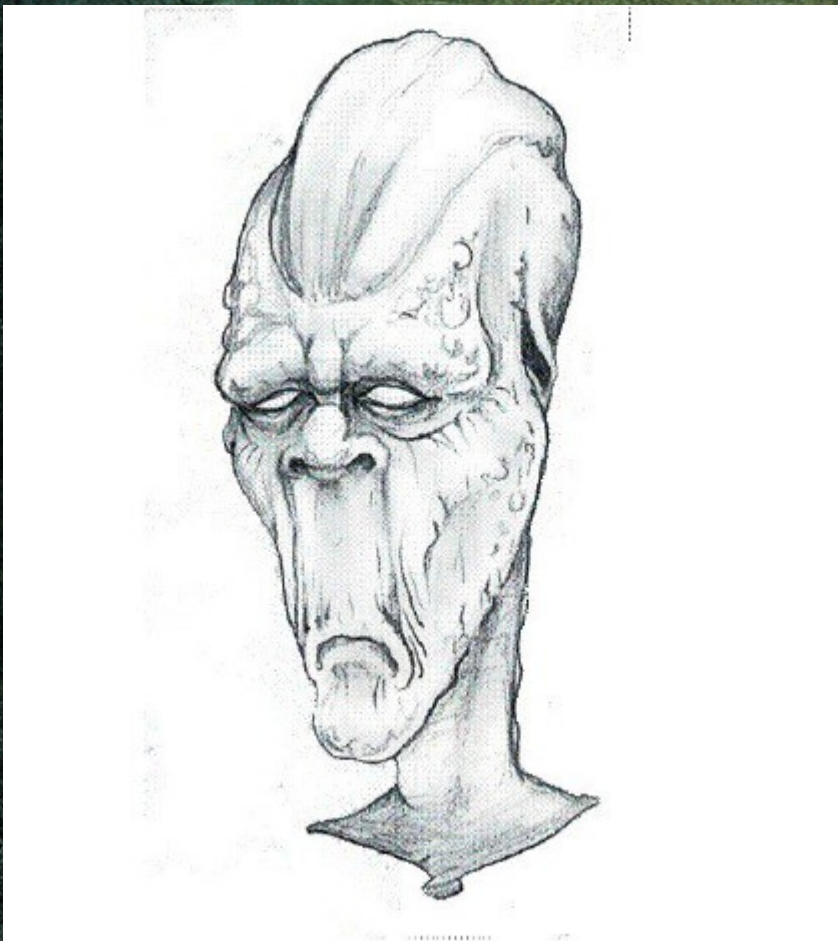


Gregorius21778:
Weird, contaminated world



-- Vol. 01: Mental Mutations --

Version 1.4; created by Kai Pütz

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How to use this supplement:

Weird, contaminated world Vol. 1 brings you 20 new mental mutations (eleven beneficial and nine drawbacks), three new monsters and a new optional “character race”. The product is Mutant Future(tm) compatible, but with a bit of additional work it can be used with other “OSR clones”, too. **The mental mutations** are compatible with the “class system” of *Mutants & Mazes(tm)*, but come with a separate random d20 table as well. **The monsters** are an addition to the ML's arsenal and the **new “character race”** can be used with both the classic Mutant Future(tm) rules for PC generation as well as those for *Mutants & Mazes (tm)*.

And now, ...on to the product!

01# Unintended Neural Telepathy (Drawback) (Class 1)

In any stressful situation the mutant starts to send out unintended telepathic signals into the minds of everyone within a 30 feet radius. These signals are unclear thoughts or pictures without any comprehensible meaning. Those who receive the signals recognize them as alien and will recognize the mutant PC as the source on a successful **Ability Test vs INT**. Aside from disturbances in social situations (which are up to the ML), the telepathic signals the mutant emits make it impossible for the character to *Surprise* an opponent. The same is true for any group the character is part of.

02# Splitting Headache (Drawback) (Class 2)

The character suffers from a splitting headache for 1d6 turns after the use of any mental power, both by or against the mutant. The headaches lead to a (-1) penalty to all of Ability Tests. Both the penalty and the duration are cumulative. If the penalty already reached the maximum (-4) and the drawback is triggered again, the mutant must pass a **Saving Throw vs. Death**. On a failure the character will instantly die from a heart attack due to stress and pain. If the Saving Throw is passed, the duration is increased by another 1d6 turns.

