

ADVANCED MUTANT COMPANION



Advanced Mutant Companion



Introduction

This supplement introduces more character creation and advancement options to *Mutant Future*. It includes new races and new mutations, as well as *feats* and *backgrounds* for greater character customization. Any of these features may be used individually without the others.

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This is version 3 of the *Advanced Mutant Companion*. It was released in July 2017.

Races

New Races

Alien

Hit Dice: 1d6 per point of CON

Mutations: 2d4 plant/physical/mental

Aliens are extraterrestrial or extradimensional beings with vastly varying physiologies. Their mutations are not actual mutations, but instead represent inherent features of their alien anatomy.

Alien characters roll 1d6 for each mutation. 1-2 is a plant mutation. 2-4 is a physical mutation. 5-6 is a mental mutation. In this way, aliens may have a combination of plant, physical, and mental mutations.

Brainiac

Hit Dice: 1d4 per point of CON

Mutations: 1 physical drawback, 2d4 mental

Brainiacs are mutant humans with enhanced mental faculties. While they tend to be physically feeble, they have developed powerful mental mutations to accommodate.

To determine their 1 physical drawback, brainiac characters must roll on the physical mutation table, rerolling until the result is a drawback. If the brainiac develops further mutations (i.e. by exposure to radiation), these are equally likely to be physical or mental.

Why do brainiacs have 1d4 hit dice? Brainiacs are physically frail, but there is also a reason relating to game balance. When rolling randomly for mutations, mental drawback mutations are much less common than physical drawback mutations. As a result, brainiacs tend to have fewer drawbacks.

Mutant Cyborg

Hit Dice: 1d8 per point of CON

Mutations: 1 mental drawback, 2d4 physical

Mutant cyborgs are mutated humans or animals enhanced by cybernetic implants. Their mutations represent a combination of actual genetic mutations as well as the features of their various implants. Cybernetic surgery is highly traumatic and typically causes mental aberrations in the recipient.

To determine their 1 mental drawback, mutant cyborg characters must roll on the mental mutation table, rerolling until the result is a drawback. If the mutant cyborg develops further mutations (i.e. by exposure to radiation), these are equally likely to be physical or mental.

Why do mutant cyborgs have 1d8 hit dice? Many mutant cyborgs are rugged soldiers who are built for war, but there is also a reason relating to game balance. When rolling randomly for mutations, physical drawback mutations are much more common than mental drawback mutations. As a result, mutant cyborgs are more likely to have numerous drawbacks.

Pure Cyborg

Hit Dice: 1d8 per point of CON

Mutations: 1 mental drawback, 3 physical beneficial (selected by player)

Pure cyborgs are pure humans enhanced by cybernetic implants. Their mutations are not actual mutations, but instead represent the features of their

various implants. Cybernetic surgery is highly traumatic and typically causes mental aberrations in the recipient.

To determine their 1 mental drawback, pure cyborg characters must roll on the mental mutation table, rerolling until the result is a drawback.

Like pure humans, pure cyborgs may take damage from radiation like any other character, but never mutate as a result of radiation exposure.

Irradiated

Hit Dice: 1d6 per point of CON

Mutations: 1d4 physical, 1d4 mental, bonus mutation: *Unique Sense (Radiation)*

The irradiated are humans whose metabolism has been radically altered by a near fatal dose of radiation. As a result, they depend on radiation for survival and are immune to its harmful effects.

The irradiated do not heal from rest or medicine. They recover hit points only by exposure to radiation. Each time the irradiated is subjected to radiation, he takes no damage and heals a number of hit points equal to the radiation class. For instance, an *Optic Emissions* attack that would typically cause class 4 radiation damage instead heals the irradiated 4 hit points. In an area with class 2 background radiation, he would heal 2 hit points per round.

The irradiated can detect concentrations of radiation. All irradiated gain the mutation *Unique Sense (Radiation)* as a bonus. They can sense radiation fields larger than 1 mile in diameter at a distance of up to 10 miles.

Mutant Insect

Hit Dice: 1d6 per point of CON

Mutations: 1 physical, 1 mental, 1d4 special (see below)

Mutant insects have radically altered DNA as a result of exposure to radiation. Player character mutant insects are assumed to be human sized and have human level intelligence. They are also assumed to have hand-like manipulators and be capable of speech.

Mutant insects receive 2 random mutations (1 physical and 1 mental) plus 1d4 special mutations from the list below. The mutations on this list represent the insect's basic characteristics. For instance, a mutant caterpillar might have *Metamorph* or a mutant hissing cockroach might have *Shriek*. These special mutations are determined randomly.

Mutant insects have so few mutations because they are partially radiation resistant. They are affected by radiation as if it is 1 class level lower than its rating (minimum of class 1).

Special Insect Mutations (roll 1d12)

Include New Mutations (roll 1d20)

- 1 Aberrant Form – physical [MF]
- 2 Chameleon Epidermis – physical [MF]
- 3 Complete Wing Development – physical [MF]
- 4 Metamorph – physical [MF]
- 5 Natural Armor – physical [MF]
- 6 Parasitic Control – physical [MF]
- 7 Quickness – physical [MF]
- 8 Shriek – physical [MF]
- 9 Spiny Growth – physical [MF]
- 10 Toxic Weapon – physical [MF]

[MF] Mutant Future core rules

[AC] Advanced Mutant Companion

- 11 Metaconcert – mental [MF]
- 12 Neural Telepathy – mental [MF]
- 13 Adhesive Touch – physical [AC]
- 14 Burrower – physical [AC]
- 15 Natural Vampiric Weapon – physical [AC]
- 16 Silk Production – physical [AC]
- 17 Hive Mind – mental [AC]
- 18 Sense Spy – mental [AC]
- 19 Trauma Feedback – mental [AC]
- 20 reroll

Revised Races

Mutant Animal

Hit Dice: 1d6 per point of CON

Mutations: 1d3 physical, 1d3 mental, 1 special (see below)

In addition to random mutations, mutant animals receive a special physical mutation from the list below. The mutations on this list represent one of the animal's basic characteristics. For instance, a mutant bird might have *Complete Wing Development* or a mutant turtle might have *Natural Armor*. The player may roll randomly or choose this special mutation at the Mutant Lord's discretion.

Unlike the mutant animals in the *Mutant Future* core rules, mutant animal characters created with these revised rules do not gain a natural weapon. However, the *Aberrant Form: Natural Weapon* could be selected from the list below.

Special Animal Mutations (roll 1d12)

Include New Mutations (roll 1d20)

- 1 Aberrant Form – physical [MF]
- 2 Chameleon Epidermis – physical [MF]
- 3 Complete Wing Development – physical [MF]
- 4 Dermal Poison Slime – physical [MF]
- 5 Echolocation – physical [MF]
- 6 Increased Balance – physical [MF]
- 7 Increased Sense – physical [MF]
- 8 Natural Armor – physical [MF]
- 9 Night Vision – physical [MF]
- 10 Prehensile Tail – physical [MF]

[MF] *Mutant Future* core rules

[AC] *Advanced Mutant Companion*

- 11 Regenerative Capability – physical [MF]
- 12 Spiny Growth – physical [MF]
- 13 Adhesive Touch – physical [AC]
- 14 Amphibious – physical [AC]
- 15 Burrower – physical [AC]
- 16 Death Trance – physical [AC]
- 17 Enhanced Vocal Apparatus – physical [AC]
- 18 Marsupialism – physical [AC]
- 19 Natural Vampiric Weapon – physical [AC]
- 20 reroll result

Pure Human

In addition to the features outlined in the *Mutant Future* core rules, pure human characters receive 1d2 technological artifacts at character creation.

These represent the character's legacy from their technologically advanced ancestors. The artifacts may be chosen by the Mutant Lord or determined using the random technological artifact table in the *Mutant Future* core rules.

