of available light. Vision is in black and white only, and does not function in utter darkness underground, since some small light must be present (starlight, moonlight), even if it is so dim normal sight does not perceive it.

Optic Emissions

This mutation takes two forms. Roll 1d6, and on a roll of 1-3 the mutant character receives the ability to project a flash of very bright light from the eyes (*bright eyes*), blinding an opponent within 30' for 1d4 rounds. This blindness causes the opponent a penalty of -4 to attack rolls and increases his armor class by 4. This ability is useful regardless of daytime or nighttime. On a roll of 4-6, the character has the ability to discharge a burst of radiation from the eyes (*gamma eyes*), that can reach 30'. Damage is determined at character creation by rolling for

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the class of the radiation on the radiation table in the Adventuring section.

Parasitic Control

If the character can attack and latch onto another creature for 3 rounds, he or she will maintain control over the creature as long as the two are in physical contact.

Prehensile Tail

The mutant has developed a special tail. The tail is not necessarily a balancing tool, but more of an "additional limb".

The tail can grapple objects like a hand (much like a new world monkey's tail), allowing the mutant to hang from tree limbs, for instance, leaving the arms and legs free to perform other actions of a more complex and agile nature. Some typical bonuses granted by the mutation might be a +2 bonus to Dexterity checks when climbing or balancing (+4 if climbing trees), etc. The tail can also be used in more mundane ways, such as holding a light source, so the character can employ both hands to fight. The tail cannot use weapons or hold a shield, however, as it is not quite that dexterous.

Quickness

This mutation makes the mutant much quicker in all respects. Movement speed is doubled, mental tasks take half as long to accomplish, and the character may attack two times per round in physical combat (not mental combat).

Reflective Epidermis

The character's skin is essentially impenetrable to a particular form of energy. At character creation, roll 1d8. A roll result of 1-2 is electricity, 3-4 is heat, 5-6 is cold, and 7-8 is radiation. The mutant will never suffer damage from this energy source.

Regenerative Capability

When provided with proper rest and food, this mutation allows the character to recuperate from injury at a staggering rate. Given time, mutants may re-grow severed limbs.

The character heals 10 extra hit points per day. If he should be so unfortunate as to lose a limb or extremity (and survive), the lost body part will regenerate over a period of 1d4+2 weeks. A head may never be regrown, and characters do not regenerate from death.

Shriek

The mutant's vocal cords are substantially altered, allowing him to produce sounds both above and below the normal human auditory range. The culmination of this ability seems to be a focused shout, using the sonic vibrations on everyone in the immediate vicinity of the mutant.

Once per day, the mutant can let out a horrible shriek that affects everyone within a 10' radius of him. Targets in the

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area of effect must save versus stun attacks or take 1d4 points of sonic damage and be deafened for 1d6+4 rounds. Those who successfully save are unaffected. Mutants with the mutation *echolocation* suffer a -2 penalty to save.

Spiny Growth

Parts of the mutant's body are covered with prickly spines, which may be small, medium, or large. Roll 1d6 at character generation to determine the size. Small spines (1-2) inflict 1d4 damage, medium spines (3-4) inflict 1d6, and large spines (5-6) are capable of inflicting 1d8 damage. Any type can be removed and thrown as a dagger. With a little effort, the small spines are capable of being hidden beneath normal clothing, but the medium and large spines are virtually impossible to conceal because of their size.

Thermal Vision

The character can see the heat generated by living beings, heat-emitting weapons, or other natural heat sources. This vision functions to a distance of 60' if the mutant has ordinary vision as well, or to 90' if thermal vision is the only form of sight the mutant possesses (the eyes emit infrared radiation to boost the distance). If a mutant has ordinary vision and thermal vision, the thermal vision is only usable in darkness, and it takes 1 round to transition between them. Immense flashes of heat or those coming from close proximity to the character can be overwhelming, blinding the character for 2d4 rounds.

Toxic Weapon

The character is endowed with a weapon that is toxic to those affected by it. This could be in the form of a gas that affects everyone in a specific radius, a spray that can affect a specific target, or a bite/sting that affects a target at a range of touch. Some common types of toxic weapons are paralyzing venoms, blinding gasses or sprays, and acidic bodily fluids. The range or radius of the attack is up to 30'. Any kind of poison must be rolled on the poison table in the Adventuring section to determine poison class at character generation, or alternative effects may be designed with the ML. In general, no attack should exceed 10d6 in damage (with the exception of poisons that may inflict death).