03# Unintended Telepathic Truthfulness (Drawback) (Class 1)

Whenever the mutant tries to tell a lie the character's mind will send an unintended telepathic message that reveals the truth instead. Scholars and sages call this drawback "*Freudian Telepathy*".

04# Death Sensitive (Drawback) (Class 2)

The mutant is sensitive to the trauma, shock and horror of a mind that experiences its own end. Whenever an intelligent being dies within 30 feet of the mutant, the character must immediately succeed on a **Saving Throw vs. Stun** or will be stunned during his next turn.

5# Irritable Telepathic Mind (Drawback) (Class 2)

The mutant unwillingly picks up the thoughts of other intelligent, living beings within 45 feet as a „background noise“ that the character cannot ignore. This background noise leads to a penalty to all mental Ability Tests and to any tests to activate mental powers. The exact penalty depends on who is nearby:

Just a few long term companions:	No penalty
Up to six unfamiliar people:	[-2]
Up to twelve people (familiar or not):	[-3]
More than this:	[-4]

As a beneficial side effect, the mutant cannot be *Surprised* as long as the character is awake.

06# Noisy Dreams (Drawback) (Class 1)

Whenever the mutant sleeps the ML rolls a d6. On a result of 1 the character's mind is like a droning noise in the subconscious of everyone within 30 feet. While this is just an uneasy feeling for those who are awake, those who try to sleep will find themselves unable to do so.

07# Leech Intellect (Drawback) (Class 2)

The mutant is sensitive to the brain waves of others, and the characters own brain tries to adjust to those of the least intelligent being within 20 feet. When the mutant is in the company of another mutant or pure strain human whose INT score is lower, the character will lose 1d4 points of Intelligence per hour till the stat drops to the same level as that of the other. The INT regenerates with a rate of one point per hour as soon as the mutant spends time alone or surrounded by people whose INT stat is equal or higher than the original stat.

08# Mind Damper (Drawback) (Class 1)

The mutant's mind telepathically sends out negative brainwaves that hamper other people's thought processes. Everybody within 30 feet of the mutant suffers a [-2] penalty on all Intelligence tests and a -10% penalty on all Tech-related tests.

09# Open Mind (Drawback) (Class 3)

The mutant might have a strong will, but somehow the way the character's mind works is extremely vulnerable to mental attacks of any kind. The Willpower stat of the mutant is halved in any such case.

10# Pacificator (Beneficial) (Class 1)

The mutant's mind sends out soothing telepathic signals that can be received by all but the most primitive life forms (e.g. insects, blobs or reptiles). Thereby the mutant receives a +3 bonus to all Reaction rolls. In situations where the circumstances ("the ML") dictates the response of a creature or mutant, this power has no effect.

11# Confuse (Beneficial) (Class 2)

Mental attack: the mutant is able to target up to (Willpower /2) victims within a range of 50 feet, which must roll a **Saving Throw vs. Stun**. Those who fail count as *Surprised*, those who succeed have their initiative reduced to zero during the first round of combat. The power can only be used once a day and leaves the mutant in an absent state of mind that leads to a (-1) penalty on all tests for the next 1d6 turns.

12# Mental Tracer (Beneficial) (Class 1)

The mutant is able to enter a trance-like state to find "fresh traces" of the mental imprints of other living beings within 30 feet. The activation of this power takes one turn and a successful **Ability test vs. Willpower**. If successful, the ML will give a hint about the kind and/or number of nearby (or wandering) persons and creatures. The Ability test may be re-rolled in case of a failure.

13# Mental Guardian (Beneficial) (Class 2)

The mutant is able to shield up to four individuals within 30 feet against mental attacks with the force of the character's own will. It takes one combat round to activate this power and the effect lasts as long as the mutant wishes. When a protected character becomes the target of a mental attack, the mutant's Willpower is used to calculate the success chance instead of that of the victim (if the mutant's stat is higher). If the attack is successful the actual effect is still applied against the original target. The mutant suffers a -1 penalty on all rolls for each being that he or she guards this way.

14# Hypermind (Beneficial) (Class 1)

The mutant's mind is in a hyper-aware state that allows the character to note even minor details with ease. The chances to detect traps and hidden doors are thereby increased by two.

15# Mind Sensitive (Beneficial) (Class 1)

Whenever the mutant becomes aware of another character or monster, its mental mutations (if any) may be learned immediately. With a successful **Ability test vs. Intelligence**, the character is even able to determine the exact mutant power/s.