Backgrounds

Backgrounds represent various skills a character has developed in his lifetime. Each background indicates an occupation or lifestyle the character once had. Sample backgrounds are listed below but the list is far from inclusive. With the Mutant Lord's approval, players are encouraged to devise backgrounds appropriate to their character and the setting.

At 1st level, characters have 2 *background points*. They gain 1 additional background point for every even level earned (2, 4, 6, 8, 10, 12). The character may have as many backgrounds as desired, but no background may have less than 1 point or more than 4.

For instance, a 1st level character might have the following backgrounds: farmer 1, miner 1. The same character at 6th level might have these backgrounds: farmer 3, miner 1, linguist 1.

Using Backgrounds

Backgrounds apply modifiers to ability checks. A character with a 2 point "farmer" background receives +2 to his INT during an INT ability check to identify an agricultural parasite. If the character had 12 INT, they would need to roll 14 or under to succeed on the unmodified INT ability check.

In another example, a character with a 1 point "miner" background receives +1 to his STR ability check to tunnel through rock with a shovel. If the character has 14 STR, they would need to roll 15 or under to succeed on the unmodified STR ability check.

When a character is required to roll an ability check, the player may suggest which (if any) of the character's backgrounds might apply. Only one background may be used per ability check. Whether a background is relevant to the current ability check is at the discretion of the Mutant Lord.

Sample Backgrounds

These 100 sample backgrounds demonstrate the vast scope of backgrounds available. This list is not intended to be inclusive, nor is it necessary for players to determine their characters' backgrounds randomly.

Backgrounds	(roll 1d100)		
1 Acrobat	26 Con Artist	51 Innkeeper	76 Prophet
2 Actor	27 Cook	52 Inventor	77 Psychiatrist
3 Animal Trainer	28 Courier	53 Junkie	78 Ranger
4 Architect	29 Courtesan	54 Judge	79 Sage
5 Archaeologist	30 Cowboy	55 Knight	80 Scout
6 Assassin	31 Detective	56 Lawyer	81 Scribe
7 Astronaut	32 Diver	57 Librarian	82 Sculptor
8 Barbarian	33 Doctor	58 Linguist	83 Shepherd
9 Bard	34 Explorer	59 Lumberjack	84 Slave
10 Baseball Player	35 Equestrian	60 Mathematician	85 Smuggler
11 Beggar	36 Farmer	61 Mechanic	86 Soldier
12 Bureaucrat	37 Fisher	62 Merchant	87 Spelunker
13 Butler	38 Factory Worker	63 Miner	88 Spy
14 Beautician	39 Fortune Teller	64 Monarch	89 Stonemason
15 Black Marketeer	40 Fugitive	65 Noble	90 Tailor
16 Blacksmith	41 Gambler	66 Ninja	91 Teacher
17 Bounty Hunter	42 Gang Boss	67 Pack Animal	92 Test Subject
18 Caravan Leader	43 Gladiator	68 Painter	93 Thief
19 Carpenter	44 Guard	69 Parent	94 Tour Guide
20 Cartographer	45 Guerilla	70 Physicist	95 Tourist
21 Celebrity	46 Herbalist	71 Pilot	96 Undertaker
22 Chemist	47 Highwayman	72 Pirate	97 Vagabond
23 Chess Master	48 Historian	73 Police Officer	98 Warlord
24 Clown	49 House Pet	74 Playboy	99 Wrestler
25 Comedian	50 Hunter	75 Priest	100 Writer

Feats

Feats are special skills that offer characters assorted benefits. At each odd level (1, 3, 5, 7, 9, 11), the character gains a feat of his choice. A feat may not be taken more than once unless the feat's description states otherwise.

The feats are divided into categories for ease of reference.

Combat Feats

Critical Attack: This feat may be activated once per day after the character has made an attack roll but before he has rolled damage. The character may double his next damage roll. For instance, if an attack typically causes 1d6+1 damage and the result is 4, the attack causes 8 damage instead.

Defender: The character's armor class is lowered by 1. This feat may be taken two times.

Double Team: The character fights best while side-by-side with an ally. When he attacks an opponent that another character or creature has attacked this round or the previous round, he gains a +1 bonus to hit and damage. These attacks must be melee attacks (not ranged or mental attacks). If two characters with this feat are both attacking the same opponent, they each gain a +2 bonus instead.

Superior Attack: When this feat is taken, the character chooses melee attacks, ranged attacks, or mental attacks. He gains +1 damage with attacks of that type. This feat may be taken multiple times for cumulative +1 bonuses, or to select a different type of attack.

Survival Feats

Aptitude: Once per day, the character may reroll an ability check he has failed.

Resistance: Once per day, the character may reroll a saving throw he has failed.

Secret Tongue: The character has developed his own language. The language may be spoken, written, signed, or all three. He may teach this language to other intelligent creatures with 48 hours of instruction.

Survivor: Once per week, if the character is reduced to 0 or less hit points by an attack, he instead survives with 1 hit point remaining.

Mutation Feats

Bonus Mutation: The character gains a mutation. The mutation is determined randomly from the mutations available to the character's race. The mutation may be a drawback. This feat may be taken multiple times. This feat cannot be taken by pure humans, androids, or pure cyborgs.

Cure Mutation: The character loses a mutation of his choice. This feat may be taken multiple times. This feat cannot be taken by pure humans, androids, or pure cyborgs.

Radical Mutation: The character loses all of his current mutations and gains new random mutations. These mutations are determined using the same random method used during character creation. For instance, a mutant human would gain 1d4 physical and 1d4 mental mutations. The effect of any previous *Bonus Mutation* feats is lost. This feat cannot be taken by pure humans, androids, or cyborgs. This feat may be taken multiple times.

Unstable Genes: After each 8 hour rest period, the character gains a new temporary mutation. This mutation is determined randomly from the mutations available to the character's race. This mutation is replaced by another random mutation after the next 8 hour rest period. This feat cannot be taken by pure humans, androids, or pure cyborgs.

Prestige Feats

Guild: The character belongs to a powerful guild. He can access this guild in most towns and cities. The benefits of the guild are dependent on the character's skills and background and ultimately at the discretion of the Mutant Lord. Possible benefits include the following:

Discounts: The character may gain a discount on purchasing weapons, armor, and equipment relevant to his skills and background. He might also be able hire retainers, mercenaries, and specialists at a discounted rate. This discount ranges between 10% and 20%.

Information: The character may find valuable information and opportunities for adventure. This could include intriguing rumors, mercenary jobs, or treasure maps.

Rarities: The character may be able to purchase rare and unusual goods. These could include technological artifacts or exotic beasts.

Retinue: The character gains a retinue of retainers. The number of retainers is equal to the maximum number allowed by the character's CHA. If the character gains CHA after taking this feat, he may gain additional retainers.

Each retainer has experience points equal to 50% of the character's total experience. Per the *Mutant Future* core rules, these retainers grow in experience

but suffer a 50% experience penalty. The nature and goals of these retainers is the decision of the Mutant Lord.

Pet: The character gains a pet. The pet is a creature of animal intelligence that is trained to obey the character. The exact nature of this pet is the decision of the Mutant Lord. The pet cannot have hit dice that exceed the character's level.

This feat may be taken multiple times. For instance, if the character took the feat at 1st, 3rd, and 5th level, he could have a 1 hit die pet, a 3 hit die pet, and a 5 hit die pet. Each pet counts as a retainer for the purpose of determining the maximum number of retainers allowed by the character's CHA.

Renown: The character's name and deeds are known across the land. At the Mutant Lord's discretion, any NPC encountered will recognize the character and know his exploits. The effect of this varies based on the alignment of the character and the NPC.