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Ultraviolet Vision

The character can see the UV spectrum and will be able to see objects that emit this type of energy. This spectrum includes gamma radiation, x-rays, and other high intensity radiation. As a result, a character with this vision can see if areas have a high level of background radiation. At night, this vision allows a character to see to a distance of 300'. Since this vision relies on heavy background radiation, it is not useful underground unless there is a source of radiation for illumination. If a mutant has ordinary vision and *ultraviolet vision*, the *ultraviolet vision* is only usable in darkness, and it takes 1 round to transition between each form.

Unique Sense

The mutant with a unique sense may detect certain kinds of phenomenon that are not detectable by the usual senses. These might include the ability to "feel" radiation to a distance of 60', "smell" water within a mile, or sense when certain kinds of weather are imminent. The player and Mutant Lord may devise an appropriate sense, and what its range will be. Some senses may have corresponding new organs.

Physical Mutation Drawbacks

Albinism

This mutation prevents the formation of melanin. The mutant's hair and skin are bone white, and his eyes have light pink irises. Due to the lack of pigment in the eyes, the being is highly sensitive to light, and suffers a -2 penalty to hit when in daylight.

Bizarre Appearance

This mutation can take a number of forms. The character's hair color, eye color, skin color (or any combination) can be a color not normally found in humans. Odd hair colors might be light red, unusually fair blond, white, platinum, or silvery gray. Skin hues might include extensive freckling, melanin blotches, irregularly livid tones, etc. Eye colors could be red, pink, white, unusual flecked combinations etc. Other mutations are possible, such as scales instead of skin, general cosmetic deformity, or general animal-like deformity. Whatever the abnormal condition, it is clear that the character is not a normal human or animal.

Epidermal Susceptibility

The epidermis of the mutant becomes defective in some way, either causing 1d6 hp of damage for coming into contact with usually harmless substances (such as water), or adding +1 per die of damage caused by specific injury, such as by fire, radiation, slashing weapons, or penetrating weapons.

The mutation can also be something that constantly creates a serious inconvenience for the character, such as glowing skin, uncontrollable pigment shifting, or skin that always attracts certain kinds of vermin or larger creatures.

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Frailty

This is a highly variable mutation, and can be used to create any number of body weaknesses. Examples include brittle bones or susceptibility to bruising. These would increase damage by falls or other blunt force trauma by a degree decided on by the ML. However, damage should usually be increased no more than by +3 per die of damage.

Hemophilia

The mutant's white blood cells are diminished in count, preventing him from healing as quickly as a normal specimen of his kind. This mutant may only heal 1d3 hp every other day. Once the character is injured, he begins to bleed profusely, losing 2 hit points per round until the wounds can be properly bandaged.

Increased Caloric Needs

This drawback requires the character to eat twice the normal amount of food daily. During times of vigorous activity, this need becomes more acute. For every 5 rounds of vigorous activity, the character must eat for 1 round or lose 2 hit points and 1 point of STR each melee round until he eats again or until the activity stops. All losses will be regained at an equal rate for each round that food is consumed, until all loss of hit points and STR is regained.

Obese

The character suffers from obesity, and his weight is twice that of an average individual of his species. The ML may apply encumbrance or combat modifiers when it seems as though the character's size would interfere with his abilities in any way. It is also possible to choose one body location and declare that the fat accumulates there, giving one or more limbs a grotesque, bloated shape compared to that of the rest of the body.

Pain Insensitivity

The character lacks the awareness that living creatures normally possess with regard to their bodies and immediate surroundings. The character does not feel pain when injured, even if a weapon has penetrated his body. The character will not be able to tell how much damage he has sustained without making a visual checkup of his entire body. The ML should keep track of the character's hit points.

Pain Sensitivity

The character's nervous system is very susceptible to injury, resulting in all damage to the character being doubled.

Pituitary Deformation

This defect indicates the pituitary gland of the mutant has been deformed by mutation, causing unnatural aging.

A character with this defect appears much older than he really is, generally two to three times his actual age. Lifespan is also hindered by this deformation, resulting in a maximum natural lifespan of 40-50 years.

