

WISDOM FROM THE WASTELANDS

Issue #51

Mutated Animal/Plant Genotypes

MUTANT FUTURE
COMPATIBLE PRODUCT



When a player character wishes to play a mutated animal, he has several choices to make. Animals fall into a large category — they can actually be mammal, reptile, amphibian, avian or even insect. First and foremost, what kind of animal do you want to play? Most animals have different types of advantages and disadvantages — some are very strong, while others are very agile, some can fly, some breathe water. Second, how “human” do you want your animal character to be? Do you want to be able to use weapons and tools? Do you want to be able to talk? Walk like a human?

The player can take his chances and hope that when rolling up mutations he will get lucky and get the ability to communicate, hands, or even humanlike features.

Alternately, the player can choose to give up “mutations” to automatically take humanlike traits.

As it states in the *Mutant Future* core book, if a PC chooses a mutated animal from an established animal race, they get all the inherited mutations and abilities that come with that particular race, such as Accipitoid, Higher Baboon, Canisoid, etc..

If a player decides to take one of the established races from the core book then he ignores the hit dice of that particular race and uses his Constitution score and his level for attacks and saves. Optionally, use the rules provided starting on page 22 Using Existing Monsters as PC Races.

The player may not take any new mutations, only gain them through play.

However, if the player wishes to create an entirely new type of mutated animal race, the following rules apply:

First, as normal, roll the number of physical and mental mutations the animal will get.

Next, decide how many “humanoid-like” traits the

mutant is to possess.

To gain manipulators such as hands, speech capability or being able to walk upright, or vaguely human shape (in order to be able to wear non artifact armor) they must give up 1 mutation for each type of modification (either physical or mental).

For example, if a player chooses that his mutant animal is able to communicate through speech and has modified paws so that he can use tools and weapons, the player must give up two of his mutation rolls.

Also, animals come in all shapes and sizes so the player must choose if the animal is the same size as its original stock, larger (in the case of animals such as rodents, etc..), smaller (when dealing with large animals such as bison, elephants, bears and the like), or remain the same.

If a player wishes to have a very humanlike animal, he must give up a total of four (possibly five) mutation rolls. This will allow the animal to use tools and weapons, walk like a humanoid, speak, have a humanoid size (if the base animal is larger and smaller) and even wear non-artifact armor. Some types of artifact armor can be modified to be used by the mutant animal, at a cost, of course.



Some types of animals will already possess humanlike traits (such as fine manipulators), so the player does not have to choose those during creation.

Of course, a player may simply opt to take the chance and see if luck is on his side when rolling up the mutated animal, but he could end up with a mutated animal that is little more than a very smart animal — which could make for some interesting role playing opportunities.

Once the player has decided what sort of animal he wants to play, and has determined how “human” the animal is, then it is time to see what bonuses, penalties and traits he has gained.

One thing to note — when it comes to natural attacks, the player must use character level, not hit dice, to determine attacks against various armor classes.

When it comes to changing an animal’s physical size (smaller to humanoid size, larger down to humanoid size) the physical Strength will change. For example, someone who plays a Spider Monkey (Small Primate) and decides that it is going to be human sized will not suffer the loss of -6 to Strength but will roll for Strength as it normally would.

Consequently, if a player decides to take a Monitor Lizard as a genotype and reduces it from Large to Humanoid size, the animal will lose the +4 Strength bonus.

When it comes to a creature’s natural attack(s), the damage will increase or decrease depending on the size change.

The chart below will list the natural attacks and how much damage they do based on the size of the creature. Note that this is base damage. The total damage inflicted is also modified by the Strength of the creature, and possible mutations.

Mutant animals such as fish and the like that require

water to survive may give up one mutation roll to become landbound. They can still breath water, and are now considered amphibious, but are no longer water dependent (unless the player so chooses), and their limbs have adapted to land use. This requires the loss of one mutation pick, unless the player decides to retain the water dependency drawback.

Lastly, if the player decides that not to take any type of modification, he gains an additional physical and mental mutation roll.

Below is a list of different types of animal genotypes to choose from. It is by no means complete, but extensive enough to give both the player and the Mutant Lord a broad base upon which to create new and interesting animal types.

Alligator

Types of Animals: Alligator, Crocodile.

Size Comparison: Humanoid to huge.

Natural Attacks: Saurian bite, tail slap.

Special Attacks: None.

Reaction Modifier: +2.

Stat Modification: +2 (for humanoid), +4 (for large), +6 for Huge to Strength, +2 to Constitution, -4 Intelligence, -2 to Dexterity, +2 Willpower.

Advantages: Breath control, increased senses (hearing, smell, taste), natural armor, natural camouflage, rapid strike, thermal vision.

Disadvantages: No fine manipulators, no speech capability, susceptible to cold, water dependent.

Amphibian

Types of Animals: Frog, Toad, Salamander.

Size Comparison: Small to Tiny.

Natural Attacks: Bite.

Natural Attack Damage Table

Attack	Tiny	Small	Humanoid	Large	Huge
Beak	1-2	1d4	1d8	1d12	2d8
Bite	1	1d3	1d6	1d10	1d12
Constriction	1-2	1d4	1d6	2d6	2d10
Claw	1-2	1d4	1d6	1d8	1d10
Club Tail	1	1d4	1d8	2d8	2d12
Horn	1-2	1d3	1d6	2d6	2d12
Kick	1-2	1d4	1d8	1d10	1d12
Mandible	1-2	1d4	1d8	2d6	2d8
Pincer	1	1d3	1d4	1d6	1d8
Punch/Bash	1	1d3	1d4	1d8	1d10
Ram	1-2	1d3	1d6	2d10	2d12
Saurian Bite	1d4	1d6	2d6	2d8	2d10
Siphon Tongue	1-2	1d3	1d6	1d8	1d12
Stinger	1	1d2	1d4	1d6	1d8
Tail Slap	1	1d2	1d3	1d8	2d10
Tentacle	1-2	1d4	1d6	2d6	2d8
Thorns	1	1d3	1d6	1d8	1d10
Trample	1	1d4	2d4	2d8	2d10
Tusk	1-2	1d4	1d6	2d6	2d8
Wing Slap	1	1d3	1d4	2d4	2d6

Special Attacks: Possible poison.

Reaction Modifier: None.

Stat Modification: -4 (for small), -6 (for tiny) to Strength, +4 Constitution, -2 Intelligence, +2 Willpower.

Advantages: amphibious, Fine manipulators, natural camouflage.

Disadvantages: Susceptible to cold, water dependant.

Note: The Mutant Lord may allow the PC to take a poisonous bite, or a dermal poison slime. Randomly determine the strength of the poison. The PC must give up one mutation roll for this.

Arachnid, Scorpion

Types of Animals: Common Scorpion, Emperor Scorpion, Hairy Scorpion.

Size Comparison: Tiny.

Natural Attacks: Mandibles, two pincers, sting.

Special Attacks: Poison.

Reaction Modifier: +4.

Stat Modification: +2 to Strength and -2 to Dexterity, +2 to Willpower.

Advantages: Keen senses, natural armor, natural camouflage, multi-limbed (6 legs, +75% base movement speed), rapid strike.

Disadvantages: No fine manipulators, no speech capability, susceptible to cold.

Arachnid, Spider

Types of Animals: Tarantula, Ogre-Faced, Golden Orb Weaver, Black Widow.

Size Comparison: Tiny.

Natural Attacks: Mandibles.

Special Attacks: Poison, web.

Reaction Modifier: +4.

Stat Modification: -6 to Strength and +6 to Dexterity, +2 to Willpower.

Advantages: Clinging, keen senses, natural camouflage, Multi-limbed (8 legs, +100% base movement speed), rapid strike.

Disadvantages: No fine manipulators, no speech capability, susceptible to cold.

Armadillo

Types of Animals: Armadillo.

Size Comparison: Small.

Natural Attacks: Bite, claw.

Special Attacks: None.

Reaction Modifier: None.

Stat Modification: -2 Strength, -2 to Dexterity, +2 Constitution.

Advantages: Increased senses (hearing, smell), natural Armor — heavy, night vision.

Disadvantages: No fine manipulators, no speech capability, slow, susceptible to cold.

Badger

Types of Animals: Badger.



Size Comparison: Small.

Natural Attacks: Bite, 2 claws.

Special Attacks: None.

Reaction Modifier: None.

Stat Modification: +3 Strength, -2 to Dexterity, +3 Constitution.

Advantages: Increased senses (hearing, smell, taste), night vision.

Disadvantages: No fine manipulators, no speech capability.

Bat

Types of Animals: Vampire Bat, Fruit Bat, Fox bat.

Size Comparison: Tiny to Small.

Natural Attacks: Bite.

Special Attacks: Possible sleep poison bite.

Reaction Modifier: +1.

Stat Modification: -6 to Strength, +6 to Dexterity.

Advantages: Echolocation, flight, fur, night vision, scent.

Disadvantages: No fine manipulators, no speech capability.

Note: The ML may allow a player character to give up one mutation roll to get a special poison bite attack (class 9 poison) if the player so desires.

Bird, Raptor — Large

Types of Animals: Eagle, Condor, Great Grey Owl.

Size Comparison: Humanoid.

Natural Attacks: Beak, 2 claws, or wing slap.

Special Attacks: None.

Reaction Modifier: None.

Stat Modification: +4 Dexterity.

Advantages: Flight, increased senses (hearing and sight), keen senses, rapid strike.

Disadvantages: no fine manipulators, no speech capability.

Bird, Raptor — Small

Types of Animals: Red Tailed Hawk, Barn Owl, Marsh Hawk.

Size Comparison: Small.

Natural Attacks: Beak, 2 claws, or wing slap.

Special Attacks: None.

Reaction Modifier: None.

Stat Modification: +4 Dexterity.

Advantages: Flight, increased senses (hearing and sight), keen senses, rapid strike.

Disadvantages: No fine manipulators, no speech capability.

Bird, Scavenger — Large

Types of Animals: Condor, Vulture.

Size Comparison: Humanoid.

Natural Attacks: Beak, 2 claws or wing slap.

Special Attacks: None.

Reaction Modifier: None.

Stat Modification: +2 to Dexterity, -2 Charisma

Advantages: Flight, increased senses (hearing, sight,

and scent), scavenger diet

Disadvantages: No fine manipulators, no speech capability.

Bird, Scavenger — Small

Types of Animals: Crow, Raven, Magpie.

Size Comparison: Small.