Resource Feats

Artifact: The character gains a technological artifact chosen by the Mutant Lord or determined using the random technological artifact table in the *Mutant Future* core rules. This feat may be taken multiple times.

Cybernetic Implant: The character gains a physical mutation chosen by the player. This mutation is not an actual mutation, but instead represents the features of a cybernetic implant. The mutation must be approved by the Mutant Lord.

Cybernetic surgery is highly traumatic and causes mental aberrations in the recipient. Along with the implant, the character also gains two random drawback mental mutations. If a random drawback is one that the character already has, the drawback is rolled again. This feat can only be taken once.

Holding: The character gains a piece of land containing a house, bunker, fortress, town, or other abode. This holding is populated by level 0 followers. They are equal in quantity to the character's level x 50. For instance, a 3rd level character would have 150 followers. As the character gains levels, the number of his followers will grow also. The nature of the holding and followers is the decision of the Mutant Lord.

Income: The character has a business or investment that produces regular income. Every week, the character earns $3d8 \times \text{their level}^2$ (squared) in gold pieces. For instance, a 3rd level character would earn $3d8 \times 9$ gold, while a 5th level character would earn $3d8 \times 25$ gold.

Dramatic Feats

Dying Action: This feat can only be used when the character dies. Just before he is killed, the character can take one dying action. This action happens immediately, regardless of initiative in combat. It is always successful (unless success is impossible) and no attack roll or ability check is required. This action cannot prevent this character's death.

Epic Success: This feat can be used only once in a character's life. When this character fails an attack roll, ability check, or saving throw, he may use this feat to succeed instead (unless success is impossible). This feat can ensure success in a crucial task, but afterward, the feat cannot be used again by this character.

Fateful Blow: This feat can be used only once in a character's life. The character's next attack hits without requiring an attack roll. This attack instantly kills its target, regardless of the creature's remaining hit points.

Advancement Chart

The chart below details the growth of feats and background points per level. The left table represents the suggested number of feats. Using this table, the character receives a reward every level and is more powerful. The right table is an alternate system with fewer feats awarded.

More Feats (every other level)

Level	Reward
1	1 feat, 2 background points
2	1 background point
3	1 feat
4	1 background point
5	1 feat
6	1 background point
7	1 feat
8	1 background point
9	1 feat
10	1 background point
11	1 feat
12	1 background point

Less Feats (every 3rd level)

Level	Reward
1	1 feat, 2 background points
2	1 background point
3	1 feat
4	1 background point
5	—
6	1 feat, 1 background point
7	—
8	1 background point
9	1 feat
10	1 background point
11	—
12	1 feat, 1 background point

Experience Level Bonuses

The chart below is meant to replace the experience level bonuses chart on page 14 of the *Mutant Future* core rules.

Roll 1d100 Bonus Type

01-10	+1 damage*
11-20	+1 attack per round
21-30	+1 STR**
31-40	+1 DEX**
41-50	+1 CON**

Roll 1d100 Bonus Type

51-60	+1 INT
61-70	+1 WIL
71-80	+1 CHA
81-90	+1 STR, DEX, or CON***
91-00	+1 INT, WIL, or CHA***

*This bonus only applies to hand melee weapons. Any kind of gun, explosive, etc. does not apply.

**Note that basic androids and synthetics may only increase INT, WIL, and CHA. Those characters reroll this result.

***The player chooses which of these abilities to increase.

Equipment

These optional equipment rules enable characters to purchase better weapons, armor, and gear. The availability of this high quality equipment is at the discretion of the Mutant Lord.

Superior Quality Weapons: Superior quality weapons cost 10x the weapon's base price and inflict +1 damage. For instance, a normal flail costs 3 gold and causes 1d6 damage, while a superior quality flail costs 30 gold and causes 1d6+1 damage.

Master Quality Weapons: Master quality weapons cost 100x the weapon's base price and inflict +2 damage.

Superior Quality Armor: Superior quality armor costs 10x the armor's base price. While its armor class is unchanged, superior quality armor is indestructible.

Superior Quality Gear: Superior quality gear costs 10x the item's base price. Superior quality gear is indestructible.

Adventuring Gear

Below is an expansive list of common adventuring items available in many general stores. This includes all of the adventuring gear in the *Mutant Future* core rules plus many additions.

Gear	Cost	Weight	Gear	Cost	Weight
Alcohol, antiseptic (1 pint flask)	3 gp	½ lb.	Music box (plays 1 song)	25 gp	½ lb.
Backpack (empty, holds 40 lb.)	2 gp	2 lb.	Muzzle and blinders, animal	3 sp	½ lb.
Bandages (12)	3 cp	½ lb.	Needle and thread (150 ft.)	3 sp	—
Bedroll	1 sp	5 lb.	Net (10 ft. diameter)	10 gp	10 lb.
Black powder (1 oz.)	1 gp	—	Oil (1 pint flask)	1 sp	1 lb.
Blanket, winter	5 sp	3 lb.	Paint (1 pint jar)	1 sp	1 lb.
Block and tackle	5 gp	5 lb.	Paper (sheet)	4 sp	—
Book (empty, 200 pages)	20 gp	3 lb.	Parchment (sheet)	2 sp	—
Boots, spiked climbing (pair)	10 gp	8 lb.	Perfume, common (1 oz. vial)	10 gp	—
Bottle, glass (empty, 2 pints)	2 gp	—	Perfume, fine (1 oz. vial)	30 gp	—
Brand, personalized	20 gp.	3 lb.	Pick, miner's	3 gp	10 lb.
Brand, generic	2 gp	3 lb.	Pipe, smoking	3 sp	—
Candles (10)	10 cp	—	Pole, wooden (10' long)	2 sp	8 lb.
Cards, dice, or board game	1 gp	1 lb.	Rations, unpreserved (day)	2 sp	1 lb.
Case, map or scroll	1 gp	½ lb.	Rations, trail, preserved (day)	5 sp	1 lb.
Chain (10 ft.)	30 gp	2 lb.	Razor, shaving	1 gp	½ lb.
Chalk (3 sticks)	1 sp	—	Ring, signet, personalized	10 gp	—
Clothes, common	1 gp	5 lb.	Ring, signet, generic	1 gp	—
Clothes, fine	30 gp	5 lb.	Rope, hemp (50 ft.)	1 gp	10 lb.
Compass or sextant	30 gp	1 lb.	Rope, silk (50 ft.)	10 gp	5 lb.
Crowbar	2 gp	5 lb.	Sack, large (empty, 60 lb.)	2 sp	½ lb.
Crutches (pair)	3 sp	8 lb.	Sack, small (empty, 20 lb.)	1 sp	½ lb.
Dentures, wooden	20 gp	—	Saddle	25 gp	25 lb.
Eye, glass	20 gp	—	Saddle bag (empty, 30 lb.)	1 sp	½ lb.
Fishing pole	2 gp	4 lb.	Saw	2 gp	3 lb.
Flask (empty, 1 pint)	3 cp	½ lb.	Scale (weighs objects up 1 lb.)	15 gp.	5 lb.
Flag or standard, personalized	30 gp	12 lb.	Soap (bar)	1 gp	—
Flag or standard, generic	3 gp	12 lb.	Spade or shovel	2 gp	8 lb.
Flint and steel	2 gp	—	Spectacles or monocle	10 gp	—
Goggles	3 gp.	1 lb.	Spices, common (1 oz. vial)	1 cp	—
Grappling hook	1 gp	4 lb.	Spices, fine (1 oz. vial)	1 gp	—
Hairbrush	1 gp	½ lb.	Spikes, iron (12)	1 gp	8 lb.
Hammer	5 sp	2 lb.	Spyglass	15 gp	1 lb.
Holy symbol	10 gp	1 lb.	Skis and poles (pair)	10 gp	20 lb.
Hourglass or sundial	8 gp	3 lb.	Sled or toboggan	15 gp	25 lb.
Ink (1 oz. vial)	8 gp	—	Snorkel and flippers	5 gp	3 lb.
Quill pen	1 sp	—	Stakes, wooden (12)	3 sp	12 lb.
Ladder (10' ft. tall)	5 cp	—	Tent, large (fits 4 people)	15 gp.	20 lb.
Lantern	9 gp	3 lb.	Tent, small (fits 2 people)	5 gp	10 lb.
Lock	20 gp	1 lb.	Toy or doll	3 sp	½ lb.
Magnet (holds 1 lb. of metal)	25 gp	½ lb.	Torches (8)	3 sp	8 lb.
Magnifying glass	10 gp	½ lb.	Umbrella	5 gp	2 lb.
Makeup kit	8 gp	½ lb.	Watch, pocket	50 gp	½ lb.
Manacles	15 gp	2 lb.	Waterskin or wineskin	1 gp	4 lb.
Map, local area	10 gp	—	Whistle	3 sp	—
Mirror, small steel	10 gp	½ lb.	Wine, common (2 pint bottle)	1 gp	½ lb.
Musical instrument	15 gp	5 lb.	Wine, fine (2 pint bottle)	5 gp	½ lb.