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Poison Susceptibility

This mutation makes all poisons much more dangerous to the character. All saving throws versus poison are made with a penalty of -4.

Prey Scent

The mutant's body sends out waves of scent that will attract predators. The ML may increase the occurrence of wandering monsters, at his discretion.

Reduced Immune System

Whenever the character falls ill, whether it is from infection caused by combat/misadventure, or airborne infectious diseases, the character suffers an extra 10 hp of damage per day. If using the optional Disease rules characters with this mutation suffer a -4 saving throw adjustment against diseases, and the duration is doubled.

Reduced Oxygen Efficiency

This mutation makes it harder for the character to get oxygen into the circulatory system. This means that, after any amount of extended physical activity (including combat) lasting more than 5 rounds, the character must rest or fall unconscious for 3d6 rounds. Further, when exploring ruins these characters need to rest for 1 turn after 3 turns of exploration. See "Rest" in the Adventuring Rules section.

Sensory Deficiency

This mutation indicates that the character suffers from either blindness or deafness (50%).

Simian Deformity

A mutant who suffers from this mutation has an altered appearance that mimics that of the great apes (such as gorillas and chimpanzees) - shorter legs, quadrupedal, and elongated arms that permit the knuckles to touch the ground and aid in movement.

The character's shortened legs reduce his base speed to 2/3 normal. However, if all 4 limbs are used to move (arms and legs), his speed is normal. A character using his arms to assist movement cannot be wielding a weapon or carrying items in his hands.

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Slow Mutant

This mutation makes the mutant much slower in all respects. Movement speed is halved, mental tasks take twice as long to accomplish, and the character may attack once every other round.

Vision Impairment

This mutation covers all visual impairments that fall short of total blindness, including macular degeneration, myopia, severe light sensitivity, cataracts, etc. This condition makes it extremely difficult for the mutant to discern objects more than 50 feet away. Characters with this mutation have a -2 to hit in combat.

Mental Beneficial Mutations

Ability Boost

Once per day the mutant is capable of concentrating his mental energy to such a degree that one of his abilities is doubled for 1d10 consecutive rounds, or he gains +1 to attack rolls for 1d10 rounds. The character may choose either of these options each time the mutation is used.

Accumulated Resistance

Through years of exposure to a certain substance (chemicals or radiation, for instance), or concentrated form of energy (such as heat, cold, or light) in the mutant's environment, a resistance against said source has been accumulated, allowing the mutant to take more damage from one of these sources.

This mutation gives the mutant a hit point reserve equal to his total hit points. This hit point reserve is used to take damage from the substance he is resistant to before it begins to affect his regular pool of hit points. This separate pool heals in the same manner and at the same time as the character's hit point pool, even if that rate is changed by other mutations such as *acute hyper healing* or *body adjustment*.

Acute Hyper Healing

The character may concentrate his mental energies to allow him to heal 4x the normal rate. He will also be free from physical pain and fatigue for up to 24 hours. This power may be used once per week.

Ancestral Form

This mental mutation can reduce an opponent's mutational capabilities, eventually removing all forms of mutation and returning it to its original, unadulterated form. On each round after a successful mental attack with this mutation, the target has one mutation removed permanently (randomly determined), until none are left. Rarely (5%), this power allows a powerful mutant to regress a pure specimen further down the evolutionary line, to a previous stage of its evolution. For example, a pure human might become a dimmer-witted *Homo erectus*, and onward. This attack may only be attempted

for the duration of one encounter, whether it succeeds or not, and cannot be used again for 1 week.

Body Adjustment

The character can heal all of his hit points once every 24 hours. In addition, if the character is in a life or death situation, this mutation can double his physical attributes (Strength, Dexterity, movement) for 3d10 rounds.

This power may only be used 1d4 times per week (roll at character creation).

Combat Empathy

The character is so attuned to the minute body language of others that he can tell what they are going to do before they do it. This gives him a +1 to hit in combat, and +3 hp damage per damage die rolled in a successful attack.

Control Light Waves

The character can control light, creating a number of interesting effects. He can bend light around himself, becoming invisible, or he may remove all light from a small area (10' radius) at a range of 30 feet. He may also completely dissipate laser fire anywhere within this 30' range. All of these effects require concentration, such that the mutant may move at full speed but not attack when concentrating on using this mutation.