Natural Attacks: Beak or wing slap.

Special Attacks: None.

Reaction Modifier: +2.

Stat Modification: -2 to Strength, +2 to Dexterity, -2 Charisma.

Advantages: Flight, increased senses (hearing, scent and sight), scavenger diet.

Disadvantages: No fine manipulators, no speech capability.

Bird, Songbird

Types of Animals: Sparrow, Robin, Blue Jay.

Size Comparison: Tiny.

Natural Attacks: Beak or wing slap.

Special Attacks: None.

Reaction Modifier: -2.

Stat Modification: -6 to Strength, +4 to Dexterity, +2 Charisma.

Advantages: Flight, increased senses (sight and hearing), rapid strike.

Disadvantages: No fine manipulators, no speech capability.

Note: The Mutant Lord may allow the character to take speech capability as many smaller birds (such as parrots) can imitate sounds easily. This will not cost the character a mutation roll.

Bird, Waterfowl

Types of Animals: Duck, Goose, Seagull.

Size Comparison: Small.

Natural Attacks: Bite, or Wing Slap.

Special Attacks: None.

Reaction Modifier: -2.

Stat Modification: -3 to Strength, +2 Charisma.

Advantages: Flight, increased senses (sight and hearing), swim.

Disadvantages: No fine manipulators, no speech capability.

Butterfly

Types of Animals: Too many to mention.

Size Comparison: Tiny.

Natural Attacks: Siphon tongue.

Special Attacks: None.

Reaction Modifier: -2.

Stat Modification: -6 to Strength, +2 to Willpower, +4 Charisma.

Advantages: Clinging, flight, increased senses (smell).

Disadvantages: No fine manipulators, no speech capability, susceptible to cold.



Canine, Large

Types of Animals: Wolf, Mastiff, German Shepherd, Greyhound.

Size Comparison: Humanoid.

Natural Attacks: Bite.

Special Attacks: None.

Reaction Modifier: None.

Stat Modification: +3 to Strength.

Advantages: Fur, increased senses (hearing, sight and smell), night vision.

Disadvantages: No fine manipulators, no speech capability, predatory scent.

Canine, Small

Types of Animals: Miniature Poodle, Chihuahua, Dachshund.

Size Comparison: Small.

Natural Attacks: Bite.

Special Attacks: None.

Reaction Modifier: -1.

Stat Modification: -2 to Strength.

Advantages: Fur, increased senses (hearing, sight and smell), night vision.

Disadvantages: No fine manipulators, no speech capability.

Crustacean

Types of Animals: Crab, Lobster, Shrimp.

Size Comparison: Small.

Natural Attacks: Bite, two pincers.

Special Attacks: None.

Reaction Modifier: +2.

Stat Modification: +2 to Strength, -4 Intelligence, +2 to Willpower.

Advantages: Natural armor — heavy, multi-limbed (6 legs, +75% base movement speed), rapid strike, water breathing.

Disadvantages: No fine manipulators, no speech capability, water dependent.

Note: Certain species of crabs are amphibious, able to live on shore as well as in the water.

Eel

Types of Animals: Moray, Electric, American.

Size Comparison: Humanoid.

Natural Attacks: Bite, constriction.

Special Attacks: possible poison, electrical attack.

Reaction Modifier: +2.

Stat Modification: +2 to Strength, +2 to Dexterity, -2 Intelligence.

Advantages: Flexible, increased senses (smell, taste), natural camouflage, night vision, rapid strike, swim, water breathing.

Disadvantages: No limbs, no speech capability, water dependent.

Note: The player, if they wish, can spend one mutation to become either amphibian or lose the water dependent trait



completely. Also, the player may wish to take the energy retaining cell structure or poison bite. If they take either, they have to give up one mutation roll.

Elephant

Types of Animals: Asian, African Forest, African Bush.

Size Comparison: Huge.

Natural Attacks: Tusks, stomp, and bites.

Special Attacks: None.

Reaction Modifier: +3.

Stat Modification: +8 to Strength, +4 to Constitution, -4 to Dexterity.

Advantages: Horns or Tusks, natural armor, trunk

Disadvantages: No fine manipulators, no speech capability.

Feline, Large

Types of Animals: Tiger, Lion, Cougar.

Size Comparison: Humanoid.

Natural Attacks: Bite, 2 claws.

Special Attacks: if both claws attack, the feline can make a rake attack for an additional 1d6 damage.

Reaction Modifier: None.

Stat Modification: +2 to Strength and Dexterity.

Advantages: Burst of speed, climb, fur, increased balance, increased senses (hearing, sight and smell), night vision.

Disadvantages: No fine manipulators, no speech capability, predatory scent.

Feline, Small

Types of Animals: House Cat, Bobcat, Lynx.

Size Comparison: Small.

Natural Attacks: Bite, 2 claws.

Special Attacks: if both claws attack, the feline can make a rake attack for an additional 1d3 damage.

Reaction Modifier: None.

Stat Modification: -4 to Strength, +2 to Dexterity.

Advantages: Burst of speed, climb, fur, increased balance, increased senses (hearing, sight and smell, night vision).

Disadvantages: No fine manipulators, no speech capability, predatory scent.

Fish, Large

Types of Animals: Tuna, Swordfish, Marlin.

Size Comparison: Large to huge.

Natural Attacks: Bite, tail slap.

Special Attacks: Possible impale.

Reaction Modifier: +2.

Stat Modification: +4 to Strength, +2 to Dexterity, -2 Intelligence.

Advantages: Burst of speed, increased sense (smell and taste), natural camouflage, rapid strike, swim, water breathing.

Disadvantages: No limbs, predatory scent, water dependent.



Note: The player, if they wish, can spend one mutation to become either amphibian or lose the water dependent trait completely. Also, there are some species that have very long snouts (sword fish). If the player wishes, he can take a horn attack.

Fish, Medium

Types of Animals: Trout, Carp, Pike.

Size Comparison: Humanoid.

Natural Attacks: Bite, tail slap.

Special Attacks: None.

Reaction Modifier: +1.

Stat Modification: -3 to Strength, +2 to Dexterity, -2 Intelligence.

Advantages: Burst of speed, increased sense (smell and taste), natural camouflage, rapid strike, swim, water breathing.

Disadvantages: No limbs, predatory scent, water dependent.

Note: The player, if they wish, can spend one mutation to become either amphibian or lose the water dependent trait completely.

Fish, Small

Types of Animals: Types commonly found in fish tanks.

Size Comparison: Tiny.

Natural Attacks: Bite, tail slap.

Special Attacks: None.

Reaction Modifier: None.

Stat Modification: -6 to Strength, +4 to Dexterity, -2 Intelligence.

Advantages: Burst of speed, increased sense (smell and taste), natural camouflage, rapid strike, swim, water breathing.

Disadvantages: No limbs, water dependent.

Note: The player, if they wish, can spend one mutation to become either amphibian or lose the water dependent trait completely.

Fox

Types of Animals: Red Fox, Kit Fox, Snow Fox.

Size Comparison: Small.

Natural Attacks: Bite.

Special Attacks: None.

Reaction Modifier: -1.

Stat Modification: +2 to Dexterity.

Advantages: Fur, increased senses (hearing, sight and smell), night vision.

Disadvantages: No fine manipulators, no speech capability, predatory scent.

Herbivore, Large

Types of Animals: Moose, Elk, Horse, Cattle.

Size Comparison: Large.

Natural Attacks: Bite, or Horns, or Trample, or Kick.

Special Attacks: None.

Reaction Modifier: None.

Stat Modification: +6 to Strength, +4 to Constitution.

Advantages: Fur, horns, increased senses (hearing).

Disadvantages: No fine manipulators, no speech capability.

Note: Certain species, such as horses, do not have horns.

Herbivore, Medium

Types of Animals: Deer, Antelope, Pronghorn.

Size Comparison: Humanoid.

Natural Attacks: Bite, or Horns, or Trample, or Kick.

Special Attacks: None.

Reaction Modifier: None.

Stat Modification: +2 to Strength.

Advantages: Burst of speed, fur, horns, increased senses (hearing).

Disadvantages: No fine manipulators, no speech capability.

Herbivore, Small

Types of Animals: Goat, Sheep.

Size Comparison: Small.

Natural Attacks: Bite, or Horns or trample or kick.

Special Attacks: None.

Reaction Modifier: -1.

Stat Modification: -3 to Strength.

Advantages: Fur, horns, increased senses (hearing).

Disadvantages: No fine manipulators, no speech capability.

Note: Certain species, such as sheep, do not have horns.

Hippopotamus

Types of Animals: African, Pygmy.

Size Comparison: Large.

Natural Attacks: Bite, stomp.

Special Attacks: None.

Reaction Modifier: +2.

Stat Modification: +6 to Strength, +2 to Constitution, -2 to Dexterity.

Advantages: Natural Armor (heavy).

Disadvantages: No fine manipulators, no speech capability.

Insect, Beetle

Types of Animals: Too many to mention.

Size Comparison: Tiny.

Natural Attacks: Mandibles.

Special Attacks: None.

Reaction Modifier: None +4.

Stat Modification: -6 to Strength, +2 to Willpower.

Advantages: Clinging, natural armor, natural camouflage.

Disadvantages: Susceptible to cold, no fine manipulators, no speech capability.

Insect: Flying

Types of Animals: Fly, Mosquito, Dragonfly.

Size Comparison: Tiny.



Natural Attacks: Mandibles or siphon tongue.

Special Attacks: Possible disease.

Reaction Modifier: +4.

Stat Modification: -6 to Strength, +6 to Dexterity, -4 Intelligence, +2 to Willpower.

Advantages: Clinging, flight, natural armor — light, night vision.

Disadvantages: No fine manipulators, no speech capability.

Note: The Mutant Lord may allow some types of mutated insects to have a symbiotic relationship with diseases that can be transmitted through the bite. The player must give up a mutation roll for this trait.

Insect, Hive, Non-Flyer

Types of Animals: Ant, Termite.

Size Comparison: Tiny.

Natural Attacks: Mandibles.

Special Attacks: Possible poison bite.

Reaction Modifier: +4.

Stat Modification: -6 to Strength, -4 Intelligence, +2 Willpower.

Advantages: Clinging, hive telepathy, natural armor.

Disadvantages: Susceptible to cold, no fine manipulators, no speech capability.

Note: Some types of ants have a toxic bite, if a player wishes to play an ant with that sort of bite, he must give up one mutation roll.