Mutations

This section contains 39 new physical mutations, 32 new mental mutations, and 7 new plant mutations. They have put in to charts alongside the mutations from the *Mutant Future* core rules.

Plant Beneficial Mutations

01-03	Abnormal Size* [MF]
04-06	Accumulated Resistance [MF]
07-09	Animal Limbs or Organs [MF]
10-11	Animate Seeds* [MF]
12-14	Carnivore [MF]
15-17	Chameleon Metamorph [MF]
18-19	Degenerate Clone [AC]
20-21	Dermal Acid Sap [MF]
22-23	Dermal Poison Sap [MF]
24-25	Edible Flesh [AC]
26-28	Electric Charge Generation [MF]
29-31	Flight [MF]
32-34	Fragrance Development (Plants) [MF]
35-36	Free Movement* [MF]
37-38	Full Senses* [MF]
39-40	Gigantic Growth [AC]
41-43	Grenade-Like Fruit [MF]
44-46	Injected Poison Sap [MF]
47-49	Natural Armor (Plant) [MF]

50-52	Natural Vegetal Weapons [MF]
53-54	Plant Control [AC]
55-57	Poisonous Spores [MF]
58-60	Prehensile Tendrils [MF]
61-63	Projectile Thorns [MF]
64-66	Radioactive Emissions [MF]
67-69	Reflective Cellular Structure [MF]
70-71	Root Walker [AC]
72-74	Shriek (Plant) [MF]
75-77	Thermal Emissions [MF]
78-79	Toxic Self-Destruction [AC]
80-81	Tripping Tendrils* [MF]
82-83	Vegetal Parasite [MF]

Plant Mutation Drawbacks

84-86	Nocturnal [MF]
87-89	Petrified [AC]
90-93	Prey Scent [MF]
94-95	Reduced Fertility* [MF]
96-00	Thermal Sensitivity [MF]

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

[MF] Indicates this mutation is in the *Mutant Future* core rules.

[AC] Indicates this mutation is new to this supplement.

Physical Beneficial Mutations

01-02	Aberrant Form [MF]
03	Adhesive Touch [AC]
04	Adrenal Surge [AC]
05	Alien Metabolism [AC]
06	Amorphous Form [AC]
07	Amphibious [AC]
08	Anaerobic [AC]
09	Athletic Arm Musculature [AC]
10	Attractive [AC]
11	Burrower [AC]
12	Chameleon Epidermis [MF]
13	Complete Wing Development [MF]
14	Death Trance [AC]
15	Density Alteration (Self) [MF]
16	Dermal Poison Slime [MF]
17	Dual Headed [MF]
18	Dwarfism [MF]
19	Echolocation [MF]
20	Elongation [AC]
21	Energy Ray [MF]
22	Energy Retaining Cell Structure [MF]
23	Enhanced Vocal Apparatus [AC]
24	Epidermal Photosynthesis [MF]
25	Explosive Self-Destruction [AC]
26	Fragrance Development [MF]
27	Gigantism [MF]
28	Hermamorph [AC]
29	Inanimate Mimicry [AC]
30	Increased Balance [MF]
31	Increased Physical Attribute [MF]
32	Increased Sense [MF]
33	Masupialism [AC]
34	Metamorph [MF]
35	Mutagenic Touch [AC]
36	Natural Armor [MF]
37	Natural Vampiric Weapon [AC]
38	Night Vision [MF]
39	Optic Emssions [MF]
40	Parasitic Control [MF]
41	Perpetual Energy [AC]
42	Prehensile Tail [MF]
43	Quickness [MF]
44	Reanimator Parasite [AC]
45	Reflective Epidermis [MF]
46	Regenerative Capability [MF]

47	Removable Sensory Organs [AC]
48	Silent Movement [AC]
49	Silk Production [AC]
50	Shriek [MF]
51	Spiny Growth [MF]
52	Super Blood [AC]
53	Thermal Vision [MF]
54	Toxic Weapon [MF]
55	Ultraviolet Vision [MF]
56	Unique Sense [MF]
57	X-Ray Vision [AC]

Physical Mutation Drawbacks

58	Adrenal Paralysis [AC]
59	Albinism [MF]
60-61	Bizarre Appearance [MF]
62	Degeneration [AC]
63	Doppelganger [AC]
64-65	Epidermal Susceptibility [MF]
66	Eye-Catching Appearance [AC]
67-68	Frailty [MF]
69	Hemophilia [MF]
70	Increased Caloric Needs [MF]
71	Loudness [AC]
72	Missing Limb [AC]
73	Mute [AC]
74	Obese [MF]
75-76	Pain Insensitivity [MF]
77-78	Pain Sensitivity [MF]
79-80	Pituitary Deformation [MF]
81	Physical Immaturity [AC]
82	Plague Carrier [AC]
83-84	Poison Susceptibility [MF]
85-86	Prey Scent [MF]
87	Reduced Immune System [MF]
88	Reduced Oxygen Efficiency [MF]
89-90	Sensory Deficiency [MF]
91	Short Lifespan [AC]
92	Simian Deformity [MF]
93	Skin Inflammation [AC]
94-95	Slow Mutant [MF]
96	Trauma Sensitivity [AC]
97	Unreliable Mutation [AC]
98-99	Vision Impairment [MF]
00	Water Dependency [AC]

[MF] Indicates this mutation is in the *Mutant Future* core rules.

[AC] Indicates this mutation is new to this supplement.