Control Weather

The mutant can change the weather in the local area. It takes 1 round to use the mutation and an additional 1d4 rounds for the effects to manifest. The mutant calls forth weather appropriate to the climate and season of the area.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

The mutant controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Damage Turning

This mutation allows the character to return any incoming damage to the origin of the attack. For this power to work the mutant must use every bit of his concentration, taking no other actions. Any movement of more than one or two small steps will cause this power to fail.

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The power gradually builds up, allowing 3d6 hp worth of damage to be turned the first round. This increases by 1d6 per round up to a maximum of 20d6 hp worth of damage. The mutant only takes damage that is above his current hp level of damage turning. For instance, in the first round the character rolls 3d6, with a result of 14. He may turn up to 14 hp of damage the first round. The next round he adds 1d6 to the current running total of 14. He can keep the power working as long as he remains still and concentrating, and he may maintain concentration when he receives damage. The mutant cannot turn attacks that cause no damage. If such powers are successful, they can interfere with this ability.

Density Alteration (Others)

This mutation grants the ability to instantly alter the body density of a target, thus shrinking or enlarging, with maximum enlargement up to twice the natural body size. Each fraction of a body size change is accompanied by an equal fraction increase or decrease to armor class and speed. For example, reduction of size by 1/4 also reduces (improves) armor class and movement by 1/4. Becoming twice as large increases armor class by a multiple of two (to a maximum of 10) and divides movement in half as well. Note that reduction of body density to 1/8 makes a character impervious to damage from sharp implements.

This mutation has a range of 90 feet, a duration of 1d4 turns, and cannot be used on the mutant who wields it.

Disintegration

With this powerful mutation, the mutant can completely destroy matter on a molecular level. Doing so requires so much energy expenditure, however, that the mutant is instantly rendered unconscious, with 1 hp left. The total weight that may be disintegrated is WILx10 pounds and the range is 90 feet.

It is more difficult to disintegrate dense materials. Multiply the mutant's WIL by 3 to find the percentage chance of disintegrating metals and stone, or by 5 to figure out the percentage chance of disintegrating wood or living material.

Once the mutant has used this power, the ML must determine, via a secret 1d6 roll, how many days it will be before the power may be used another time.

Dual Cerebellum

The character has 2 fully functional brains that work in concert. The mutant receives a bonus of 10% to all technology rolls, and the character receives one extra random mental mutation that belongs to the extra brain. Both brains have identical WIL. Having two brains also helps to protect the mutant from mental attacks. Whenever the character is the subject of a mental attack, the attacker must successfully attack each brain.

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Note that a character with two brains may or may not have two heads. One brain may be located in an unexpected part of the body, or as part of a small, sickly or undeveloped conjoined twin.

Empathy

The character can attune himself to the emotions of other beings and is capable of instilling emotions in creatures who are successfully attacked with this mutation. This mutation has a range of 90 feet.

Flight, Psionic

The character may fly through the air with a movement of up to WIL x 10. Any encumbrance will hinder the movement by reducing the speed at a level set by the ML.

Force Screen

This mutation allows the character to create an invisible field of energy that is difficult to penetrate. The force screen is close to the mutant's body, extending only a few inches from his skin. It is capable of taking 5d6 hp worth of damage (the ML determines this secretly each time the power is used) before it collapses, leaving the mutant unprotected. The power may only be used once per day.

Force Screen, Greater

This force screen can be used at a range of 4', and is capable of enclosing other creatures. It can take 5d6 hp worth of damage before it collapses (the ML determines this secretly each time the power is used), and can be used once per day. It can also be employed in the same manner as the regular force screen.

Increased Willpower

The mutant gains 4 points to his WIL, and gains a bonus of 10% to technology rolls.

Intellectual Affinity

Thanks to advanced thinking capabilities, the mutant gains one of the following abilities (roll 1d6):

1-2 Martial Affinity: +4 to hit in combat and +1d6 damage.

3-4 Tinkerer Affinity: Bonus of 20% to technology rolls. The character may also make weapons that do extra damage, up to +4. These weapons take extra long to build.

5-6 Bartering Affinity: +3 Charisma when trying to sell an object, and any object sold will yield up to a multiple of 1d4+1 in profits if the person being bartered with can afford it.