Insect, Hive, Flyer

Types of Animals: Bee, Wasp, Hornet.

Size Comparison: Tiny.

Natural Attacks: Mandibles, sting.

Special Attacks: Poison in sting.

Reaction Modifier: +4.

Stat Modification: -6 to Strength, -4 Intelligence, +2 Willpower.

Advantages: Clinging, flight, hive telepathy.



Disadvantages: Susceptible to cold, no fine manipulators, no speech capability

Note: Bees typically die when they use their sting, wasps do not. If a player chooses a bee as a race, he is mutated so that after stinging, he does not die.

Kangaroo

Types of Animals: Kangaroo.

Size Comparison: Humanoid.

Natural Attacks: Bite, punch, or kick.

Special Attacks: None.

Reaction Modifier: None.

Stat Modification: +2 to Strength, +2 to Dexterity.

Advantages: Fine manipulators, fur, increased senses (hearing, sight and smell), night vision.

Disadvantages: No speech capability.

Lizard, Large

Types of Animals: Komodo Dragon, Monitor Lizard.

Size Comparison: Large.

Natural Attacks: Saurian Bite.

Special Attacks: Possible poison bite.

Reaction Modifier: +4.

Stat Modification: +4 to Strength, +2 to Constitution, -3 to Dexterity, -2 Intelligence, +2 Willpower.

Advantages: Breath control, increased senses (smell), natural armor, regenerative capability, swim, thermal vision.

Disadvantages: No fine manipulators, no speech capability, predatory scent, susceptible to cold.

Note: The Mutant Lord may allow the PC to take a

poisonous bite. Randomly determine the strength of the poison. The PC must give up one mutation roll for this.

Lizard, Small

Types of Animals: Gecko, Horned Lizard, Barking Lizard.

Size Comparison: Tiny to Small.

Natural Attacks: Bite.

Special Attacks: Possible poison bite.

Reaction Modifier: None.

Stat Modification: -6 (for tiny) -4 (for small) to Strength, +2 to Constitution, +5 (for tiny), +3 (for small) to Dexterity, -2 Intelligence, +2 Willpower.

Advantages: Breath control, Burrow, clinging, fine manipulators, increased senses (smell), natural armor — light, regenerative capability, swim, thermal vision.

Disadvantages: no speech capability, susceptible to cold
Note: The Mutant Lord may allow the PC to take a poisonous bite, and some lizards have chameleon epidermis. The PC may take either, or both. If taking poison, randomly determine the strength of the poison. The PC must give up one mutation pick for each ability.

Moth

Types of Animals: Too many to mention.

Size Comparison: Tiny.

Natural Attacks: Siphon tongue.

Special Attacks: None.

Reaction Modifier: None.

Stat Modification: -6 to Strength, +2 to Willpower.

Advantages: Clinging, flight, increased senses (smell), natural camouflage.

Disadvantages: No fine manipulators, no speech capability, susceptible to cold.

Octopus, Large

Types of Animals: Octopus, Squid.

Size Comparison: Large.

Natural Attacks: Bash, beak, tentacle .

Special Attacks: Ink Jet.

Reaction Modifier: +4.

Stat Modification: +6 to Strength, +4 to Dexterity, -4 Intelligence, +2 Willpower.

Advantages: Flexible, natural camouflage, multi-limbed (8 limbs — 4 attacks per round), swim, water breathing

Disadvantages: No fine manipulators, no speech capability, water dependent.

Note: The ink jet is an obscuring cloud that makes it difficult for other creatures to see the octopi. The cloud covers 20 square feet and any attacks made in the cloud are at a -2 to hit.

Octopus, Medium

Types of Animals: Octopus, Squid.

Size Comparison: Humanoid.

Natural Attacks: Bash, beak, tentacle.

Special Attacks: Ink Jet.

Reaction Modifier: +2.

Stat Modification: +2 to Strength, +4 to Dexterity, -4 Intelligence, +2 Willpower.

Advantages: Flexible, natural camouflage, multi-limbed (8 limbs — 4 attacks per round), swim, water breathing.

Disadvantages: No fine manipulators, no speech capability, water dependent.

Note: The ink jet is an obscuring cloud that makes it difficult for other creatures to see the octopi. The cloud covers 20 square feet and any attacks made in the cloud are at a -2 to hit.

Octopus, Small

Types of Animals: Octopus, Squid.

Size Comparison: Tiny to small.

Natural Attacks: Bash, beak, tentacle.

Special Attacks: Ink Jet.

Reaction Modifier: +1.

Stat Modification: -4 (for tiny), -2 to Strength for small +4 to Dexterity, -4 Intelligence, +2 Willpower.

Advantages: Flexible, natural camouflage, multi-limbed (8 limbs — 4 attacks per round), swim, water breathing.

Disadvantages: No fine manipulators, no speech capability, water dependent.

Note: The ink jet is an obscuring cloud that makes it difficult for other creatures to see the octopi. The cloud covers 20 square feet and any attacks made in the cloud are at a -2 to hit.

Primate, Large

Types of Animals: Gorillas, Chimps, Apes.

Size Comparison: Humanoid.

Natural Attacks: Bite, fist.

Special Attacks: None.

Reaction Modifier: None.

Stat Modification: + 6 Strength.

Advantages: Fine manipulators, speech capability.

Disadvantages: Simian deformity.

Note: Can use humanoid armor.

Primate, Medium

Types of Animals: Baboons.

Size Comparison: Small.

Natural Attacks: Bite, Fist.

Special Attacks: None.

Reaction Modifier: None.

Stat Modification: +2 Dexterity, +2 Strength.

Advantages: Climb, fine manipulators, speech capability.

Disadvantages: Simian deformity.

Primate, Small

Types of Animals: Tamarin, Spider Monkey, Capuchin.

Size Comparison: Tiny.

Natural Attacks: Bite.

Special Attacks: None.

Reaction Modifier: -1.



Stat Modification: -6 to Strength and +4 to Dexterity.

Advantages: Climb, fine manipulators, speech capability, tail.

Disadvantages: Simian deformity.

Porcupine

Types of Animals: Porcupine.

Size Comparison: Small.

Natural Attacks: Bite.

Special Attacks: Quills.

Reaction Modifier: None.

Stat Modification: -4 to Strength, -2 to Dexterity.

Advantages: Climb, fur, increased senses (hearing, sight and smell), night vision.

Disadvantages: No fine manipulators, no speech capability, reduced speed.

Note: These quills are the same as the spiny growth mutation described in the *Mutant Future* core book, except that they are the size of the character at creation. Thus if the character remains small, they're small, or if the character increases size to humanoid, the quills become medium.

Porpoise

Types of Animals: Dolphin, Porpoise.

Size Comparison: Humanoid to Large.

Natural Attacks: Bite, ram.

Special Attacks: None.

Reaction Modifier: -2.

Stat Modification: +4 to Strength for humanoid, +6 for large; +2 Intelligence.

Advantages: Breath control — advanced, echolocation,

swim.

Disadvantages: No limbs, no speech capability, water dependent.

Note: Certain types of Porpoises do not possess echolocation.

Rabbit

Types of Animals: Hare, Jack, House.

Size Comparison: Small.

Natural Attacks: Bite.

Special Attack: None.

Reaction Modifier: -2.

Stat Modification: -4 to Strength, +4 to Dexterity.

Advantages: Burst of speed, fur, increased senses (hearing, smell), night vision.

Disadvantages: No fine manipulators, no speech capability.

Rhinoceros

Types of Animals: African, Pygmy.

Size Comparison: Large.

Natural Attacks: Bite, stomp, horn.

Special Attacks: None.

Reaction Modifier: +2.

Stat Modification: +4 to Strength, +4 to Constitution, -2 to Dexterity.

Advantages: Natural Armor (heavy).

Disadvantages: No fine manipulators, no speech capability.

Rodent

Types of Animals: Rat, Mouse, Squirrel, Gopher.

Size Comparison: Tiny to Small.

Natural Attacks: Bite.

Special Attacks: None (possible disease).

Stat Modification: -6 to Strength, +6 to Dexterity.

Reaction Modifier: -2, or +2 depending on species..

Advantages: Burrow, climb, fine manipulators, fur, increased senses (hearing, sight and smell), keen senses, night vision, tail.

Disadvantages: No speech capability.

Note: If the ML allows, the rodent might share a symbiotic relationship with a disease, which is transmitted through the bite of the creature. If the player decides this is the case, the ML can allow the player to take the disease in lieu of a single mutation roll. Also, certain species of squirrels can glide; they can take this ability for free, if they are that type of animal.

Seal

Types of Animals: Brown, Walrus, Leopard.

Size Comparison: Humanoid to Large.

Natural Attacks: Bite.

Special Attacks: None.

Reaction Modifier: -1.

Stat Modification: +2 Strength (for large), +2 to Constitution, -2 Dexterity.



Advantages: Breath control, fur, increased senses (hearing and smell), swim.

Disadvantages: No fine manipulators, no speech capability, water dependent.

Shark

Types of Animals: Great White, Hammerhead, Tiger.

Size Comparison: Humanoid to Huge.

Natural Attacks: Saurian bite, tail slap.

Special Attacks: None.

Reaction Modifier: -4.

Stat Modification: +2 to Strength, for (humanoid) +4 to Strength (for large), +6 to Strength (for huge) +2 to Dexterity, -4 Intelligence, +2 Willpower.

Advantages: Increased senses (smell, taste), natural camouflage, night vision, rapid strike, swim, water breathing.

Disadvantages: No limbs, no speech capability, water dependent.

Note: The player, if they wish, can spend one mutation to become either amphibian or lose the water dependent trait completely.

Skunk

Types of Animals: Skunk.

Size Comparison: Small.

Natural Attacks: Bite.

Special Attack: Gas.

Reaction Modifier: +2.

Stat Modification: -4 to Strength, +2 to Dexterity.

Advantages: Climb, fur, gas attack, increased senses (hearing, smell), night vision.

Disadvantages: No fine manipulators, no speech capability.

Snake, Large

Types of Animals: Anacondas, Boas, Pythons.

Size Comparison: Large to Huge.

Natural Attacks: Bite and constriction.

Special Attacks: Possible poison bite.

Reaction Modifier: +4.

Stat Modification: +4 (for large) +6 (for huge) to Strength, +4 to Constitution, -4 Intelligence, +2 Willpower.

Advantages: Flexible, increased senses (smell), natural armor, natural camouflage, rapid strike, swim, thermal vision.