Mental Beneficial Mutations

01-02	Ability Boost [MF]
03-04	Accumulated Resistance [MF]
05-06	Acute Hyper Healing [MF]
07	Ancestral Form [MF]
08	Astral Duel [AC]
09	Berserker [AC]
10	Body Adjustment [MF]
11	Channel Life [AC]
12-13	Combat Empathy [MF]
14-15	Control Light Waves [MF]
16-17	Control Sound Waves [AC]
18	Control Weather [MF]
19	Corrosion [AC]
20-21	Damage Turning [MF]
22-23	Density Alteration (Others) [MF]
24	Disintegration [MF]
25	Dream Invasion [AC]
26-27	Dual Cerebellum [MF]
28	Electromagnetic Pulse [AC]
29-30	Empathy [MF]
31-32	Energy Infusion [AC]
33	Familiarity [AC]
34	Flight, Psionic [MF]
35-36	Force Screen [MF]
37	Force Screen, Greater [MF]
38	Historical Viewing [AC]
39	Hive Mind [AC]
40	Hyper Cognition [AC]
41	Increased Willpower [MF]
42-43	Intellectual Affinity [MF]
44	Killing Sphere [MF]
45-46	Know Direction [MF]
47-48	Mental Barrier [MF]
49-50	Mental Phantasm [MF]
51-52	Metaconcert [MF]
53	Mind Blast [AC]
54	Mind Eater [AC]

55	Mind Healing [AC]
56	Mind Lock [AC]
57-58	Mind Reflection [MF]
59-60	Mind Thrust [MF]
61	Mind Transfer [AC]
62	Memory Erase [AC]
63-64	Neural Telekinesis [MF]
65-66	Neural Telepathy [MF]
67	Plane Shift [MF]
68	Possession [MF]
69	Precognition [MF]
70-71	Quick Mind [MF]
72	Radio Brain [AC]
73	Remote Viewing [AC]
74	Repulsion Field [AC]
75	Seismic Sense [AC]
76	Sense Deceit [AC]
77	Sense Spy [AC]
78	Summon Other [AC]
79	Teleport [MF]
80	Teleportal [AC]
81-82	Temperature Control [MF]
83	Trauma Feedback [AC]
84-85	Vampiric Field [MF]

Mental Mutation Drawbacks

86-87	Abnormal Sleeping Habits [AC]
88	Ascetic [AC]
89	Atrophied Cerebellum [MF]
90	Berserker (Defective) [AC]
91	Dual Cerebellum (Defective) [MF]
92	Honest [AC]
93-94	Mind Reflection (Defective) [MF]
95-96	Negative Empathy [MF]
97	Phantasmal Damage [MF]
98-99	Phobia [MF]
00	Weak Will [MF]

[MF] Indicates this mutation is in the *Mutant Future* core rules.

[AC] Indicates this mutation is new to this supplement.

Physical Beneficial Mutations

Adhesive Touch

The mutant's hands and feet have retractable sticky pads. The mutant can climb vertical surfaces with a movement of 40'. He can also climb across ceilings. If the mutant holds a tool or weapon, he may never be disarmed or drop it against his will.

Adrenal Surge

Upon activating this mutation, the mutant experiences a temporary surge of strength. The mutant gains 1d6 STR for 1d6x10 rounds. At the end of this duration, the mutant falls unconscious for 1 minute per round of the surge. For instance, if the adrenal surge lasted 30 rounds, the mutant would be unconscious for 30 minutes after. The mutant will not wake until the period of unconsciousness is over.

Alien Metabolism

The mutant does not need to eat food or drink water. He can never suffer from starvation or dehydration.

Amorphous Form

The mutant can become amorphous at will. In this gel-like state, he is unable to grip objects, wear clothing, or carry possessions. However, he may escape bonds or flow through openings small enough to permit a trickle of water. The mutant can resume his solid form at will.

Amphibious

The mutant has fins and gills, or other aquatic adaptations. He can swim with a movement of 60' and may breathe underwater and on land.

Anaerobic

The mutant does not breathe and can never suffer from asphyxiation. He is immune to toxins and pathogens which must be inhaled.

Athletic Arm Musculature

The mutant's arms have adapted to perform exceptional feats of throwing or catching. At character creation, roll 1d6 to determine the specific effect.

1-2 Exceptional Throwing Ability: A weapon or object thrown by the mutant has four times its normal range and gains a +1 bonus to hit and damage.

3-4 Exceptional Catching Ability: The mutant can parry or catch low-speed projectiles that are launched at him. This includes thrown weapons, arrows, and sling bullets, but not firearm bullets or grenade launcher rounds. To use this ability, the mutant must have an empty hand. He cannot be carrying a two-handed weapon or shield. Parried projectiles are knocked to the ground at the mutant's feet. If the mutant catches the projectile, he may throw it using his next attack. Parried or caught projectiles inflict no damage unless they are explosive, incendiary, or have another appropriate special property. The mutant can only parry or catch one projectile per round.

4-6 Exceptional Throwing and Catching: The mutant gains all the throwing and catching benefits listed above. In addition, when catching a projectile, he can immediately throw it as a "free" attack. This free throw ignores initiative order and does not spend the mutant's action for the round.

Attractive

The mutant is considered physically attractive or sexually desirable (even by members of other species). He is attractive despite any disfiguring mutations.

Burrower

The mutant can burrow a tunnel the size of his body. He burrows through dirt with a movement of 10' and rock with a movement of 5'. Larger tunnels can be dug at a slower speed. The tunnel is sturdy but could be collapsed by a powerful tremor or concussion.

Death Trance

The mutant can enter a death-like torpor at will. His body grows cold and numb, his breathing becomes imperceptible, and his metabolism slows dramatically. In this state, the mutant appears to be dead and cannot move, although he is aware of his surroundings. He is resistant to pain and can maintain the illusion of death even while taking damage.

The mutant can maintain the trance indefinitely, but will dehydrate after 1 month and starve after 1 year. He may leave the trance at will.

Elongation

The mutant can stretch his arms, legs, and neck up to 30' in length. When stretching his arms, the mutant can make melee attacks from 30' away. When stretching his legs, the mutant's movement speed increases by 1.5x. This increase in movement is the same regardless of how far the mutant's legs stretch.

Enhanced Voice Apparatus

The mutant has highly sophisticated vocal chords. At character creation, roll 1d6 to determine the specific effect.

1-2 Mimicry: The mutant can reproduce any voice or sound he has heard. However, the sound's volume cannot exceed the capabilities of the mutant's lungs and vocal chords. For instance, the mutant can imitate an explosion, but the sound will not be as loud as an actual explosion.

3-4 Ventriloquism: The mutant can speak without moving his lips. He can also project his voice from anywhere within 90'.

5-6 Vocal Mastery: The mutant gains the abilities of both mimicry and ventriloquism (described above).

Explosive Self-Destruction

The mutant can violently explode at will. The explosion kills the mutant, completely obliterating his body. The deafening concussive blasts causes 75 damage to everything in a 150' radius.

Hermamorph

The mutant can change its gender at will. The change is instantaneous and affects the mutant's size, shape, voice, hormones, and reproductive organs.

Inanimate Mimicry

When standing still, the mutant appears identical to a specific inanimate object such as a tree, rock, vehicle, or piece of furniture. The object is chosen when this mutation is received and may never change. The object must be equal in size to the mutant's body.

Marsupialism

The mutant has a concealed pouch in his body. The pouch is well hidden and is impossible to locate without a thorough strip search of the mutant. It can hold a volume equal to 1/10 of the mutant's body size.

There is 10% chance that the pouch is an extradimensional pocket. An extradimensional pocket can hold infinite weight and volume. No matter how many objects are in the pocket, each one is still readily accessible by the mutant.

Mutagenic Touch

The mutant can touch another living being and inflict them with a mutation. When the victim is touched, he must roll a save versus radiation. If he fails the save, he gains a permanent mutation.

The mutation inflicted by *Mutagenic Touch* is determined randomly at character creation. The mutant who possesses *Mutagenic Touch* does not necessarily possess the mutation it inflicts. When the mutant receives the *Mutagenic Touch* mutation, he immediately rolls to determine another random physical or mental mutation. This second mutation is the inflicted mutation.

Mutagenic Touch does not affect androids, pure humans, or other mutation resistant beings. The mutant possessing *Mutagenic Touch* cannot use it to mutate himself.

Natural Vampiric Weapon

The mutant possesses a natural vampiric melee weapon. This weapon drains the victim's blood, converting it to sustenance for the wielder. Examples of such weapons include hollow fangs or suctioned tentacles.

Determine the weapon's damage by rolling 1d6; 1-2 1d4; 3-4 1d6; 5-6 1d8.

Damage caused by the weapon immediately heals the wielder the same number of hit points. For instance, if the weapon causes 4 damage, the wielder heals 4 hit points. The weapon's damage is affected by the wielder's STR.