Killing Sphere

This powerful mutation allows the mutant to generate a 25' radius sphere of deadly mental energy centered on the mutant. Within this sphere of energy all creatures except the mutant (friend or foe!) have their hit points reduced to 1 point, and must save versus stun attacks or be knocked unconscious for 1d10 rounds. After using this mutation,

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the mutant is exhausted from the force of the mental exertion and may move at full rate but not attack for 2d10 rounds.

Know Direction

The character is incapable of being lost, even if all other senses are somehow nullified. He will always be able to find a location where he has been previously, and will know its relation to any location in which he currently resides.

Mental Barrier

Any mental attacks against this mutant receive a -4 penalty to their attack roll. A character with this mutation gains the ability to sense other creatures that have mental mutations at a range of 90 feet. This secondary ability does not require a roll.

Mental Phantasm

With this power, the mutant is capable of creating a realistic, illusory environment in the mind of another conscious creature. These visions are realistic to all senses but touch. Once the target tries to make physical contact with any element of the phantasm it dissolves into reality.

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Metaconcert

This ability allows the mutant to link its mind with other mutants of a similar type or those who have the same mental mutation. These include those with the Metaconcert mutation, or other mental mutations that facilitate control between the minds of two beings. The mutant may combine his WIL with the WIL of other mutants for conducting a mental attack, or some other joint purpose.

Mind Reflection

The mutant may reflect any mental attack he experiences back at the attacker, but he still suffers the effects of the attack. He may only reflect a power that he has been successfully stricken by, and only as many times as he has been stricken by it. The reflected power strikes the mind of the attacker, and it can never target any other creature.

Mind Thrust

The mutant is capable of firing a bolt of pure mental energy into the mind of another creature, doing 3d6 hp damage at up to 50 feet. This ability takes time to recharge, and can only be used once every two rounds.

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Neural Telekinesis

With this mutation the character can lift or move WILx10 pounds using only the power of his mind. This ability does not extend to lifting the mutant, however. To the mutant, using this power feels like lifting the object with his strength, and so requires some concentration. This ability has a range of 50 feet, and can only be used to hold things for 5 rounds before the mutant becomes tired and must set the objects down. The mutant must rest for 5 rounds before using the power again.

Any use of this mutation on another creature, or objects carried by another creature, is considered a mental attack and must be handled accordingly.

Neural Telepathy

Using this ability, the mutant can connect his mind with another creature's mind and communicate directly, even if the two creatures speak completely different languages or are of different species. The range of this ability is 30 feet.

Plane Shift

This mutation grants the power to visit realities in other dimensions. These dimensions are accessed through temporary doors which the mutant creates using the power of his mind. These doors appear as large portals 10'x10' in size, and will last for 6 rounds or until the mutant closes them intentionally. Once entered, they cannot be exited without a mutant with this ability opening another door. The mutant can only choose to open doors to worlds he has visited before. Otherwise, the doorway leads to a random world of the ML's choice and design. This ability only works once per week.

Possession

The mutant may wrest control over another creature's body, subjecting himself to all of the sensations the possessed creature experiences. If the creature dies while possessed, the mutant dies as well. During the time he possesses another body, the body of the mutant is unconscious and vulnerable to attack. He may relinquish control of the body at any time, and will return instantly to his own body.

This power works at a range of 50 feet, but once inside another body the possessor can travel any distance with no ill effects.

Precognition

The mutant is capable of seeing up to 3 minutes into the future, but only with respect to dangerous things that will affect him. If the future indicates that he is going to suffer some form of damage, he immediately suffers 1d6 hp damage. If he is confronted with a vision of his death or of suffering a grievous wound that would take more than ½ of his hit points, he suffers 2d6 hp damage and immediately enters a comatose state lasting 1 turn.

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Quick Mind

The mutant is capable of learning how to use technology at a much higher rate of speed than other characters (in 1/3 the time), and receives a bonus of 30% to technology rolls. When confronted with a mental attack, an attacker must roll to attack three times, succeeding each time (roll three times for the one attack). Because of his incredible leaps of logic, a mutant with this ability has a 100% chance of figuring out whether someone is telling the truth.