Disadvantages: No limbs, no speech capability, predatory scent, susceptible to cold.

Note: The Mutant Lord may allow the PC to take a poisonous bite. Randomly determine the strength of the poison. The PC must give up one mutation pick for this.

Snake, Medium

Types of Animals: Sidewinder, Rattlesnake, Cobra.

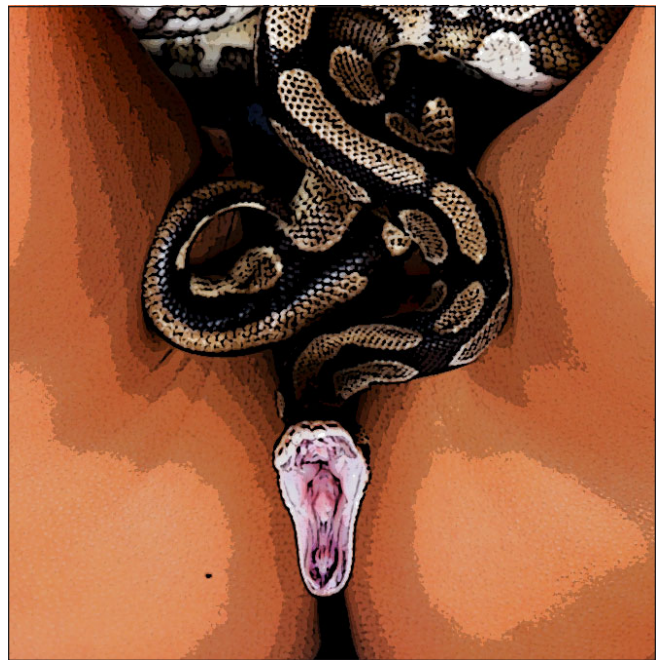
Size Comparison: Humanoid.

Natural Attacks: Bite and constriction.

Special Attacks: Possible poison bite.

Reaction Modifier: +2.

Stat Modification: +2 to Constitution, -4 Intelligence,



+2 Willpower.

Advantages: Flexible, increased senses (smell), natural armor — light, natural camouflage, rapid strike, swim, thermal vision.

Disadvantages: No limbs, no speech capability, predatory scent, susceptible to cold.

Note: The Mutant Lord may allow the PC to take a poisonous bite. Randomly determine the strength of the poison. The PC must give up one mutation pick for this.

Snake, Small

Types of Animals: Viper, Garter, Coral.

Size Comparison: Humanoid.

Natural Attacks: Bite.

Special Attacks: Possible poison bite.

Reaction Modifier: +1.

Stat Modification: -4 (for tiny), -2 (for small) to Strength, +2 to Constitution, +4 (for tiny), +2 (for small) to Dexterity, -4 Intelligence, +2 Willpower.

Advantages: Flexible, increased senses (smell), natural armor — light, natural camouflage, rapid strike, swim, thermal vision.

Disadvantages: No limbs, no speech capability, predatory scent, susceptible to cold.

Note: The Mutant Lord may allow the PC to take a poisonous bite. Randomly determine the strength of the poison. The PC must give up one mutation pick for this.

Swine

Types of Animals: Pigs, Boars, Hogs.

Size Comparison: Humanoid.

Natural Attacks: Bite, or tusks or trample.

Special Attacks: None.

Reaction Modifier: +1

Stat Modification: +3 to Strength, -2 to Dexterity, +2 Constitution, -2 Charisma

Advantages: Increased senses (hearing, smell), scavenger diet.

Disadvantages: No fine manipulators, no speech capability.

Turtle, Large

Types of Animals: Leatherback Sea Turtle, Giant Sea Tortoise.

Size Comparison: Humanoid.

Natural Attacks: Saurian bite.

Special Attacks: None.

Reaction Modifier: -1.

Stat Modification: +4 to Constitution, -4 Intelligence.

Advantages: Breath control — advanced, natural armor — heavy, swim.

Disadvantages: No fine manipulators, no speech capability, reduced speed, susceptible to cold.

Urroid

Types of Animals: Brown, Polar, Grizzly.

Size Comparison: Large.

Natural Attacks: Bite, 2 claws.

Special Attacks: None.

Reaction Modifier: +2.

Stat Modification: +4 to Strength, +4 to Constitution.

Advantages: Breath control, fur, increased senses (smell), swim.

Disadvantages: No fine manipulators, no speech capability, predatory scent.

Weasel

Types of Animals: Ferret, Weasel, Otter.

Size Comparison: Small.

Natural Attacks: Bite.

Special Attacks: None.

Reaction Modifier: +1.

Stat Modification: +2 to Constitution, +4 to Dexterity



Advantages: Climb, breath control, fine manipulators, flexible, fur.

Disadvantages: No speech capability, water dependency.

Note: Only Otters and other similar creatures have breath control and water dependency.

Whale

Types of Animals: Killer, Humpback, Blue.

Size Comparison: Large to Huge.

Natural Attacks: Bite, tail slap.

Special Attacks: None.

Reaction Modifier: -1.

Stat Modification: +6 (for large), +10 (for huge) to Strength, +2 to Intelligence.

Advantages: Breath control — advanced, echolocation, increased senses (hearing and smell), swim.

Disadvantages: No limbs, no speech capability, water dependency.

SIZE DESCRIPTION

When determining the mutation cost to make a mutant animal Human-sized, consult the list below:

Huge: Ten or more feet in height or length, weighing over a ton. Size reduction required.

Large: Six to 10 feet in height or length, weighing up to a ton. Size reduction required.

Humanoid: No size reduction required.

Small: Two to four feet in height or length. Size increase required.

Tiny: Less than two feet in length or height. Size increase required.

MUTANT PLANT GENOTYPES

Characters wishing to play a mutated plant follow the same basic rules set down for playing a mutant animal. As with mutated animals, each type of plant has different advantages and disadvantages that the character will need to take.

One thing that every mutant plant *must* have is mobility, as playing a plant that was rooted to the ground would be pretty dull, especially if it forced someone in the party to carry it around. The player does not have to give up a mutation roll to take mobility; it is assumed that the plant already possesses this.

When it comes to certain types of plant, such as grass or molds, the character is considered to be a “patch” of plant matter, intertwined with ground and other material. Since the character has no truly determined weak points, they are harder to kill.

All plants are susceptible to heat and cold, as well as herbicides. Only fungus is susceptible to fungicides.

Plants have natural regenerative capability, and as long as they are exposed to sunlight, soil and water, will gain back the extra hit points per day. They will gain their natural healing rate per hour when in exposed to sunlight, soil and water. Otherwise they will only heal as per normal rules.

Bush

Size Comparison: Small to Humanoid.

Natural Attacks: Bash.

Special Attacks: None.

Reaction Modifier: None.

Stat Modification: +2 to Constitution, +2 Willpower.

Advantages: Natural camouflage, no vitals, regenerative capability.

Disadvantages: No fine manipulators, no speech capability, reduced speed, susceptible to heat/cold.

Note: The Mutant Lord may allow the player character to take edible seeds in place of one mutation roll. Also, the Mutant Lord may allow the player character to take modified leaves mutation in lieu of a mutation roll.

Flower

Size Comparison: Small to Humanoid.

Natural Attacks: None.

Special Attacks: Possible thorns.

Reaction Modifier: -2.

Stat Modification: +4 Charisma, -2 Constitution.

Advantages: Fragrance, natural vegetal weapons, no vitals, regenerative capability.

Disadvantages: No fine manipulators, no speech capability, reduced speed, susceptible to heat/cold.

Note: The Mutant Lord may allow the player character to take the Pheromones mutation instead of fragrance. This will not take away a mutation roll.

Grass

Size Comparison: Small to Humanoid.

Natural Attacks: None.

Special Attacks: None.

Reaction Modifier: +0.

Stat Modification: +2 to Constitution, +2 to Willpower.

Advantages: Natural camouflage, no vitals, regenerative capability, spread out.

Disadvantages: No fine manipulators, no speech capability, reduced speed, susceptible to heat/cold.

Mold

Size Comparison: Small to Humanoid.

Natural Attacks: None.

Special Attacks: Poisonous Spores.

Reaction Modifier: +2.

Stat Modification: +2 to Constitution, +4 to Willpower, -4 Charisma.

Advantages: Natural camouflage, no vitals, regenerative capability, spread out.

Disadvantages: No fine manipulators, no speech capability, reduced speed, susceptible to heat/cold.

Note: The Mutant Lord may allow the plant character to take a toxic weapon in place of a mutation roll, but it must be in the form of a poisonous spore cloud.

Mushroom

Size Comparison: Small to Humanoid.



Natural Attacks: Bash.

Special Attacks: None.

Reaction Modifier: +2.

Stat Modification: +2 to Constitution, +4 to Willpower, -2 Charisma.

Advantages: Natural camouflage, no vitals, regenerative capability.

Disadvantages: No fine manipulators, no speech capability, susceptible to heat/cold.

Note: The Mutant Lord may allow the plant character to take a toxic flesh/fluids mutation in place of a mutation roll.

Succulent

Size Comparison: Small to Humanoid.

Natural Attacks: Natural vegetal weapons.

Special Attacks: None.

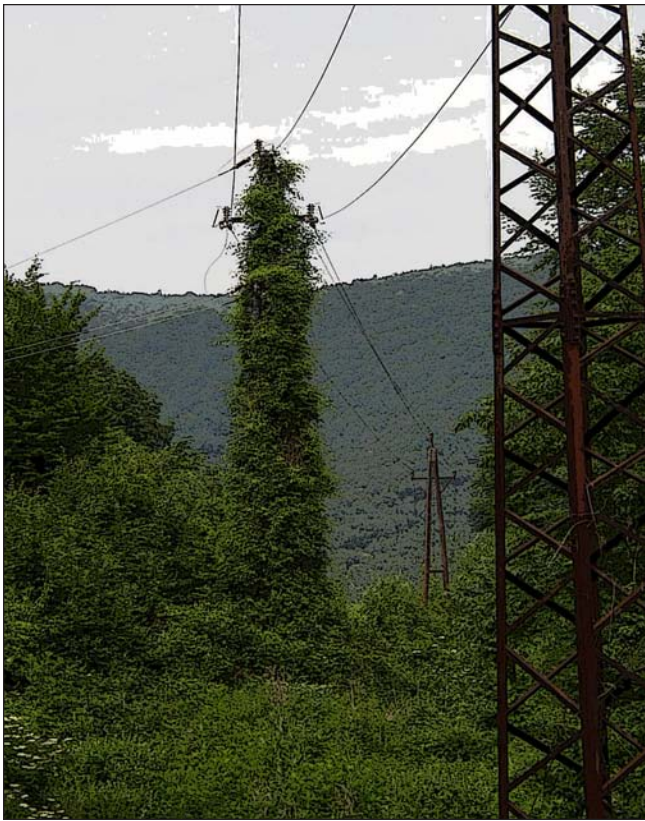
Reaction Modifier: +0.