Perpetual Energy

The mutant does not sleep and never feels tired. He can physically exert himself and never become exhausted.

Reanimator Parasite

The mutant is infected by an unusual bacterial parasite. The parasite is dormant until the mutant's death. After the mutant dies, the parasite revives him. The mutant awakens in 1d6 rounds with his hit points fully recovered.

After revival, the mutant can live indefinitely, sustained by the chemicals from the parasite. However, he cannot heal hit points by any means. Resting, medical aid, or mutations will not heal the mutant. Any hit points he loses are gone permanently. The mutant may still gain additional hit points if his CON increases. If the mutant dies a second time, the parasite does not revive him.

Removable Sensory Organs

The mutant can completely detach one set of sensory organs from his body. The organs continue to provide sensory input as long as the mutant is within 90' of them. At character creation, randomly determine which set of organs: eyes (50%) or ears (50%). The mutant can choose to detach both eyes or both ears, or just one eye or one ear.

Silent Movement

The mutant does not make sound while moving. This includes any type of locomotion available to the mutant: walking, running, jumping, swimming, flying, burrowing, etc.

Silk Production

Once per day, the mutant can produce a mass of silk, like that of a spider or silkworm. The silk can be used in several of ways.

The mutant can launch a glob of sticky silk at a target within 30'. An attack roll is required. Anyone hit by the attack must succeed on a save versus stun attacks or be bound for 1d4 rounds. While bound, the victim cannot move or take physical action.

The mutant can create a 10' silken web suspended between two objects. Creating the web takes 1 minute. The web is formed of thin sticky strands and is difficult to notice except in bright sunlight. Anyone who enters the web must succeed on a save versus stun attacks or be bound for 1d4 rounds. While bound, the victim cannot move or take physical action.

The mutant can create 50' of strong silk rope. Creating the rope takes 1 minute. The rope can detach from the mutant and be used for a variety of purposes.

Super Blood

The mutant's blood has a special property when drank or injected by others. The mutant possessing *Super Blood* is not affected when consuming their own blood. Extracting a dose of blood causes 1d6 damage to the mutant. The effect of the blood is determined at character creation by rolling 1d6.

1 Healing Blood: A dose of this blood heals 1d8 hit points.

2 Curing Blood: A dose of this blood instantly cures any disease or infection. It has no effect on poison.

3 Nourishing Blood: When drank, this nutrient-rich blood tastes great and is highly nourishing. A dose is enough to feed an average human for 24 hours.

4 Narcotic Blood: The consumer of this blood must roll a save versus poison. If he fails the save, he immediately falls unconscious for 1d4 hours.

5 Serum Blood: The consumer of this blood must roll a save versus poison. If he fails the save, he experiences delirium, confusion, and a laxness of inhibitions. The blood's effects are similar to those of "truth serum" drugs. Anyone affected will succumb to interrogation.

6 Poison Blood: The consumer of this blood must roll a save versus poison. If he fails the save, he dies immediately.

X-Ray Vision

The mutant can see into and through solid matter. He can see through stone up to 30'. He can see up to 60' if looking through wood or other low-density material. Lead or gold blocks *X-Ray Vision*.

Physical Mutation Drawbacks

Adrenal Paralysis

The mutant may be paralyzed in stressful circumstances such as combat or other life and death situations requiring immediate action. When the mutant enters combat (or a similar situation), he must roll a save versus stun attacks. If he fails the save, he is stunned for 1d3 rounds.

Degeneration

One of the mutant's abilities degenerates continually over time. Determine which ability by rolling 1d6: 1 STR; 2 DEX; 3 CON; 4 INT; 5 WIL; 6 CHA.

Each time the mutant gains a level, he loses 1 point in his degenerating ability. This effect also occurs at character creation (1st level). For instance, if the mutant has a degenerating CON, he loses 1 CON at 1st, 2nd, 3rd, 4th, and 5th level, and for every level onward. The ability can never degenerate below a score of 3. Loss of CON lowers the mutant's maximum hit points.

Doppelganger

Somewhere in the world, the mutant has an identical twin. The ambitions and capabilities of the twin are up to the Mutant Lord. However, the twin's actions or reputation should continually inconvenience the mutant in some way.

Eye-Catching Appearance

The mutant stands out drastically from his surroundings. The exact nature of this mutation is up to the Mutant Lord. Maybe the mutant's skin is brightly colored, reflective, or glowing. Maybe he moves in a conspicuous way. As a result of this mutation, the mutant has difficulty camouflaging himself and is usually remembered by people he meets.

Loudness

The mutant is uncontrollably loud. The exact nature of this mutation is up to the Mutant Lord. Maybe the mutant can only speak by shouting. Maybe the sound of his breathing is thunderous. As result of this mutation, the mutant has trouble moving stealthily and often annoys other people.

Missing Limb

The mutant is missing one or more limbs. Roll 1d4 to determine the nature of the mutation.

1 Missing One Leg: The mutant walks with a crutch, or by balancing on one foot and hopping. His walking movement is halved and jumping, climbing, or swimming is challenging.

2 Missing Both Legs: The mutant moves with a wheel chair or other apparatus, or by pulling himself with his hands. His walking movement is reduced by 75% (i.e. 40 becomes 10). Jumping, climbing, or swimming is very challenging.

3 Missing One Arm: The mutant cannot wield two-handed weapons or tools, or a shield. Climbing, swimming, or lifting is challenging.

4 Missing Both Arms: The mutant cannot wield weapons or tools unless they have been specially modified. Climbing, swimming, or lifting is very challenging.

Mute

The mutant cannot speak, grunt, or make any sort of vocalization.

Physical Immaturity

The mutant appears small and childlike. Regardless of his age, he can never mature into an adult body. His STR and CON are both reduced by 2. People assume the mutant is a child and will often patronize and underestimate him.

Plague Carrier

The mutant hosts an infectious disease. Although he is unaffected by the disease, he may infect those he comes in contact with. A creature is exposed to the disease if they stay within 10' of the plague carrier for more than 1 minute, or handle objects contaminated by his saliva, blood, or other fluids.

Anyone exposed to the disease must make a save versus poison, applying the save modifier for the specific disease. Refer to the *Mutant Future* core rules (pg. 47) for rules on diseases. Once a creature has been exposed to the plague carrier's disease (whether they resist infection or not), they gain permanent immunity to the plague carrier's bacteria.

Roll 1d3 to determine the plague carrier's disease; 1 fleshing eating bacteria; 2 leprosy; 3 superflu. See *Mutant Future* core rules (pg. 48) for specific descriptions of each disease.

Short Lifespan

The mutant will die in approximately 1 year. This might be the mutant's natural lifespan, or the result of a terminal illness. The mutant does not necessarily age prematurely.

Skin Inflammation

The mutant's skin is covered in sores or a rash and is very sensitive. The mutant cannot wear clothes or armor without enduring constant debilitating pain.

Trauma Sensitivity

If the mutant loses half his maximum hit points in a single attack, he must roll a save versus stun attacks. If he fails, the mutant immediately falls unconscious for 1d6 minutes. For instance, the mutant has a maximum of 60 hit points. If he suffers 30 or more hit points from one attack, he must save versus stun attacks. If the mutant suffers multiple attacks in a round, *Trauma Sensitivity* would not activate unless one attack made the mutant lose half of his maximum hit points.

Unreliable Mutation

One of the mutant's other mutations functions intermittently. After each 8 hour period of rest, the unreliable mutation has a 50% chance of being disabled. The effect is temporary and the unreliable mutation may resume functionality after the mutant's next 8 hour rest period. The unreliable mutation is selected randomly at character creation from the mutant's other beneficial or drawback mutations. Once the unreliable mutation has been determined, it does not change.

