

Gregorius21778:
Weird Contaminated World



-- Vol. 03: The Aberrant Form --

Version 1.2; by Kai Pütz
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About this supplement:

Weird Contaminated World Vol. 3: The Aberrant Form. *Nomen est omen.* The product is a list of 50 different physical mutations that fit the bill. Aside from a re-hash of known concepts like claws and teeth (to give them just a tad more balancing), you will find **Additional Rips, Bioluminescence, Crab Claw** and **Enlarged Adrenalin Glands**, to name just a few.

All of the entries are compatible with (and were in fact written for) **Mutant Future™**, and with a few exceptions (e.g. the Natural Weapons) they all qualify as "Beneficial Class 1 Mutation" for **Mutants & Mazes™** (...and the Natural Weapons you may just treat as "Class 2").

25 "Xenomorphism", 8 "Extra Parts", 8 "Enlarged Parts" and 9 "Natural Weapons" (really, have I mentioned those already..??). Use them as an inspirational list to choose from, or use the provided d100 Random Table at the end of document. New, freakish mutations are waiting for you!

If you don't like the probabilities assigned to the mutations or would like to rule some of them out completely, you will find the added fill-in-your-own-numbers version of the table useful.

Enjoy!

01# Additional Arms (Extra Parts)

The mutant has an additional pair of fully functional arms, just beneath the original ones. If the character's Dexterity is 12 or higher, the mutant may make an additional attack in melee with these. Otherwise, they may still be used to carry further weapons, equipment or a shield. The mutant may still not wield two two-handed weapons at once. Any armor the mutant is going to wear must be custom-fit, which may increase the price by up to 50% (GM's choice).

02# Additional Atrophied Arms (Extra Parts)

As above, but the mutant's additional arms are short, degenerated and located near the center of the chest. They may still be used to hold additional items and small weapons (like a pistol), but may not be used to handle equipment that must be held away from the body (e.g a torch). The arms may be hidden under normal clothes and even under armor (so this is very uncomfortable).

03# Additional Ears (Extra Parts)

A number of $1d3+1$ functional, additional ears grow on both sides of the character's head. The mutant may thereby re-roll any hearing-based test once.

04# Additional Eyes (Extra Parts)

The character's face sports $1d4$ functional, additional eyes. The mutant may thereby re-roll any sight-based test once.

05# Additional Ribs (Extra Parts)

The mutant's skeleton includes further ribs that protect the vital organs. The character's Dexterity is treated as two points lower when calculating the DEX Bonus (due to limits in body movement), but the mutant gains +3 Hit Points for every five points of CON (round up).

06# Additional Vital Organs (Extra Parts)

Every part of the mutant's body that is crucial is present at least twice. As a result, the character may re-roll any failed *Saving Throw vs. Death* once.

07# Animal Roar (Xenomorphism)

The vocal chords of the mutant are partly ossified, like that of a lion. While the character has problems to form words with more than two syllables, he or she may give a fearsome roar. Once per combat, the mutant may roar at the enemy instead of using an attack. Any opponents with no more than 4 HD or with a Moral not higher than 6 must check Moral immediately. At the GM's discretion, superior numbers may negate this effect.

08# Bee Stinger Tail (Natural Weapon)

The mutant has developed a scorpion-like tail with a stinger on it that may be used in melee. On a successful attack the stinger will deliver a Class 12 poison, but will break off in the process. It takes $2d6+2$ days to regrow.

09# Bioluminescence (Xenomorphism)

A high number of light-generating organs are spread all over the mutant's skin, which the character may activate and deactivate at will (which takes one round of concentration). The light will illuminate an area of 5 to 15 feet (depending on how much of the mutant's skin is exposed).

10# Blood-Squirter (Natural Weapon)

The mutant is able to squirt a spray of a foul, bloody fluid from behind the slightly bulging eyes, and may use this ability as a melee attack once per combat (automatic hit). A victim of this attack must pass a *Saving Throw vs. Poison* or is going to be blinded for 1 round. A bit of the bloody fluid will get into the eyes of the mutant as well, and the character will thereby suffer a (-1) penalty to all melee attacks and a (-3) penalty to all ranged attacks for one round.

11# Body Fat Padding (Xenomorphism)

The mutant looks sturdy or chubby, as the body has developed deposits of fat that provide an excellent protection against minor cuts and scratches. The Body Fat Padding functions as a special *Accumulated Resistance* (see p. 28 of the Mutant Future core rules) against melee attacks that only deal up to three points of damage in one blow (actual damage, not potential damage). The hit point reserve is equal to the character's CON. In addition, the mutant gains a +1 bonus on all Saving Throws made against the effects of cold.