Stat Modification: +2 to Constitution.

Advantages: Natural camouflage, natural vegetal weapons, no vitals, regenerative capability.

Disadvantages: No fine manipulators, no speech capability, reduced speed, susceptible to cold.

Note: The mutant is filled with water, more than it actually needs. It carries an additional quart of water per Constitution point. It can safely share this water with others, but cannot give out more than 75% of the water it carries before suffering damage.



Trapper

Size Comparison: Small to Humanoid.

Natural Attacks: Bite.

Special Attacks: None.

Reaction Modifier: +0.

Stat Modification: +2 to Constitution, +2 to Strength.

Advantages: Natural camouflage, natural vegetal weapons, no vitals, rapid strike, regenerative capability.

Disadvantages: No fine manipulators, no speech capability, susceptible to cold.

Tree

Size Comparison: Small to Huge.

Natural Attacks: Bash.

Special Attacks: None.

Reaction Modifier: +0.

Stat Modification: +4 to Strength (for humanoid or larger), +2 to Constitution.

Advantages: Natural armor — heavy, no vitals, regenerative capability.

Disadvantages: No fine manipulators, no speech capability, susceptible to fire.

Note: The Mutant Lord may allow the player character to take edible seeds in place of one mutation roll; or it can also choose to take fragrance, as the tree will bloom with fragrant flowers. Also, the Mutant Lord may allow the player character to take modified leaves mutation in lieu of a mutation roll.

Tubers

Size Comparison: Small to Humanoid.

Natural Attacks: None.

Special Attacks: None.

Reaction Modifier: +0.

Stat Modification: +2 to Constitution, +2 Willpower.

Advantages: Burrow, natural Armor, natural camouflage, no vitals, regenerative capability.

Disadvantages: No fine manipulators, no speech capability, susceptible to fire.

Note: The Mutant Lord may allow the player character to take edible seeds, or toxic flesh/fluids in place of one mutation roll (but not both!).

Vine

Size Comparison: Small to Humanoid.

Natural Attacks: Vine Slap (as per Tail Slap).

Special Attacks: Constriction.

Reaction Modifier: +0.

Stat Modification: +2 to Strength, +2 to Dexterity.

Advantages: Clinging, natural camouflage, no vitals, regenerative capability, spread out.

Disadvantages: no speech capability, reduced speed, susceptible to fire.

Note: If the plant makes a successful vine slap, on the next round instead of hitting with the vine, it can opt to wrap it around the target instead and begin to constrict. This will require a successful attack roll, and then a grapple roll each round after that to continue to constrict the target. Also, the Mutant Lord may allow the player character to take modified vines mutation in lieu of a mutation roll.

Weed

Size Comparison: Small to Humanoid.

Natural Attacks: None.

Special Attacks: None.

Reaction Modifier: +2.

Stat Modification: +2 to Constitution, +2 to Strength.

Advantages: Natural camouflage, no vitals, regenerative capability.

Disadvantages: No fine manipulators, no speech capability, reduced speed, susceptible to cold/fire.

Note: Many weeds have spines or thorns, the Mutant Lord may allow the player character to take this in lieu of a mutation roll.

ADVANTAGES & DISADVANTAGES

Amphibious: The mutant is capable of breathing both air and water; it does not have to worry about drowning or suffocating.

Breath Control: The mutant can stay underwater without breathing for a number of minutes equal to its Constitution times two. So if a mutant has a Constitution of 12 it can hold its breath for 24 minutes.

Breath Control — Advanced: The mutant can stay underwater without breathing for a number of minutes equal to its Constitution times ten. So if a mutant has a Constitution of 12 it can hold its breath for 120 minutes.

Burrow: The creature is able to burrow into the ground, completely disappearing in 1 round. It can continue to burrow but only at 10% of its regular speed. This only works in soil. If used in very loose soil such as sand, it can move up to 25% of its regular speed every round.

Burst of Speed: The creature is able to briefly increase its movement rate. For five rounds it will double its base movement speed. After this burst of speed, it must rest for 5 rounds, or suffer half its regular movement speed, a -4 to hit and +2 to armor class.

Chameleon epidermis: The creature has the ability to change its skin color to match its surroundings. It works exactly in the same manner as the mutation described in the *Mutant Future* core book.

Climbing: By using the mutant's claws, it is able to climb rough surfaces such as trees or even cliffs at ¼ its normal movement rate.

Clinging: Due to sticky pads on the mutant's appendages, it can cling to any surface, giving it the ability to climb at ½ its normal movement rate.

Constriction: After biting a target, the mutant can make a second attack to try and wrap around an opponent. If successful, the mutant can then constrict each round for additional damage. In order to escape from a constriction attack, the victim must roll against the attacker's Strength. If the victim wins, it escapes the constriction attack.

Echolocation: The animal possesses the ability to navigate via echolocation. See the *Mutant Future* core book for more information.

Fine Manipulators: The mutant's paws are capable of fine manipulation. They can use tools and weapons, operate machinery and the like.

Flexible: The mutant's body is very flexible and thus it can fit into smaller spaces than other creatures of its size. For example, a ten foot long snake could easily slip into a space less than a foot in diameter without movement penalties.

Flight: The mutant possesses wings and can fly at 180' (60').

Fragrance: Flowers that have natural fragrance gain a -2 to reaction because of the pleasant fragrance that surrounds them. Creatures with heightened senses (smell) have a -3 to reaction because of this.

Fur: The mutant takes 25% less damage from cold attacks and is immune to cold weather effects.

Hive Telepathy: This is exactly like the mutation Neural Telepathy but it only works on members of the creatures own species, for example, red ant to red ant. It won't work with other, similar species, such as from a red ant to a termite.

Horns /Tusks: The animal possesses natural defensive horns or tusks. The animal can attack with the horns, doing damage based on the original size of the animal.

Increased Senses: Work in the same way as the mutation, described in the *Mutant Future* core book. Each animal will have one or more type of increased sense.

Keen Senses: The mutant cannot be surprised and can detect traps and hidden objects on a 1-2 instead of 1.

Natural Armor: Due to scales, leathery hides, etc., the mutant animal is tougher to hit and hurt. The mutant gains a -2 to its AC. This does stack with armor.

Natural Armor, Heavy: Due to scales, leathery hides, etc., the mutant animal is tougher to hit and hurt. The mutant gains a -4 to its AC. This does stack with armor.

Natural Armor, Light: Due to scales, leathery hides, etc., the mutant animal is tougher to hit and hurt. The mutant gains a -1 to its AC. This does stack with armor.

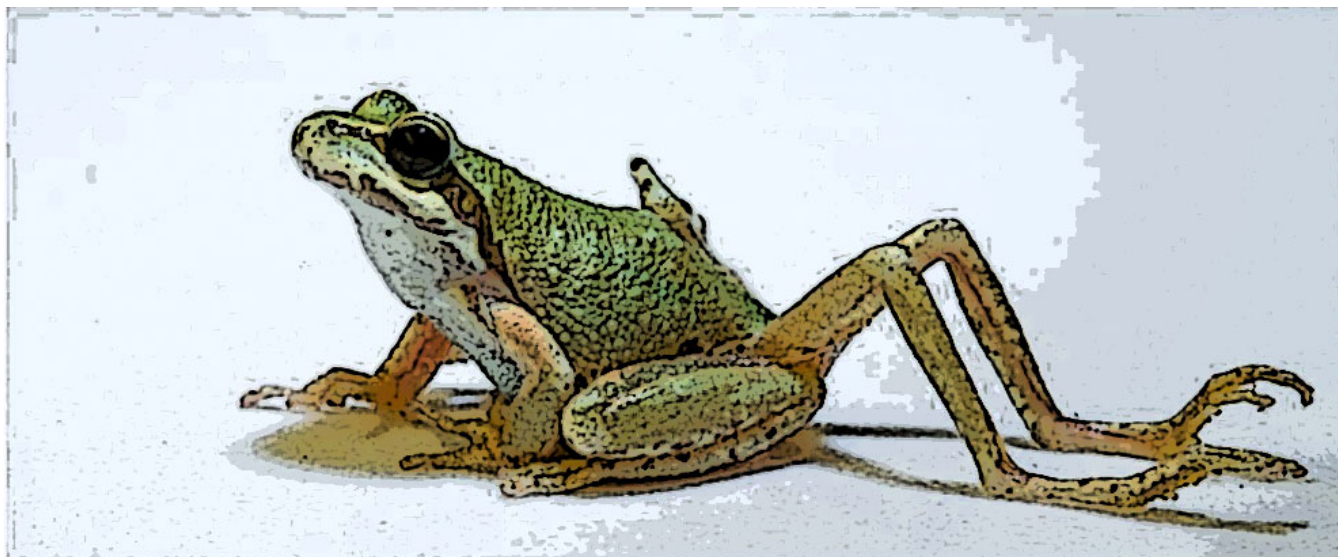
Natural Camouflage: When the creature is in its natural environment (sand, forest, grasslands, etc.), the creature gains the advantage of the Chameleon epidermis advantage. When it's out of its natural environment, the advantage disappears. (See the *Mutant Future* core book.)

Natural vegetal weapons: The plant possesses natural weaponry, which is described in the *Mutant Future* core book.

Night Vision: As the night vision mutation, described in the *Mutant Future* core book.

No Fine Manipulators: The mutant is incapable of using any form of weapon or tool.

No Limbs: The mutant crawls on its belly for locomotion,





it has no limbs. Also, it automatically gains the no fine manipulators disadvantage.

No Speech Capability: The mutant can only bark, growl, howl, chirp or the like. It is incapable of any form of speech.

No Vitals: Because of the nature of the mutant (such as plants), it has no real vital organs, so it is immune to critical hits (if the option is used).

Multi-limbed: When it comes to legs, for every two full sets of legs, the creature's base movement is increased by 25%. For every two extra limbs the creature has, it can make an additional attack.