Water Dependency

Every 24 hours, the mutant must be submerged in water for at least 10 minutes. If not, he becomes dehydrated and his skin dries and cracks. The mutant suffers 3d6 damage for every 24 hour period he is unable to take his 10 minute soak.

Mental Beneficial Mutations

Astral Duel

The mutant can invade a creature's mind and make a mental attack. The attack causes 6d6 damage to a creature up to 50' away. If the attack is unsuccessful

(i.e. the attack roll fails), then the attacking mutant takes 3d6 damage instead. This mutation takes time to recharge and can only be used every 3 rounds.

Berserker

When severely injured, the mutant becomes a powerful warrior. If the mutant loses half of his maximum hit points in a single combat, he may voluntarily enter a berserker rage. While enraged, he gains 1 extra attack per round and +2 to hit and damage with melee attacks. The rage lasts for 1 round per level of the mutant.

Channel Life

The mutant can transfer his life force to another creature. The mutant sacrifices a number of hit points between 1 and their current remaining total. He loses these hit points as if he has taken damage. These hit points are transferred to another creature of the mutant's choosing (up to a range of 50'), and the creature immediately heals this number of hit points. The mutant cannot transfer hit points to multiple creatures at the same time. It is possible for the mutant to transfer all of his hit points, thereby killing himself.

The mutant can also use this mutation to resurrect a freshly killed creature. To do this, the mutant makes a dangerous sacrifice. He must save versus death. If the save is successful, the mutant survives the ordeal with 1 hit point remaining. If the save fails, the mutant dies. Regardless of the mutant's fate, the subject is resurrected with 1 hit point.

Control Sound Waves

The mutant can remove all sound from a small area (10' radius) at a range of 30'. Maintaining the zone of silence takes very little concentration. While using this mutation, the mutant may still move at full speed, attack, or take actions.

Corrosion

The mutant can cause nonliving matter to decay at an accelerated rate. This mutation affects a 10' radius at a range of 30'. Wood and cloth disintegrate in 1 round. Stone disintegrates in 1 minute (6 rounds). Metal disintegrates in 10 minutes (60 rounds). Once this mutation is activated, the decaying process continues independently until the target is disintegrated. This mutation may be used once per day.

Dream Invasion

The mutant can observe and manipulate creatures' dreams. The mutant must be within 50' of a sleeping creature. The mutant can watch the dream or alter it at will. The mutant can manipulate the dreams of multiple creatures as long as they are all within 50' of him.

Electromagnetic Pulse

The mutant can emit an electromagnetic pulse. The pulse disables electrical equipment within 90' of the mutant. The equipment is inoperable for 4d6x10 minutes. This mutation affects electric lights, electronics, powered weapons, powered armor, robots, basic androids, and synthetics. Force screens are not completely neutralized, but their current value is reduced by half. This mutation can only be used once per day.

Energy Infusion

The mutant can charge an object with volatile energy. After an impact (i.e. from being thrown or struck), the object explodes and causes 2d6 damage to creatures in a 10' radius. The mutant must touch an object to infuse it with energy.

Objects charged by this mutation retain their charge for 1 minute (6 rounds) after which they will explode. Woe befalls any archer who charges their arrows but does not fire them in time! Melee weapons charged with this mutation cause +2

damage but explode on a maximum damage roll (i.e. 6 on a 1d6), or after 1 minute.

Familiarity

The mutant can psychically manipulate strangers to believe they recognize him. Strangers find the mutant to be vaguely familiar and tend to act friendlier toward him. The mutant may also use this power to the opposite affect. He may choose to seem so unremarkable that strangers begin to forget him the moment he is out sight.

Historical Viewing

The mutant can watch past events that occurred at his present location. While concentrating, he sees and hears these events, but the images are shadowy and ethereal. The mutant can watch events up 10 years past. Events more than 1 year old appear very hazy and indistinct.

Hive Mind

The mutant can form a hive mind with any number of willing creatures. To join the hive, the mutant and a creature must be within 50' and open their minds to each other. Once the hive is formed, its members instantly and involuntarily share all their thoughts and sensations across the hive.

The hive is a network of minds. Each member transmits their thoughts to any other member within 20 miles. Members remain connected to the hive if they are within 20 miles of any other connected member. Joining the hive is permanent. If a creature wants to leave, the only way out is to constantly stay more than 20 miles away from any other member.

Hyper Cognition

The mutant perfectly recalls everything he has seen, heard, or experienced. He can recite any book he has read and may distinctly remember being born. The

mutant also reads incredibly fast and performs mathematical calculations with the speed and accuracy of a computer. He can comprehend a new verbal or written language with 5 minutes of exposure to it.

Mind Blast

The mutant can emit a burst of mental energy. This mental attack causes 3d6 damage to all creatures within 30' of the mutant. The mutant makes one mental attack roll and compares it to the WIL of each target. This mutation can only be used once per day.

Mind Eater

By devouring a creature's fresh brain, the mutant can absorb the creature's memories. The mutant does not gain skills or experience points from these memories. For instance, the mutant would know the creature was a skilled painter, but would not suddenly become able to paint. The brain must be taken from a body that has been dead for less than 3 minutes.

If the devoured brain had any mental mutations, the devouring mutant has a 2% chance of gaining one of these mutations (determined randomly).

Mind Healing

The mutant can heal a wounded creature within 50'. The creature instantly heals 3d10 hit points. The mutant cannot heal himself. This mutation can only be used once per day.

There is a 10% chance (determined at character creation) that the mutant can also revive the recently dead. Once per week, this mutation can be used to resurrect a dead creature if the corpse is less than a day old and mostly intact. The subject must make save versus death. If successful, he will return to life with 1 hit point. Any missing or mangled limbs are not regenerated.

Mind Lock

The mutant can perform a debilitating mental attack on a creature within 50'. The creature must make a save versus stun attacks or be stunned for 1d4 rounds.

This mutation can only be used once per day.

Mind Transfer

The mutant can exchange bodies with a willing creature within 50'. The mutant and the creature switch STR, DEX, CON, hit points, armor class, and physical mutations. They retain their own INT, WIL, CHA, experience, and mental mutations. The change is permanent until the mutant and the creature use this mutation again to willingly exchange back.

Memory Erase

The mutant can erase a creature's recent memory. To use this mutation, the mutant must maintain physical contact with the creature for a period of 5 minutes. During this time, the mutant must concentrate and cannot take other actions. The mutant can erase up to 1 hour of the creature's most recent memories.

Radio Brain

The mutant can intercept signals on the RF (radio frequency) spectrum. These signals may be audio or video from radio or television transmitters. The mutant can also broadcast his thoughts (in audio or video form) up to a distance of 20 miles on the RF spectrum. These thoughts can be received by radio or television antennas, or other mutants with the *Radio Brain* mutation.

Remote Viewing

While concentrating deeply, the mutant can observe any place he has previously visited. The mutant sees and hears as if he is currently at this place. He moves through the area unnoticed and unhindered as if he is invisible and incorporeal.

While remote viewing, the mutant's physical body is inert. The mutant's body cannot move, take actions, or observe with its normal sensory organs.

Repulsion Field

The mutant can generate a 10' invisible sphere around himself that repels incoming projectiles (stones, arrows, bullets, grenades, etc.). The field does not repel energy, nor does it prevent creatures from entering the field or making melee attacks. Repelled projectiles are deflected with equivalent force, and have a 25% chance of being reflected toward their source. Projectiles launched from within the field are unaffected. For instance, a creature could fire a gun out of the field. Or a creature could walk into the field and shoot the mutant at close range.

The field lasts indefinitely, but the mutant must concentrate to maintain it. While the field is active, he may only move and take simple actions (i.e. speaking, gesturing, opening a door, or carrying a small object). He is unable to make an attack or activate other mutations.