12# Cold-Blooded (Xenomorphism)

While the mutant is not really cold-blooded, his or her metabolism is very close to it. As a result, the character only needs half as much food as normal but suffers from a (-1) penalty in cool environments (e.g. at night, in the early morning or in cool subterranean locations). Cold temperatures may lead to even more severe penalties, and all cold-based attacks do one additional point of damage per die. On the other hand, the mutant gains a +1 or +2 bonus on all Saving Throws to resist the effects of warm or hot climates.

13# Crab Claw (Natural Weapon)

One or both of the lower arms of the mutant have turned into vicious, crab-like claws. If both were transformed, the mutant gains one additional attack but has no fine manipulators and cannot wield most items or weapons. The damage of an attack with a Crab Claw is determined by 2d8, and the highest result is kept. If both dice show an "8", the victim must pass a *Saving Throw vs Death* or some part of his or her body is dismembered. Alternatively, the GM may rule that the attack destroyed an opponents melee weapon or armor (if possible).

14# Dead-Reflex (Xenomorphism)

Like an opossum, the mutant may "play dead" from one moment to the other, in a fashion that will fool even the majority of predators. The character may stay in this state for up to a turn, but will suffer from a (-1) penalty to all rolls for the next three turns.

15# Enlarged Adrenalin Glands (Enlarged Parts)

After 1d3 combat rounds of stress (actual combat or other dangerous situations), the character's enlarged glands will flood his system with adrenaline. As a result, the mutant's melee damage will be increased by +1 for a turn and the Initiative will be increased by +3. The turn afterwards, the character will suffer a (-1) penalty to all tests due to exhaustion. If the adrenaline glands are triggered again during a phase of exhaustion, the penalty is subtracted from the bonus and the duration of the exhaustion is increased by another turn.

16# Enlarged Brain (Enlarged Parts)

The character's brain is much larger than normal, as is the head. The mutant may re-roll all Technology Rolls once.

17# Enlarged Ears (Enlarged Parts)

The mutant's ears are much larger than usual and thereby increase his or her hearing. The character gains a +1 bonus to all hearing based tests.

18# Enlarged Eyes (Enlarged Parts)

The mutant's eyes are much larger than usual and thereby increase his or her sight. The character gains a +1 bonus to all sight based tests.

19# Eye-Stalks (Xenomorphism)

The eyes of the mutant rest on stalks that may extend out of the sockets up to one foot. They are flexible and may be used to look around corners. In addition, if the character's eye or eyes are harmed or destroyed, they will regrow fully after 1d3+2 weeks.

20# Fangs (Natural Weapon)

The mutant's mouth sports a set of fangs that allows an additional, free attack in hand-to-hand combat or may be used as a standard melee attack if the last attack of the opponent failed to hit (roll a d6 to determine the type fangs):

- | | |
|-----|--|
| 1 | Poison fangs: two retractable fangs, like that of a snake. They do 1 point of damage and may insert a poison up to three times a day, which class is determined with 2d6 at character creation. |
| 2-4 | Fangs like that of a wolf, which will cause 1d4+1 points of damage |
| 5-6 | The mouth of the character houses two rows of sharp teeth, each of them similar to those of a shark. A successful bite attack will do 1d8 points of damage, but the mutant is unable to speak in a way that is clearly understandable. |

21# Flexible Spine (Xenomorphism)

The character's spine is not rigid as that of a normal human is, but highly flexible like to that of a cat. As a result, the mutant may increase his or her AC in melee by +1 due to an incredible ability to dodge as long as no rigid armor is worn. As a rule of thumb, **Skins, Furs, Leather and Ballistic Nylon** do not count as rigid. In addition, all damage from falling is halved. As a drawback, the character's possible encumbrance is reduced by 20%

22# Gills (Xenomorphism)

The mutant developed a set of gills at the back of his or her neck. With these, the character may breathe under water (but does not lose the ability to use his or her lungs).

23# Gliding Wings (Xenomorphism)

Large pieces of skin grow at the mutant's side and are attached to the ankles and wrists. With those the mutant may glide instead of falling: he or she will lose about one foot of altitude per five yards of flight.

24# Hands for Feet (Extra Parts)

The mutant's feet resemble hands and may be used as such. The character's movement is reduced by 10%.

25# Hoofed Legs (Xenomorphism)

The character has legs akin to a mule, horse or goat and may look similar to a Satyr. In melee, the character may kick an attacker for 1d4+1 damage and all attempts to *Force Doors* gain a (+1) bonus.

26# Human-Taur (Extra Parts)

The mutant has a second set of legs behind the first one which is connected to the other via a two foot long "torso section". While the character's Dexterity Bonus is decreased by one, it takes two successful (or failed) rolls for the mutant to fall or slip, and the possible encumbrance of the character is increased by 30%.