Predatory Scent: Any creature with increased senses (scent) will have a +2 reaction modifier to the creature, as it naturally smells like a predator.

Poisonous Spores: The plant has poisonous spores that it releases when disturbed. See the *Mutant Future* core book for more information.

Rapid Strike: The mutant is blindingly fast when it attacks, usually getting the first attack in. The mutant gets +1 to its initiative roll.

Reduced Speed: The mutant is slow. It has only $\frac{3}{4}$ of the regular speed.

Regenerative capability: The mutant can regenerate from damage quicker than most other creatures, including re-grow lost limbs. See the *Mutant Future* core book for more details.

Scavenger Diet: The mutant is used to eating rotting meat. This has toughened it towards poison, and it gets a +4 to saves versus poisons.

Speech: The mutant is capable of speech and can

communicate with other creatures via language.

Spread Out: Due to the nature of the plant, its body is spread out, made up of clusters of vines, leaves, stems, etc.. This gives the creature a natural AC bonus of -1

Susceptible to Heat/Cold: The mutant takes an additional 25% damage when dealing with attacks of that nature.

Swim: The mutant can swim in water at its full movement rate.

Tail: The mutant has the prehensile tail mutation, as described in the *Mutant Future* core book.

Thermal Vision: The creature has thermal vision, as described in the *Mutant Future* core book.

Trunk: The creature possesses a trunk, which can be used as an additional limb, allowing the creature to use it to bash, or possibly wield a weapon.

Water Dependency: The mutant must keep its skin moist. If it goes more than an hour without water, the skin begins to dry out and the mutant suffers 1d6 points of damage per hour until it is once again doused or immersed in water.

Web: See description under new mutations.

NEW MUTATIONS

Aberrant Form (Natural Weapons)

Physical, Plant

The mutant grows natural weapons not normally found on its species. Roll on the chart below to see what type of new body part the mutant gains. If the mutant already has that type of weapon it can re-roll.

Roll	New Part	Effect
1-2	Acid Sack	The mutant has a mutated digestive system that allows it to spit a stream of powerful digestive acid up to three times its Constitution score in feet. This can be done four times a day. The damage caused by this effect is 3d4 and will continue to cause gradually reducing damage each round thereafter; the second round the damage is 2d4 and the third round it is just 1d4. This acid only affects organic material.
3-4	Beak	The mutant possesses a bird-of-prey-like beak in place of a mouth. It can attack with this natural weapon, causing 1d8 points of damage plus Strength bonus, once per round.
5-6	Bone Spines	The mutant possesses 1d3 bone spines along each of its limbs (roll separately for each limb). When the mutant engages in unarmed combat, it does an additional 1d3 damage plus Strength bonus per spike. Only the spikes on one limb, not all of them, count for a particular attack.
7-8	Claws	The mutant has claws or talons located on its fingers and toes. These can be retractable or not, as the player chooses. These claws can be used to inflict 1d6 damage plus Strength bonus once per round. The mutant can climb soft surfaces, such as wood and sandstone, at 25% of its regular movement rate.
9-10	Elongated Jaw	The mutant possesses a canine-like jaw filled with small, sharp teeth. Its bite will inflict 1d6 damage plus the Strength modifier for a humanoid-sized creature (and proportionally more for a larger one) once per round. If the mutant has multiple heads it can bite with each.
11	Fangs	The mutant has poisonous fangs. Roll for the class of the poison during creation. The mutant produces a number of doses of poison equal to half its Constitution and replenishes it at its healing rate per day. Its bite does 1d4 damage plus Strength bonus and injects one dose of poison. Only one dose of poison can be used per attack, regardless of how many bite attacks the mutant might have.
12-13	Horns	The mutant possesses horns. These can be cattle-like, goat-like, or even exotic, such as dragon or demon-like, in nature. They typically grow from the temples but can be located anywhere on the mutant's head. They can be used in combat and the damage they inflict is based on the mutant's size, with a humanoid-sized mutant inflicting 1d6 damage plus Strength bonus. The horns can be used once per round.
14	Mandible	The mutant has mandibles similar to those of insects or crustaceans. The mutant can bite with these, causing 1d8 damage plus its Strength modifier in damage. The mutant can also use these as additional hands, allowing it hold small items without damaging them.
15	Pincers	The mutant has pincers similar to those of insects or crustaceans. During creation, the player can choose how many limbs possess these pincers. There are both positive and negatives to this, as the mutant loses one or more fine manipulators but gains a natural attack. Damage caused by these pincers is 1d10 plus the mutant's Strength modifier. These pincers are powerful enough to open cans and to cut soft metal, wood, or similar materials.
16	Poisonous Stinger	The mutant has a poisonous stinger. This can be located anywhere, depending on where the player would like it. This stinger causes 1d4 damage plus Strength bonus per attack. During character creation, roll for the class of the poison. The mutant produces a number of doses of poison equal to half its Constitution and then regains used doses at the its natural healing rate per day. Only one dose of poison can be used per attack, even if the mutant has multiple attacks.
17	Proboscis	The mutant possesses a tongue, or its usual tongue has mutated into something similar to that of a mosquito's. The range of this appendage is equal to a quarter of the creature's Constitution score (rounded to the nearest whole number) and requires the mutant to make a successful ranged attack. If it succeeds, the attack does 1d4 damage plus Strength bonus once per round. Each round, the mutant and its target are allowed a Strength versus Strength or grapple check. If the mutant succeeds, it can drain blood or other bodily fluids from the target, causing an additional 1d6 damage every round after the first. The mutant does not gain any hit points from this additional attack but it will not have to feed for one day. This attack is totally ineffective against robots or non-living organisms.
18	Saurian Snout	The mutant's jaw has mutated to resemble that of a great reptile and it possesses a powerful bite as a result. The mutant can bite, inflicting 2d6 damage plus its Strength modifier once per round.
19-20	Player's Choice	The player can choose the type of weapon or create a new type.

Aberrant Form (Xenomorphism)

Physical, Plant

The mutant grows body parts not normally found on its species. Roll on the chart below to see what type of new body

part the mutant gains. If the mutant already has that body part it can re-roll. Mutant humans suffer a +1 to +4 on the AI Recognition for having the new body parts mutation.

Roll	New Part	Effect
01-03	Alternate Directional Joints	The limbs of the mutant have numerous multi-directional joints that are capable of moving in many different directions. The result is that the limbs can move and bend in a very strange manner, giving them a snake-like appearance. The mutant gains a +10% bonus when attempting to figure out and repair artifacts. Also, the mutant will gain a +6 to its Strength when determining results of a Strength versus Strength grapple contest. Finally, the creature can easily escape bonds and can even attack targets that are directly behind it without having to turn and face such opponents.
04-06	Antennae	The mutant possesses antennae, similar to those of many insect species. The type of antennae is left to the imagination of the ML or player and is determined upon creation; they can be of any type, from those of an ant to those found on butterflies and moths. The benefit of these body parts is that the mutant gains the <i>unique sense</i> mutation. If the mutant already has this mutation then it gains an additional type of unique sense.
07-10	Amphibious Lungs	The lining of the mutant's lungs has been altered, allowing it to breathe both in water and in the air. This allows the mutant to remain submerged indefinitely.
11-13	Bipedal	Animals or plants with this mutation have the ability to walk on their hind legs (or equivalent appendages) instead of all fours. If the creature already bipedal or is human, re-roll this mutation. If the creature is legless to begin with (e.g., a snake, a worm) this will give it legs.
14-16	Chimera	The creature is a chimera of one or more types of animals. A human crossed with a tiger would be bipedal, furred, armed with claws and fangs, tailed, and have increased senses. The reverse could be true as well (e.g., it could have been a tiger given human-like traits). Other animals could be combined as well, such as a monkey and an ant, giving the monkey the exoskeleton, mandibles, and antenna. The possibilities are endless, limited only to the ML's and player's imaginations. All chimeras have to be approved by the ML.
17-19	Cling Pads	The paws, hands, feet, or other appendages of the mutant are able to cling to any surface, via tiny suction cups or similar methods. The mutant can move at 25% of its normal ground speed on even vertical surfaces. If used in combat, the pads will add an additional 1d4 points of damage to unarmed combat (on top of any damage already being inflicted).
20-23	Cross-Species Bodies	This mutation is similar to <i>multiple bodies</i> , but each mind of the mutant has the body of a different creature. The physical statistics as well as mutations will always be different, but the mental statistics as well as mental mutations will be the same. A creature with this mutation could be human and have another body of a horse, or any combination. Roll for the number of bodies using the Multiple Body mutation on this table and apply the rules pertaining to it.
24-26	Eye Stalks	The mutant possesses eyes that are attached to stalks made of flexible bone or tough cartilage. These eyes can be elongated out from the head by 3" per point of Constitution. This provides several advantages, including that the mutant cannot be surprised, it can see around corners, and it can see in multiple directions at the same time.
27-29	Fins/Aquatic Physique	The mutant has webbed digits, fins, and specialized organs that help it with buoyancy while in water. These mutations are typically located on the torso and limbs and give the creature a swim speed of 1.5 times its land-based speed. It does not, however, confer the ability to breathe water!
30-33	Flesh Membranes	The mutant has a thick, fleshy membrane growing from its arms, legs, and sides. This membrane allows the mutant to be able to glide on air currents, given sufficient height to launch its body from. While gliding, the mutant's speed is twice that of its land speed. In general, the mutant can glide for a number of feet equal to five times that of the height it launched from. For example, if the mutant leapt from a 200' building, it could glide 1,000' feet before landing. The membrane can also be used as a parachute and prevent the mutant from ever taking falling damage. Disadvantages include that all clothing and armor must be custom made, costing double, that the mutant cannot use artifact armor unless it has a way of modifying it (ML's discretion), and that the mutant suffers a +2 to its AC.