Teleport

This ability allows the mutant to disappear from one location and appear in a location up to 20 miles distant without physically crossing the intervening space. If the mutant has never been to the location he is teleporting to or is only slightly familiar with it (ML's discretion) he has a 25% chance of suffering 10d6 damage upon arrival as he teleports into a space occupied by another object, or misjudges some aspect of the location. If he is intimately familiar with his destination or has spent 2d4 hours conjuring an image of the location in his mind he can teleport safely.

Temperature Control

With this mutation, the character can raise or lower the temperature of a visible object within a range of 90 feet. The specific form of the power must be determined at character generation (50% heat, 50% cold). The mental nature of this mutation requires concentration, and the effect is a graduated level of damage equaling 1d6 per round. The maximum amount of damage that can be dealt is 10d6 per round. The ML will decide when an object or being combusts or freezes completely.

Vampiric Field

This mutation grants the mutant the ability to absorb the life essence (hit points) from all creatures (friend or foe) within a foot radius equal to 30+WIL. This power absorbs 2d4 hp per round from all creatures in the radius, and these absorbed points go into a separate reserve for the mutant. All damage to the mutant is taken from these reserved points until they are gone; after this point the mutant's regular hp begin to be affected. Stored hp will disappear after 24 hours.

Mental Mutation Drawbacks

Atrophied Cerebellum

The mutant's brain has atrophied in certain areas due to a genetic birth defect. As a result of this mutation, the mutant suffers a one-time -2 reduction of INT and DEX, due to deterioration in mental capacity and coordination.

Dual Cerebellum (Defective)

The character has a second brain that hinders his thought processes. This brain has 1d4 mental mutations of its own (half of which should be defects, round up), which should be kept secret from the player until an opportunity to discover them comes about during play. This second brain

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may have an entirely different personality and motives than the character, and may try to foil the character's actions at inconvenient times. This is up to the ML's discretion. This "Hyde" brain may attempt to take over the mutant's body, as the mutation possession, once per month for a duration of 24 hours.

Mind Reflection (Defective)

This defect creates a chance that mental attacks attempted by the mutant backfire, causing injury to him instead of his enemy. The chance of this occurring is 25%.

In the case of powers that inflict no damage, the Mutant Lord should find some way to make the power backfire or become an inconvenience to the character.

Negative Empathy

The mutant sends out waves of negative mental energy, causing anyone with less than 17 Intelligence within a 90' radius to have a 15% probability of attacking the mutant. Only one check is necessary per person until they leave the field and reenter it.

Phantasmal Damage

When the mutant is damaged, his mind radiates waves of negative energy in a feedback loop through his nervous system that causes the effective damage from an attack to be doubled.

Phobia

The mutant has an irrational fear of some creature or object. Whenever he comes face to face with the object of his fear, he flees immediately, throwing anything in his hands at the feared object/creature in an effort to distract or harm it. He will flee in the opposite direction at full movement for 1d4 rounds.

Roll 1d6 to find out what category his fear falls into. The ML will flesh out the specifics.

1. Other technological (robots, vehicles)
2. Weaponry (energy weapons, other)
3. Animal
4. Plant
5. Ordinary object
6. Insect

Weak Will

The WIL of the mutant is reduced to 3.

Plant Beneficial Mutations

Abnormal Size

The plant is either much larger than normal or much smaller than the average specimen. Roll 1d20 and multiply or divide the plant's normal size by that number to arrive at the new abnormal size. See *dwarfism* and *gigantism* for potential size effects on combat.

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Accumulated Resistance

With this mutation, the plant has learned to change its structure to gain complete immunity to any energy-based attack that it has experienced in the past, including heat, cold, electricity, radiation, or energy weapons.

Animal Limbs or Organs

This mutation gives the plant any kind of organs or limbs normally found in humans or animals. The player and Mutant Lord will determine the exact nature of the new limbs or organs.

Animate Seeds

This mutation allows the seeds of a plant to maneuver once away from the plant. The seeds can have their own plant mutations, but will grow up to have the same mutations as the adult plant that spawned them.

Carnivore

The plant has mouths that are capable of inflicting 1d8 damage with a bite. Roll 1d12 to determine how many mouths are on the plant.

Chameleon Metamorph

The plant can change color or shape in order to look like any other kind of plant, but the mass of the plant is unchanged. If the plant has a level of intelligence it can alter the color to benefit it in other ways as well (see *chameleon epidermis*).