27# Independent Eyes (Xenomorphism)

The mutant has the eyes of a chameleon which are able to move independently from another. The character may thereby re-roll any failed test for *Surprise* once **when he or she is on guard** (i.e. not concentrating on anything else).

28# Insect Eyes (Xenomorphism)

Two large compound eyes rest in the character's face instead of normal ones. While this enhances the character's ability to perceive movement (may re-roll all failed tests for *Surprise* once), the mutant has problems to discern details (and has to roll *Search* test with a d8 instead of a d6).

29# Jumping Legs (Xenomorphism)

The legs of the character have a form akin to that of a frog, kangaroo or a grasshopper. While the general movement of the mutant is reduced by 10%, the ability to jump is tripled.

30# Large Shell (Xenomorphism)

The character's body is encased in a very hard, natural shell that includes a "housing", similar to that of a tortoise or a snail. In combat this armor counts as AC: 4, but instead of using an attack action the mutant may retract head and limbs into the safety of the shell. Under this condition, the shell becomes AC:3 armor and the mutant may stay inside for up to one turn. As a drawback, the mutant's Dexterity Bonus is permanently reduced by 1, the movement rate is reduced by 50% and the shell counts as 30 lbs of "dead weight" in regard to encumbrance.

31# Lashing Tentacles (Natural Weapon)

One or both arms of the character have been replaced with 1d4 long, thick tentacles the mutant may use like a lash or whip in combat. If both arms have been replaced by tentacles, the mutant gains an additional attack (and a third one if Dexterity is 12+) in melee, but lacks all ability for fine manipulation. An attack with a tentacle does 1d6 damage. In addition, the tentacles offer one of the following benefits (d6).

- | | |
|-----|--|
| 1-3 | Long: the tentacles may be used to attack targets (or grab objects) up to 6 feet away. |
| 4-5 | Painful: through a number of hair-fine nettles the tentacles deliver a painful nerve poison. The victim must pass a <i>Saving Throw</i> . vs. <i>Stun</i> or will be stunned for one combat round. |
| 6 | Hooked: the tentacles have thorn-like hooks and deal two additional points of damage. |

32# Lizard Limb (Xenomorphism)

Like a lizard may separate its tail to escape an attacker, the mutant may have any limbs fall off at will. This is not a painless procedure and the mutant suffers 1d6 damage from it, and it is not an instantaneous effect but either takes 1d4 rounds or one turn (half damage if it takes a turn). As a beneficial side-effect, the mutant may regenerate any lost limb within 1d4+2 weeks.

33# Long Legs (Enlarged Parts)

The mutant has elongated legs that are like that of a running bird or other fast, bipedal creature. The movement of the character is increased by 50%.

34# Padded Feet (Xenomorphism)

The feet of the character are padded, like that of a cat. As a result the mutant may walk over most ground without a need for footwear and gains a (+1) bonus on all tests for stealth (or put the other way around: opponents gain a (-1) penalty for all tests to hear the mutant).

35# Regenerative Ability (Xenomorphism)

The cells of the character are in a constant process of re-growth and re-generation. As a result the mutant needs twice as much food, but may regrow lost limbs within a week.

36# Ripping Claws (Natural Weapon)

The mutant's hands (and possibly: feet) have turned into claws that may be used in close combat (roll a d6)

- | | |
|-----|---|
| 1-2 | Retractable Claws that the mutant may hide. They deal 1d4 damage in melee. |
| 3-5 | Long Talons that impair the mutant's ability to use the fingers and deal 1d6 damage in melee. |
| 6 | Large Paws with powerful claws that deal 1d10 points of damage in combat, but leave the mutant without any fine manipulators. |

37# Scorpion Tail (Natural Weapon)

The mutant has developed a scorpion tail with a stinger on it that may be used to attack in melee. The stinger does no damage but delivers a poison which class is determined with 2d6 at character creation. The stinger has enough venom to be used 1d3+2 times per day.

38# Skunk Glands (Xenomorphism)

Up to (CON / 5; round up) times per day, the mutant may use special glands under the arm pits to excrete a fine spray of a foul stinking secretion. All characters within 10 feet but the mutant must pass a *Saving Throw vs. Death* or will be stunned for 1d4+1 rounds.

39# Snake-Tauer (Xenomorphism)

From the hip down the mutant's body is that of a 5 feet long snake with a diameter equal to that of the character's waist (but much thinner near the tip). The character's AC Bonus through Dexterity is increased by one and the Hit Points are increased by +5. His or her general movement is reduced by 20%, but all movement reductions due to bad terrain are halved. The only exception to this last rule are very smooth surfaces (e.g. glass), which reduce the mutant's movement by half. Last but not least, all attempts of the mutant to climb suffer an additional penalty (up to the GM).