34-36	Fine Manipulators	Animals or plants with this mutation have paws or appendages that have evolved so that they now act as hands (including opposable thumbs). If the creature already has fine manipulators, or is human, re-roll this mutation.
37-39	Fur	This mutant a coat of fur. It can be either short or long, and the color and pattern are up to the player or ML. If the mutant already has fur or scales then re-roll this mutation. The mutant takes -25% damage from cold-based attacks and does not suffer or take damage from cold as low as -40, but suffers an additional +25% damage from thermal-based attacks.
40-42	Poison-Absorbing Organ	The mutant has a specialized organ that will automatically absorb a number of classes of poison equal to the mutant's Constitution score. The mutant can then eliminate the poison harmlessly through normal bodily functions, unless it has fangs, a stinger, or even claws, in which case the creature can then "recycle" the poison into an attack. The ML needs to keep track of the poison stored, as each stored poison will be used up in this manner. If the class of poison exceeds the mutant's ability to store it then it will take damage as normal.
43-45	Photon-Producing Epidermis or Organ	Either the flesh or a specialized organ on the mutant is capable of producing a strong light. If it is an organ, it can be located on any part of the mutant's body, and is up to the ML or player to decide exactly where. The photonic energy produced can be activated or shut down at will, but can only be used a maximum of four hours plus the Constitution modifier to healing rate per day (e.g., if the mutant has a bonus of +3 then the total time will be seven hours per day). The light has a radius of 30 feet.



46-48	Multiple Bodies	The mutant's mind exists simultaneously in more than one body. Roll 1d10: 1-6 = two bodies, 7-9 = three bodies, 10 = four bodies. All bodies attack at once and otherwise function as individuals, although they share the same mind. If together, all bodies could talk in unison, or each body could say part of a sentence while allowing another to finish, all of which might be quite disconcerting to others. All bodies are identical in appearance and have the same statistics, including mutations. Each body can use the senses of the others and feel and experience everything they can, even if separated by great distances. Each body has its own brain, so mental attacks must roll to hit each brain separately, even if the bodies are close together. If a body is killed, the surviving bodies are stunned for 30 rounds minus their Constitution score and suffer a permanent loss of -1 to all mental statistics and a permanent -1 penalty to all saving throws.
49-52	Nictitating Eye Membranes	Thanks to this mutation, the mutant is automatically protected against powerful sources of light. As a result, the creature cannot be blinded by any light-based attacks.
53-55	Radiation-Absorbing Organ	The mutant has gained a special organ that protects it from radiation by absorbing and storing it until the creature can release it. The mutant can store up to its Constitution score in radiation class levels before it has to make a save vs. its effects. Once this capacity has been reached the mutant can no longer store the radiation and takes full damage from the exposure. The mutant can release the radiation at any time in either a single or multiple blasts, with the maximum that can be released at one time being radiation class 10. For example, if the mutant has stored 15 class levels of radiation he could use a single blast of class 10, and then on the next round fire a single blast of class 5. As much radiation as possible must be released and the mutant cannot choose to release only part of the energy.
56-59	Scales	The mutant's epidermal layer is covered with tiny but strong scales. As a result, the mutant appears to be reptilian in origin. The scales can be any color and pattern, as chosen by the ML or player. The mutant gains a bonus of -2 to its AC.
60-63	Snake Tongue	The mutant's tongue is forked, like that of a snake. This gives the mutant a bonus of +2 or +10% to any perception roll for either taste or smell (depending on the system used by the ML). The mutant also gains the <i>increased senses (smell and taste)</i> mutation.
64-67	Sticky Projectile Tongue	The mutant's tongue is similar to that of a chameleon lizard's. It can be used as a weapon, inflicting 1d6 damage plus Strength bonus, or used to snatch small items. The length of this modified organ is 1' for every point of Constitution of a humanoid-sized creature (1" for tiny, 6" for small, 3' for large, and 5' for huge-sized). The tongue's Strength when used to grab items is equal to half of the mutant's Strength. The mutant can break the adhesive aspect of the tongue at will. If used to grapple, a successful Strength versus Strength attack must be made to break the attack.
68-70	Subdermal Insulation	The mutant possesses a layer of tough, muscle-like tissue just beneath the surface of the epidermal layer. This layer provides a damage reduction of 3 against all slashing and piercing attacks, and provides an additional +4 to saving throws versus poison and injection-based toxin attacks. Additionally, the mutant gains a -25% reduction in all cold-based attacks it is subjected to. The mutant can go without food for one day per point of Constitution, but still needs water. If the insulation layer is used up in this manner the mutant loses all benefits. In order to regain the layer, the mutant must consume twice the regular amount of food for a period of days equal to half its Constitution score.
71-73	Sustenance Storage Organ	This mutation allows the mutant to store food and water inside its body for long periods of time. The organ provides sustenance at the rate of one day per three points of Constitution, allowing the mutant to go this long without needing to eat or drink. After this internal reservoir of sustenance has been used, the mutant must consume twice the amount of food and water it would normally eat for a number of days equal to the storage capacity to fully replenish this stockpile.
74-75	Tentacles	The mutant possesses 1d8 tentacles, which are usually attached to the its torso but could be located anywhere on its body. The length of these appendages is 1.5

		times the mutant's height (e.g., a mutant that is six feet tall has tentacles that are nine feet long). The tentacles can be used to grasp objects but are incapable of fine manipulation, and can be used to attack (one attack per three tentacles, rounded to the nearest whole number), inflicting 1d6 damage plus Strength modifier.
76-78	Toxin-Absorbing Organ	The mutant has a specialized organ that will automatically absorb a number of hit dice of toxic attacks equal to the mutant's Constitution score. The mutant can then eliminate the toxins harmlessly through normal bodily functions. If the creature has fangs, a stinger, or even claws, it can also opt to "recycle" the toxins into an attack. The ML needs to keep track of the type of toxin stored, as each will be used up in this manner. If the hit dice of toxins exceeds the mutant's ability to store it, then the creature will take damage as normal.
79-81	Trunk	The mutant has a trunk instead of a nose. This appendage can act as an additional limb, as it is very agile and dextrous. As a result, the mutant gains an additional melee attack, either using the truck as a stand-alone weapon (inflicting 1d6 points of damage) or to wield a melee weapon (but not a pistol, rifle, or similar armament). The mutant also gains the <i>increased senses (smell)</i> mutation.
82-84	Vocal Cords	The mutated animal or plant has human-like vocal cords. As a result, the creature is now capable of speech, although it might sound strange or guttural. If the creature already is already capable of speech or is human then re-roll this mutation.
85-87	Two New Types	Roll twice on this table, re-rolling this number again if it comes up.
88-90	Three New Types	Roll three times on this table, re-rolling this number if it comes up again, or choose two new body parts.
91-95	ML Picks	ML picks the new body part.
96-00	Player Picks	Player picks the new body part.

Webbing

Physical, Plant

The mutant possesses spinnerets that allow it to weave webs, in the same manner as a spider or caterpillar. The mutant can produce an equivalent of twenty times its Constitution score in feet in webbing per eight hours (thus a mutant with a Constitution score of 12 could produce 240 feet of webbing in an eight hour period). The web has Strength equal to two

times that of the spiders (thus same mutant with Strength of 8, the web would have a Strength equivalent of 16) for lift capacity without breaking, and for grapple checks. The mutant can also use the webbing to entangle a target. The target must make a grapple check against the Strength of the webbing in order to break free.



USING EXISTING MONSTERS AS PC RACES

A player character may be allowed to use any of the creatures from the Mutant Future core book or any of the various supplements that have been published for the game, with several rules governing them.

Of course this all hinges on the individual Mutant Lord allowing this. Personally, this author has always found it far more entertaining to choose a base genotype (be it a mutant animal, human or plant) and let the dice and chance govern the traits and mutations that the character possesses. There are three ways presented in this article to handle this.

The first method is to have the PC stuck with all the hit

dice, abilities, mutations and so forth of the creature as it is presented in the core book. Because the statistics do not exist, just roll 3d6 (or whatever method the ML wishes).

The second method is to do as above, but instead of using the listed hit dice, the ML will have the PC use the Constitution score instead.

The third method is for a PC to be stuck with the mutations and defects. Typically the only way that the character can gain more mutations is through random chance and play of the game, but included is a percentage chance that the mutant may have additional mutations. It is recommended that the mutant be allowed to roll 1d4-1 if

Existing Races Table

Name	HD Type	STR	DEX	CON	Chance/Random Mutation	# Random Mutations
Accipitoid	d4	6+2d4	12+2d4	3d4	10%	1d2
Ape, Albino	d6	6d6-2L	4d6-L	2d6	25%	1d3
Apeman	d6	6d6-2L	4d6-L	3d6	25%	1d3
Baboon, Higher	d4	6+2d6	3d6	2d6	25%	1d2
Brain Lasher	d8	3d6	4d6-L	4d6-L	50% (Mental)	1d4+1
Castoriod	d4	2d6	3d6	3d4	15%	1d2
Cephalopoid	d6	3d6	5d6-L	4d6-L	20%	1d3
Cockroachoid	d8	5d6-L	3d6	4d6-L	5%	1d2
Coyote, Encephalized	d6	4d4	3d6	3d4	30%	1d3
Domer	d6	4d6-L	4d6-L	4d6-L	5%	1d2
Electrophant	d8	6d6-2L	3d6	3d6	25%	1d3
Eloi	d4	2d4	4d6-L	3d3	5%	1d2
Eye, Insectoid	d6	2d3	5d6-L	3d6	15% (Mental)	1d3+1
Feeder	d4	3d4	4d6-L	3d4	50%	1d2
Fishmen	d6	4d6-L	3d6	3d6	30%	1d3
Fungoid	d6	4d4	4d6-L	3d4	25% (Mental)	1d3+1
Gamma Wurm	d8	6d6-L	5d6-L	4d6	25%	1d3
Goliath	d8	5d6	4d4	6d6-L	15% (Physical)	1d3
Homo Erectus	d6	4d6	3d6	4d4	10%	1d2
Homo Erectus, Lord	d8	4d6	4d6-L	4d6-L	10%	1d2
Irradiated	d6	3d6	3d6	4d6	N/A	N/A
Kamata	d6	4d6-L	4d6-L	3d4	35%	1d3
Land Squid, Giant	d10	6d6-L	4d4	5d6-L	40%	1d3
Leaper	d4	3d4	5d6-L	3d4	50%	1d4
Man Beast	d6	4d6-L	3d6	4d4	20%	1d2
Mansquito	d6	3d6	5d6-L	4d6-L	25%	1d3
Mant	d6	4d6-L	3d6	3d6	10%	1d3
Medusoid	d8	3d6	3d6	3d6	25%	1d4
Morlock	d6	4d6-L	4d4	3d6	45%	1d2
Narcolep	d4	3d6	4d6-L	4d4	10%	1d2
Pantheroid	d6	5d6-L	4d6-L	3d6	20%	1d3
Pigmen	d6	4d6-L	3d6	4d4	50%	1d3
Pufferoid	d6	4d6-L	4d4	3d6	25%	1d2
Pumpkin Man	d6	3d6	3d6	3d6	10%	1d3
Salamander	d8	3d6	2d8	5d6-L	15%	1d2
Scuirinoid	d4	3d3	6d6-L	3d4	30%	1d2
Serpentoid	d6	4d6-L	3d6	3d6	20%	1d2
Sheep, Carnivorous	d3	3d4	4d4	3d3	25%	1d2
Skin Stealer	d6	3d6	3d6	3d4	N/A	N/A
Sporer	d6	4d4	4d6-L	3d6	15%	1d2
Suidoid	d4	3d6	3d6	3d4	25%	1d3

this chance of a mutation is rolled, and then to randomly determine if it is physical or mental in nature. Yes, there is a chance that due to a low roll the mutant may not gain an additional mutation!