16# Manipulate Feelings (Beneficial) (Class 1)

Mental attack: the mutant is able to influence the minds of other beings and to change their mood, but has no control over the outcome. If successful, the ML rolls (once more) on the random reaction table (taking all modifiers into account) and applies the result to the situation. The mutant can only use this power once per day.

17# Attack Will (Beneficial) (Class 2)

Mental attack: the mutant's mind lashes out against the target's sheer will in an attempt to weaken and break it. If successful, the target's Willpower is reduced by 1d6 points. If the mental attack is not successful, the mutant cannot use this power on that target for the next 1d6 turns. If the Willpower stat is reduced below 5, the target will either become completely docile (if it was not in a fight before) or will try to flee (if currently in a fight). Any Willpower damage this power causes is recovered at a rate of 1 point per turn.

18# Steal Knowledge (Beneficial) (Class 1)

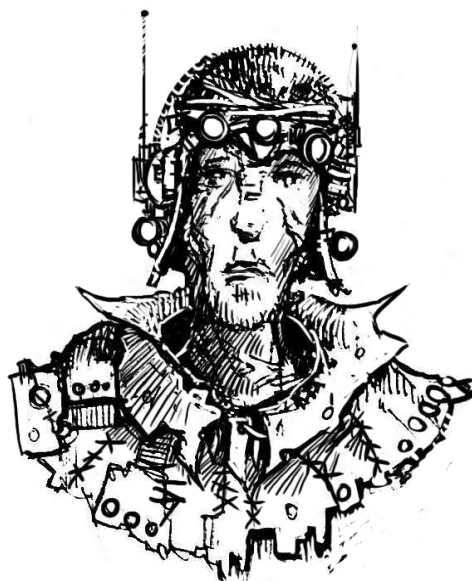
Mental attack: the mutant is able to "steal" the knowledge of the use of a technological artifact from another living being within 30 feet. The object of the knowledge must be known by the mutant and he must specify the object before the attack. The mutant cannot "steal" knowledge from a target that does not have said knowledge. Likewise (and with the ML's approval), the mutant can opt to steal a specific information from a target's mind, like the code for a door or what is waiting within the next room. If a power was unsuccessfully used on a target, the power can never be used on this target again.

19# Neural Short-Circuit (Beneficial) (Class 2)

Mental attack: the mutant is able to destroy a technological artifact within 30 feet if the artifact is "powered" in some way. Certain items are too complex, well-shielded or big to be affected. The ML is the final arbitrator in regard to which artifacts this power may be used against, but is advised to allow the use against every personal device or weapon.

20# Neural-Electric Sensitive (Beneficial) (Class 1)

The mutant is sensitive to the unique electro-neural impulses of the techno-brains of nearby A.I. and futuristic "smart" systems. The character thereby cannot be *Surprised* by robots, drones or automatic weapon systems.



Monster: Invisible Giant Spider

No. Enc.:	1 (1)	Alignment:	Neutral	Movement:	60' (20')
Movement:	120' (40') [Web]	Armor Class:	6	Hit Dice:	3
Attacks:	1 (bite)	Damage:	1d6; poison	Save:	L:2
Morale:	7				

Mutations: Control Light Waves*

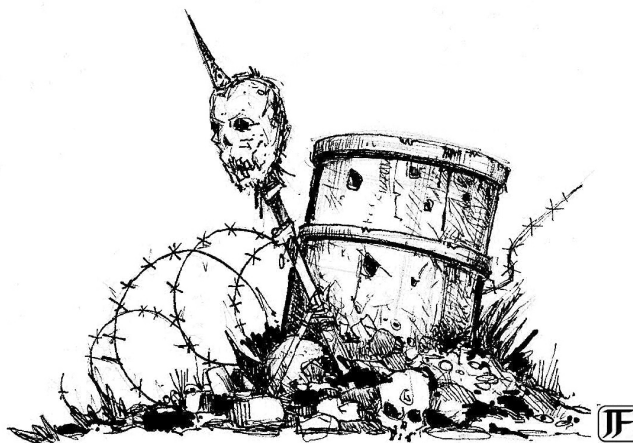
These creatures are 5' long, thick-bodied arachnids of white or gray color. Like many spiders do, they build large nets which are up to 15' feet in diameter and made of thick, sticky strands. Their mutant power allows them to turn both the net and themselves invisible, so that they just need to wait at the edges of it till something runs into the webbing. The net is strong enough to call for a successful test for *forcing doors* to break free (rolled at the start of the victims turn). While the invisibility of both net and spider ends when the spider moves, those who ran into the net will be *Surprised* on a roll of 1-5 when a spider and a net seemingly appear out of nowhere. The bite of the spider delivers a class 8 poison (deals 8d6 of damage on a failed Saving Throw).