40# Snout (Xenomorphism)

The character has developed a short snout with strong jaws and matching teeth. In close combat, the character may bite for 1d6-1 points of damage (no Strength Bonus). If the mutant already has *Fangs*, the damage of those are increased by +2 and the character may use them as a standard attack in melee.

41# Spider Glands (Xenomorphism)

The character has glands in the back of the mouth that allow the production of spider silk. While the mutant is not able to generate a web (as this takes more than just the glands), he or she is able to produce up to 30 feet of spider-silk rope per day. This rope has the same quality as silk rope, but falls apart after 5d6 hours.

42# Spitting Venom (Natural Weapon)

The character has glands in the side of the mouth that grant the ability to spit venom in melee, once per turn and up to three times a day. The spray of liquid nerve poison hits the target automatically (Class 4 Poison).

43# Spore Cloud (Xenomorphism)

The mutant's body is spongy and covered with numerous tiny bumps and orifices through which a spore cloud may be released (up to twice per day). The spore cloud has the same effect as a *smoke grenade*, but it only has half the radius and stays for only half as long.

44# Strong Back (Enlarged Parts)

The character has a strong back and very broad shoulders, the maximum encumbrance is thereby increased by 25%.

45# Strong Arm (Enlarged Parts)

One of the mutant's arms (player's choice) is much larger and stronger than the other. While this awkward mutation reduces the character's Dexterity by 2, the mutant may re-roll all damage rolls from melee attacks made with the *Strong Arm* once (and takes the better result).

46# Thick Bones (Enlarged Parts)

The mutant's bones are more than just heavy. They are extra thick and endure punishment that would break a lesser skeleton. Any melee damage from attacks which base damage does less than 1d8 damage is reduced by two (minimum: 1), those with a base damage of d8 are reduced by one. As a drawback, the mutant's Dexterity is reduced by 2.

47# Thick Fur (Xenomorphism)

The whole body of the mutant is covered in long, thick fur that makes the character look larger than he or she really is. Furthermore, attackers that try to bite the mutant may only get themselves a mouth full of fur. The character has a natural armor (AC:8) and ignores all bite attacks that don't do more than two points of damage (actual damage, not potential one). This effect is negated by armor that covers the majority of the body.

48# Thick Skin (Xenomorphism)

The character's skin is thick and leathery, much like that of a rhino or an elephant. The mutant thereby gets a (-1) AC bonus (unless the AC of the armor would thereby become better than AC:6).

49# Webbed Hands & Feet (Xenomorphism)

Webbing spans between the mutant's fingers and toes, so that the character's speed while swimming is increased by 20%.

50# Whipping Tail (Natural Weapon)

The character has a long, muscular tail like that of a reptile. In combat the mutant may thereby attack up to two enemies in his or her rear with a free melee attack which deals 1d4 damage.

[d100] Aberrant Form			
01	Additional Arms	49-50	Human-Taur
02-03	Additional Atrophied Arms	51-52	Independt Eyes
04-05	Additional Ears	53-55	Insect Eyes
06-08	Additional Eyes	56-57	Jumping Legs
09	Additional Rips	58	Large Shell
10-11	Additional Vital Organs	59-60	Lashing Tentacles
12-13	Animal Roar	61	Lizard Limp
14	Bee Stinger	62-65	Long Legs
15-16	Bioluminescence	66-67	Padded Feet
17	Blood-Squirter	68	Regenerative Ability
18-19	Body Fat Padding	69-71	Ripping Claws
20-22	Cold-Blooded	72	Scorpion Tail
23	Crap Claw	73	Skunk Glands
24	Dead-Reflex	74-75	Snake-Tauer
25	Enlarged Adrenalin Glands	76-78	Snout
26-27	Large Brain	79	Spider Glands
28-30	Enlarged Ears	80	Spitting Venom
31-33	Enlarged Eyes	81	Spore Cloud
34-35	Eye Stalks	82-84	Strong Back
36-37	Fangs	85-87	Strongarm
38	Flexible Spine	88-89	Thick Bones
39-40	Gills	90-92	Thick Fur
41-42	Gliding Wings	93-95	Thick Skin
43-45	Hands for Feet	96-98	Webbed Feet & Hands
46-48	Hoofed Legs	99-100	Whipping Tail

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	Animal Roar		Lizard Limp
	Bee Stinger		Long Legs
	Bioluminescence		Padded Feet
	Blood-Squirter		Regenerative Ability
	Body Fat Padding		Ripping Claws
	Cold-Blooded		Scorpion Tail
	Crap Claw		Skunk Glands
	Dead-Reflex		Snake-Tauer
	Enlarged Adrenalin Glands		Snout
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	Eye Stalks		Strong Back
	Fangs		Strongarm
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