Seismic Sense

The mutant's sensory organs detect the faint vibrations of seismic activity. The mutant knows a day in advance if an earthquake will occur within 20 miles.

The mutant can also sense an unstable fault and telekinetically agitate it to create an earthquake. The quake's magnitude depends on the fault's instability. In extreme circumstances, the quake could destroy a city. Creating a quake takes 1 hour.

In volcanically active areas, this mutation can detect and cause volcanic eruptions.

Sense Deceit

The mutant knows if any creature speaks a lie within earshot. When listening, the mutant can tell if a particular statement is a lie, or if the speaker is withholding information. This mutation does not reveal unintentional inaccuracies that the speaker believes to be true.

Sense Spy

The mutant can perceive through one of another creature's senses. The creature must be within 90', and the mutant can only perceive through one particular sense. This sense is determined at character creation by rolling 1d6: 1-2 vision; 3-4 hearing; 5-6 smell. If the targeted creature has mutations that affect the appropriate sense (i.e. *Ultraviolet Vision*, *Increased Sense*, *Sensory Deficiency*), the spying mutant is affected by these mutations while using *Sense Spy*.

Summon Other

The mutant contacts another creature, psychically compelling them to come. The mutant must have previously met this creature, but does not need to know their present location. The mutant's mental energies reach through space and instantly find the creature wherever they may be.

The subject knows instinctively where the mutant is (even if the mutant moves), and will come to him involuntarily by the quickest (but still relatively safe) means possible. Depending on their location, the subject could take minutes or years to arrive. This mutation may only be used once per week.

Teleportal

The mutant can open a portal between his current location and another location up to 20 miles away. The mutant must be familiar with the location of the portal's destination. He must have previously been there or seen a picture of it.

The portal can be up to 10' in diameter. Looking through the portal is akin to

peering through a doorway between two rooms. Creatures and objects pass instantly from one side to the other. The portal lasts indefinitely until its creator, or another mutant with the *Teleportal* mutation, destroys it. This mutation can only be used once per day.

Trauma Feedback

When seriously injured, the mutant involuntarily emits a blast of mental energy. Whenever the mutant loses 20 or more hit points from a single attack, he mentally attacks every creature in a 30' radius for 3d6 damage. The mutant makes one mental attack roll and compares it to the WIL of each target.

For example, an enemy shoots the mutant with a laser pistol for 24 damage. Since the attack caused more than 20 damage, *Trauma Feedback* activates. The enemy and every other creature within 30' of the mutant are mentally attacked for 3d6 damage. If the mutant suffers multiple attacks in a round, *Trauma Feedback* can activate multiple times. However, it would not activate unless one attack made the mutant lose 20 or more hit points.

Mental Mutation Drawbacks

Abnormal Sleeping Habits

At character creation, roll 1d6 to determine the effect of this mutation.

1-2 Insomnia: The mutant has trouble falling and staying asleep. When he wants to rest, the mutant makes a WIL ability check (rolling equal to or under his WIL). If he fails the check, he cannot sleep and cannot try again for another day (24 hours).

For every successive day without sleep, the mutant suffers a cumulative -2 penalty to all actions due to fatigue. For instance, if the mutant goes 1 day (24 hours) without sleep, he suffers a -2 penalty. If he goes 2 days (48 hours) without

sleep, he suffers a -4 penalty. The penalty accumulates until the mutant reaches 5 days (120 hours) without sleep, at which point he falls unconscious.

If the Mutant Lord is not using the optional rule for ability checks, the mutant has a 50% chance of falling asleep when trying.

3-4 Sleepwalker: The mutant walks and performs other actions in his sleep. Without supervision, he may wander away and get lost, or act contrary to his nature (i.e. stealing from a companion, eating strange food, or hiding his possessions). The actions of the sleepwalking mutant are controlled by Mutant Lord.

5-6 Trance Sleeper: Once asleep, the mutant is in trance-like state and will not awaken before 8 hours have passed. He could be picked up and carried away. A battle could occur on top of him. An explosion could happen nearby. Only injury or the threat of eminent death can awaken the mutant. For instance, he would awaken if he loses hits points from an attack or if he is drowning in water.

Ascetic

The mutant does not value material things. He never uses money and will not keep possessions unless they are eminently necessary for survival (i.e. food and water). He may keep weapons and armor, but never more than one of each. If asked for any his possessions, the mutant will generously give them up even if he believes them to be important.

Berserker (Defective)

When severely injured, the mutant becomes a bloodthirsty killer. If the mutant loses half of his maximum hit points in a single combat, he must make a save versus stun attacks. If he fails, the mutant enters a berserk frenzy. He must use his most lethal attack against the nearest opponent until all opponents within 60' are dead or the mutant himself dies. If one of the mutant's allies tries to restrain him, the mutant will attack this ally.

Honest

The mutant is compulsively honest. He cannot lie even in a life or death situation. If questioned, he can refuse to answer but he cannot falsify an answer.

Plant Beneficial Mutations

Degenerate Clone

Once per month, the plant can create a “clone seed”. In one week, if protected and properly nourished, the seed grows into an adult clone of the plant. This clone is identical to its parent and has the same mutations and hit points. It also has the same ability scores, although its INT and CHA are 3. The clone exhibits animal-like intelligence similar to a dog, cat, or horse.

The clone is subservient to its parent. It understands simple communication, but cannot speak and has difficulty acting independently. The clone counts as a retainer for the purpose of determining the maximum number of retainers allowed by the plant character's CHA. When spawned, the clone is 1st level. Like other retainers, it can grow in experience, but suffers a 50% experience penalty.

Edible Flesh

The plant is edible, tasty, and nourishing. Creatures that eat a fist-sized piece of the plant recover 1d8 hit points and will not be hungry for 24 hours. When an edible piece is removed, the plant suffers 1d6 damage. Plants gain no benefit from eating the edible plant's flesh.

Gigantic Growth

The plant grows rapidly throughout its life, eventually reaching gigantic proportions. After 1st level, each time the plant gains a level, it grows 1d6 feet in height and gains +1 bonus to damage (on non-powered hand weapons). For instance, at 3rd level, the plant would be 2d6 feet taller than its base height and

get +2 to damage. Plants over 9' tall suffer a -1 penalty to hit creatures 3' tall or smaller.

Plant Control

The plant may mentally control another plant within 50' and make it perform actions. Controlling intelligent mutant plants requires a mental attack test. If it wins the test, the controlling plant may control its subject indefinitely. The controlled plant is aware of its surroundings and realizes it is being manipulated.

Using *Plant Control* requires great concentration. While the controller manipulates its subject, the controller cannot take other actions including moving. The mental control ends when the controller stops concentrating or is farther than 50' away from the subject.

Root Walk

Plants with this mutation are also considered to have the *Free Movement* mutation (see *Mutant Future* core rules pg. 33). The plant can instantly root itself in the ground. Its legs become immobile and the plant cannot be knocked prone or moved from that spot. The plant can root itself or retract its roots at will. It can only root in dirt or similarly soft materials.

Toxic Self-Destruction

The plant can violently explode at will. The explosion kills the plant, completely obliterating its body. The blast releases toxic gas in a 150' radius. Creatures in the radius must make a save versus poison or die.

Plant Mutation Drawbacks

Petrified

The plant's body is mostly dead and petrified. Its fossilized flesh is rock hard and no longer grows. The plant has a natural AC of 4. Its maximum hit points are

doubled but it cannot heal hit points by any means. Resting, medical aid, or mutations will not heal the plant. Any hit points it loses are gone permanently.

The plant may still gain additional hit points if its CON increases. Hit points gained in this way are doubled. For instance, a mutant plant with this mutation receives 1d6x2 hit points per point of CON.

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