Monster: Gestaltdog

No. Enc.:	2d6 (3d6)	Alignment:	Neutral	Movement:	180' (60')
Armor Class:	7	Hit Dice:	2	Attacks:	1 (bite)
Damage:	1d4	Save:	L:1	Morale:	7

Mutations: Telepathy, Metaconcert (3 WIL per Gestaltdog); Confuse;

Gestaltdogs look like common, large dogs. They are usually found in city ruins, but some populations have migrated into the wilds. Adventures usually cannot tell a Gestaltdog apart from a common one until a pack of these mutated creatures attack. Then their nature becomes evident as their growls and snarls are projected right into the mind of their prey. While they behave much like regular dogs or wolves do, their attack always includes the use of the *Confuse* mutation by one of their numbers, its Willpower bolstered by the others through *Metaconcert*.



Monster/NPC: Mindchids

No. Enc.:	1d6+1 (5d6)	Alignment:	Neutral or Chaotic	Movement:	110' (35')
Armor Class:	7 or as armor	Hit Dice:	4	Attacks:	1 (see below)
Damage:	Mental abilities or sticks and stones (1d4)			Save:	L:5
Morale:	5 to 10 (1d6 +4)				

Mutatins: 1d4+1 beneficial mental mutations (the first two always being *Neural Telepathy** and *NeuralTelekineses**), plus Telekinetic Shellfire (new).

Telekinetic Shellfire: by their joint efforts, a group of Mindchids is able to shower opponents with a storm of stones and debris which they hurl at them with their mental powers. The actual damage depends on the number of Mindchids and what objects the surrounding has to offer, but usually ranges between 1d10, 1d8 or 1d6 points of damage. The mindchids may attack more than one target by dividing their efforts (which usually leads to an decrease of damage to the next lower die). Victims of such an attack can half the damage with a successful *Saving Throw vs. Energy Attacks*.

Mindchids are a form of stable human mutants that may be encountered as tribes or roving bands. They usually inhabit ruins or wooded areas, but do dwell in any habitat one could encounter mutant humans in. They look very much like human children and indeed are mutated chids, each of them usually younger than 18 years.

Mindchids begin their life with a set of strong mental mutations that always include a form of *Neural Telepathy* that is limited to other Mindchids, as well as *Neural Telekineses* which starts to develop at the age of six. Manifestations of further mental powers are common, and their mental abilities increase till the age of 17 or 18 years. Due to the constant telepathic contact with other Mindchids, they do not learn to speak as there is no need for this form of communication. That in turn limits their ability to interact with other intelligent beings drastically. Tribes and bands of these mutants are uniformly unwelcoming of non-mindchids and try to drive them off their territory whenever encountered. Many have no qualms about kill intruders outright if possible, and their hostility for those which they cannot commune with extends to their own kind, too:

After a Mindchild reaches the age of 17 or 18, its telepathic connection to the others begins to fail. As the youngster is no longer able to commune with the rest of the "family", he or she is no longer welcome. The group drives those individuals away, often without killing them. Any offspring those grown-ups might have had will stay with the group. Most outcasts do not survive their first winter alone, and those who do usually live a life as a recluse. Former Mindchids that join communities of other mutants and/or humans are rare, as they usually have a bad reputation due to their prior acts.

New Character Race: Grown-Up Mindchild (Mutant Human)

Attribute Modifiers: WIL +3 (Max: 18); CHA -3; CON:-1; STR:-2
Hit Dice: 1d6 per point of CON

Mutations: one physical and 1d6 mental; with the first mental mutations always being *Neural Telekinesis*.

Mutations (Class): as per "Mutant Human", with *Neural Telekinesis* counting as a Class II beneficial mutation and any beneficial physical mutation being treated as one Class higher as they are during character creation. "Grown-Up Mindchild" represents a Mindchild of 18 to 20 years of age that managed to stay alive after being outcast by its family, and eventually joined a group of mutants/humans. While the mutant was able to learn a bit of the spoken language, he or she is still only able to form very simple sentences and every complex conversation will likely leave the character confused. In regard to all other rules, the character is treated as a mutant human (MH).

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