Secondly, most creatures do not possess any actual statistics. Below is a rough guideline as to the bonuses or negatives that should be attached to any of the physical statistics, based entirely upon the size and type of creature. After all, it does not make any sense for a creature that is the size of an elephant to have the strength of an ordinary man!

Hit Points will likewise be handled differently. Most monsters have a Hit Dice total listed or even hit points. This will be changed in some cases instead being dictated by the players rolled Constitution score and the hit dice determined by the size and overall hardness of the creature. Some player characters may have only 1d2 or 1d3 hit points per dice, while others could have 1d8, 1d10 or even 1d12!

Mental Statistics will be randomly determined using whatever method the ML currently uses, such as 4d6 – lowest, 3d6, etc. Occasionally the ML may allow somewhat higher scores, depending on the monster in question.

Many of the creatures may not be able to use artifacts or man-made weapons due to their size, lack of manipulative appendages, or even body types due to physical mutations. The ML will have to assign penalties or just flat out not allow a character to use certain types of artifacts or even primitive weapons and armor. After all, a character the size of a mouse will not be able to wield even something like a pistol, let alone primitive weapons designed for a normal sized humanoid creature.

Below is a list of the mutants that are usable as PC races from the *Mutant Future* core book. This list also includes the hit dice type that should be used, as well as the statistic range, and odds of having mutations other than those that are typical for members of that particular race. This article does not, however, cover the other creature books that have been published by Skirmisher Publishing.

When calculating the hit points, use the constitution score. The range of the constitution score provided assumes that the hit dice listed in the core book is the average hit dice for the member of that particular race. The ML can decide to allow the character to roll for regular constitution scores and base the hit dice off that instead. The option is left to the ML, either way.

Included are several intelligent monsters that should be used as NPCs only, but are provided as a basis to show the ML how powerful creatures could be adapted. Using such a creature as a PC could be a game breaker, and as such it is strongly recommended that these creatures should *not* be allowed. Examples of these creatures added are Brain Lasher, Electrophant, Gamma Wurm, Goliath, Irradiated, Land Squid, and Medusiod.

When rolling for any of the statistics, whenever a statistic has a –L beside it, which means that the character will roll all dice and then ignore the lowest dice. Another example is –2L which means that the character will roll the dice listed, ignoring the two lowest dice scores.

INCREASED STATISTIC CHARTS

Due to mutation, medical drugs, and even artifacts, stats can end up going above the usual limit of 21. The Mutant Lord can quite easily decide that this will be the maximum for any statistic, but if he decides, then the new limit can be risen to thirty, or even higher. The following modified charts go up to only 30.

Please note that the Constitution chart as well as the optional rules covering negative hit points and daily healing rate were originally published in *Wisdom from the Wastelands Issue 8: Diseases*.

Modified Strength Table

Score	Modifier to Hit, Damage, & Force Doors
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3
19	+3 (+4 damage)
20	+4
21	+4 (+5 damage)
22-23	+5
24-25	+5 (+6 damage)
26-27	+6
28-29	+6 (+7 damage)
30	+7



Rules Option: Carrying Capacity

Instead of using the carrying capacity rules in the *Mutant Future* core book, the ML may instead base the carrying capacity on the characters strength. The maximum load that a character can carry is equal to ten times his strength in pounds. Thus the maximum that a character with strength of 12 can carry is 120 pounds in gear.

There are four types of encumbrance categories: None, light, medium, and heavy. A character can carry up to 25% of his maximum carrying capacity and be considered unencumbered. 26-50% of his maximum carrying capacity will be light, and 51-75% of his carrying Capacity will be medium,

with 76-100% of his carrying capacity to be heavy.

A characters movement is reduced by the amount he is carrying. Consult the chart below for the results:

Rules Option: Initiative Modifier

For characters with very high Dexterity, it only makes sense that they will often go before others in combat. As a result, they will gain a bonus to initiative equal to the modifier listed in the third column.

Encumbrance Table

Encumbrance	Turn Movement	Encounter Movement	Running Movement
None	120'	40' per round	120' per round
Light	90'	30' per round	90' per round
Medium	60'	20' per round	60' per round
Heavy	30'	10' per round	30' per round

Modified Dexterity Table

Score	AC Modifier	Missile Attack Modifier	Optional Initiative Modifier
3	+3	-3	-2
4-5	+2	-2	-1
6-8	+1	-1	-1
9-12	0	0	0
13-15	-1	+1	+1
16-17	-2	+2	+1
18	-3	+3	+2
19	-4	+3	+2
20	-4	+4	+3
21	-5	+4	+3
22-23	-5	+5	+4
24-25	-6	+5	+4
26-27	-6	+6	+5
28-29	+7	+6	+5
30	+7	+7	+6

Modified Constitution Table

Score	Poison Saving Throw Adjustment	Radiation Saving Throw Adjustment	Increase in Daily Healing
3	-2	-3	0
4-5	-1	-2	0
6-8	0	-1	0
9-12	0	0	0
13-15	0	0	+1
16-17	0	0	+2
18	0	0	+3
19	+1	0	+4
20	+2	+1	+5
21	+3	+2	+5
22-23	+4	+3	+6
24-25	+5	+4	+7
26-27	+6	+5	+8
28-29	+7	+6	+9
30	+8	+7	+10

Rules Option: Negative Hit Points

Rather than dying when reaching 0 hit points, a character is instead near death and continues to lose one hit point per round until reaching a negative value equal to his Constitution, at which point he is irrevocably dead (unless brought back by certain artifacts). A character with a Constitution of 14, for example, will die at -14 hit points.

Every turn a character with 0 or fewer hit points must also save versus stun to remain conscious. If successful, the character may attempt to stabilize himself or have another do it for him. This can be done using medical devices, drugs, first aid, or even a mutation that promotes healing. If the save fails, the character falls unconscious, cannot act, and will remain comatose until healed back up to one or more hit points.

Rules Option: Bonus to Daily Healing

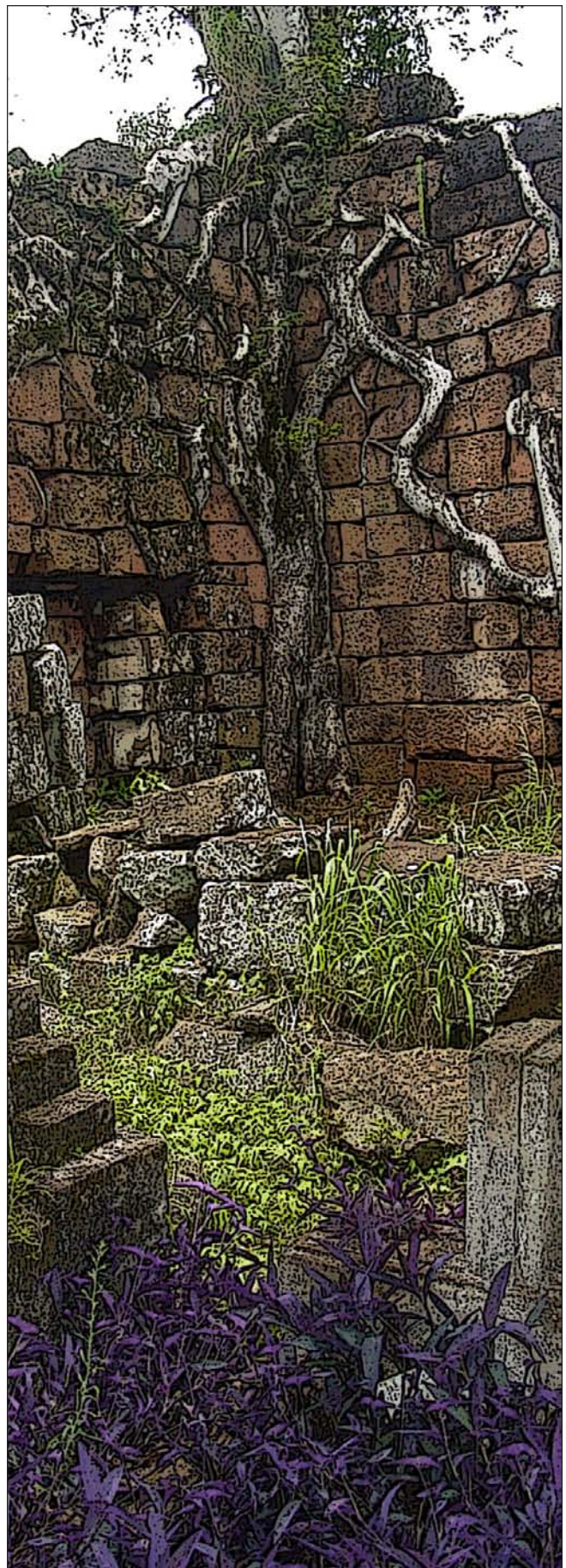
While resting, characters with higher Constitution scores will heal at a greater rate than others with this rules option (the amount is shown on the Modified Constitution Table, above).

Modified Intelligence Table

Score	Technology Roll Modifier
3	-15%
4-5	-10%
6-8	-5%
9-12	0
13-15	+5%
16-17	+10%
18	+15%
19	+20%
20	+25%
21	+30%
22-23	+35%
24-25	+40%
26-27	+45%
28-29	+50%
30	+55%

Modified Charisma Table

Score	Reaction Adjustment	Retainers	Morale
3	+2	1	4
4-5	+1	2	5
6-8	+1	3	6
9-12	0	4	7
13-15	-1	5	8
16-17	-1	6	9
18	-2	7	10
19	-2	8	10
20	-3	9	11
21	-3	10	11
22-23	-4	11	11
24-25	-5	12	11
26-27	-6	13	11
28-29	-7	14	11
30	-8	15	11



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