Dermal Acid Sap

The plant's sap is a concentrated acid that will inflict 3d6 hp damage every round to creatures that come in contact with it.

Dermal Poison Sap

The sap of the plant is poisonous to creatures that come in contact with it or ingest it. The poison effects should be determined with a roll on the poison table.

Electric Charge Generation

The plant can use some of the excess energy not converted to food into a stored electrical charge capable of damaging creatures that come in contact with it. This electrical weapon does 4d6 hp damage, and must be recharged. The plant will be fully charged again after four rounds, and may deliver smaller shocks (non-damaging, but uncomfortable) every round if under constant harassment by predators or opponents.

Flight

The plant has developed some way of coasting on strong winds and, if the plant is intelligent, it may have actual winged flight. The method of flight is up to the ML. Perhaps the plant has grown special cupped leaves or a series of light tubules that make it structurally capable of flight. For winged flight by modified leaves, see *complete wing development* for movement. Otherwise, the plant's movement rate will be heavily dependent on wind speeds.

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Fragrance Development (Plants)

The plant can send out a scent that is enticing to all living creatures. This scent can be smelled for a range of up to 5 miles in windy conditions, or 90 feet in regular conditions.

The enticing scent overwhelms any creature that fails a saving throw versus poison. Every creature so enticed will stay as close to the plant as possible and try to protect it, even to the point of fighting other creatures that draw near. Every 5 rounds anyone enticed by the plant's fragrance may make another saving throw. Until the victim is successful, he will stay near the plant until he dies from severe dehydration or starvation.

The scent itself deals no damage, but the plant may have other mutations capable of doing so.

Free Movement

The plant is capable of maneuvering on its own at standard movement. This may be through the use of leg-like protrusions or by pulling itself along the ground with vines or other branches.

Full Senses

The plant is capable of utilizing one or more human senses, or other senses such as *sonar*, *thermal vision* or other unusual senses. It is up to the player and Mutant Lord to determine how the plant uses them. If this mutation is rolled more than once, one or more of the acquired senses may become increased as per the *increased senses* physical mutation.

Grenade-Like Fruit

Plants with this mutation have pods that are explosive and deal 2d6 hp damage to creatures within 10'. Upon exploding, the pod may also release radiation (50%) of a randomly determined class. The range for this mutation varies based on the size of the plant, and whether or not it is capable of moving under its own power. If the plant is incapable of movement, the pods simply drop near the base. If the plant is small (1'-2'), there is a 25% chance a dropped pod will explode. If it is a medium sized plant (3'-5') there is a 45% chance, and if it is a tree-sized plant (6 ft. or beyond), there is an 80% chance of detonation when dropped. Extremely tall plants may have a 100% chance, or the ML may declare that any size plant has a higher chance because of the chemical makeup of the pods.

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Plants that are capable of movement can throw their own pods at a range determined by multiplying the plant's height x 10 feet.

Injected Poison Sap

The plant has a toxic sap that is injected when the plant's branches or vines are stepped on or otherwise blundered into. A PC with this mutation may use this as an attack each round. The class of the poison is determined randomly.

Natural Armor (Plant)

The plant has developed a thicker skin or shell that provides armor against physical attacks. In all other ways this mutation resembles *natural armor* from the human/animal mutations list.

Natural Vegetal Weapons

This mutation covers all types of aspects of a plant that could generally be considered "natural". This includes things like large thorns (up to 12 inches), or sharp leaves capable of cutting into flesh or clothing. While dangerous on their own, these will generally only affect characters that blunder into the plant unaware of its danger. When such weapons are attached to plants that are capable of attacking or moving their vines or limbs about, however, they become very dangerous indeed.

The types of weapons covered by Natural Vegetal Weapons can do 1d4, 1d6, or 1d8 damage. Determine randomly for PCs by rolling 1d6; 1-2 1d4; 3-4 1d6; 5-6 1d8. These weapons may have other effects decided by the ML. They may be passive, or attached to mobile vines.

Poisonous Spores

Whenever the plant is disturbed, it will emit a cloud of spores. These spores can cause any effect the player and Mutant Lord wishes. The most basic type of poisonous

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spore simply has a random class of poison, but others may be hallucinogenic, paralytic, or allergy inducing. All will allow a saving throw versus poison.

Prehensile Tendrils

These plant growths are capable of movement and a rudimentary sense of touch. Prehensile tendrils come in two forms, Simple and Constrictive. Roll 1d6:

1-3 Simple tendrils: These have a randomly determined (3d6) DEX and are capable of wielding weapons, but are not strong enough to do damage on their own. Higher DEX scores are due to aspects of the plant that make it more dexterous, like sticky fibers and clingy cilia.

4-6 Constrictive Tendrils: These tendrils can do 2d6 damage through constriction and are capable of rapid movement. A successful attack roll achieves constriction, and the victim will suffer damage on each consecutive round.

Because the growth pattern of such plants dictates that the tendrils grow to full size quickly, even small plants with this mutation are considered to have tendrils at least 10' long, and are capable of growing their tendrils to any length the ML desires. To randomly determine the length of the tendrils, simply multiply the base of 10' by a roll of: 1d6 for small plants, 1d10 for medium sized plants, or 1d20 for large or tree sized plants. PCs with this mutation may choose the length of their tendrils, but the length should range from 10' to 20'.

Projectile Thorns

The plant is endowed with a substantial number of thorns. These thorns are capable of being thrown if the plant has mobility and any level of intelligence. The throwing range of these thorns is like a dagger, and they deal 1d4 hp damage if they strike a creature. Some plants (50%) grow thorns that are covered with toxins. Determine the class of the poison randomly.

Radioactive Emissions

The plant has become irradiated through mutation, and is capable of giving off a randomly determined class of radiation at a range of 150'. A good sized patch of these plants is capable of clearing a large area of animals and other radiation sensitive creatures, and will often become a safe haven for creatures that are immune to the effects of radiation.

Reflective Cellular Structure

The plant's skin is essentially impenetrable to a randomly determined form of energy. Roll 1d8; 1-2 electricity; 3-4 heat; 5-6 cold; 7-8 radiation.

Shriek (Plant)

Whenever a plant with this mutation is damaged, it gives off a piercing shriek that is capable of damaging everyone within a 30' radius. This strange attack does not harm other similar plants. The shriek causes 3d6 damage (save versus stun attacks for half), and may be used every 4

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rounds until the plant is killed. Mutants with the *echolocation* mutation suffer a -2 penalty to save. If a large patch of these plants is injured all at once, such as when they are trampled by large creatures or vehicles roll 3d10 for damage instead of 3d6. An intelligent plant may use this ability every 4 rounds at will.

Thermal Emissions

The plant is capable of generating a ray of heat or cold (50%) capable of doing 4d6 damage to those it comes in contact with. Depending on the size of the plant, it may have 1d3 heat or cold emitting flowers or branches. The range of this attack is 50 feet. The ML may determine if there is a difference between intelligent plants and other plants with regard to this power. A suggested difference is a -2 attack adjustment for plants with no higher order mental functions.

Tripping Tendrils

These tendrils have a very low strength (1d4), and are capable of only very slow movement. Given enough time, however, they can crush a small or weakened creature in their grasp. Once in position, without resistance, they may inflict 1d6 hp damage per round. The plant usually grows a large patch (2d10 feet in diameter) of these vines to trip victims. Victims who fall unconscious on vines such as these are not likely to waken.

Vegetal Parasite

If the plant can attack and latch onto another creature for 3 rounds (one successful attack roll for three consecutive rounds), it will maintain control over the creature as long as the two are in physical contact. Plants will usually use these controlled bodies for protection or food, and a plant may control as many creatures as it has limbs to touch them.

Plant Mutation Drawbacks

Nocturnal

The plant is completely motionless during daylight hours. As soon as the sun dips below the horizon or the plant is in full shadow for 1d4 rounds, however, it will begin to move or otherwise act if it is able.

Prey Scent

The plant sends out waves of scent that attracts predators. In the case of a mobile, intelligent PC plant, the ML may increase the chances of encountering some types of monsters.

Reduced Fertility

Very few of these plants will exist in one localized area. With human intervention, this trait can be bred out of a plant type in a number of generations through the application of advanced horticulture practices.

Thermal Sensitivity

The plant is susceptible to heat or cold (50%). Such energy based attacks deal 2 extra points per die of damage in addition to the regular damage inflicted.